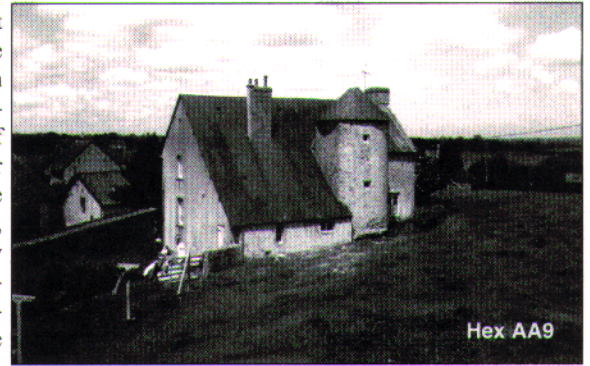
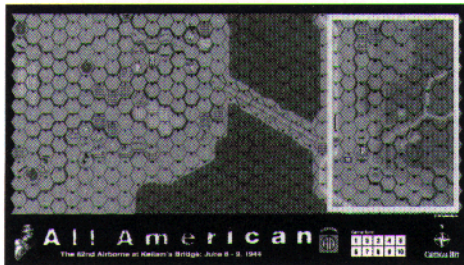


THE MILLING CROWD

LA FIERE MANOIR, 6 June, 1944: Following their successful drop, intact and in almost perfect order, Able Company of the 505th P.I.R. moved speedily to their D Day objective: the Merderet bridge at La Fiere. The large manor house adjacent to the river bridge had been occupied earlier that night by a detachment of the 1057 Grenadier Regiment of the 91st Division: 28 men in all. First to draw fire from the vicinity of the manoir was Lieutenant Presnell of 1st Platoon. His team were followed soon after by the remainder of Able Company, and later by a succession of groups including elements of all the scattered parachute regiments of the 82nd. Each in turn advanced to contact and made their uncoordinated moves against the manoir, quite unaware of the presence of numerous friendly forces. The German resistance was finally worn down, the outpost surrendering to Ben Schwarzwald's band of 507th Regiment stragglers, who promptly moved on to Cauquigny. As fire slackened about the manoir, Able Company displaced forward to take up positions around the bridge. As they dug their foxholes, the sound of approaching tanks could be heard across the Merderet.



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes on/east of hexrow Y are in play)

BALANCE:

- ✚ Add an additional LMG to the German OB.
- ⚙ Add one MMG to the American turn 2 reinforcements.

SCENARIO SPECIAL RULES:

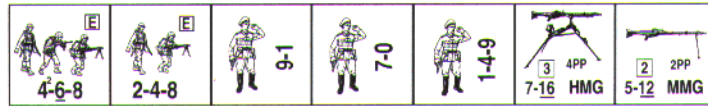
1. EC are Moist and Overcast with no wind at start.
2. The German player may use HIP for all units at start. Germans have no PF capability. Although they were Engineers, the German detachment carried no special equipment or explosives, and function as normal Infantry.
3. At the end of German Player Turn 5, if no Good Order American infantry unit is in or ADJACENT to hex AA9, play pauses (otherwise, continue directly to American Player Turn 6 with all counters in play remaining in place). If play is paused in this way, the owning player removes all American counters from the map: infantry, SW, and markers. These are all removed from the game. All remaining German counters must then set up afresh within one hex of AA9, using HIP. Broken units automatically rally and malfunctioning SW are repaired; SW may reselect bore sighted hexes. Play then resumes with American Player Turn 6.

VICTORY CONDITIONS: The Americans must Control building AA9 at Game End.

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



Detachment of Engineers from the 1057th Grenadier Regiment set up within one hex of AA9:



2

[ELR: 4]
{SAN: 5}

Mixed elements of the 82nd Airborne Division enter as specified below:



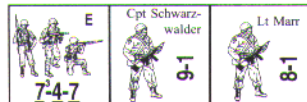
Elements of Able Coy., 505th P.I.R. enter on turn 1 on hex Z0 and/or AA0:



3

[ELR: 5]
{SAN: 2}

Stragglers, mostly from the 507th P.I.R. enter on turn 6 on hex EE13:



3

Elements of Able Coy., 505th P.I.R. enter on turn 1 on/ between hexes AA0 and FF0:



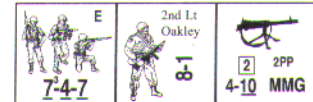
5

Elements of the 508 P.I.R. enter on turn 7 on hexes FF12 and/or GG13:



5

Detachment from Able Coy., 505th P.I.R. enter on turn 9 on hexes AA13 and/or BB12:



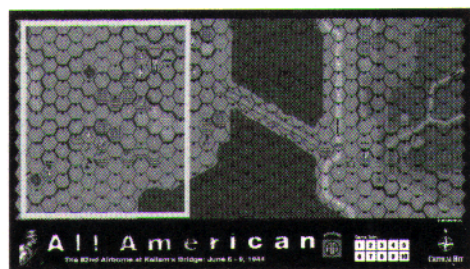
2

AMBUSH AT CAUQUIGNY

CAUQUIGNY, 6 June, 1944: After taking the manoir, Captain Ben Schwarzwald pressed on across the causeway. On the far bank, he found Lieutenant Louis Levy in charge of a mixed group of 507th and 508 paratroopers. Assuming wrongly, and tragically, that the bridgehead was under no threat, Schwarzwald moved out to the north, intent on joining Colonel Timmes' 2/507th in their orchard stronghold. After Schwarzwald followed the greater part of Levy's group, with them the sole bazooka team, leaving him with barely a dozen men to carry out Timmes' order to 'hold the bridge'. From the east, instead of sending the battalion of 505th P.I.R. that Levy was expecting, Lindquist advanced 'Company B', a motley collection of forty ill-armed headquarters and artillery men. Levy's position was unexpectedly compromised by the appearance of a German ambulance, waving a Red Cross flag, that raced from the P4 road junction towards Amfreville before the Americans could react. Shortly after, ominous rumblings from the west turned out to be the head of a German column from Amfreville. Lieutenants Levy, Kormylo, and their colleagues fired and threw gammon bombs until their ammunition and resolve were exhausted, then withdrew to the north. They had held up the German advance and destroyed a number of enemy tanks. But they could not save 'Company B', whose few survivors sought sanctuary in the flooded marsh.



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes on/west of hexrow Q are in play)

BALANCE:

- ✚ Remove the "Unidentified" hero and his bazooka from the game.
- ⊙ The "Unidentified" hero sets up at start in hex O8.

SCENARIO SPECIAL RULES:

- EC are Moist and Overcast with no wind at start.
- American paratroops (not HQ units) may exit the map from the north edge, and receive an additional -2 DRM to all CC versus vehicles. Contrary to A2.5, turn 3 reinforcements must enter on Q5 only. If delayed or obstructed, they are considered eliminated for VP purposes. The HQ elements listed to enter on turn 3 have ELR 1.
- Germans use a French S35 counter with no Captured Use penalties. All tanks are radioless and use the red To Hit numbers.
- (Optional) This scenario may be linked to AA3. If the German player wins AA2, all German units surviving may be used in place of the AA3 German Order Of Battle, with all units rallied and malfunctioned SW repaired. The German radio receives no OBA module in AA2; it is usable in AA3 only.

VICTORY CONDITIONS: The Germans must earn *more* CVP than they lose by Game End.

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

Scratch force comprising elements of the 507th and 508 P.I.R. [ELR:5] set up as specified below:



Set up within three hexes of L3:

E 7-4-7	8-1 2	2 2PP 4-10 MMG	? 7 morale 4
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Set up within one hex of P5:

E 3-3-7	1-1-9 7 morale 3	?
------------	------------------------	---

Unidentified heroic paratrooper enters along the south edge on an American Player Turn after a Reinforcement dr ≤ the current turn number:

1-4-9	BAZ 44 X11 1PP 8-4
-------	--------------------------

[ELR: 5/1]
{SAN: 4}

HQ elements [ELR 1] enter on turn 3 on Q5 (see SSR 2):

2 5-4-6 4

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



Enter on turn 1 on A2:

S35 *13 6 47 -12*	Pz 35R(I) 8 4 37* -12
-------------------------	-----------------------------

Enter on turn 2 at A2:

Pz 35R(I) 8 4 37* -12	1 4-6-7	8-1	8-1	1 1PP 3-8 LMG	2 2PP 5-12 MMG
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[ELR: 3]
{SAN: 4}

Enter on turn 5 on A2 (only if OPT SSR4 is selected):

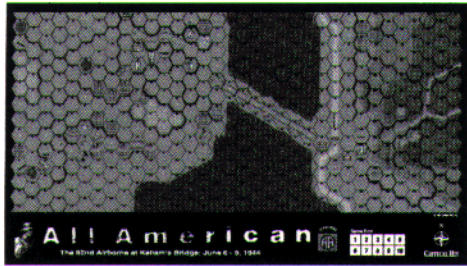
1 4-6-7	8-1	8-0	7-0	1 1PP 3-8 LMG	2 2PP 5-12 MMG	Radio 1PP 8
------------	-----	-----	-----	------------------	-------------------	----------------

TO THE MANOR DRAWN

LA FIERE MANOIR, 6 June, 1944: After taking the La Fiere manoir, Captain Schwarzwaldler's contingent crossed over the causeway. Finding no enemy present at Cauquigny, they moved out to the north, seeing no need to garrison the west end of the causeway. Able Company, still unaware that any other friendly force had been engaged at La Fiere, sensed the slackening of German fire and advanced to fill the vacuum left by Schwarzwaldler. At La Fiere, they dug in around the Merderet bridge. Led by decrepit French armor, the German counter-thrust swept through Cauquigny, losing tanks to Levy's patrol but evening the score by effectively wiping out the ad hoc 'Company B' formed by Lindquist. Flushed with this success, the Germans advanced onto the causeway. Both tanks were flamed by a four man advance guard thrown out in front of the hastily improvised bridge defences. Hearing the armor, General Ridgway and Gavin arranged reinforcements to shore up the east bank defences. Unaware of this nearby backstop, Able Company fought on. Having lost their armor shield, the leading German company was lashed by grazing fire from Able Company's machine guns; the second German company fell back and the attack faltered. By the time reinforcements of (mainly) 507th P.I.R. men under Lt. Col. Maloney arrived, it was all over. For the day.



BOARD CONFIGURATION:



(the entire map is in play)



BALANCE:

- ✚ Replace the two MMG with two HMG in the German OB.
- ⚙ Reduce game length to 5 turns.

SCENARIO SPECIAL RULES:

1. EC are Moist and Overcast with no wind at start.
2. Americans suffer from Ammunition Shortage. Although A-T Mines are set up in full view, they can only be removed by Clearance (B24.74).
3. Germans may set up one SMC with radio using HIP. Germans receive one module of 81mm battalion mortar OBA.
4. R35 tanks are radioless and use the red To Hit numbers.

VICTORY CONDITIONS: The Germans must control bridge hex Y8 at Game End.

AMERICAN Sets Up First	1	2	3	4	5	6
GERMAN Moves First [128]						

Elements of Able Coy., 505th P.I.R. set up as specified below:

Set up in hex V7:

 Peterson 1-4-9	 BAZ 44 X11 1PP 8-4	 ? 7 morale
-----------------------	------------------------------	-------------------

Set up in hex X8:

 E 3-3-7	 BAZ 44 X11 1PP 8-4	 ? 7 morale	 Mine AT	 cs 6
----------------	------------------------------	-------------------	----------------	----------

4 factors

[ELR: 5]
{SAN: 4}

Set up in hex CC8:

 M1 2-2-7	 AT M10 3 -57L
-----------------	----------------------------

Set up on/east of hexrow Z:

 E 7-4-7 7	 Lt Doian 9-1	 2nd Lt Oakley 8-1	 7-0	 2PP 4-10 MMG 3	 Foxhole 5 1S OVR, OBA +4 Other +2 5
---------------------	---------------------	-----------------------------	---------	--------------------------	---

Elements of the 1057th Grenadier Regiment and Panzer Ersatz und Ausbildungs Abteilung 100 set up on/west of hexrow P:

 1 4-6-7 12	 1 2-4-7 2	 9-1 2	 8-1 2	 8-0 2	 7-0 2	 1PP 3-8 LMG 4	 2PP 5-12 MMG 2	 Radio 1PP 8 37*	 Pz 35R(T) 8 -2 2
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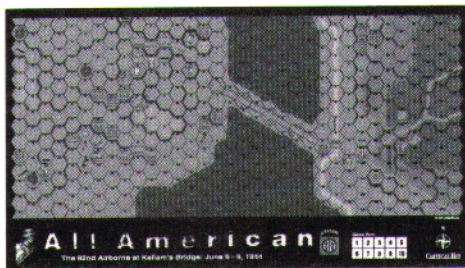
[ELR: 3]
{SAN: 4}

A BETTER SPOT THAN THIS...

LA FIERE MANOIR, 7 June, 1944: Overnight, the position was reinforced but pressure on the defenders of the east bank was maintained by mortar and artillery fire. A dawn air supply drop relieved the most pressing ammunition shortage. The recently arrived reinforcements pulled out along with Lindquist to support Sainte Mere Eglise, and so the defence of La Fiere and the east bank of the Merderet fell once again to Able Company. Lt. Dolan was called to replace the dead Major Kellam at Battalion headquarters, leaving 2nd Lieutenant Oakley in command as Able Company was reinforced by a handful of men from HQ Company and 307 Engineers. Before long, the increased intensity of mortar fire signalled a renewed German attempt on the causeway. The leading tank rolled beyond the previous day's wrecks, to die in a hail of fire just short of the bridge. The German infantry benefited from the steel shield of the accumulated wrecks, moving under their cover to the bridge. Meanwhile, German mortars and artillery continued to work over the defenders, wiping out the AT gun crew and felling Oakley. Sergeant William Owens took charge of the depleted company. At last, his command reduced to a handful of able bodied men, Owens sent a runner to Dolan at battalion HQ seeking advice. The response was a scribbled note: 'I don't know a better spot than this to die'. Able Company held, and minutes later the Germans requested a half hour truce. The half hour expired, but there were no further German attempts on the crossing.



BOARD CONFIGURATION:



(the entire map is in play)



BALANCE:

- ✚ Increase the game length to 6 turns.
- ⊙ The German OBA is *not* Battalion Mortar.

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. The Americans suffer from Ammunition Shortage. Although A-T Mines are set up in full view, they can only be removed by Clearance (B24.74), and American Engineers are not equipped as Sappers. All MMG in the same hex as Supply Sergeant Edwin Wancio deduct three from their Repair dr (an original 6 still eliminates the MMG).
3. Germans may set up two SMCs with radios using HIP. Germans receive two modules of 81mm battalion mortar OBA with Scarce Ammunition.
4. R35 tanks are radioless and use the red To Hit numbers.
5. Whenever the Germans fail an Integrity Check (A16.2), the German player must immediately request a truce. The game ends if the request is accepted.

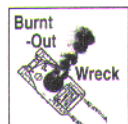
VICTORY CONDITIONS: The Germans must control bridge hex Y8 at Game End.

⊙ AMERICAN Sets Up First	1	2	3	4	5
✚ GERMAN Moves First [102]					

Elements of Able Coy., 505th P.I.R. set up as specified below:



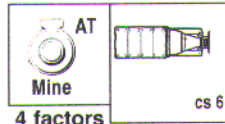
Set up in hex W8:



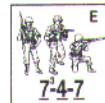
Set up in hex X7:



Set up in hex X8:



Elements of the 307th Engineer Coy. set up on/east of hexrow Z:

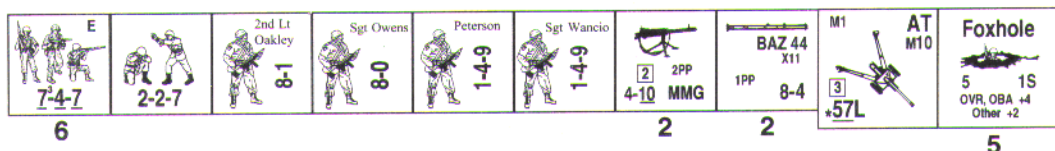


Elements of the HQ Coy., 505th P.I.R. set up on/east of hexrow Z:

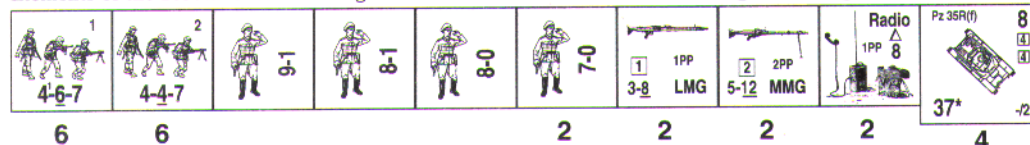


[ELR: 5]
{SAN: 3}

Elements of Able Coy., 505th P.I.R. set up on/east of hexrow Z:



Elements of the 1057th Grenadier Regiment and Panzer Ersatz und Ausbildungs Abteilung 100 set up on/west of hexrow P:



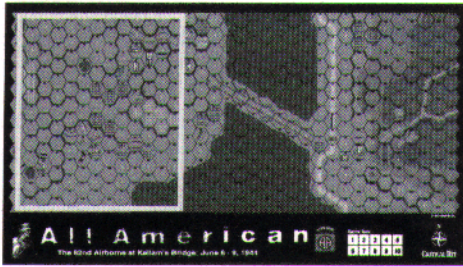
[ELR: 2]
{SAN: 3}

CLOAKS OF CONFUSION

Near CAUQUIGNY, 8 June, 1944: Landing on 7 June, the 325th Glider Infantry Regiment spent much of the day marching and counter-marching. Late in the day, 1st Battalion was despatched across the 'secret ford' through the marshes to bolster Colonel Timmes' 2/507th in their orchard stronghold. Moving past that position, the battalion split into companies to implement an ambitious plan that proved overly complex for the circumstances. Cohesion lost, Charley attempted to regain contact with Baker Company on their left. In spite of the efforts of their 507th Regiment guide, Lieutenant Marr, they lost their way and stumbled upon a German artillery park. After a confused firefight, Charley Company were driven back by flanking fire, helped on their way by a German armored car appearing to their rear. As overcast gave way to moonlight, Lieutenant Marr succeeded in linking a Charley Company lineman's EE8A phone with the Company wire so that mortar fire from Timmes' orchard could be brought down to cover Charley and Baker Companies' retreat. At La Fiere, it became clear to Ridgway that only a frontal assault was going to clear the causeway.



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Night Rules are in effect. The Base NVR is two hexes with Scattered Clouds and a Full Moon. Any NVR Change result that would decrease NVR is ignored. The German is the Scenario Defender (E1.2); the American is the Scenario Attacker and enters Cloaked. The Majority Squad Type of both sides is Normal.
3. Both sides gain Casualty VP plus 3 VP per hex at game end for Control of J3 and of N1.
4. The American player may withdraw units from the North map edge (only) on or after Turn 8.
5. Each German Gun starts Emplaced (and HIP, A12.34) with a camp fire in its hex, represented by a Flame counter which may never spread nor be extinguished.
6. Until it is connected, the Field Phone may be moved (at 1 Portage Point). An American SMC in possession of the field phone and within 2 hexes of G2 may attempt as its sole action in any Rally Phase to connect with the Company wire. An unmodified die roll of 1 or 2 results in successful connection with one module of 60+ mm OBA (such a connection attempt is a concealment-loss activity). Contact and Battery Access may thereafter be attempted as normal.

(only hexes on/west of hexrow Q are in play)


BALANCE:





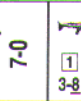
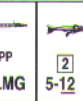

- ✚ The German ELR is increased to 3.
- ★ The American OBA is a Battalion Mortar module.

VICTORY CONDITIONS: The Americans win immediately if at the end of any Game Turn they control building N3, or at Game End if they have earned more VP (both CVP and Location VP) than the Germans.

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



Elements of the 1057th Grenadier Regiment set up ≥ 8 hexes from A1:




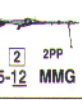
 2 4-4-7 4	 2 2-2-8 4	 1 8-0	 8-0	 7-0	 1 1PP 3-8 LMG	 2 2PP 5-12 MMG
---	---	--	---	---	--	---

[ELR: 2]
{SAN: 3}

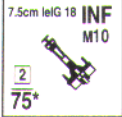
Recon patrol enter on/after turn 5 along a road hexside in hex A6 or A10:

 2 4-4-7	 33 3 1 20L(6) -5
--	---

MG team enter on/after turn 8 on/adjacent to hex A2:

 2 4-4-7	 2 2PP 5-12 MMG
--	---

Guns set up no more than one per hex, unpossessed, facing east, within one hex of J6:









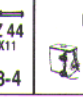
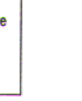
3

Scenario Defender

HIP 3	HIP 1	? 7 Morale 4
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Elements of Charley Company, 1/325th Glider Infantry Regiment enter on/between hexes A3 and D0:



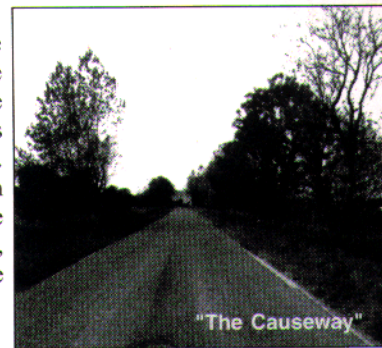
 6-6-7 8	 8-1	 8-0	 7-0	 2PP	 1PP 8-4	 X12 11
--	---	---	---	---	--	---

[ELR: 2]
{SAN: 2}

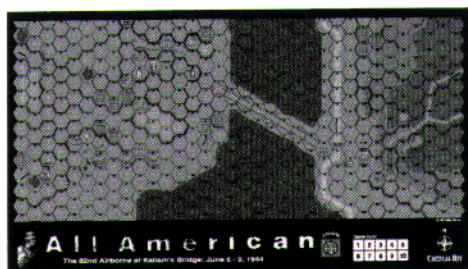
Scenario Attacker

? CLOAKING Counters 8

LA FIERE MANOIR, 9 June, 1944: George Company was assigned to the assault over the Merderet. In advance of his company, Captain Sauls reconnoitred the way forward, hauled aside the 507th Regiment's dead from the road ahead, and waited for the promised smoke barrage. The deadline for attack passing with no smoke, George Company's officers stepped off regardless. Sauls yelled 'Go! Go! Go!' and advanced, eyes forward. Captain Sauls and his brother officers reached the far shore with barely a single squad. The causeway behind them was empty. Recovering from an all too brief bombardment, the German defenders regrouped and brought down an intense rain of artillery and machine gun fire, all but sealing off the narrow causeway. Successive groups of infantry made the attempt, but for most the causeway proved too long for a single dash. Those that stopped, and those that fell, gradually choked the causeway road. A single Sherman tank ventured forward, only to immobilize itself on the American mines laid three days before.



BOARD CONFIGURATION:



(the entire map is in play)



BALANCE:

☉ Replace the German MMG with a LMG.

⊕ The German OBA is an 81mm *with* Battalion Mortar status.

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Although A-T Mines are set up in full view, they can only be removed by Clearance (B24.74).
3. The German player may use HIP for one SMC and the radio it possesses. Germans receive one module of 81 mm OBA with Scarce Ammunition. Due to a recent barrage, Bore Sighting is NA, and Germans must set up with no more than one MMC per Location.
4. During Game Turns 1 and 2 only, after Captain Sauls resolves any Morale Check caused by enemy fire attack he immediately becomes berserk (unless he has suffered KIA). All aspects of A15.4 apply, including a Berserk TC for accompanying units. [EXC: if no Known enemy unit is in LOS, berserk units created in this way move toward/into hex O5; affected units return to normal as A15.46 or may choose to return to normal at the end of any American Movement Phase.]

VICTORY CONDITIONS: The Americans win immediately if they control hex N3 at the end of any Game Turn *or* at Game End if they have any Good Order unit (AFV or MMC) on/west of hexrow O.

<p>☉ AMERICAN Sets Up First and Moves First</p>	1	2	3	4	5	6	7
<div style="display: flex; justify-content: space-between;"> <div style="width: 20%;"> <p>Set up in hex W8:</p> </div> <div style="width: 20%;"> <p>Set up in hex X7:</p> </div> <div style="width: 20%;"> <p>Set up in hex X8:</p> </div> <div style="width: 20%;"> <p>Elements of Able Company, 746th Tank Battalion set up on/east of hexrow CC:</p> </div> </div> <div style="margin-top: 20px;"> <p>Elements of George Company, 3/325th Glider Infantry Regiment set up on/east of hexrow CC:</p> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 10px;"> <div style="text-align: center;"> 12 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 3 </div> <div style="text-align: center;"> 3 </div> </div> </div>	<p>Elements of the 1057th Grenadier Regiment set up on/west of hexrow O with no more than one MMC per Location:</p> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 10px;"> <div style="text-align: center;"> 3 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 2 </div> <div style="text-align: center;"> 5 </div> <div style="text-align: center;"> 5 </div> </div>						

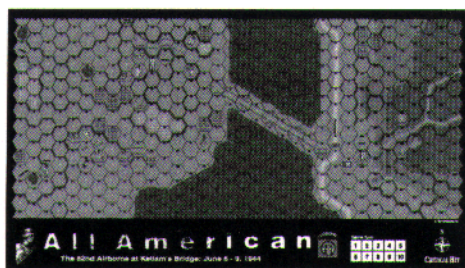
EASY OVER

AA7

LA FIERE MANOIR, 9 June, 1944: Third battalion of the 325th Glider Infantry Regiment was lined up to assault the causeway in sequence of companies: George, Easy, Fox. As 1st Platoon of Easy arrived at La Fiere, the bulk of George Company was still strung out across the causeway. Stragglers, wounded, and dead plus a trickle of German prisoners formed a physical barrier to progress, as German shells continued to pound the crossing. Platoon Sergeant Henry Howell had no orders to move through the lead company, until the Battalion S3 urged him to 'Get this platoon moving or we'll all die here.' Easy Company's crossing was as bloody and as hesitant as George's. Following Howell's lead, 2nd Platoon reached the far shore with a mere dozen men. Of Easy Company's 148 men, over half were left on the causeway; and more were to fall on the west bank. Watching from La Fiere, General Gavin could only see confusion and failure, and prepared to send in Rae's 507th Regiment paratroopers. But unknown to him, across the causeway, acts of individual heroism at squad level were turning a bridgehead into a viable perimeter. The privates and sergeants at the sharp end began to sense what their command could not: the Germans were beginning to waver.



BOARD CONFIGURATION:



(the entire map is in play)



BALANCE:

- ☉ Replace the German MMG with a LMG.
- ☙ The German OBA is an 81mm *with* Battalion Mortar status.

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Although A-T Mines are set up in full view, they can only be removed by Clearance (B24.74).
3. The German player may use HIP for one SMC and the radio it possesses. Germans receive one module of 81 mm OBA with Scarce Ammunition. Due to a recent barrage, Bore Sighting is NA, and Germans must set up with no more than one MMC per Location.

VICTORY CONDITIONS: The Americans must control ≥ 1 building on hexrow N or O (i.e., N1, N3 or O8) at Game End.

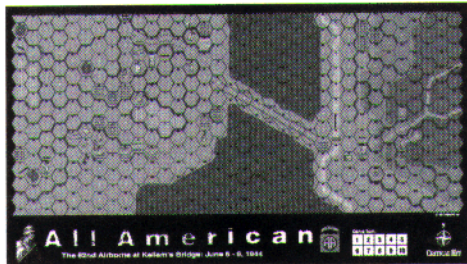
<p>☉ AMERICAN Sets Up First and Moves First</p>	1	2	3	4	5																
<div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="width: 15%;"> <p>[ELR: 2] {SAN: 5}</p> </div> <div style="width: 60%;"> <p>Elements of the 1057th Grenadier Regiment set up on/west of hexrow O, but not ADJACENT to any Known American unit:</p> <table border="1" style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="width: 15%;"> 4-6-7</td> <td style="width: 15%;"> 4-4-7</td> <td style="width: 15%;"> 6-1</td> <td style="width: 15%;"> 8-0</td> <td style="width: 15%;"> 7-0</td> <td style="width: 15%;"> 1PP 3-8 LMG</td> <td style="width: 15%;"> 2PP 5-12 MMG</td> <td style="width: 15%;"> 1PP 8 Radio</td> </tr> <tr> <td colspan="2">3</td> <td colspan="2">4</td> <td colspan="4">2</td> </tr> </table> </div> <div style="width: 20%;"> <p>Set up in hex W8: </p> <p>Set up in hex X7: </p> </div> </div>	 4-6-7	 4-4-7	 6-1	 8-0	 7-0	 1PP 3-8 LMG	 2PP 5-12 MMG	 1PP 8 Radio	3		4		2								
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<div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="width: 15%;"> <p>[ELR: 2] {SAN: 3}</p> </div> <div style="width: 60%;"> <p>Elements of Easy Company, 3/325th Glider Infantry Regiment set up on/east of hexrow CC:</p> <table border="1" style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="width: 15%;"> 6-6-7</td> <td style="width: 15%;"> 8-1</td> <td style="width: 15%;"> 8-0</td> <td style="width: 15%;"> 7-0</td> <td style="width: 15%;"> 2PP 4-10 MMG</td> <td style="width: 15%;"> 1PP BAZ 44 X11 8-4</td> </tr> <tr> <td colspan="2">12</td> <td colspan="4">2</td> </tr> </table> </div> <div style="width: 20%;"> <p>Elements of Able Company, 746th Tank Battalion set up on/east of hexrow CC:</p> <table border="1" style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="width: 50%;"> 75</td> <td style="width: 50%;"> 13 8 75 2/4/4</td> </tr> </table> </div> </div>	 6-6-7	 8-1	 8-0	 7-0	 2PP 4-10 MMG	 1PP BAZ 44 X11 8-4	12		2				 75	 13 8 75 2/4/4							
 6-6-7	 8-1	 8-0	 7-0	 2PP 4-10 MMG	 1PP BAZ 44 X11 8-4																
12		2																			
 75	 13 8 75 2/4/4																				

CHARGE THE CAUSEWAY

LA FIERE MANOIR, 9 June, 1944: 3rd Battalion, 325th Glider Infantry Regiment had until recently been 2nd Battalion, 401 Glider Infantry. Now attached to the 325th, some resentment was felt by the orphaned unit. Resentment worsened on the approach march to La Fiere, as their commanding officer was relieved of command and replaced by the colonel of the 325th. The battalion had been briefed to expect a 500 yard advance across the exposed causeway, and had been promised a barrage of smoke. Captain Rae's 507th Regiment guardians of the La Fiere bridge were, for the time at least, a spent force. Ridgway needed a crossing, and the glider men were committed to a frontal assault across the Merderet. Although the promised smoke was lacking, a preparatory barrage was patched together with the unstinting cooperation of 90th Division artillery. The headlong charge of Sauls and his handful of George Company followers was the first of many acts of individual heroism that were to reward 3/325th with a small and uncertain yet significant bridgehead across the Merderet.



BOARD CONFIGURATION:



(the entire map is in play)



SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start. Although A-T Mines are set up in full view, they can only be removed by Clearance (B24.74).
2. The German player may use HIP for two SMC and the radios they possess. Germans receive two modules of 81 mm OBA with Scarce Ammunition. Due to a recent barrage, Bore Sighting is NA, and Germans must set up with no more than one MMC per Location.
3. During Game Turns 1 and 2 only, after Cpt. Sauls resolves any Morale Check caused by enemy fire he immediately becomes berserk (unless he has suffered KIA). All aspects of A15.4 apply, including a Berserk TC for accompanying units. [EXC: if no Known enemy unit is in LOS, berserk units created in this way move toward/into hex O5; affected units return to normal as A15.46 or may choose to return to normal at the end of any American Movement Phase.].
4. At the end of German Player Turn 5, play pauses. During this pause, any Melees outstanding are continued until resolved. All counters (including SW and vehicles) on or east of hexrow R are removed from play. Any remaining American units and SW (i.e. all those in hexes west of hexrow R) are left in place; all German units still in play may set up afresh on or west of hexrow N, at least two hexes from any American unit. All units in play revert to Good Order and may automatically Recover, repair, and transfer SW in their Locations. All Acquisition, Radio Contact, and Battery Access are lost. Lost HIP cannot be regained. OBA batteries' Draw Piles remain as they are; they are not replenished. Sniper counters may be repositioned. Play then resumes with American Player Turn 6.

BALANCE:

- ⊗ Replace the German HMG with a MMG.
- ⊕ Both German OBA modules are 81mm Battalion Mortars with Normal Ammunition.

VICTORY CONDITIONS: The Americans win immediately if at the end of any Game Turn they control building N1, N3, and 08 or at Game End if they control any 2 of these building hexes.

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

Set up in hex W8:

Set up in hex X7:

Set up in hex X8: **4 factors**

Elements of the 1057th Grenadier Regiment set up on/west of hexrow O :

[ELR: 2] {SAN: 5}	4-6-7 4	4-4-7 4	9-1 2	8-0 2	7-0 2	1PP 3-8 LMG	4PP 7-16 HMG	1PP 8	7 morale 2
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Elements of George Company, 3/325th Glider Infantry Regiment set up on/east of hexrow CC:

	6-6-7 12	9-1 2	8-1 2	7-0 2	2PP 4-10 MMG	1PP 8-4
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Elements of Easy Company, 3/325th Glider Infantry Regiment set upon/east of hexrow CC on turn 6:

[ELR: 2] {SAN: 3}	6-6-7 12	8-1 2	8-0 2	7-0 2	2PP 4-10 MMG	1PP 8-4
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Elements of Able Company, 746th Tank Battalion set upon/east of hexrow CC:

	13 8 4	1 75	2/4/4
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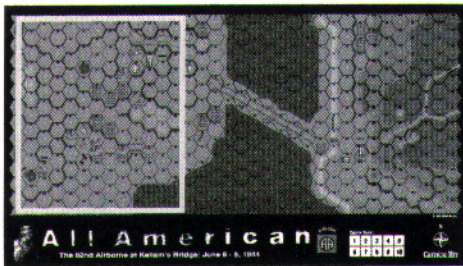
4

VII CORPS BRIDGEHEAD

Around CAUQUIGNY, 9 June, 1944: The plan was that George Company should deploy to the left of the causeway, Easy to the right. But in the turmoil of the crossing, units were mingled inextricably. By the time Captain Harney's Fox Company came on the scene, contact with the main bodies of the preceding companies had been lost, and such stragglers as could be rounded up were quickly taken into tow. Harney struck west down the main road. On the east bank, two generals were at work. While Gavin arranged the refueling and arming of the three Shermans at La Fiere, Matt Ridgway personally managed the clearing of wrecks and mines from the bridge. The three tanks made the crossing, and quickly made their presence felt by routing an advanced 3/325th Command Post. Captain Harney's disquiet grew as he sensed growing opposition facing his mixed force - men from every company of the Battalion, plus some paratroopers. At length, blasted by American artillery and fearing for his open flanks, he decided to execute a phased withdrawal. Even as Harney fell back, Easy Company was belatedly responding to his pleas for flank support, moving forward to contact friends who were no longer there. And all this time, the core of George Company was fighting its own battle to the south west, assisted in no small measure by a supporting Sherman. Through all the confusion, as individual squad leaders in contact with the enemy deployed their men, an uncoordinated but intact perimeter began to form around the bridgehead.



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Germans receive one module of 81 mm OBA with one Pre-Registered hex, directed by an Offboard Observer at Level 3 in any hex of row A. The AT Gun (only) may Bore Sight one hex. Unoccupied buildings are not American controlled at start.
3. German turn 2 reinforcements may delay entry, but all must enter on the same turn. Each turn after turn 2, they may enter two further hexes to the east. (EX: turn 3 they may enter on or between D0 and J0; turn 4 D0 and L0; turn 5 D0 and N0).
4. At the beginning of every German Player Turn DFPh, each Mobile M4 on or west of hexrow N takes a NTC (Morale Level 7). An M4 failing this NTC must immediately fire its CMG at the nearest Known Infantry, regardless of nationality (in case of a tie target the Location with the lowest cumulative DRM, then use Random Selection). Other armament may be used, but only vs. the same target. After firing, a STUN counter is placed on the M4, which suffers Recall as normal.

(only hexes on/west of hexrow Q are in play)

BALANCE:

- ☉ The German OBA is 105 mm.
- ☙ The German OBA is 75 mm.

VICTORY CONDITIONS: The Americans must control all buildings on the map at Game End (see SSR 2).

☉ AMERICAN Sets Up First	1	☉ 2	3	4	5
☙ GERMAN Moves First		☙			

Elements of 3rd Battalion, 325th Glider Infantry Regiment set up specified below:



Mixed force, Fox Company and others set up within one hex of G3:

1 6-6-6	Cpt Harney 9-1	8-1	7-0	2 4-10 2PP MMG	3 60* [3-45]
6				2	

Elements of Easy Company set up within one hex of J5:

1 6-6-6	8-1	8-0	2 4-10 2PP MMG
5			2



Elements of George Company set up within one hex of I10:

[ELR: 2] {SAN: 3} 6-6-7	Cpt Sauls 9-1	8-1	7-0	2 4-10 2PP MMG	3 60* [3-45]
5				2	

Elements of the 746th Tank Battalion enter on turn 2 on Q5:

M4 13 8 [1]
75 2/4/4
3

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



2 4-4-7	C 4-3-6	8-0	7-0	1 3-8 1PP LMG	2 dm MTR 50 mm
5	4		2	2	2

Set up within three hexes of hex C9:

1 2-4-7	2 2-2-8	2 5-12 2PP MMG	PaK 38 AT M10 [3] 50L [75]
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Enter on turn 2 on/between hexes D0 and H0 (see SSR 3):

[ELR: 2] {SAN: 5} 4-6-7	9-1	2 5-12 2PP MMG
2		2

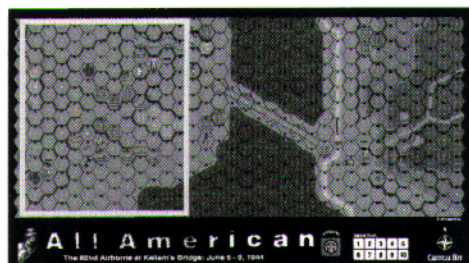
GO TO TOWN

West of CAUQUIGNY, 9 June, 1944: Through the afternoon, German artillery continued to pound the men of 3/325th Glider Infantry, and the menace of counter attack loomed. Fearful for Fox Company's open flank, Harney pleaded with his colonel for support. Before himself collapsing from exhaustion, Colonel Lewis sent Rae's 507th Regiment men forward to Fox Company's right flank. Lewis's successor, Lt. Colonel Sitler, was no less conscious of the impending threat, and collected a scratch force of rear area troops to support Harney's stand. As afternoon gave way to evening, the storm broke over Fox Company. Fox Company survived the intensified bombardment to meet the long awaited German assault. By the time Sitler's drafts of CP, supply, and communications troops reached them, the situation was more or less stable. These newcomers provided a morale boost as well as numbers. Harney advanced. Three Shermans appeared, briefly supporting the Company before pulling back to less exposed positions. Meanwhile, Sitler's alarm had reached General Gavin, who characteristically came forward to make his own appraisal of the situation. Finding Rae digging foxholes, Gavin ordered him instead to move forward. Asked 'How far do you want me to go?', Gavin's reply was brief: 'Go to town!' Rae took the general literally. By nightfall his company had punched through the German positions to the hamlet of Le Motey on the Amfreville road. As dawn broke on 10th June, 2nd Battalion of 357th Infantry Regiment led 90th Infantry Division over the causeway and through the Airborne bridgehead. The 1057th Grenadiers remained a potent force, well capable of using the heavy bocage to make 90th Division's further advance a nightmare. But the fight for the Merderet crossing was finally over.



Hex J4

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes on/west of hexrow Q are in play)



BALANCE:

- ✚ The Americans must exit 20 VP.
- ☉ Add two 1S foxholes to the American OB.

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Neither side qualifies as Scenario Defender, (i.e., Bore Sighting is NA).
3. The Germans receive a pre-game Bombardment (C1.8).
4. At the beginning of every German Player Turn DFPh, each Mobile M4 on or west of hexrow N takes a NTC (Morale Level 7). An M4 failing this NTC must immediately fire its CMG at the nearest Known Infantry, regardless of nationality (in case of a tie target the Location with the lowest cumulative DRM, then use Random Selection). Other armament may be used, but only vs. the same target. After firing, a STUN counter is placed on the M4, which suffers Recall as normal.

VICTORY CONDITIONS: The Americans must exit 12 VP between hexes A2 and A6 inclusive by Game End.

☉ AMERICAN Sets Up First [108]	✚	1	2	☉	3	4	5	6
✚ GERMAN Moves First [88]								

Elements of Fox Coy. and the Heavy Weapons Coy., 3/325th Glider Infantry Regiment set up within one hex of G2 and/or G3:



1 6-6-6 6	2 2-2-7 2	Cpt Harney 9-1	8-1	7-0	2 4-10 2PP MMG	3 6-12 5PP HMG	Foxhole 5 1S OVR, OBA +4 Other +2 3
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325th G.I.R. Supply, CP and Communications elements set up within two hexes of N3:

2 5-4-6 4	8-1	7-0 2
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Elements of the 746th Tank Battalion enter on turn three on Q5:
[ELR: 2/5]
{SAN: 3}

13 8 4 1 75 2/4/4 3

Elements of the 507th P.I.R. [ELR : 5] enter on turn three at K0:

E 7-4-7 6	Cpt Rae 9-1	8-1	8-0	2 4-10 2PP MMG 2
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Elements of the 1057th Grenadier Regiment enter along the west edge on turn one:

1 4-6-7 4	2 4-4-7 4	C 4-3-6 4	8-1 2	8-0	7-0	1 3-8 1PP LMG 3	2 5-12 2PP MMG 2	dm MTR 50 mm 2
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[ELR: 2]
{SAN: 5}

SPECIAL RULES for Adv. Sqd. Ldr. ALL AMERICAN scenarios:

Introduction: Please note that since maps and even aerial photographs can mislead, virtually every hex on the map has been visited - during the month of June - and in very many cases photographed, to ensure accuracy. However, certain distortions are forced by the hex grid. For example, the road from J4 to F6 appears straight on the map, but in reality LOS is blocked by gentle bends. These are exaggerated on the map to yield realistic LOS. Similarly, the hedge hexsides north east of CC9 were in reality Bocage, but if depicted as such they would unrealistically block LOS from CC9 to FF6. For the same reason, DD8 and EE8 are not depicted as orchard. Such are the conflicts between reality and the hex grid!

AA1. THE MAP: F1.C is in force, permitting relaxation of the requirement to rout exclusively towards woods/building hexes. Thus, American units in THE MILLING CROWD may rout towards a map edge, away from the only building hexes on the map.

AA2. RIVER AND MARSH: The Merderet river is treated as a Level 0 ASL canal. Along this stretch, the banks were regular and man made with no opportunity for Crest status (deep and no current; no fording). Marsh hexes are Level 0 and a Hindrance to same-level LOS. The causeway carrying the road across the flood plain (hexes Q5 to W8, inclusive) stands today above the surrounding fields, but in the game is Level 0 reflecting the high water level of the flooded marshlands in June, 1944.

AA3. ROADS AND BUILDINGS: All roads are unpaved. Y8 is a stone bridge. Note the Narrow Street hexsides: F8-F9, J2-J3, and J3-K3. See AA6.1. for orchard road.

Causeway road example: There are two wrecks in X8, a 4 AT minefield and, following successful Clearance, a Trail Break placed in line with the road. Cost of entry from Y8 for a BU M4 is [1MP for road plus 4MP for two wrecks (B3.42)] doubled for TB (B28.61) = 10 MP. Note that a wreck appearing in the hex after placement of the TB would remove that TB (B13.4211).

AA3.1 All buildings are stone. Buildings in C10, F7, J2, J3, K3, and N3 are Single Hex Two-Story Buildings (O4.1). Note: while the Cauquigny chapelle in N1 was a conspicuous landmark, it did not offer a platform for Level 1 fire (and in the course of the actions depicted, its roof and higher walls were quickly rubble!). Similarly, the large barn in Z9 is depicted as a Single Story building, as it would permit unrealistic LOS if allowed a Level 1 Location.

AA3.2 The La Fiere manoir in AA9 is a Multi Story Building, with a Level 2 Location, and is a 2 1/2 level obstacle. Three of the manoir hexsides are marked with black bars: AA8-AA9, BB8-AA9, and AA9-AA10. These black bars simulate undergrowth and walls impenetrable to all but specialist engineers, and are the same as Factory Interior Walls (O5.3), but at Level 0 only. No movement is permitted through these hexsides. They block all fire to/from Level 0 of AA9 that would pass through the relevant hexsides or their vertices (EXC: Indirect Fire is resolved normally). They have no effect on LOS to/from units in AA9 above Level 0.

AA4. WALLS HEDGES AND BOCAGE: It is necessary to distinguish Bocage from ordinary hedges, as both are found on the map. Bocage is depicted by a thick, irregular green hexside, hedge by a narrower, even green hexside.

AA5. EARTHWORKS: CC9, CC10, and BB10 represent the remains of ancient earth fortifications, represented by Level 2 hills, and by the cliff hexside CC8-CC9. (Note that Level 2

terrain on this map is in fact only about 20 meters above Level 0.) As some playtesters proved unfamiliar with B10.51 ABRUPT ELEVATION CHANGES, the following examples are included.

EX: Movement between CC10 and BB10 costs three MF (one MF to descend a level plus two MF to ascend a level). BB10 to BB9 costs four MF (two MF to descend two levels plus two MF to ascend the final level). BB9 to BB10 costs five MF (one MF to descend a level plus four MF to ascend two levels).

AA6. NEW TERRAIN TYPES: Two new types of Terrain are introduced in ALL AMERICAN:

AA6.1. BRUSH ROAD: Z3, Z4, Z5, Z6, and Z7 are brush road hexes. A4.132 applies to brush road (and to orchard road along the causeway: Infantry not using road movement rate may avoid FFMO penalties; for vehicles see B3.42).

EX: Direct Fire from Z9 against Infantry in Z5 incurs no Terrain DRM, as the LOS passes down the road symbol; but +1 Hindrance DRM applies against fire from Y8 due to the brush in Z6. In both cases, Concealment is possible to units in brush road, subject to normal Concealment rules.

AA6.2. INHERENT FOXHOLES: Orchard road hexes R5, T6, and V7 along the causeway contain Inherent 1S foxholes. These represent roadside ditches and weapons pits dug by the Germans, and employed in turn by wounded and routing Americans. It is recommended that players place appropriate Fortification counters only when Infantry are occupying the foxholes. There is no prohibition to creating additional foxholes in causeway hexes, subject to the overall limit of 3S capacity per hex (playtesters found that units on the causeway rarely had the luxury of time to indulge in digging new entrenchments!).

AA7. FIRELANES: The provisions of E1.71 may be applied in any scenario, day or night, to Bore Sighted MG.

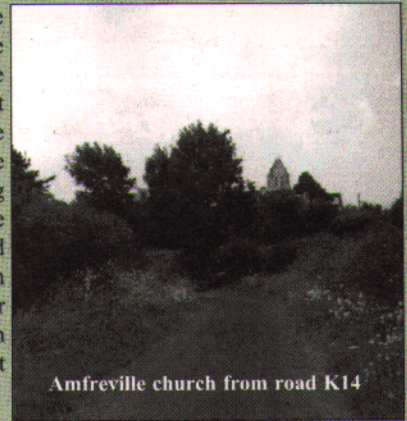
EX: A German MG in N3 with X8 Bore Sighted may place a Fire Lane along the causeway without having any moving target in its LOS (e.g. if cumulative SMOKE Hindrances total ≥ 6), subject to the limitations of E1.71.

AA8. LEADERS: Certain individuals who exerted outstanding influence over events are depicted in ALL AMERICAN by named SMCs (on the scenario cards). In such cases, Leadership and Morale ratings have been determined not only by the performance of the individual on the day, but also by considerations of scenario play balance. The designer regrets the number of individuals who could not be so represented, either because of scenario counter mix limitations, or because the impact of their actions went beyond the narrow bounds of the scenario (such as Generals Gavin and Ridgway, whose influence was important, but who do not personally appear in these scenarios!).



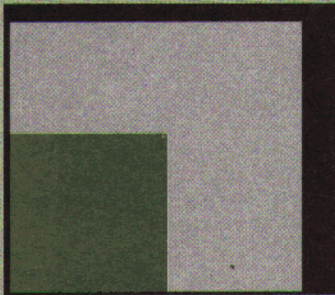
ABSENT FRIENDS

Outside AMFREVILLE, 6 June, 1944: Lt. Colonel Timmes landed alone in the flooded marsh and took some time to free himself from his harness. By 04:00 he had gathered ten men. Two gliders landed nearby and the number rose to thirty. The band grew steadily as Timmes led them past Cauquigny towards Amfreville, in the direction of his battalion objective. As dawn broke, sustained firing from Amfreville suggested to Timmes that Americans - and perhaps men of his own battalion - were already engaged there. He marched to the sound of the guns. Approaching Amfreville, Timmes' force was stopped dead by volleys of fire from the church tower and the rooftops. It suddenly became clear to Timmes that his was the only friendly force in the vicinity, and that the firing he could hear was all directed at himself. In moments, eight of his men went down. Four walking wounded were helped back; four KIA had to be left behind. The Germans garrisoning Amfreville were confused and disconcerted by the wide dispersal of the night's paratroop landings. They sensed themselves surrounded, and responded with keen alacrity when ordered to break out to the east. Following close behind Timmes' withdrawal, they pressed their pursuit. Around 09:30, Timmes found himself back in the orchard he had left some hours before. He had his men dig in, and the German advance was halted. Here Timmes would make his stand for the next, fateful, forty eight hours.

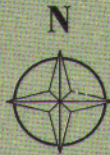


Amfreville church from road K14

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



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



BALANCE:

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

SCENARIO SPECIAL RULES:

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

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

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



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



7-4-7	9-2	8-1	8-0	7-0	4-10	7 morale
8					2	2

[ELR: 5]
{SAN: 2}



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



4-6-7	8-1	8-1	7-0	3-8	5-12	50 mm
10	2			3	2	2

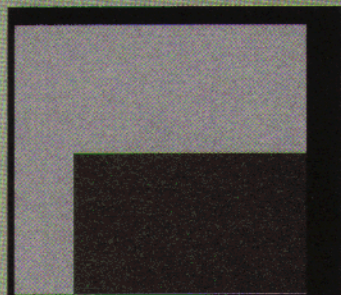
[ELR: 4]
{SAN: 4}

WESTWARD HO!

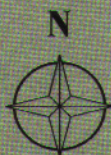
CAUQUIGNY, 6 June, 1944: Captain Ben Schwarzwald was elated to find Cauquigny already in friendly hands. Now there was no need to fight for possession of the Cauquigny bridgehead, which seemed firmly held, he felt he had completed the task given him by Colonel Lindquist. He prepared to move on. Schwarzwald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



BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



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



BALANCE:

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

SCENARIO SPECIAL RULES:

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

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

★ AMERICAN Sets Up First and Moves First

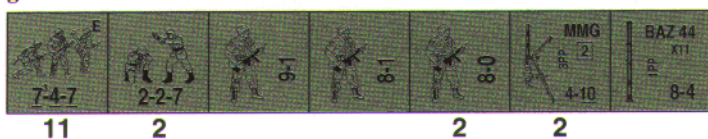
★ 1 [⊕]	2 [⊕]	3 [⊕]	4	5	6
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Scratch force comprising elements of the 508th P.I.R. with glider pilots and anti-tank gunners enter on turn one on road hexside U25:

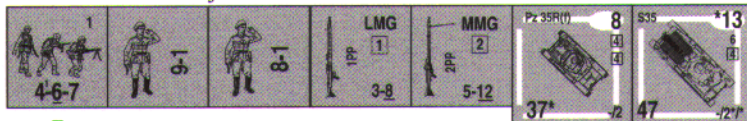


[ELR: 5]
{SAN: 2}



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

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

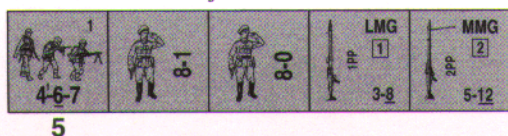


One module 81mm battalion mortar (HE only) OBA

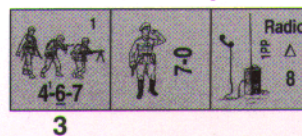


[ELR: 3]
{SAN: 2}

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



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



SOUTH RAMPART - FIRE!

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

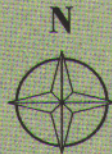


N20 from hex M20

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



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



BALANCE:

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

SCENARIO SPECIAL RULES:

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

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

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

[ELR: 5]
{SAN: 4}

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

7-4-7 8	Lt Col Timmes 9-2 8	8-1 8	7-0 8	MMG [2] 4-10 2	Phone X12 11	Foxhole 5 1S OVR OBA +4 Other +2 8
------------	------------------------	----------	----------	----------------------	-----------------	--

One module 60mm battalion mortar OBA

[ELR: 3]
{SAN: 5}

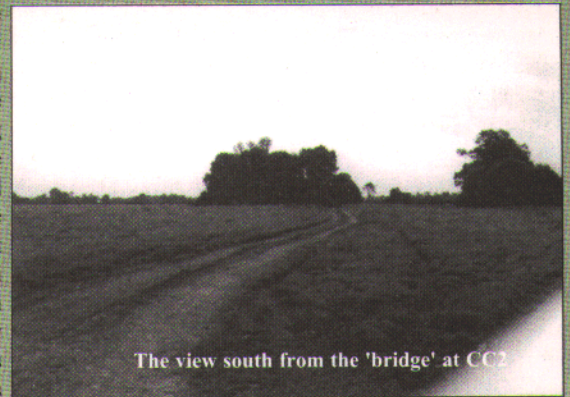
Elements of the 1057th Grenadier Regiment set up ≥ 9 hexes from P11:

4-6-7 6	4-4-7 8	9-1 2	8-1 2	8-0 2	7-0 2	LMG 1PP 3-8 3	MMG 2PP 5-12 2	dm MTR 50 mm 2	Radio 1PP 8
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One module 81mm battalion mortar (HE only) OBA

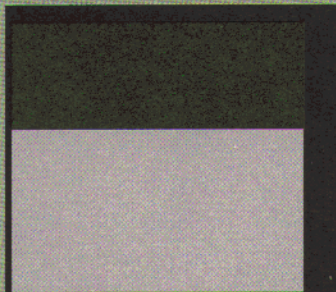
NORTH RAMPART - FIRE!

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

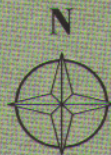


The view south from the 'bridge' at CC2

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes numbered ≤ 10 are in play)



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

BALANCE:

- ★ The American AT Gun has unlimited HE ammunition.
- ✚ The German OBA has Plentiful Ammunition.

SCENARIO SPECIAL RULES:

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

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

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

[ELR: 5]
{SAN: 4}

 7-4-7	 2-2-7	 9-2	 8-1	 7-0	 4-10	 11	 24 factors	 57L	 5 1S OVR OBA +4 Other +2
8		2		3					6

One module 60mm battalion mortar OBA

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

[ELR: 3]
{SAN: 5}

 4-6-7	 4-4-7	 8-1	 8-1	 8-0	 7-0	 3-8	 5-12	 7-16	 8
4	10		2		4	2			

One module 81mm battalion mortar (HE only) OBA

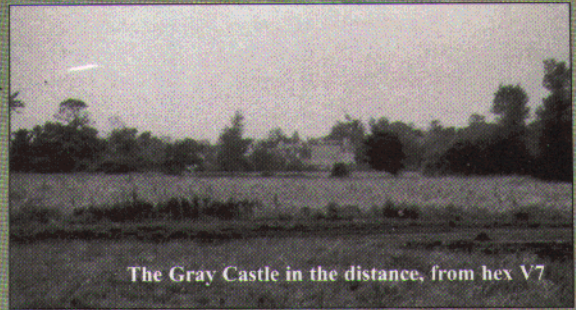
Infiltrators set up on or west of hexrow P:

 2-4-7	 7 morale
3	7

BENEATH THE CASTLE WALLS

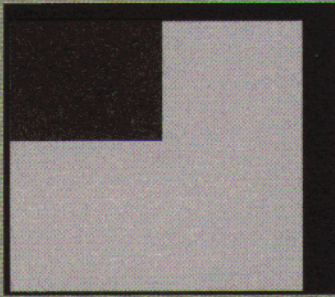
AA15

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



The Gray Castle in the distance, from hex V7

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



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



BALANCE:

★ American units may exit between hexes I11 and P8 inclusive.

✚ Germans receive one extra squad.

SCENARIO SPECIAL RULES:

SCENARIO SPECIAL RULES:

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

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

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

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

507th Regiment guide set up on P11:

[ELR: 3]
{SAN: 2}

Scenario Defender

HIP	?
2	7 Morale
8	

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

[ELR: 3]
{SAN: 4}

Scenario Attacker

?
CLOAKING Counters
8

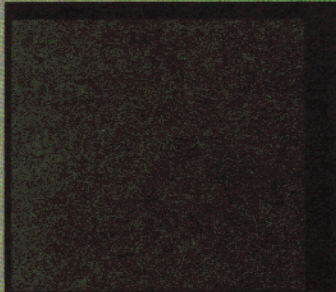
THE SIEGE

LES HEUTES, 8 June, 1944: By D+2, Timmes had the enormous psychological boost of a telephone line across the marsh to the far shore. He had also the shaken glidermen who had fallen back to the orchard after the confusion of the night. As dawn broke, the men of the 1/325 were in the process of regrouping, and had yet to prepare entrenchments. Timmes had no relief in sight. The secret ford was a precarious lifeline, swept by fire and barely usable in daylight. As casualties continued to mount in the orchard, scores of wounded threatened to overwhelm the wholly inadequate medical facilities. And the German determination to retake the crossing was undiminished. Once again, the unrelenting bombardment gave way to multiple furious German assaults on the orchard. This time, the attacks were from every direction. Timmes and his men clung on, while wounded and civilians took what little shelter the surviving buildings offered. By day's end, the outpost held. But within the perimeter, a quarter of the force were dead or incapacitated, and a further quarter suffering minor wounds. The struggle continued.

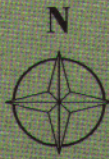


Timmes' Orchard S12 & R12 from hex Q11

BOARD CONFIGURATION:



(the entire map is in play)



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

BALANCE:

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

SCENARIO SPECIAL RULES:

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

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

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

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

8	4	4			2	2	4	3				

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

6	6	2				4

[ELR: 3]
{SAN: 5}

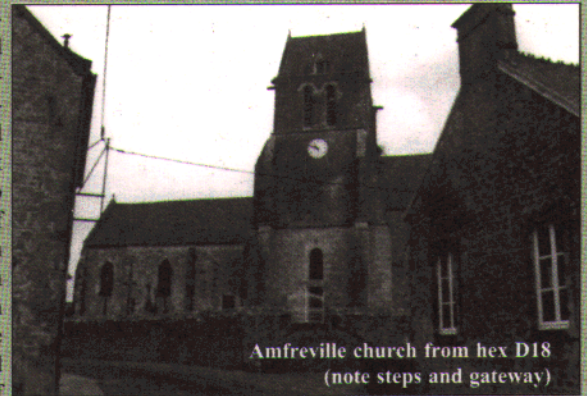
Elements of the 1057th Grenadier Regiment set up on or southwest of the line L0 - L5 - I7 - I15 - Q19 - Z14 - GG18:

12	12	2	2	2	5	2	2	2	2	

One module 81mm battalion mortar (HE only) OBA

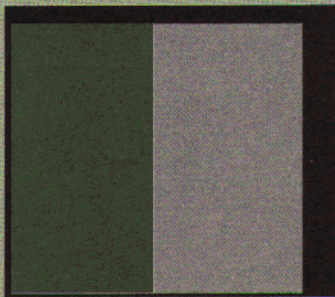
MILLET'S MEN

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



Amfreville church from hex D18
(note steps and gateway)

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



(only hexes A - L are in play)

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

BALANCE:

✚ Add seven to the American entry dr.

★ Add five to the American entry dr.

SCENARIO SPECIAL RULES:

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

✚ GERMAN Sets Up First [122]

★ AMERICAN Moves First

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



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



[ELR: 5]
{SAN: 0}

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

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



[ELR: 2]
{SAN: 3}

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

4-6-7 4	4-4-7 6	4-3-6 8	8-1 2	8-0 2	7-0 2	3-8 4	5-12 2	7-16 2
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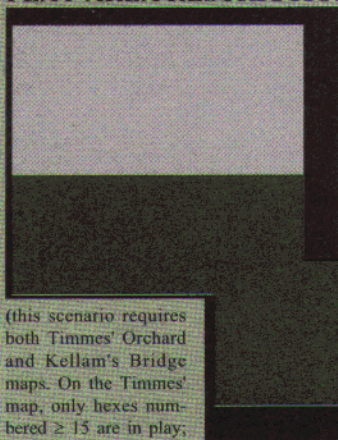
A BRIDGE SO FAR...

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



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

BOARD CONFIGURATION AND PLAY AREA RESTRICTIONS:



BALANCE:

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



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

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

SCENARIO SPECIAL RULES:

1. EC are Moist with no wind at start. All A-T Mines must set up in the same hex. Although A-T Mines are set up in full view, they can only be removed by Clearance (B24.74)
2. Germans receive one module of 81mm battalion mortar OBA (HE only) with Plentiful Ammunition. All tanks are radioless and use the red To Hit numbers. The Panzer 35-S 739(f) can be found in the PEGASUS BRIDGE counter mix, in TOT #3, or the French counter from CROIX DE GUERRE may be used.
3. All American infantry units (including SMC) are equipped with Gammon Bombs as an Inherent SW. Use of this requires a Gammon Bomb check dr of ≤ 4 (HS/CX +1; SMC +2 dr) made prior to any MF expenditure needed for placement. A Gammon Bomb is treated as a DC (EXC: FP of 16; TK# of 10 vs. an AFV; may not be used as a Set DC; FP of 36 for Breaching). A Gammon Bomb may also be used in CC against a vehicle and is treated exactly as an ATMM for all purposes (EXC: Gammon Bomb check dr apply for use). Whether used as a DC or during CC as an ATMM the colored die is used as an attack on the "1" column of the IFT/IFT against the unit using the Gammon Bomb. There is no limit to the number of Gammon Bomb checks which may be made by the American.
4. No American unit may change its hex during the MPH of American Player Turns one and two, except turn one reinforcements which may move freely.
5. Victory Points are awarded at game end as follows (All the hexes below are considered American Controlled at start): 1 Point each for Control of building hexes: ToK22, ToO23, KbJ3, and KbK3; 1 Point each for Control of hexes: KbR5, KbT6, and KbV7; 2 Points each for Control of building hexes KbN3 and KbAA9; and 2 Points for Control of bridge hex KbY8. Additionally, for each platoon of reinforcements each player has received as per SSR 5, the opposing player receives Victory Points at game end (see SSR 6).
6. From turn three, before the start of each turn, the ATTACKER may choose to bring on reinforcements. Reinforcements are limited to one platoon per Player Turn, and a maximum of four platoons per side in the course of the game. For each platoon of German reinforcements entered, the American player gains 1 Victory Point if entered at ToA18 or 2 Victory Points if entered at KbA10. For each platoon of American reinforcements entered, the German player gains 1 Victory Point if entered at KbHH3 or 2 Victory Points if entered at any one hex between ToR15 and ToDD15, inclusive.

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

Elements of the 505th, 507th, and 508th P.I.R. set up as indicated:

Set up on To map ≤ 3 hexes from Q22:

6			

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

2		4		2
factors				

Optional reinforcement platoon (see SSR 5-6):

	2
4	

Enter on turn one on Kb map hex HH6:

{ELR: 5}
{SAN: 4}

Set up on Kb map ≤ 3 hexes from K3:

7						

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

7						3

Optional reinforcement platoon (see SSR 5-6):

2					

Foxhole

5	1S
OVR, OBA +4	
Other +2	
5	

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

Set up on the To map ≤ 5 hexes from A18:

12	2		2			4	2		4		6

Optional reinforcement platoon (see SSR 5-6):

3						

{ELR: 3}
{SAN: 4}

One module 81mm battalion mortar (HE only) OBA

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

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

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

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

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

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

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

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

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

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

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

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

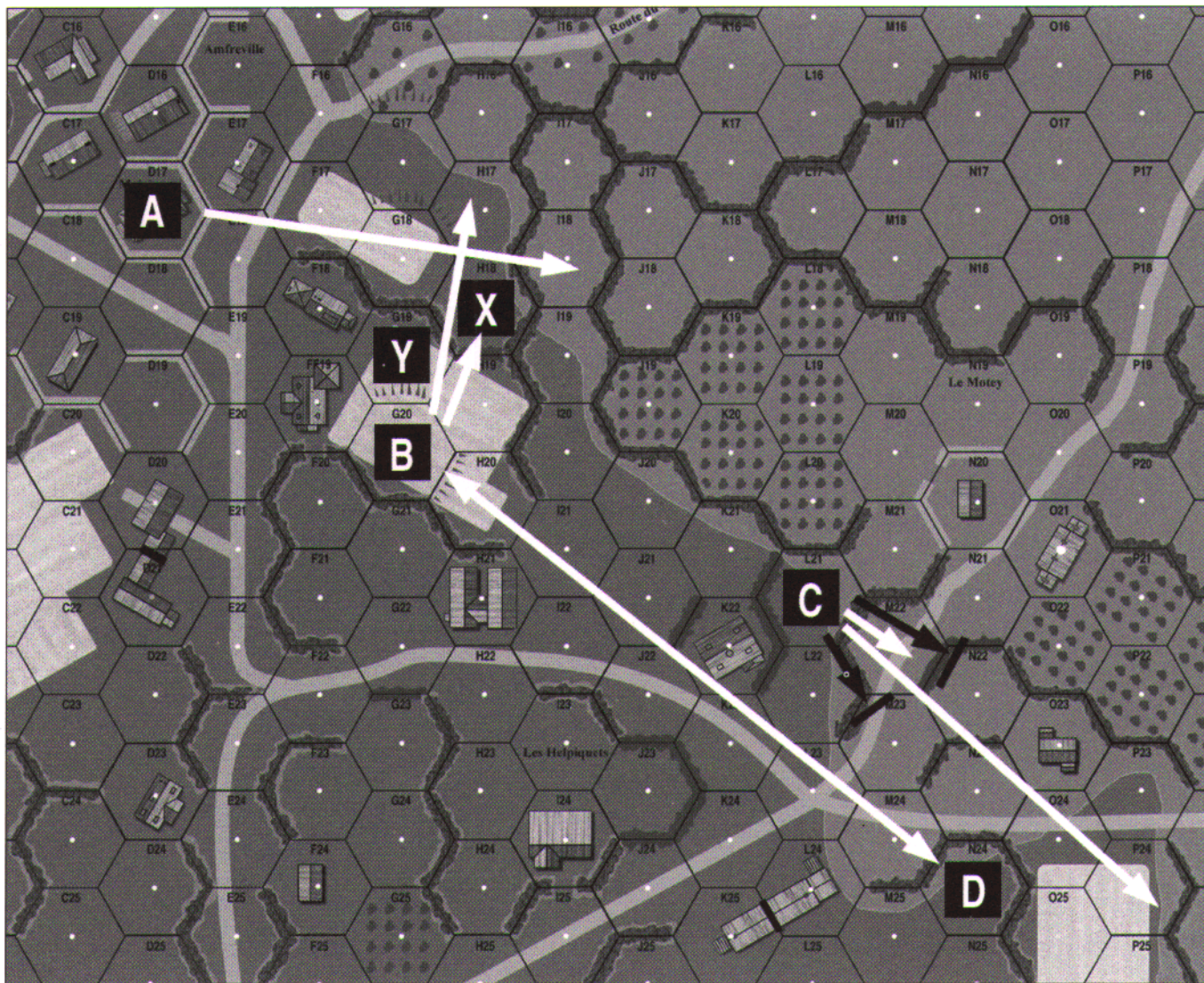
TO1.7 BRUSH-PATHS: B13.6 applies normally to Brush-paths (i.e., there is no LOS effect, the hexes' Hindrance and TEM are as normal Brush in every respect). (Coincidentally, the designers of Pegasus Bridge have also used this device.) Orchard/Path hexes function as normal Orchards; Paths in otherwise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

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

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

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






LOS EXAMPLES (see illustration)

- Unit A in the upper level of D17 (map Level 2) has a clear LOS to I18. As the Crest Line in H17 is only four hexes away, there is no Blind Hex.
- Unit B in G20 has a clear LOS to H17. The TEM is only +2 (for bocage) as the slope hexside negates the grain Hindrance.
- Note that even if a Friendly unit Y in G19 had Wall Advantage over bocage hexside G19-H18, Enemy unit X in H18 would still receive bocage TEM vs fire from the non-adjacent firer B in G20. However, were there woods or building in H18, unit X without WA would have to claim the woods or building TEM, and there would be no LOS to or from G20.
- A Friendly unit in H21 may Prep Fire at an Enemy in H18, then announce in the immediately following DFPh that it is claiming the in-hex Building TEM of H21. This voids LOS to/from H18, so that the Enemy unit fired upon earlier is unable to return fire in the DFPh. However, the Friendly unit in H21 may not regain WA over the bocage until at least the next Player Turn. (B9.31)
- Units in both G20 and H21 enjoy clear LOS to N24, as in both cases the bocage hexside M24-N24 is below the LOS.
- A unit C in L21 has no LOS to N22. The unit is considered to be at Level 1 by virtue of the hex center dot (B10.1), and so cannot have Wall Advantage over the Level 0 bocage hexside L21-M22. Without WA, unit C can see only into M22. Unit C has no LOS to M23, along the bocage hexspine. Unit C has a clear LOS to O24 and P24, as the LOS passes over the intervening bocage hexsides.


+ GERMAN Sets Up First ● AMERICAN Moves First	1	2	3	4	5
--	---	---	---	---	---

Elements of the 1057th Grenadier Regiment set up as directed:







[ELR: 2]
{SAN: 3}

Hex PP24

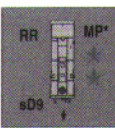
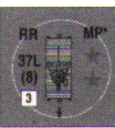
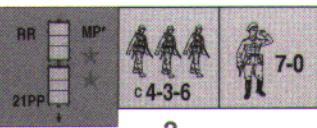


Hex MM24 Hex QQ24 Hex QQ26 Hex RR24


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

Hex PP25 Hex PP26 Hex PP27


2

General Gavin, accompanied by mixed elements of the 507th P.I.R. enter on turn one along the north edge:



[ELR: 5]
{SAN: 0}

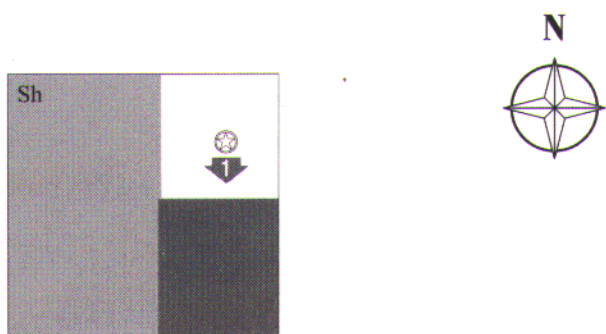
4



HANDICAPS:

- Americans receive one 44 Bazooka.
- + Replace the LMG in PP24 with a MMG.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT & ENTRY:



(only hexes on/east of hexrow KK are in play)

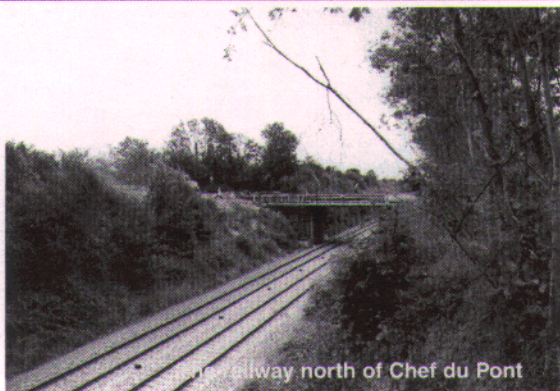
OBJECTIVES: The Germans win immediately if all three vehicles composing the train exit the north map edge. Otherwise, the Americans win at game end if they have inflicted more CVP than they have suffered.

CHEF DU PONT, 6 June, 1944: By midday, General Gavin judged the La Fiere crossing to be secure. Advised by a Frenchman that the Merderet crossing at Chef du Pont was undefended, he decided to move out to the south. He divided his small force. Half - 75 men of the 3/507 under their Lt Col Arthur Maloney - were sent out to cover the left flank, while Gavin and Lt Col Edwin Ostberg of the 1/507 led 75 men straight down the railway line. Beating Maloney to Chef du Pont, Gavin and Ostberg saw a train pulling out of the station. The head of Gavin's column engaged the train. The train comprised a half dozen wagons carrying cargo and German passengers. At its center was a flat car mounting anti-aircraft defences. The Germans on the train opened fire on the advancing paratroopers, but soon lost heart and fled. Seven of the crew of the AA gun were killed at their position. On investigation, the captured train was found to contain little more warlike than a quantity of empty bottles, although those Americans with strong stomachs appreciated the boxes of Camembert cheese also liberated. At about 15:00 hours, Gavin and his staff returned north leaving Ostberg to secure the town.

All American

SPECIAL RULES:

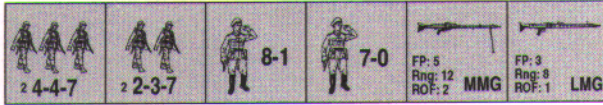
1. EC are Moist with no wind at start.
2. The three German rail-car counters represent a railway train that functions as per this SR. They may never change VCA, which extends from the top side of the counter along rail hexes only (the 37L TCA must always face a vertex as normal). They may only move across rail hexsides, and only by using Platoon Movement. On the first German Player Turn, no vehicle may perform any action in the PFPh. In the MPh, the whole train must expend one MP to Start, then must move one hex (only) north (for DFF purposes, the train is considered to expend 5 MP for each hex entered). In each subsequent German MPh, the train must move north a number of hexes equal to the turn number (the train may only stop if any vehicle is destroyed or immobilised, in which case the whole train must stop and may move no further). Each vehicle in the train may freely enter/pass through Enemy occupied hexes, and may freely conduct a single Overrun in each hex entered for no additional MP expenditure.
3. Each vehicle in the train is considered a VERY LARGE target (D1.71) for TH purposes, and may never be Concealed. While the train is Non-Stopped, no Infantry may move into any of the three hexes in a MPh.
4. Infantry units of both sides may exit the map from hexes KK26, KK27, and KK28 only. (Note: PRC are not defined as Infantry.)
5. Americans (only) have declared No Quarter at start.



GERMAN Sets Up First	1	2	3	4
AMERICAN Moves First				



Elements of the 1057th Grenadier Regiment set up IN Foxholes (use foxhole counters in hexes with printed foxholes) within three hexes of the bridge at BB31. No more than *one* MMC may be set up per hex:



[ELR: 4]
{SAN: 4}

3 2 2

Elements of the 1st Battalion, 507th P.I.R. set up ≤ 2 hexes from II27:



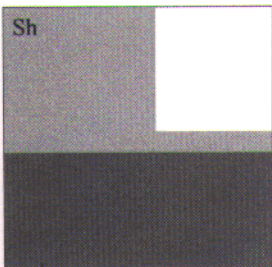
[ELR: 5]
{SAN: 4}

5 (see SR3) 2

HANDICAPS:

- The game ends after American Player turn 4.
- Delete one MMG from the American Order of Battle.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



(only hexes numbered ≥ 23 are in play)

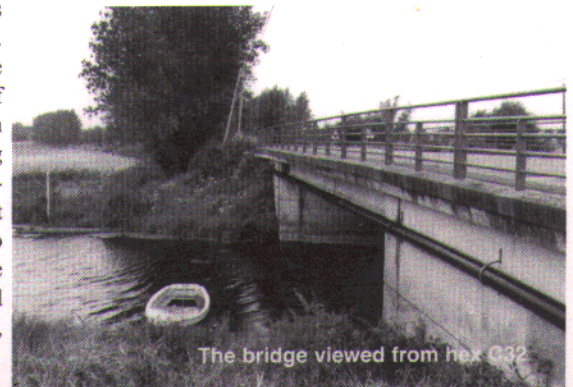


SPECIAL RULES:

1. EC are Moist with no wind at start.
2. All German units beneath foxholes in CC31, D30, and EE30 *only* receive Fanaticism benefit.
3. The first the American 9-1 leader fails a Morale Check, instead of becoming broken he becomes Berserk. All leader consequences (A15.41) apply as normal.

OBJECTIVES: The Americans win at game end if they Control bridge hex BB31.

CHEF DU PONT, 6 June, 1944: Lt. Col. Edwin Ostberg led the point section of his force as they cleaned out Chef du Pont. Firing on the run, they drove the German defenders before them. As the pursuing paratroops slipped from building to building, the first Germans plunged into the entrenchments protecting the Merderet bridge. Other Germans risked the bullets bouncing off the road surface to cross the bridge, putting its parapet between themselves and the American fire. The Germans went to ground and all was quiet. Then, a lone German rose up crying "Kamerad", and was promptly shot down. A second arose and was likewise despatched. Someone yelled to the impatient firer, "You son-of-a-bitch. You've killed us." It was clear to all that the desperate Germans would now fight to the death. Unable to retreat, unwilling to attempt to surrender, the Germans huddled in their entrenchments as American snipers picked them off one by one. Their fire slackened. Ostberg decided it was time to resume the offensive, and charged forward. At the water's edge, he and a half dozen followers were cut down by machine gun fire, Ostberg himself pitching headlong into the river. The bridge remained in enemy hands.



The bridge viewed from hex C32

MALONEY'S TURN

AA21

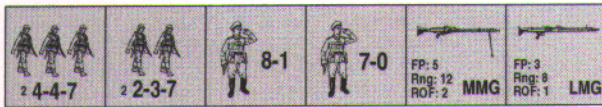
✚ GERMAN Sets Up First

1 2 3

⊗ AMERICAN Moves First



Elements of the 1057th Grenadier Regiment set up within ≤ 2 hexes of the bridge at BB31:

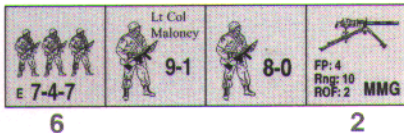


81mm OBA Module
(HE only) with Offboard
Observer in U35



[ELR: 3]
{SAN: 5}

Elements of the 3rd Battalion, 507th P.I.R. set up ≤ 2 hexes from II27:

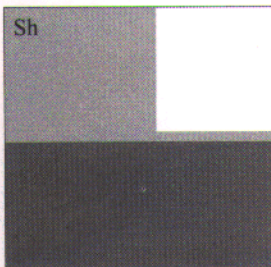


[ELR: 5]
{SAN: 4}

HANDICAPS:

- ⊗ Delete one LMG from the German Order of Battle.
- ✚ Delete one MMG from the American Order of Battle.
- Ⓜ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



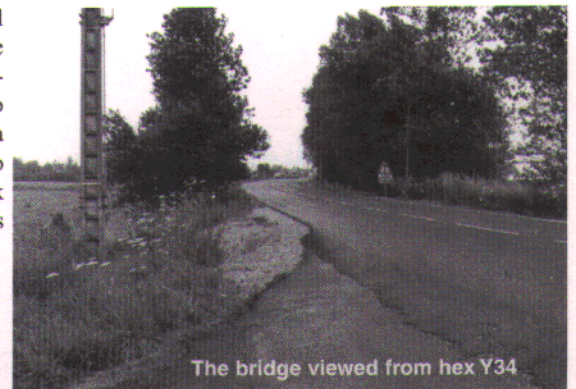
(only hexes numbered ≥ 23 are in play)

OBJECTIVES: The Americans win at game end if they Control bridge hex BB31.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Germans receive one module of 81mm OBA (HE only), directed by an Offboard Observer at Level 0 in U35. Any FFE affects only the hex occupied by the FFE counter.

CHEF DU PONT, 6 June, 1944: Arriving on the scene shortly after Ostberg's death, Lt Col Maloney and his men did not witness the fate of the first attack. Their own attempt to storm the bridge came to a similar conclusion. Thus warned, they approached the bridge with greater caution, crawling forward to the first entrenchments, where the German dead were pushed out to make room for the new occupants. Grenades rained onto the Americans, and later there began a steady mortar fire, directed from across the marshes. Now it became the Americans' turn to huddle in foxholes as snipers picked off any man rash enough to raise his head. The attack bogged down, and shortly after, as the situation in the north deteriorated, Lt Col Maloney was recalled to La Fiere.



The bridge viewed from hex Y34

A LONG WAY TO BERLIN

AA22

GERMAN Sets Up First AMERICAN Moves First	1	2	3	4	5	6	7	8
--	---	---	---	---	---	---	---	---

Elements of the 1057th Grenadier Regiment and 91st Division artillery and security forces set up as directed with no more than one MMC per hex:

{ELR: 3}
{SAN: 3}

Hex V35
(see SR3)

2
Hexes AA32 and AA33

2
Hexes CC31, DD30 AND EE30

Enter on turn one between GG35 and LL35 (see SR 3):

6

Mixed elements of the 508th P.I.R. set up ≤ 2 hexes from II29:

{ELR: 5}
{SAN: 3}

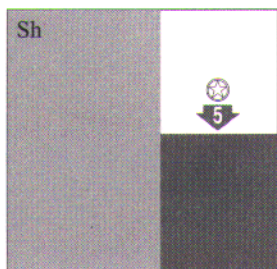
4
Staff officer and relieving force from 82nd Airborne Division HQ enter on turn five along the north edge:

2

Glider-borne anti-tank gun is placed on board before American Player Turn two in or adjacent to hex EE27:

BOARD LAYOUT AND ENTRY:

HANDICAPS:



↑

(only hexes on/east of hexrow V are in play)

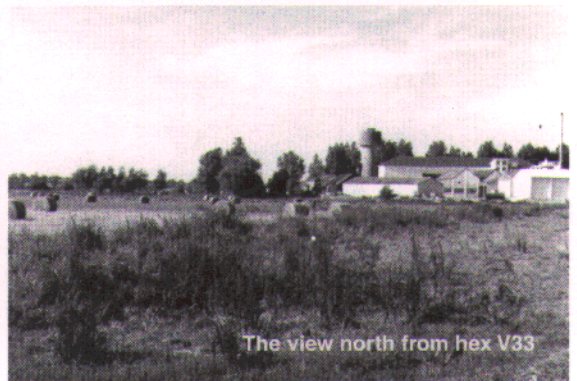
- Antitank gun arrives with a 2-2-7 crew.
- Antitank gun arrives with a 2-2-7 crew by Glider Landing, with an ILH ≤ 2 hexes from EE27.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. The American ATG has unlimited HE ammunition.
3. The German Artillery Gun may not set up Emplaced (and therefore cannot start Hidden).
4. No unit(s) of the German turn 1 reinforcement force may move in any Friendly MPH (including the turn of entry) unless the first hex entered in the unit's current MPH is non-Open Ground (A10.531).

OBJECTIVES: The Americans win outright if they Control bridge hex BB31 at the end of any German Player Turn. Otherwise, the Germans win at game end if they Control ≥ 1 building.

CHEF DU PONT, 6 June, 1944: Lt Col Maloney pulled out of Chef du Pont and began the return up the railway track to La Fiere. He left behind Captain Roy Creek with a mere 34 men and orders to "hold at all costs." The Captain reflected that with only 34 men to hold the position, "It was pretty obvious that it couldn't cost too much!" Fifteen minutes after Maloney's departure, a large German artillery piece opened up. Firing over open sights, its first dozen shots took out fourteen of Creek's men. At this point, Creek saw a German infantry force advancing from the south to outflank his thinly held position. Help came from the heavens. As Creek faced up to the dual threat, a glider carrying a 57mm gun touched gently down on his position. His men jumped to man the piece and, serving it like trained artillerymen, their second round put paid to the German gun. Next the amateur gunners turned on the advancing infantry, and in spite of the Germans' superiority of numbers, they did not have the heart to press their attack. By the time the long awaited reinforcements arrived, Creek and ten of his men had already moved on the bridge from the north and secured the entrenchments on the far side. He held the strategic crossing. But as he later said, "We knew it was still a long way to Berlin."



The view north from hex V33

LOST BATTALIONS

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



Georgian Security Battalion from the 709th Division enter on turn one on/between hexes A1 and A5:

4-4-7	4-3-6	8-0	7-0	FP: 3 Rng: 8 ROF: 1 LMG
6	10	2	3	

[ELR: 3]
{SAN: 3}

709th Division Support Elements enter on turn one on road hexside A1 with all Passengers as PRC:

E 2-4-8	8-1	FP: 3 Rng: 8 ROF: 1 dmMMG	SdKfz 2 MP: 22 PP: 3'
2	2	2	2

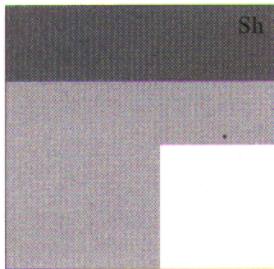
Mixed elements of the 2nd Battalion 508th P.I.R. set up ≤ 5 hexes from M8:



E 7-4-7	Lt Col Shanley 9-2	8-1	7-0	FP: 4 Rng: 10 ROF: 2 MMG	Foxhole 1S
8	2	2	5		

[ELR: 5]
{SAN: 4}

BOARD LAYOUT & ENTRY:



(only hexes numbered ≤ 11 are in play)

OBJECTIVES: The Germans win at game end if they have more Victory Points than the Americans (Casualty and Location points, see SR 3).

HANDICAPS:

- Game ends after German Player Turn 8.
- Game ends after American Player Turn 7.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Civilian Interrogation (E2.4) is allowed. The Americans are considered to be in a friendly, and the Germans in a hostile, country.
3. Both sides receive Casualty Victory Points; the Germans (only) receive 1 VP per building/orchard hex they Control at game end.
4. Although manned by ethnic Georgians, the German force is treated as German (A25.1) for all game purposes.

CAPONNET, 7 June, 1944: Lt. Colonel Shanley's march from the Drop Zone ended around midnight on the Divisional rendezvous: Hill 30. Come the morning of June 7th, Shanley formed his own 2/508 men around the northern slopes of the hill, and gave Major Shields Warren's 1st Battalion men the southern flank. Shanley's patrols brought back further stragglers, but few of the supplies that he so badly needed. Ammunition was low, food nearly gone, and medical supplies almost non-existent. In the west, the German garrison at Picauville was venturing out of the town with increasing confidence, and to the north German security patrols were working ever closer to the hilltop. While Shanley's men defended their position, the Americans holding on the Chef du Pont end of the causeway were keen to blow the bridge to discourage further German threats from the south west. Only vehement protests from a paratrooper of Shanley's 2/508 who had been dropped east of the Merderet prevented this, backed up later by Shanley's personal pleas once he made contact with the outside world on his SCR 300 radio. The bridge remained intact. But, for the time being, Shanley's hold on the eastern end of the Chef du Pont causeway was not regarded by his superiors as being strategically significant. While Shanley contested the high ground with a probing force of 'Osttruppen', themselves strangers in a strange land, his force was written off by the Divisional G2 (Intelligence officer) as a 'lost battalion'.



Hex S8 as viewed from S7

FIRE BRIGADE TO FILIOLET

AA24

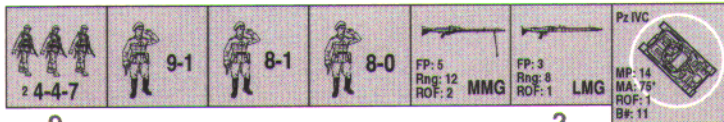
⊕ AMERICAN Sets Up First

⊕ GERMAN Moves First

1 2 3 4 5 6



Elements of the 1057th Grenadier Regiment and support units from the 91st Division enter on turn one on or adjacent to A31:



[ELR: 3]
{SAN: 5}

81mm OBA Module
(HE only)



Inexperienced
Crew



Redeploying elements of the 1st Battalion, 508th P.I.R. set up ≤ 4 hexes from hex K34 with ≤ 1 MMC per hex:



[ELR: 5]
{SAN: 4}

Captured German mines set up ≤ 6 hexes from hex K34:



2 AT

Elements of the 508th P.I.R. enter on turn three along the north edge:

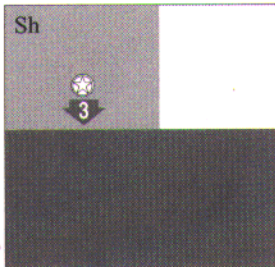


3

BOARD LAYOUT & ENTRY:

HANDICAPS:

- ⊕ Delete the mines from the American OB.
- ⊕ Add one Baz '44 to the American force entering on turn three.
- ⊕ Any mutually agreed upon alteration to either side's OB.



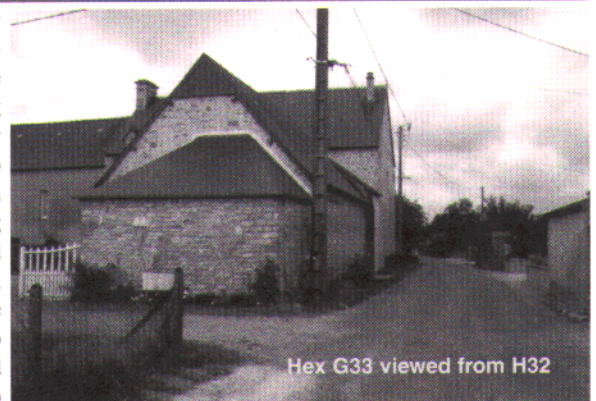
(only hexes numbered ≥ 20 are in play)

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Mines may be set up hidden on road hex(es).
3. On turns one and two, American units may not move in their MPH.
4. Germans receive one module of 81mm OBA, directed by an Offboard Observer at Level 2 in A33.
5. The German tank has an Inexperienced Crew (D3.45) with an inherent 6+1 Armor Leader.

OBJECTIVES: The Germans must Control hex P30 at game end.

LE PORT-FILIOLET, 8 June, 1944: During his second night on the hill, Lt Colonel Shanley was disturbed by the arrival of a patrol. Making the crossing over the marshland, the newcomers led by Lieutenant Walter Ling were the first actual link between Shanley's Hill 30 and the 508's Colonel Lindquist at Chef du Pont. Shanley's dismay was caused by the patrol's passing unchallenged through the two roadblocks that he had sited to overlook the causeway. Shanley returned to the roadblock positions to redeploy them. Dawn broke as he made his way back to Hill 30, and with the rising sun came the sound of battle from the area he had just left. The men of the 1/508 were caught by a determined, company-strength attack just as they were preparing their new road-block positions around the hamlet of le Port-Filiolet. As they struggled to hold their ground, Shanley and Warren dashed back down the hill with a 'fire brigade' platoon, aiming to outflank the German left. The German armour was beaten off with the help of the sole .50 cal in Shanley's inventory. But the roadblock had been overwhelmed, its men so jittery that they fired on the relief force as well as the German attackers. When the fighting died down, Shanley reluctantly decided that the outpost at the end of the Chef du Pont causeway no longer served a valid tactical purpose. He pulled his men back into the perimeter where the fate of Hill 30 would be decided.




Hex G33 viewed from H32

SHANLEY'S HILL

AA25

AMERICAN Sets Up First [182]	1	2	3	4	5	6	7	8
GERMAN Moves First [168]								


Elements of the 1057th Grenadier Regiment set up ≥ 6 hexes from N8:




4-6-7	4-4-7	4-3-6	9-1	8-1	8-0	7-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	? 7 morale
6	9	9	2	2	2	2	2	4	12	

[ELR: 2]
{SAN: 3}

88mm OBA Module (HE only)




Mixed elements of the 2nd Battalion 508th P.I.R. set up ≤ 3 hexes from N8:



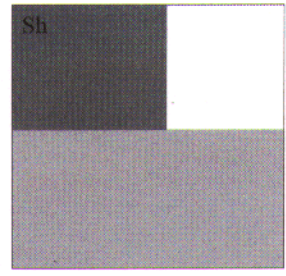
E 7-4-7	Lt Col Shanley 9-2	Maj Warren 9-1	8-1	8-0	FP: 8 Rng: 16 ROF: 3	FP: 4 Rng: 10 ROF: 2	MA: 60° Rng: 3-45 ROF: 3	Cnct: 8	Foxhole 1S
13			2	2	4			6	

[ELR: 4]
{SAN: 4}

75mm OBA Module (HE only)



BOARD LAYOUT:



(only hexes numbered ≤ 20 are in play)



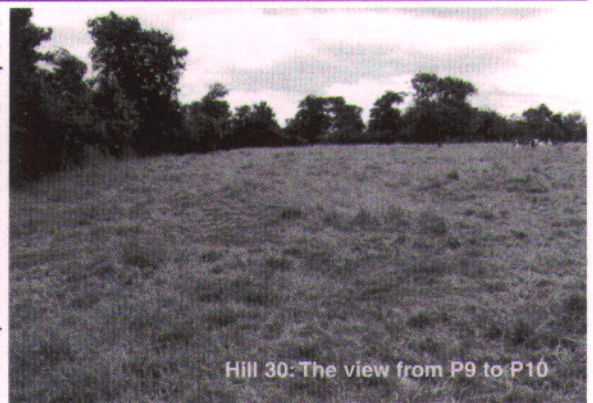
HANDICAPS:

- German OBA has one Pre-Registered hex.
- American OBA has one Pre-Registered hex.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Germans receive one module of 88 mm OBA (HE only), directed by an Offboard Observer at Level 2 in a hex of row A selected and recorded secretly by the German player.
3. Americans may set up one SMC with radio using HIP. Americans receive one module of 75mm OBA (HE only).
4. American MMC are not treated as having their Morale Factor under-scored, and are subject to Replacement by 2nd Line Infantry. Any such 2nd Line units Battle Harden to Paratroops.

CAPONNET, 8 June, 1944: As the day wore on, the defenders of Hill 30 were reduced to a state of siege. German forces closed in from all sides, even occupying the houses around the base of the hill, capturing American wounded and evicting French residents from the shelter of their homes before burning the buildings in reprisal. As German mortar fire worked over the hill, there was no secure cover for the growing numbers of American wounded beyond a small air-raid shelter built in 1940. Food and water were gone, bandages used up. But most pressing was the shortage of blood plasma. For lack of this resource, men within the perimeter were dying who could well have been saved. The Germans attacked from all directions, with the heaviest pressure exerted against the north west corner of the position. First Lieutenant Barry Allbright worked the SCR 300 radio link with Chef du Pont to bring in support fire from the seven 75mm M3 Guns of the 319 Field Artillery Battalion, and the arrival of friendly fire support did much to encourage the defenders on the front line. But still men died for lack of supplies. Shanley sensed that his own 2nd Battalion men were standing the strain, but feared for the majority of the force who were only under his command because of where they had dropped. At last night came, and the position still held. Shanley asked for volunteers to break out in search of plasma - a suicide mission, but one that had to be attempted.



Hill 30: The view from P9 to P10

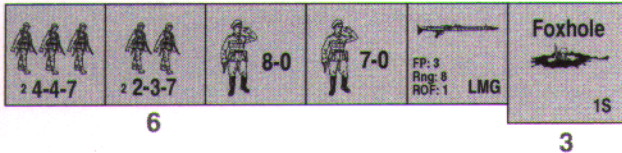
☒ GERMAN Sets Up First

☉ AMERICAN Moves First

1 2 3 4 5



Elements of the 1057th Grenadier Regiment set up ≤ 2 hexes from R30 with no more than one MMC per hex:



[ELR: 2]
{SAN: 0}

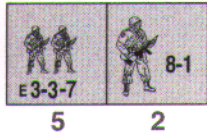
Scenario Defender

HIP	?
1	4

7 morale



Elements of the 2nd Battalion, 508th P.I.R. set up deployed into HS ≤ 2 hexes from hex J25 with no more than one MMC per hex:



[ELR: 5]
{SAN: 0}

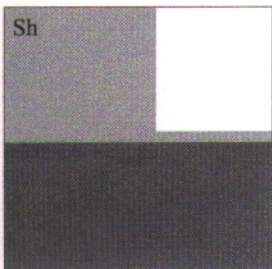
75mm OBA Fire
(HE only) as per SR 5



Scenario Attacker

NO CLOAKING

BOARD LAYOUT & ENTRY:



(only hexes numbered ≥ 20 are in play)



HANDICAPS:

- ☒ Add a LMG to the German OB.
- ☉ Add one 7-0 leader to the American OB.
- ☒ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. **Night Rules** are in effect. The Base NVR is two hexes with Scattered Clouds and a Full Moon. The German is the Scenario Defender (E1.2); the American is the Scenario Attacker but no unit may be set up Cloaked. The Majority Squad Type of both sides is Normal.
3. No HS may be Recombined before the game starts.
4. At any one point in the game, so long as ≥ 1 American unit has a Known enemy unit in its LOS, the American player may immediately make his entire force go berserk. Following placement of BESERK counters, all German units lose Concealment (EXC: any Hidden units retain HIP). Individual units return to normal Good Order status as per A15.46
5. At the beginning of the American PFPH of turn one, the American player must place an AR counter in any playable hex. If its Accuracy dr is failed, the maximum error is only one hex. The hex marked (only) suffers an immediate 75 mm (HE) FFE attack, after which no more OBA is allowed.

OBJECTIVES: The Americans win immediately if one Good Order American MMC (or two Good Order SMC) exits the map from U34, or at game end if the Americans Control hex P30.

LE PORT-FILIOLET, 9 June, 1944: Shanley used his radio contact with Colonel Lindquist at Chef du Pont to plead for supplies, and by nightfall was promised that a convoy would make an attempt. But first, the Germans would have to be cleared from the western end of the causeway. Sickened by the sight of wounded men dying for lack of medical supplies, Lieutenant Woodrow Millsaps volunteered for the breakout attempt. Choosing men from his own 1st Battalion, among them Second Lieutenant Lloyd Polette, he set off at midnight. The artillery concentration planned to precede Millsaps' assault on le Port-Filiolet yielded only a few rounds before being transferred to an alternative target. Millsaps and Polette tried for some while to get the men moving against the Germans' buildings and rifle pits. Then, in an instant, the mood changed, and the entire group charged. Shooting and grenading all in their path, their fury continued long after the last Germans were dealt with, as they slaughtered horses, cows, and sheep. When sanity returned, a badly wounded man posted to guard the rear complained that he could not; he was dying. Millsaps responded, 'I know you're dying... God damn it, everybody's dying. Go cover the road!' Millsaps made it to Chef du Pont, where he personally pressed for the convoy to be sent. But by that time, Polette and the rest had already given up their fragile hold on le Port-Filiolet. With reluctance, Shanley had to turn down the offer of aid.



Hex R28 viewed from Q29

+ GERMAN Sets Up First ☉ AMERICAN Moves First	1	2	3	4	5	6	7	8
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Elements of the 1057th Grenadier Regiment set up in hexes numbered ≥ 26 with no more than one MMC per hex:

2 4-4-7	c 4-3-6	8-0	7-0	FP: 3 Rng: 8 ROF: 1 LMG	Foxhole 1S
5	5	2	2	3	3

[ELR: 3]
{SAN: 3}



Elements of the 1st Battalion 508th P.I.R. enter on turn one along the north edge:

E 7-4-7	9-1	8-1	7-0	FP: 4 Rng: 10 ROF: 2 MMG	Cnet: 8 Radio
8				2	

[ELR: 5]
{SAN: 4}

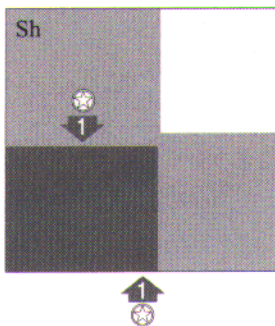
Relief force from the 508th P.I.R. HQ enter on road hex U34 as per SR 4:

E 3-3-7	8-1	Jeep MP: 37 MA: -1/2 ROF: 1 PP: 9
3		6

75mm OBA Module
(HE only)



BOARD LAYOUT & ENTRY:



(only hexes numbered ≥ 23 on or west of hexrow U are in play)

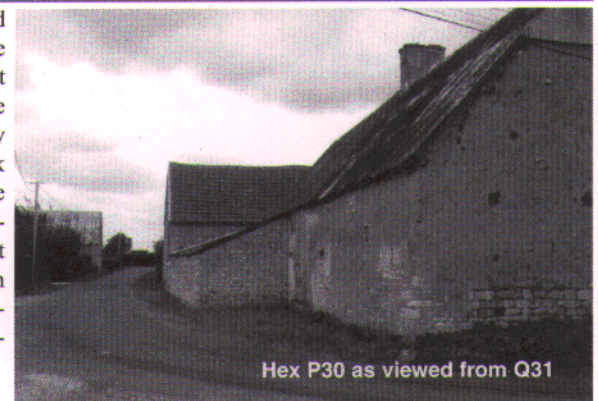
HANDICAPS:

- The Americans must exit *two* jeeps to win.
- The Americans must exit *three* jeeps to win.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. American MMC are not treated as having their Morale Factor under-scored, and are subject to Replacement by 2nd Line Infantry. Any such 2nd Line units Battle Harden to Paratroops.
3. Americans receive one module of 75mm OBA (HE only).
4. Once only, during any American Player Turn RPh, the American player may make a Secret dr for entry of reinforcements. If the dr result is 1 or 2, the convoy enters in the MPH of the same turn; if 3, the following turn; if 4 or 5, two turns later; if 6, three turns later. Entry may not be delayed, and all Personnel must enter as PRC. Jeeps' armament should be determined as per H1.3 Availability DR (DR ≤ 5 for 4FP; ≤ 7 for 2FP). Alternatively, players may agree to follow the limitations of the counter mix available to them.

LE PORT-FILIOLET, 9 June, 1944: Lt Colonel Shanley weighed his determination to hold his assigned position against the desperate state of his seriously wounded men. As the sun rose on his third morning on the hill, Lindquist radioed from Chef du Pont with the news that Millsaps had persuaded him to make ready the life saving convoy. Shanley decided against the risky venture and turned down the offer. This scenario explores a possible outcome had Shanley decided in favor of the proposed lifeline across the causeway. Shanley's decision not to risk the passage of a convoy of trucks over the exposed causeway was vindicated later in the morning. He sent a foot patrol through the marsh, a half mile north of the Chef du Pont causeway. The patrol returned laden with the vital plasma. They bore also the important news that German fire across the flood plain was slackening. The valley was no longer interdicted. Though the pressure from German forces to the west was maintained, the sense of isolation was diminished. From now on, Shanley's outpost became an integral part of the 82nd Division's advance.



Hex P30 as viewed from Q31

ACCESS DENIED

AA28

AMERICAN Sets Up First

GERMAN Moves First

1

2

3

4

5

Elements of the 1057th Grenadier Regiment set up on or between hexrows E and G:



4-4-7 6	c 4-3-6 6	2-2-8 4	8-1 2	8-0 2	7-0 3	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	7.5cm IwG 18 MA: 75° ROF: 2 M#: 10 INF
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[ELR: 2]

{SAN: 3}

Elements of the 508th P.I.R. set up within three hexes of L8:



E 7-4-7 8	Lt Col Shanley 9-2	Maj Warren 9-1	8-1	8-0	FP: 8 Rng: 16 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	MA: 60° Rng: 3-45 ROF: 3 MTR	Cnct: 8 Radio	Foxhole 1S
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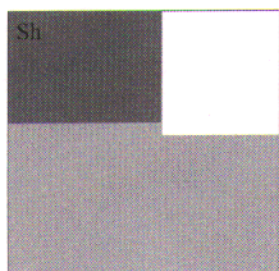
75mm OBA Module (HE only) 6B/4R



[ELR: 5]

{SAN: 2}

BOARD LAYOUT & ENTRY:



(only hexes numbered ≥ 23 are in play)

OBJECTIVES: The Americans win at game end if they have exited more Victory Points than the Germans (see SR 3).

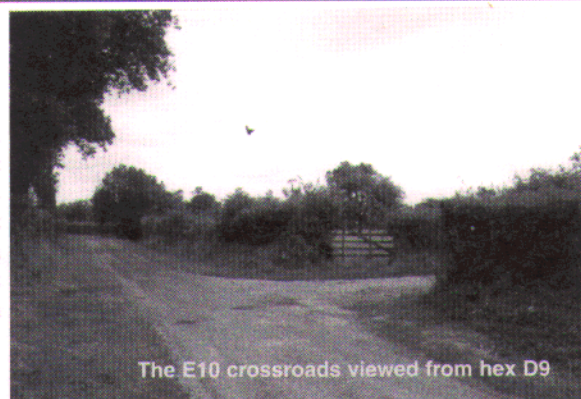
HANDICAPS:

- 1057th setup area is extended to hexrows D to G, inclusive.
- Americans set up and move first.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Americans may set up one SMC with radio using HIP. Americans receive one module of 75mm OBA with a non-standard Draw Pile of 6B/4R chits.
3. Germans and Americans (not Prisoners) gain victory points for units exited off the west edge; Americans exiting from hex A11 gain double exit VP.

CAPONNET, 9 June, 1944: As Lt Colonel Shanley prepared for a third day of defending Hill 30, Colonel Lindquist readied the battalion strength body of the 508 assembled at Chef du Pont for their move across the river, moving north to make the crossing at the La Fiere causeway. Meanwhile, on Hill 30, the Germans made yet another attempt to seize the position, this time with the help of four infantry howitzers pushed up covered approaches to the German front line. As on the previous day, the Americans on the hill called in artillery support to blunt the German attack. Today, however, they were to find priority given to supporting their Colonel's advance south from the Cauquigny bridgehead. Fortunately, the advance of fresh troops against the northern flank of Hill 30 made the Germans fearful for their flank, and Shanley's men displaced forward after the retreating enemy. Linking with Lindquist's force, Shanley's role as a separate detachment came to an end. He and his men had succeeded in deflecting all German attempts to seal off the strategic Chef du Pont crossing.



The E10 crossroads viewed from hex D9

SPECIAL RULES for Shanley's Hill scenarios:

Sh1. TERRAIN NOTES (VARIANT)

Sh1.1 Where it is necessary to distinguish the SHANLEY'S HILL map from other ALL AMERICAN mapsets, the prefix Sh will be used. Thus, the crossroads west of Hill 30 is hex ShE10 and the station ("la Gare") in Chef du Pont is hex ShPP24.

Sh1.2 On this map, we introduce an area of Level -1 terrain (EX: OO30, SS35) in addition to Level 1 (EX: A1, SS19) and Level 2 (EX: A2, O10).

Sh1.3 BRIDGES: BB31 is a two lane, stone bridge. This bridge had a high arch, and might have justified more than the usual +1 Hindrance, but for game purposes is treated as normal. Special note: as recently clarified, units on a bridge subject to IFT fire attacks through the road depiction suffer an additional -1 TEM (which is cumulative with FFMO, FFNAM). See the Chapter B divider! The bridge in AA28 is One-Lane, wooden, and entry by vehicles is NA. Bridge PP20 is One-Lane stone. Bridges in PP31 and PP34 are treated as stone and can only be crossed through rail hexsides (i.e., for purposes of B6.1 only, the railway depiction is treated as road).

Sh1.4 ROADS: Unlike any other road in the ALL AMERICAN trilogy, the road between X35 and SS25 (inclusive) is paved. Roads and other on-map terrain not in play in a given scenario remain in effect for purposes of offboard movement and offboard setup (A2.51).

Sh1.5 WATER OBSTACLES: Reservoirs in LL32 and QQ20 are water obstacles. The River Merderet (hexes Z27 to BB32) is treated as a Level 0 canal. Hexes Z26 and BB33 (where the river merges with the surrounding inundations) are treated as marsh, and like all marsh on the map are at Level 0 and a Hindrance to same level LOS. The Merderet River between Z27 and BB32 functions as a canal (B21.11). The stream between NN34 and SS30 is Deep (B20.43).

Sh1.6 BUILDINGS: Wooden buildings exist in hexes AA26-27, GG30, HH30, MM28 (these three happen to be factories, but no special rules!), DD24, and the station ("la Gare") in PP24. Rowhouses exist in S8-T7, T9-U9, and JJ28-KK28. SS23 is a single level church with a level 1 steeple.

Sh2. SPECIAL RULES

Throughout the AA cycle, a design objective has been the accurate depiction of historical terrain without adding to the library of existing ASL terrain types (including the slope hexsides that first appeared in KGP and have since become an inseparable part of Historical ASL). Every new terrain type introduced to the system had to be cross-integrated with every other, with the ever-present risk of rules anomalies or at best rules fatigue.

One particular issue was the representation of the many narrow tracks between parallel lines of hedgerows. Around Hill 30, many fields are separated by narrow lanes or tracks, often sunk below the field level, usually lined with dense undergrowth on both sides. Examples include KbD8, ToW19, and on Shanley's Hill the path from E9 to M3. For a while, creation of a new terrain type was considered: a hexside road with bocage on both sides. In the end, this was rejected as requiring too many new rules. Instead, where such tracks were judged wide enough to take vehicles, ordinary road hexes have been used; where they were too narrow, brush and paths are employed. This solution is not perfect. In reality, a King Tiger would be a tight squeeze along the road from E9 to H5, and even a jeep would have had some difficulty negotiating the path from J4 to M3.

Sh2.1 GAPS IN WALL/HEDGE/BOCAGE HEXSIDES: (EX: D10-E10, E10-F10, RR21-SS22) This device is not unique to ALL

AMERICAN, but is used here to represent openings sufficiently wide to accommodate vehicular traffic. If the +2 Movement Factor penalty for infantry crossing bocage represents the time taken to find a serviceable gap, then the presence of wide gateways through bocage cannot be ignored. In game terms, the gap permits units to cross the hexside with no MF/MP penalty, while leaving the hexside TEM and bocage Concealment effects unchanged.

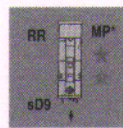


B9.1 states: "The thick terrain depiction... will affect any LOS through it, except for obvious breaks for roads..." This Special Rule allows B9.1 to apply to gaps with no road depictions. Such gaps permit a LOS to pass through the Open Ground portion of the hexside to other hexes along the LOS if it does not cut the thick terrain depiction, but TEM for units immediately behind the gap hexside is not affected in any way (EX: all bocage Concealment benefits apply to a unit with WA even if an enemy LOS exists through a gap to the center dot of that unit's hex, and a unit Entrenched behind that hexside would still be considered to be behind bocage)

Sh2.2 INHERENT FOXHOLES: As KELLAM'S BRIDGE AA6.2, the foxholes printed in AA32, A33, CC30, DD30, and EE30 are 1S foxholes. Players should place foxhole counters when these foxholes are occupied. As per B27.1, further foxholes may not be created in paved road hexes.

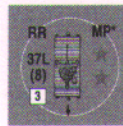
Sh2.3 RAILWAY: The entire PP hexrow contains a major (Paris to Cherbourg) railway. A railway hex functions in every way as an Open Ground hex, except as specified in SR. Note: railway rules are expected to be included in the ASLRB at a future date, and players who have such rules may decide to apply them by prior agreement. In ALL AMERICAN, the two-track railway featured provided a level and even surface which for infantry or most vehicles proved no harder and no easier than normal, summertime open ground. This might not be the case in all theatres or for all types of movement (e.g., cavalry). Hexes PP19 to PP23 inclusive are treated as Sunken Road (B4.) in every respect except that there is no road movement rate. Hexes PP30 to PP35 are treated as Elevated Road (B5.) in every respect except that there is no road movement rate. Bridges in PP31 and PP34 are stone, with entry through railway hexsides treated as Open Ground (Sh1.3).

Sh2.4 RAILWAY CARS: The following statistics apply to the three Railway Cars counters provided for GAVIN'S TRAIN:



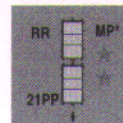
1. LOCOMOTIVE:

Front: Armor factors both boxed zero, in red; Reverse: (star); MOVES BY SR; VCA : NA; ALWAYS CE; circled R; sD9; CS : 3.



2. ANTI-AIRCRAFT FLATCAR:

Front: white circle for fast traverse turret; two red stars (unarmored); ROF designation is a boxed 3; Gun is 37L (8); Reverse: (star) MOVES BY SR; VCA : NA; TCA : MUST FACE VERTEX; ALWAYS CE; circled R; CS : 5



3. FREIGHT WAGONS:

Front: two red stars (unarmored); 21PP; Reverse: (star) MOVES BY SR; VCA : NA; ALWAYS CE; circled R; CS : 5



BEHIND UTAH BEACH Campaigns for Shanley's Hill

For players wishing to experience some continuity between scenarios covering the entire ALL AMERICAN saga, the following options are suggested. These will support tournaments or casual meetings ranging from a full day to a weekend or alternatively to a series of engagements.

1. Scenarios: First, agree with your opponent how many scenarios you have time to play. You are offered in Table 1 the choice of 6, 5, 4, or 3 scenarios of moderate size and complexity: alternatively you are presented with a sequence of small "tournament" size scenarios and also a set of "blockbusters" each taking several hours to play but representing the some of the most vital actions fought by the 82nd.

2. Campaign Victory Points: Then, using the victory points listing in Table 2, award points for scenarios won. As simple as that. Only one player can score points for each scenario; there are no draws and no points for second place. Note the asymmetric nature of the points table. This is intended to convey the relative importance of winning to each side.

In the unlikely event of a tie after all scenarios are played, play AA27 LIFELINE as a tie breaker (unless of course the EVERYTHING OPTION is being played).

3. Balance: The American player begins any Campaign with the Balance Initiative. Before either player commences setup for a scenario, the player currently holding the Balance Initiative may claim the balance provision for his own force in that scenario. By so doing, that player loses the Balance Initiative to the opponent, for use in a later scenario of the opponent's choosing.

4. DYO Campaigns: In every set of scenarios recommended, the potential points available to each side are equal. Players desiring to play different selections of scenarios may put together their own set using Table 2 as a rough guide. It is suggested that scenarios be chosen offering the same total points available to each side, alternatively if a "handicap" is required, scenarios might be selected so as to give the stronger player fewer available points.

Once again, the points allocated reflect not only the relative difficulty of winning, but also the historic significance of such a win. For example, German win in AA1 THE MILLING CROWD would historically have been a severe setback to the 82nd.

FINAL NOTE ON PRONUNCIATION for players unfamiliar with the Gallic tongue:

Gueutteville = *gur tur veel*

Caponnet = *cap pon nay*

Durecu = *doo ray soo*

le Port Filiolet = *lur por filly olay*

Chef-du-Pont = *shef doo pong*

TOURNAMENT OPTION

(three or four scenarios averaging one to two hours duration)
play AA19, 20 and/or 21, and 22

BLOCKBUSTERS OPTION

play scenarios AA8, 16, and 25

EVERYTHING OPTION

play all scenarios in sequence from AA1 through to AA28, excluding either AA6 and 7 or AA8.

Table 1: Campaign Scenario Selection

Number of scenarios:	Scenarios to be played
Three	Play AA7, 11, and 23 (total 5 points either side)
Four	Play AA7, 11, 14, and 23 (total 7 points either side)
Five	Play AA3, 7, 11, 23, and 24 (total 8 points either side)
Six	Play AA3, 7, 11, 14, 23, and 24 (total 10 points either side)

Table 2: Campaign VP Schedule

Scenario	VP (Points for German win/American win)
AA1	3/1
AA2	1/1
AA3	2/1
AA4	1/1
AA5	1/3
AA6	1/2
AA7	2/2
AA8	2/3 (note: this is AA6 and 7 combined)
AA9	1/2
AA10	1/2
AA11	2/1
AA12	2/1
AA13	2/1
AA14	2/2
AA15	2/3
AA16	2/2
AA17	2/2
AA18	3/2
AA19	2/1
AA20	1/1
AA21	1/1
AA22	1/2
AA23	1/2
AA24	1/2
AA25	3/2
AA26	1/1
AA27	1/2
AA28	2/1

Total points available to each side: 44 (excluding scenario AA8)



ALL AMERICAN Credits

DESIGN & DEVELOPMENT: Ian Daglish

HISTORICAL RESEARCH: Ian Daglish

Grateful thanks to Pedro Ramis for source material, Charles Markuss for advice, and to Robert P. Anzuoni, Chief Curator of the 82nd AIRBORNE DIVISION WAR MEMORIAL MUSEUM of Fort Bragg, North Carolina for his unfailing courtesy and response to requests for detailed information. Thanks for pressing on Ray T.!

MAP ARTWORK: Phil Nobo

PLAYTEST LEADERS:

Chris Gower, Trevor Edwards, Arthur Garlick, Iain McKay, Pedro Ramis, Mike Rudd, Andrew Saunders, and Paul Saunders

(scenarios were tested using both IFT and IIFT)

SPECIAL THANKS:

To Yves and Chantal Poisson of the Manoir at La Fiere who provide comfortable, friendly, and reasonably priced accommodation for visitors to the area, and also serve as a focal point for visiting veterans with a story to tell.

To all the veterans and friends of the 82nd who have offered their reminiscences and ideas.

All American



★ NEWS

#1

Welcome to the first issue of A-A News! This is the newsletter for gamers 'signed-up' for our 82nd Airborne in Normandy series by the same name. We're going to keep this *sheet* light, but informative with a dual purpose: to provide new information and errata as it develops and to continue the ongoing story as the series, also, *is developed*.

At the time of this writing, the incredible "stretch-drive" to complete Timmes' was concluded on Friday, September 26, 1997. After confirming we were on-press, a quick call to the U.K. confirmed Ian was serving dinner to Joy, so Maureen and Ray headed out for a lakeside Chinese-fest with sunset views, in Carmel, New York. Suffice it to say, these respective ASL wives deserved more than just a dinner for what they put up with over the weeks that preceded completion of Timmes' Orchard! Profuse thanks to all the playtesters for going that *extra mile* and to Klaus Fischer for his line art little paratroops used for the counter-art!

New Information for ALL AMERICAN 1, Kellam's Bridge:

1. OPEL BLITZ WRECKS: For you guys that thrive on this kind of minutiae, during Ian's July 28 visit to the Poisson's *manoir* he uncovered research to the effect that the *truck* wrecks in scenarios AA3, AA4, AA6, AA7 and AA8 are OPEL BLITZ wrecks. For those that want the ultimate in realism, there it is!

2. THE CLIFF: Yes, the terrain feature between CC8-CC9 on the Kellam's map is a Cliff. We have received a number of nutmail inquiries on this point, despite the fact that this information is found on page 1 of the accompanying booklet, in column 3, paragraph 1 ("...the depiction on hexside CC8-CC9 is a cliff.") Climb, boys!

3. HEDGE/BOCAGE: Amend the note in column 3, paragraph 1 in the booklet to read: "...those found in B7/B8 represent hedges..." The 'woods-on-a-bank' depiction used in Kellam's represents Bocage and is used to delineate it from hedges as these terrain features are treated quite differently in ASL. The 'other' references, such as "bushes" etc. are incorporated for non-ASL play of Kellam's. We have already received word of some play on this map being evidenced at a couple of miniatures gatherings. Note the improved Bocage on Timmes' map.

New Information for ALL AMERICAN 2, Timmes' Orchard:

1. HEY, who exactly is this Lieutenant Marr in AA15: Lt. Marr is the 8-1 listed as "507th Regiment guide set up on P11" in the American OB for AA15.

2. GATEHOUSE photo of Gray Castle: One of those eleventh hour changes led to TO1.8 being changed to TO2; the reference to "TO1.8" in the text to the left of the Gray Castle illustration (lower right hand corner of the Special Rules and Notes) actually refers to TO2, not the 'missing' TO1.8.

3. THE PRESENTATION: We want to hear back from you on the overall presentation of Timmes' and the ALL AMERICAN series! You will note numerous graphics enhancements on the Timmes' map as compared to our previous effort. We want to know if the large hexes are really a benefit as regards playability. We're locked in to finish the A-A series using them but it's optional for future releases. The scenarios are a new design and are meant to achieve an integrated look while entertaining the eye. Comments?

4. A BRIDGE SO FAR... map overlap: The customer is authorized to color-photocopy *only* the portion of the two maps which overlap in the event they wish to prepare a custom map-link for ease of play. The two maps linked together really make for a unique battlefield, with the big hexes and all. The Timmes' map should be placed *on top* and any new terrain supersedes any underneath such hexes for the play of AA18 *only*.

5. THE SASL REPLAY: Here's your chance for fame and *la fortune*! Send us a move-by-move, DR/dr-by- DR/dr replay of THE GATHERING (Solitaire Mission 1) and receive a \$50.00 merchandise credit from CH if we decide to publish it in Critical Hit magazine! Same goes for a replay of any of the scenarios found in Timmes' Orchard or Kellam's Bridge should they be accepted for publication. Send your submission (preferably on a floppy disk, PC text, Wordperfect 5.1 or earlier or any version of Word) to ALL AMERICAN REPLAY contest, 88 Lodar Lane, Brewster, NY 10509. We also welcome feedback on the subject of future solitaire missions in this game series. You are not alone out there...

6. GAMMON BOMBS: Hey, designer Ian likes the 'Tapio' GB rule found in our PL 2.0 CG "Sunrise Bridge" and that's all there is to that. Gentlemen, start your debate.

7. THE SERIES: The A-A series concludes with Shanley's Hill. We want to know if you like the series concept. There are innovations planned for the final release, including a command representation currently known as 'the headquarters' function which will be used for a 'campaign' approach calling all three maps into play to represent the entire battle. Continued coverage in Critical Hit magazine is also in hand, planned, and as per #5 above, we're fishing for more from *your* experiences.

Next Up: ALL AMERICAN 3: Shanley's Hill. Expected to ship during Winter '98; more scenarios, solo-missions, 'the HQ' and a 3-map presentation. Also planned is a miniatures pack for play of the A-A series, supporting documents and a stand alone game release. See Timmes' on display this winter at the Military Museum of Southern New England's WARGAME EXHIBIT starring CH, Talonsoft and Avalanche Press games among others... Send a S.A.S.E. (postage coupon for Int'l) for a FREE copy of the next issue of ALL AMERICAN NEWS to: A-A News, 88 Lodar Lane, Brewster, NY 10509.

All American



★ NEWS

#1.2

Welcome to the latest issue of A-A News! This is the newsletter for gamers 'signed-up' for our 82nd Airborne in Normandy series by the same name. We're going to keep this sheet light, but informative with a dual purpose: to provide new information and errata as it develops and to continue the ongoing story of the All American series.

It's hard to believe we're finally at the end of the line production-wise for our three game series. It all started with a couple of overlays meant for a magazine insert. As your publisher, I am proud of everyone that makes up our organization; those men and women stayed the course to steer this project to market. A lot of hard work, a few travails and some exceptional life experiences, involving the family residing in 'hex' AA9 of the Kb map, interviewing veterans, and hours in the National Archives looking over photographs, and many more people, places and things that are opened up by endeavors of this sort were enjoyed. We wrap the whole thing up with the A-A Gamer's Guide soon. We'll look back a bit wistfully on what will always be our first game series. We look forward with excitement to continued coverage of D-Day with our soon to be released "Pointe du Hoc" game and upcoming projects on Normandy, including Omaha Beach for Platoon Leader.

New Information for ALL AMERICAN 1, Kellam's Bridge:

1. OPEL BLITZ WRECKS: For you guys that thrive on this kind of minutiae, during Ian's July 28 visit to the Poisson's *manoir* he uncovered research to the effect that the *truck* wrecks in scenarios AA3, AA4, AA6, AA7 and AA8 are OPEL BLITZ wrecks. For those that want the ultimate in realism, there it is!

2. THE CLIFF: Yes, the terrain feature between CC8-CC9 on the Kellam's map is a Cliff. We have received a number of nutmail inquiries on this point, despite the fact that this information is found on page 1 of the accompanying booklet, in column 3, paragraph 1 ("...the depiction on hexside CC8-CC9 is a cliff.") Climb, boys!

3. HEDGE/BOCAGE: Amend the note in column 3, paragraph 1 in the booklet to read: "...those found in B7/B8 represent hedges..." The 'woods-on-a-bank' depiction used in Kellam's represents Bocage and is used to delineate it from hedges as these terrain features are treated quite differently in ASL. The 'other' references, such as "bushes" etc. are incorporated for non-ASL play of Kellam's. We have already received word of some play on this map being evidenced at a couple of miniatures gatherings. Note the improved Bocage on Timmes' map.

New Information for ALL AMERICAN 2, Timmes' Orchard:

1. HEY, who exactly is this Lieutenant Marr in AA15: Lt. Marr is the 8-1 listed as "507th Regiment guide set up on P11" in the American OB for AA15.

2. GATEHOUSE photo of Gray Castle: One of those eleventh hour changes led to TO1.8 being changed to TO2; the reference to "TO1.8" in the text to the left of the Gray Castle illustration (lower right hand corner of the Special Rules and Notes) actually refers to TO2, not the 'missing' TO1.8.

3. MISSION 1 should read: ENEMY AC # 2 /FRIENDLY AC # 3.

4. LOS EXAMPLES: second bullet point: "Unit B in G20 has a clear LOS to G18." NOT H17.

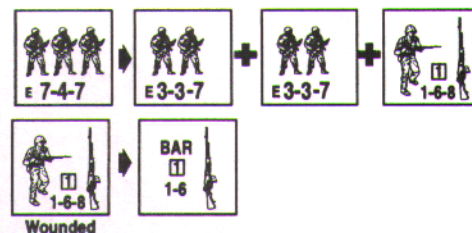
5. A BRIDGE SO FAR... map overlap: The two maps linked together really make for a unique battlefield, with the large hexes. The Timmes' map should be placed *on top* and any new terrain supersedes any underneath such hexes for the play of AA18 *only*.

6. GAMMON BOMBS: Designer Ian Daghish likes the VARIANT GB rule found in our PL 2.0 CG "Sunrise Bridge". An article on the subject is coming soon in CH from Ian explaining his choice.

New Information for ALL AMERICAN 3, Shanley's Hill:

1. THE MAP: This wouldn't be CH if we weren't trying to break some new ground with each release. Our Sh map, by professional artist Phil Nobo, is meant to de-emphasize the hexside 'screen' over the map (by using the gray hexsides) and *emphasize* the color topographical map *look*. Cues such as hex IDs, on-map level numbers and a gray border at the edge of changes in the height of the topography (i.e., level changes) were used to make the map a readable color topographical map. Your comments on this approach and how we can further it are appreciated.

2. VARIANT COUNTERS: New counters for the BAR Gunner have been provided in Shanley's Hill as *experimental* for those wishing to take part in developing these rules. The scenarios have not been playtested using the BAR Gunner and the use of the rule below is totally *OPTIONAL* and at the discretion of the players as a mutually agreed upon alteration to the U.S. OB under HANDICAPS level three. Other OPT. counters have been provided in Shanley's Hill for those wishing to add a little extra fun to their game with the new OB for the 82nd Airborne provided. The three smoke grenades to the right of the 7-4-7 squad denote just that, smoke grenades. We suggest you dab a bit of glue on the back of your counters and fold them in half to make a two-sided game piece. Also provided are three RE markers for use in the new solitaire rules presented in the CH magazine 1997 Special



Edition (one is also provided for the U.S. for future use.) If you like them enough, please write in and suggest we include these in our end of the year mounted counter round-up.

Sh2.4 RAILWAY CARS: The Locomotive illustration on AA19, "Gavin's Train" and the Special Rules page is incorrect, i.e., the Locomotive has armor factors which are both a boxed zero as per the rules and the actual game pieces (provided on the inside of the Sh folder.)

Sh2.5 BAR GUNNER: To make the game more enjoyable as a predominantly infantry battle, Paratroop squads may Deploy without a Leader (i.e., a DR ≤ 7) in the normal fashion. A deployed (i.e., with or without the use of a leader) Paratroop squad is replaced by two 3-3-7 HS and a BAR gunner (1-6-8). A BAR gunner is treated like a Hero (i.e., wounds, does not break, mark with a Wounded counter if necessary) armed with a 1-6 LMG (EXC: they have no -1 modifier for any purpose). A BAR counter is left (EXC: Random SW destruction applies) in the event the BAR guy is eliminated. The BAR Gunner may *not* Transfer his BAR, even if wounded. If a Paratroop squad recombines without a BAR Gunner, make a side note to indicate the squad is now a 6-4-7 for the remainder of the scenario. Use your common sense for the rest and write us with your comments and suggestions on the implementation of this rule.

More on the story... If you like Shanley's Hill you're missing the rest of the story unless you own All American Kellam's Bridge and Timmes Orchard. They are available for \$24.95 and FREE shipping anywhere in the world if you purchased Shanley's Hill. Send check or MO (or credit card number and expiration date for your Visa/Mastercard order) to Critical Hit, Inc., PO Box 279, Croton Falls, NY 10519. NYS Residents add your local Sales Tax. The All American GAMER'S GUIDE is packed with more value for our A-A series, including a PL campaign, designer's notes, historical accounts and scenarios. The GG sells for \$11.95.

ALL AMERICAN



★ NEWS

#1.2

As we head into the final leg of our ALL AMERICAN story we were pleased to report Shanley's Hill has been expanded from our *already extensive* original design. What that means is that designer Ian Daghish asked for a little more 'latitude' to represent the actions of Shanley and his men and the result, well the resulting map became an enormous, "Fat-L" shaped presentation with the entire Norman village of Chef du Pont (40+ buildings) and the fight for the bridge there, represented! We traveled to London and met at the office of graphic arts firm KORE Creative, owned by our very own Phil Nobo. Phil and Ian have been to Normandy on CH business and the resulting map continues our quest toward cartographic beauty.

We'd like to congratulate the A-A development and playtest teams here; the clarifications needed for this project have been *minimal* and are listed below. Great job guys!

New Information for ALL AMERICAN 1, Kellam's Bridge:

1. OPEL BLITZ WRECKS: For you guys that thrive on this kind of minutiae, during Ian's July 28 visit to the Poisson's *manoir* he uncovered research to the effect that the *truck* wrecks in scenarios AA3, AA4, AA6, AA7 and AA8 are OPEL BLITZ wrecks. For those that want the ultimate in realism, there it is!

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4. BOOKLET BACK PAGE 'SPECIAL RULES' First para 'Introduction': Delete from 'Similarly, the hedge hexsides...' to end para '...and the hex grid!'

5. AA1 THE MILLING CROWD American balance: "Add one MMG to one of the turn 1 reinforcement groups."

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3. MISSION 1 should read: ENEMY AC # 2 /FRIENDLY AC # 3.

4. LOS EXAMPLES: second bullet point: "Unit B in G20 has a clear LOS to G18." NOT H17.

5. WESTWARD HO! U.S. entry and German exit should be from hex V25. (Note for website: this change arises from the printed map including half-hexes that were not used in the playtest. The effect on play balance is not significant.)

6. THE PRESENTATION: We want to hear back from you on the overall presentation of Timmes' and the ALL AMERICAN series! You will note numerous graphics enhancements on the Timmes' map as compared to our previous effort. We want to know if the large hexes are really a benefit as regards playability. We're locked in to finish the A-A series using them but it's optional for future releases. The scenarios are a new design and are meant to achieve an integrated look while entertaining the eye. Comments?

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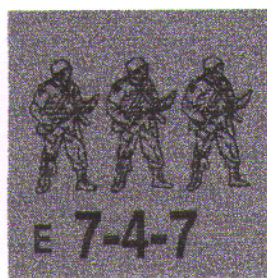
8. THE SASL REPLAY: The contest is over and the winner is Richard Eichenlaub! Richard's fine and exciting *move-by-move replay* of THE GATHERING (Solitaire Mission 1) will be included with lavish illustrations in issue Vol. 5, No. 1 of CRITICAL HIT magazine! We still welcome feedback on the subject of future solitaire missions in this game series. You are not alone out there...

9. GAMMON BOMBS: Designer Ian will be explaining his well researched-reasoning behind his Gammon Bomb rules in the upcoming issue Vol. 5, No. 1 of CRITICAL HIT magazine!

10. THE SERIES: The A-A series concludes with Shanley's Hill. We want to know if you like the series concept. There are innovations planned for the final release, including a command representation currently known as 'the headquarters' function which will be used for a 'campaign' approach calling all three games into play to represent the entire battle. Continued coverage in Critical Hit magazine is also in hand, planned, and as per #8 above, we're fishing for more from *your* experiences.

continued on page 2

All American



MORE NEWS ABOUT SHANLEY'S HILL, ETC. ★

Some information for SHANLEY'S HILL:

1. THE MAP: This is bigger and better than anything we have yet published. The style may be too self-congratulatory for a release, but we're excited by this project. On the one hand, Hill 30, the D Day rendezvous of the 508th Parachute Infantry Regiment, its low slopes surrounded by dense hedgerows and solid French farm buildings. On the other hand, on the eastern banks of the Merderet River, the open countryside around the small town of Chef-du-Pont is cut by the route of a major (Paris to Cherbourg) railway. And in the middle, the bridge; the second of the two vital bridges across the Merderet that would have to be taken to permit a move inland. (The first bridge, at La Fiere, we have already seen in the KELLAM'S BRIDGE module.)

2. THE SCENARIOS: The first 4 scenarios depict the actions fought around the small town of Chef-du-Pont on the 6th June. For the first time in the ALL AMERICAN series, General Jim Gavin puts in a personal appearance, leading his men south down the railway from La Fiere in "GAVIN'S TRAIN". Using new game components, this scenario also introduces a moving train, complete with locomotive, wagons, and FlaK wagon, which the American paratroopers must stop. In "YOU'VE KILLED US" and "MALONEY'S TURN", we have two different scenarios both hailed by playtesters as the first capable of being played in under an hour. And "A LONG WAY TO BERLIN" rounds off the 6th June with a duel between an American antitank gun and a German Artillery piece. The next 6 scenarios follow the saga of Lt. Colonel Shanley of the 508th PIR. In "LOST BATTALIONS", a new foe tries to push Shanley's small force off the hill: a battalion of ethnic Georgians, expressing their opposition to another Georgian named Stalin by fighting for the Reich. Led by German officers mounted on Kettenkrad half-track motorcycles, these second rate troops must use their weight of numbers to prevail against the elite 508th. In "FIRE BRIGADE TO FILIOLET", Shanley has to come down off the hill to the rescue of an American blocking force threatened by a full-scale German assault. In "SHANLEY'S HELL" we reach the climax of the German assaults on the hill. The enemy is on all sides, the dead and wounded lie everywhere, and as German artillery works over the hill the safest place to be is at the front! The following night, "EVERYBODY'S DYING" covers the famous attempt of Millsaps' patrol to break through to Chef du Pont in search of blood plasma for the dying, and "LIFELINE"

studies the possibility of a breakthrough of plasma-laden jeeps the following morning. Finally, "ACCESS DENIED" covers the German fighting withdrawal as German gunners realize they are about to be outflanked and have to decide between supporting their own infantry or getting their guns to safety.

3. THE COUNTERS: We've received your requests and have chosen to act on them in the form of a set of historical leader counters depicting the actual 'SMC' present at the battle. From Jim Gavin on down to Shanley himself (and yes, Lt. Col. Timmes, Kellam, and the rest of the men) you'll have the opportunity to push around cardboard leaders representing the actual commanders present. And did we mention railroad counters for use in GAVIN'S TRAIN (and later releases)? Watch out for a variant in CRITICAL HIT magazine that will make these leaders even more fun to play...

4. THE CAMPAIGN: The working title given was the "HQ" and it's a scenario generator that provides a campaign tying together all three games of the ALL AMERICAN series.

5. THE PACKAGING: Shanley's Hill represents a big step for our organization. This will be our first game sporting a 9" x 12" x 1" four-color (front and back) box. Future releases will also be boxed and a *complete* reduced-size map from Shanley's will be on the back of the box.

6. THE MAGAZINE COVERAGE: A full-fledged wargame company needs a journal and the only question here is what came first, the chicken-or-the-egg? Regardless, we'll be tying extensive magazine coverage to significant new releases beginning with the new Special Edition (Dzerhezinsky Tractor Works). The next regular issue, Vol. 5, No. 1 will feature ALL AMERICAN with the prize winning replay, Gammon Bomb piece, designer's notes, historical information, etc.

7. THE GAMER'S GUIDE TO ALL AMERICAN: This three game series represents a significant achievement for our design and development teams and there's simply so much more to the story! Designer Ian DGLISH and the CH research team have compiled historical items, never before published photographs, interviews with veterans, bocage fighting analysis, play tips, and more in the creation of our first GAMER'S GUIDE. The GG is slated for a February '98 release and will be found in better game and hobby stores worldwide. Total immersion in the subject matter...

8. ALL AMERICAN NEWS: We'll be tying regular "NEWS" presentations to major releases and making them available for download via our website. If you are lacking the Adobe Acrobat™ Reader software, it can be found on most on-line networks or downloaded directly from Adobe Systems (www.Adobe.com)



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