

All American



★ NEWS

#1.1

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. 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. 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?

6. 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*.

7. 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...

8. GAMMON BOMBS: Hey, designer Ian likes the 'Tapio' GB rule found in our PL 2.0 CG "Sunrise Bridge". An article on the subject is coming soon in CH.

9. 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. 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 #12

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!

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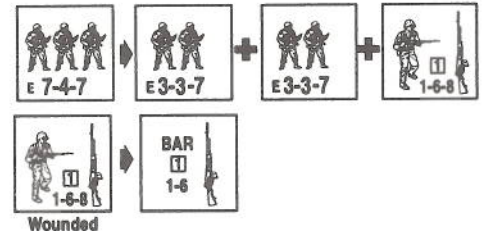
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6. GAMMON BOMBS: Designer Ian DGLISH likes the VARIANT GB rule found in our PL 2.0 CG "Sunrise Bridge". An article on the subject is coming soon in CH from Ian explaining his choice.

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.



NIGHT DROP!

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



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

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

- ⊛ Ten TVP for Control of O10 or any Adjacent orchard hex at the conclusion of the June 9 CG Firefight.
- ⊛ Two TVP *each* for Control of building hexes KbN3, and KbAA9; and Two TVP *each* for Control of bridge hexes KbY8, ShPP31, Sh AA28 and Sh BB31.
- ⊛ One TVP *each* for building hexes ToK22, ToO23, KbJ3, and KbK3; One TVP *each* for Control of hexes: KbR5, KbT6, and Kbv7.
- ⊛ Three TVP for Control of all buildings within two hexes of Sh Q30 (i.e., Le Port Filiolet).

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

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

INITIAL FIREFIGHT: Dual Attack*

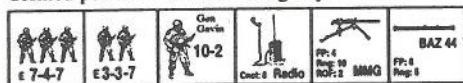
TERRAIN CONFIGURATION: All three AA maps are in play.

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

INITIAL AMERICAN OB:

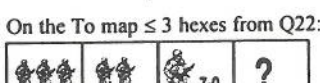
Elements of the 82nd Airborne [ELR:5] set up as indicated below with new CP expenditures northeast of a perimeter defined by ToAA12-ToF14-ToT21-ToAA18-ToAA21-ToGG24-KbN3-KbO4-KbO13 and on the Shanley's Hill map on/west of hexrow R and ≥ 2 hexes from any building hex: {SAN:4}

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



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

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



On the To map ≤ 3 hexes from Q22:
6

On the Kb map ≤ 3 hexes from K3:



2 2 7

Fortifications Available for purchase:

Foxholes Trenches^G

Fortified Building^A AP Mines^{A,1}

Wire^A HIP^A

Roadblock^A Set DC^A

Booby Traps^A AT Mine^{A,1}

Dummy Minefield^A

^G German only and *only* for Initial CG Scenario.

^A Americans may *not* purchase for Initial CG Scenario.

¹ Max 30 FP on mines per side for all CG Scenarios.

CG DRM: GERMAN AMERICAN

Leader	+1	-1
Battle Hardening	+1	-1
Artillery OBA	+1	0
CP Replenishment	+2	+1
Intensity Level	LOW	LOW

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

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





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

American CG Card

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



Elements of the 325th Glider Infantry Regiment

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



Elements of the 746th Tank Battalion

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

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

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

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

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

a side record.

l Determine Leaders (SMC) as per 3.11.

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

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

x M-4 tanks and M-8 AC may not be purchased until the PM CG Firefight of June 8.

z American RGs receive the following SW: Engineer Pltn. - 1xMMG, 2xDC, 1xFT; Para Pltn. - 1xMMG, 1x60mtr, 1xBAZ '44; Glider Inf. Pltn. - 1xMMG, 1x60mtr, 1xBAZ '44; HQ Pltn. - 1xMMG, 1xBAZ '44 [make two leader DR as per 3.12-121 with a -2 DRM for HQ Detach.]; [Note 1 applies for leaders]



NIGHT DROP!

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



National Archives

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

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

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

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

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

INITIAL FIREFIGHT: Dual Attack*.

TERRAIN CONFIGURATION: All three AA maps are in play.

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

INITIAL GERMAN OB:

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

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

2	12-4-7	9-1	Phone	ART	PSW 229	Slocum

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

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

Hex PP25	Hex PP26	Hex PP27
DS	37L (8)	21PP
		c4-3-6
		7-0
		2

Fortifications Available for purchase:

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

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














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

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





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

Elements of the 1057th Grenadier Regiment, 91st Division





German CG Card

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

Elements of the Georgian Security Battalion from the 709th Division

ID	Unit Description and Composition	Type	CP Cost	Maximum Firefi.	CG	Notes
I1	Rifle Pltn. 	3 x 4-4-7 MMC	4	2	2	lrz
I2	Conscript Rifle Pltn. 	3 x 4-3-6 MMC	3	2	4	lrz
I3	HQ Detachment 	2 x 2-4-8 MMC, 2xSdKfz2	2	1	1	lrz
O1	Battalion Mortars 	81mm OBA	5	1	1	ap

Elements of the Panzer und Ausbildungs Abteilung 100

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

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

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

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

l Determine Leaders (SMC) as per 3.11.

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

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

z German tanks are actually captured French H-35, R-35, S-35 and B-1 types that are used with Captured Use penalties. All French tanks (i.e., not the Pz III L) are radioless and use red To I numbers. A +2 DRM applies for armor leaders. The B-1 in A1 is actually a flamethrowing tank with the following statistics: MA: 47; SA: BF30 (X11).

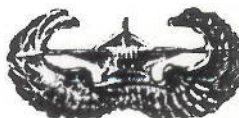
z German RGs receive the following SW: Pionier Pltn. - 1xLMG, 2xDC, 1xFT; Rifle Pltn 1xLMG, 1x50mtr.; Georgian HQ Detachment - 2xMMG; HQ Pltn. - 2xMMG, PsK; [make tv leader DR for each HQ with a -2 DRM]; Conscript Pltn. 1xLMG [Conscript Pltn. adds a +1 to all Leader DR, i.e., cumulative with any other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

Night Drop! CG Special Rules

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

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

A l l A m e r i c a n



Historical DEFIANCE ON HILL 30

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

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



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

[ELR: 5]

{SAN: 4}

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

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



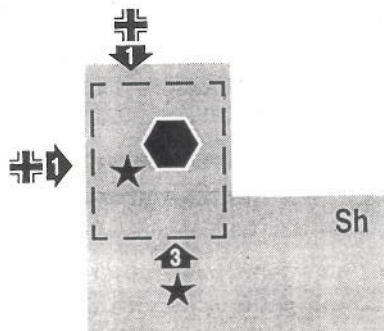
Elements of the 1057th Grenadier Regiment, enter on turn one on/between I4 - E4 - E19:

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

[ELR: 3]

{SAN: 3}

BOARD LAYOUT AND ENTRY:



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

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

HANDICAPS:

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

SPECIAL RULES:

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

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



All American

Historical GAVIN TAKE

☠ GERMAN Sets Up First ★ AMERICAN Moves First	1	2	3	4	5	6	7
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Elements of the 82nd Airborne Division:

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

7-4-7	3-3-7	10-3	8-0
-------	-------	------	-----

[ELR: 5]
{SAN: 0}

5

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

7-4-7	3-3-7	10-2	7-0
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5

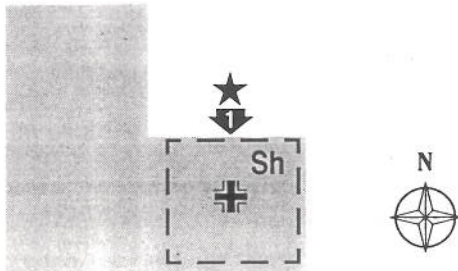
Elements of the 1057th Grenadier Regiment, set up in buildings on/south of hexes numbered 23:

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

[ELR: 3]
{SAN: 0}

4 3 2 3

BOARD LAYOUT AND ENTRY:



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

HANDICAPS:

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

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

SPECIAL RULES:

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

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












All American



Historical THE PORT-FILLIOLET CROSSROAD

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









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

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

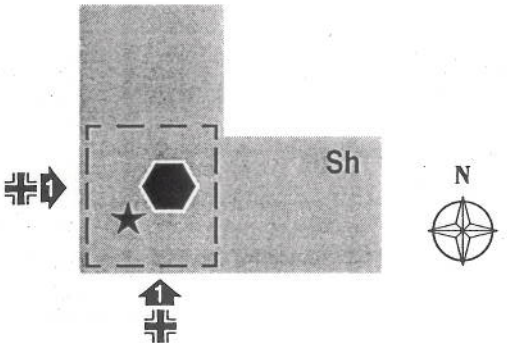
 1S 3	
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☒ Elements of the 1057th Grenadier Regiment, 91st Air Landing Division and tanks of the 100th Panzer Replacement Battalion enter on turn one anywhere along the south or west edge:

 2 4-4-7 10	 9-2	 9-1	 8-0	 FP: 3 Rng: 8 ROF: 1 dm MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 MP: 8 MA: 37° MG: -2	 MP: 13 MA: 50L MG: 3/5 ROF: 2
--	--	--	--	---	--	---	---


[ELR: 3]
{SAN: 5}

BOARD LAYOUT AND ENTRY:



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

HANDICAPS:

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

SPECIAL RULES:

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

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



All American