



# All American

The 82nd Airborne at Kellam's Bridge: June 6 - 9, 1944

**T**actical level gamers may note our effort to present the story of Major Kellam and his valiant men of the 82nd Airborne during their drop behind enemy lines during Operation *Overlord* represents a departure from past wargame presentations. The thrust of our effort is to provide accessibility to the largest number of wargamers, no matter the tactical system they are accustomed to using.

To the above end, players of Adv. Sqd. Ldr. and miniatures players will find this package of interest; we have even made the hexes larger, enabling one GHQ Micro Armor miniature to fit on the bridge with room to spare on either side. Orders of Battle and scenarios for both combatants have been prepared for use by players of Adv. Sqd. Ldr. Grand Tactical rules such as "The Clash of Armor" are also easily ported for use in this game by noting the simple conversion information provided in the miniatures conversion sheet provided.

Our rationale for the approach chosen is rather simple. The level of detail, and research which went into this game/simulation demands the maximum exposure to the gaming public. Numerous battlefield trips to check the accuracy of the map, as well as direct contact with the Reverend George B. Wood, and others of the 82nd Airborne Division Association for After-Action Reports and other research information were part-and-parcel of the work that resulted in the end result you now hold in your hands.

There's more to it than that, though! Our research revealed a fact which cannot be ignored: practically no-one in the unit depicted plays Adv. Sqd. Ldr. For that matter, finding any players of this game system in the entire United States Army is a challenging task. One of our contacts is a Captain who happens to be in charge of the Simulation Society at West Point: suffice it to say he confirms the lack of penetration of this particular game system

there. Miniatures are more common but offer another daunting task to the publisher wishing to 'port' their game to the maximum number of systems. Go from one miniatures table to another at a convention and you'll likely find a different system in use, with a few house-rules to boot, at each table.

Finally, the above information left us with one obvious conclusion: current and past members of the 82nd Airborne will not be able (or likely willing) to even play this game, and series, starring their unit unless it is published as a stand alone game. That's where we reveal the last card in the deck, a percentile-based tactical level game system providing enhanced realism, combined with ease of play is what 'All American' is all about. Machine-gun crews, bazooka teams and individual NCOs are part of a game which focuses on the small unit battle in a microcosm. Combined with state of the art counters and the highest quality play aids, we think 'All American' represents a gaming/simulation experience which can be enjoyed by wargamers of any level of experience, and the newcomer to board wargaming.

A few words are in order about our map. The presentation of what is, in essence a color topographical map based on a scale of 50 yards per hex should be readable by anyone familiar with map-reading. The use of standard architect's symbology for the terrain depiction has been combined with the standard hexside terrain depiction used in wargame maps for decades. Players of Adv. Sqd. Ldr. should find 'conversion' to a 40 meter per hex scale seamless while the use of a 1" per hex scale for tactical level miniatures players should present an equally simple process to provide for scaling in their game play.

Some explanation of map symbology is in order for players gaming 'All American' using their existing game systems. The symbology used in hexes like A4 represents wheatfields/grainfields. The green hex-side

depictions such as those found in B6/B7 represent hedges/bushes; those found in CC1/CC2 represent bocage/hedgerows. An example of an orchard symbol can be found in hex A9. The depiction in hexes such as N8 represent brush/light woods while those in hexes such as A1 represent woods/heavy woods. The buildings are all models of the actual structures and are all made of stone/masonry construction. The large depictions such as hex Q1 represent marsh/swamp terrain. The elevations on the map depict the standard 30 foot change and are depicted by varying shades of green; the actual elevation line found on a standard topographical map is outlined in light gray. Map elevations begin at level '0' and rise to a height of 60 feet. Note these changes are relative and not depictions of the actual height above sea level of the terrain depicted. The land slopes upward from level '0' in AA10 to the next highest level as depicted by the green shade in BB8, with the highest level on the map depicted by the green shade in CC6. Minor elevation changes/slopes/undulations are represented by the hexside markings found in hexes such as AA5-BB4; the depiction on hexside CC8-CC9 is a cliff. The thick black lines on hexsides AA9-AA8 (and BB8), and AA9-AA10 represent the inability to move or fire from these hexes into the building in AA9. Finally, the crater-like depictions in hexes such as V7 are foxholes.

It is our sincere hope that you - the expert or neophyte wargamer - enjoys this opportunity to explore the actions of these gallant soldiers while you zoom in to the battle on the level tactical level gaming is meant to emulate...where that one machine gun in the farmhouse at the crossroads can decide your fate in this day...



## Introduction

Since the visit this passage refers to, work has begun on a monument to the paratroopers of the 82nd All American, to be located opposite the Manoir, in hex BB6. It appears that, for once, the memorial will be appropriate and unobtrusive, and as such a most welcome addition to the site

See: Memo, Dollmann for Army Group B, 10 Jun 44. Seventh Army, KTB Analagen 1.I.-30.VI.44. Seventh Army considered the Allied mass use of airborne troops in an occupied area a brand new tactic comparable to the British introduction on the tank in World War I. Cf. von der Heydte's discussion of the difficulties of assembling his widely scattered troops to concentrate for attack. MS# B-839.

A view from hex CC9 of the game map looking west across the causeway, taken during one of Ian's visits to the battlefield.. While a recent photo depicting the modern-day appearance of our battleground, the general lay of the land is apparent...as is the fact that little has changed in the last 50+ years in this part of the world.

We drive west out of a small French town. Passing under the new autoroute, we follow a minor road through quiet countryside. Two kilometers on, the hedgerows grow thicker and our road crosses a bridge over a deep cutting with a two-track railway. Suddenly we are in true bocage; the lane winds between high hedgerows. A final bend and the road straightens, sloping down past a large farm on our left. We stop opposite the farm buildings. Ahead, a river meanders slowly, flowing under the stone road bridge. Further ahead, beyond the bridge, our road turns slightly right to follow a raised avenue traversing 500 meters of open meadows. Through this tree-lined causeway and the hedgerows on the far side of the valley, we can make out the roofs of the houses and small church of the hamlet opposite.

All is peace and tranquillity. We have travelled hundreds of Kilometers to visit this site, yet there seems to be nothing remarkable here. The locals, most of them elderly farming folk, are unused to visitors, and stare open mouthed at the historian laden with cameras and camcorder, taken by surprise and curiosity when he asks permission to film their homes and their farmyards. Casual passers-by would see nothing here but tranquil, unremarkable French countryside. Unless they stopped where we have stopped, and read the small notice over a hole beside the road: 'Ici combattit le Gal. Gavin - 6 Juin 1944'. Unless they talked to the master of the Manoir, hearing his story and seeing his cache of antique weaponry.

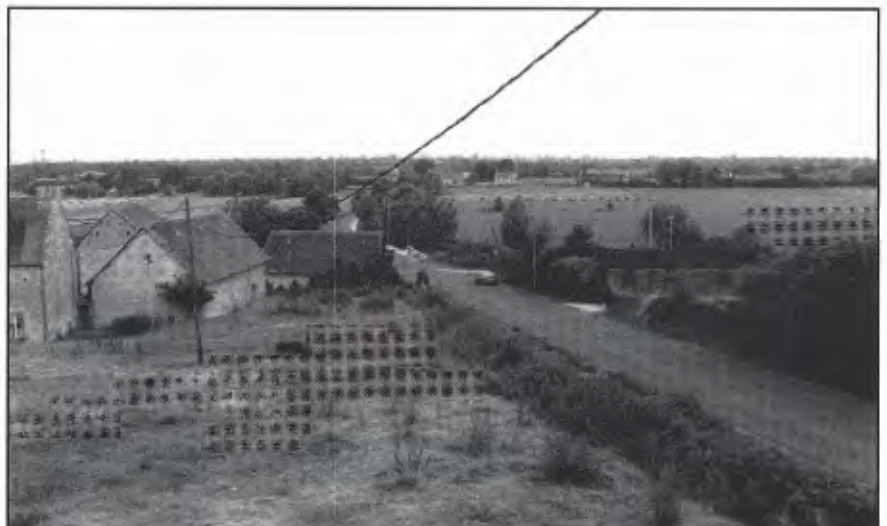
Monsieur Poisson ensures that no one is watching, then reaches his arm into the eaves of an old cattle shed. He pulls out an old mine, a grenade, the fossilized bag of a gammon bomb, its stockinet squares now stiff and its contact fuse rusted solid. It was one such bomb that the first American to approach the manoir on the morning of 6th June tossed in response to a German sentry's challenge. The German instinctively tried to catch the thrown object, and as the book puts it, "that ended for the moment the local resistance." Perhaps this

was one of the bombs carried by men of the mis-dropped 507, who crossed the causeway looking for friends and ran into German tanks. Or maybe this was just one of the many Gammon bombs whose owner gradually used up the "Composition C" plastic explosive charge to heat his coffee canteen. In any case, the relic is a reminder of the days when this quiet valley was the scene of death and destruction, and a focus of the attention of the whole world.

For the distant town was Sainte Mere Eglise. The railway was an important rallying point for the mis-dropped regiments of the 82nd 'All American' Airborne Division on the night of 5/6 June. Where we stand stood Slim Jim Gavin, and General Matt Ridgway, and many more heroes of the 82nd. Opposite, the hamlet of Cauquigny was bitterly contested by the German 1057th Grenadier Regiment. And the causeway, then surrounded by deeply flooded marsh, was to change hands as both sides sought to win the strategic crossing.

Most of the tourists gathering in the summer sun in the busy little town of Sainte Mere Eglise have come to see a dummy parachutist suspended by his 'chute from the top of the church tower. They will visit the museum, buy some postcards, and leave for the Utah beaches, content that they have seen the key feature of the American paratroop landings. And they are right to think that Sainte Mere Eglise was the key to the Allies' right flank in the assault on Normandy. But in truth, the outcome at Sainte Mere Eglise was only briefly in question. By midnight on 6th June, though Ridgway and his men did not fully realize it, the threat to their defence of the town was over. It is at the bridgeheads, at Chef du Pont and especially at La Fiere, that the front line of the action was to be found, as the Merderet crossing became for four days and nights the focal point of both the German counter attack on the airborne bridgehead and of VII Corps' westward advance across the Cotentin.

Ian Daglish



*In the preparation of an historical introduction to ALL AMERICAN it was decided to use citations from the "Official History", providing notes to keep the narrative moving along. Thusly, the quoted portions of the following materials are from "Cross Channel Attack" written by Gordon A. Harrison and prepared under their direction of Hugh M. Cole, Chief of the European Section, Historical Division, in Washington, D.C., on 1 October 1950.*

"By the middle of the morning 500 to 600 men of miscellaneous units had gathered at la Fiere, which was one of the two known crossings of the Merderet in the 82nd Airborne Division zone. The la Fiere crossing was an exposed narrow causeway raised a few feet above the river flats and extending 400 to 500 yards from the bridge over the main river channel to the gently rising hedgerow country of the west shore."

"Two of the first groups on the scene, portions of Company A of the 505th and a group mostly of the 507th Parachute infantry under Lt. John H. Wisner, had tried to rush the bridge in the early morning but were repulsed by machine gun fire. When General Gavin arrived, he decided to split the la Fiere force and sent seventy-five men south the reconnoiter another crossing. Later, receiving word that the bridge at Chef-du-Pont was undefended, he took another seventy-five men himself to try to get across there. The groups remaining at la Fiere made no progress for several hours. Then General Ridgway, who had landed by parachute with the 505th, ordered Col. Roy Lindquist, the commanding officer of the 508th Parachute Infantry, to organize the miscellaneous groups and take the bridge."

*In the meantime a small group of fifty men from the 2nd Battalion, 507th PIR had collected around their battalion commander, Lt. Col. Charles J. Timmes. Soon after landing, Timmes had passed through Cauquigny, the tiny village situated around hex J4 on our game map; he was not to stay long. Hearing fire from the direction of Amfreville, Timmes assumed incorrectly that paratroopers were attacking the village from the north. Unable to make progress toward Amfreville, he dug in, sending back a patrol of ten men to position a machine-gun in the Cauquigny church - hex N1 on the game map - overlooking the la Fiere causeway from the west end.*

"At noon the forces around la Fiere gathered for a coordinated three-company attack. In two hours one company under Capt. F. V. Schwarzwaldler succeeded in carrying the attack across the causeway, and established contact with Timmes' patrol."

"...the enemy began to react to the initial American attack with artillery, small arms, and at last a tank sally. It was in the middle of this counterattack that belated American reinforcements arrived on the west bank and were immediately disorganized and beaten back. The bridge was lost..."

"...The enemy tried to follow up his advantage with attacks across the causeway. These netted him only temporary footholds on the east bank but compelled the Americans to bring back most of the troops sent earlier to probe out crossings of the river to the south."

"As reports of the airborne landings came in to the German Seventh Army headquarters and the extent of the landings became apparent, General Dollmann ordered a series of moves designed to seal up the airhead and destroy it."

*The units ordered to oppose the paratroopers starring in ALL AMERICAN consisted of the 1057th Regiment (91st Division) and the 100th Panzer Replacement Battalion.*

"By means of these moves and concentric counterattacks Dollmann was sure at first that he could cope with the Cotentin landings without moving in any additional forces. It was only in the evening that his optimism waned, as the 91st Division reported that its counterattack was making slow progress because of the difficulties of maneuvering in the hedgerow country. In fact the attack had scarcely materialized at all except in local actions along the Merderet."

*The lack of success of the German reactions, including those of the unit we focus our attention on, the 91st Division, can be partially explained by the absence of the division commander. Generalleutnant Wilhelm Falley (of the 91st Division) was away from the battle-front, along with some of his subordinate commanders attending a war game at Rennes. Upon his return, Falley was promptly killed by paratroopers.*

"Even against relatively small enemy forces, the problem of seizing a bridgehead over the Merderet remained difficult. At the end of 7 June, there were at la Fiere some 600 men of the 507th and 508th Parachute Infantry Regiments, together with some tanks and artillery and the 1st Battalion of the 325th Glider Infantry which had moved up with the 8th Infantry after landing by sea. West of the river were three organized but isolated groups, ranging from company to battalion size. After the failure of the attempt to establish a bridgehead at la Fiere on D Day, the 82nd Airborne Division had been under violent counterattack."

*Late on 8 June a submerged, but passable road across the swamps to the north of la Fiere was discovered. The 1st Battalion, 325th Glider Infantry, under commander Major Teddy H. Sanford was ordered to cross the swamp in the dark while a group under Col. George V. Millett thrust southeast to link up with Colonel Timmes. The attack went badly. After Sanford's men made the crossing safely Millett's group drew fire and fell apart in the darkness. Millett was captured along with some of his men and the remainder of his unit withdrew northward, effectively knocked out of action until June 10. Sanford's attempt to*

Unlike the 507 and 508 Regiments, the serials of the 505 retained formation until the last few minutes prior to jump, at which time they encountered a massive cloud bank. Pilots succeeded in holding formation by flying above the cloud, but for many this resulted in crossing the DZ lights too high and too fast. (Krause reported seeing a serial of transports flying under him during his descent!) The extended drift of descending parachutes often made the standard procedure of "rolling up the stick" after landing unworkable, and much heavy equipment was lost as chutes parted company with loads on release.

Falley was ambushed and killed by a band of paratroopers from the 3rd Battalion, 508 P.I.R. at Bernaville. Similarly, Major Bardlenschlager from the 100 Panzer Abteilung set off for the headquarters of the 91st...and was never seen again.

Alone among the 82nd, the pathfinders of the 505 placed their beacons accurately and had Eureka beacons and DZ lights operating as planned. Most of the Regiment therefore experienced a drop with only limited and local scattering, save for the notorious and unexplained late drop of the 2nd platoon Mortar Squad of F Company, who descended into the midst of the German defenders of Sainte Mere Eglise. Following their good drop, the 505 was quick to form up. While advance elements of Able Company under Lt. George W. Presnell set off for their designated objective of the Merderet bridge, with the rest of Able under Lt. John J. Dolan following close behind (see scenario notes AA1, AA2).

gather his men and go it alone was disrupted by heavy enemy fire which threw his group back with severe losses to Colonel Timmes' position.

"When Colonel Lewis, commander of the 325th Glider Infantry, reported the failure of the attack, General Ridgway, the division commander, decided to renew the attempt to force the causeway at la Fiere. The mission was given to the 3rd Battalion, 325th Glider Infantry, which was to move up under cover of smoke from positions at Chef-du-Pont. A fifteen-minute artillery and tank fire preparation was arranged and a reinforced company of the 507th Parachute Infantry was to follow up the causeway attack if it faltered."

The smoke screen proved too thin and machine-gun fire played along the ranks of the Glidermen before they even reached their line of departure for the attack. The men resorted to creeping up, using a stone wall to cover their approach to the starting point.

"At 1045 the attack was signaled and the men left their shelter under orders to sprint the 500 yards across the exposed causeway. Everything depended on the first dash. But it proved too much for most of the men. Under

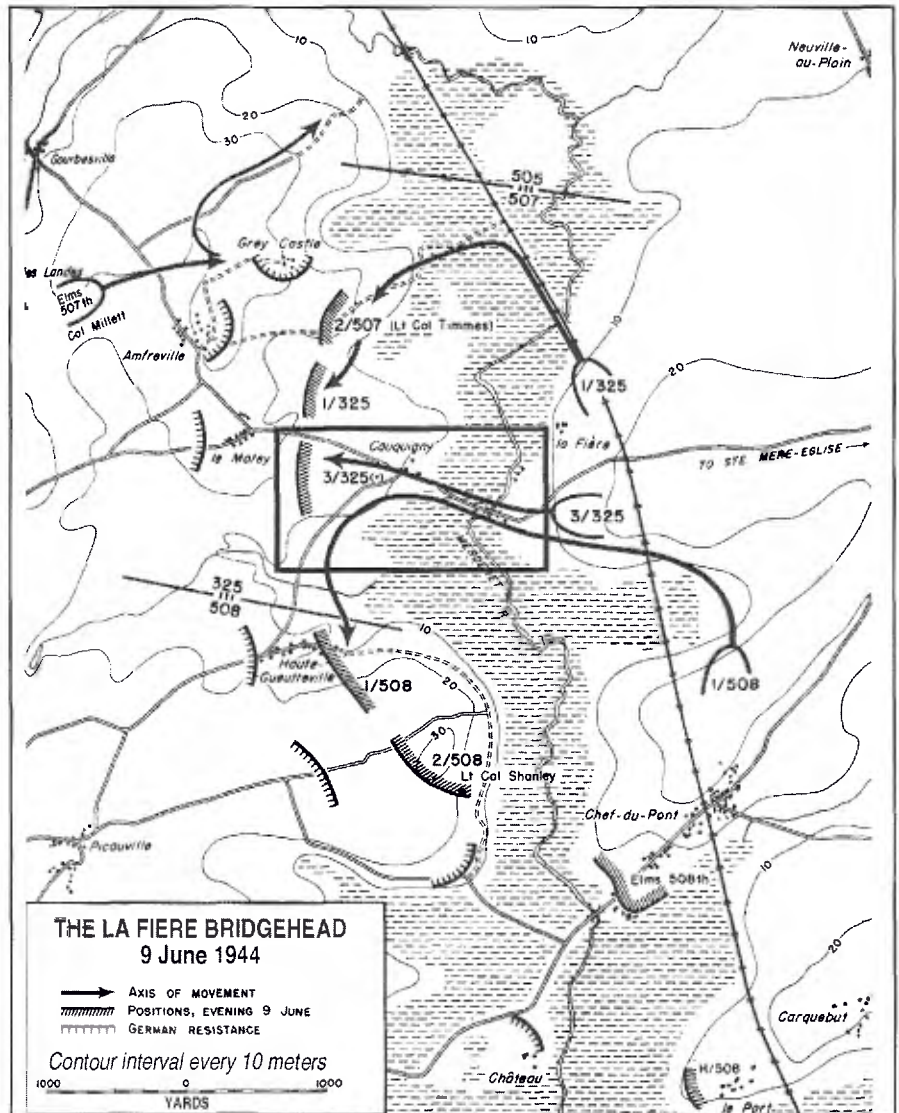
mortar and artillery fire, all but a handful yielded to the overpowering instinct to seek shelter, and though there was no shelter they threw themselves down along the roadside. Some were casualties and later arrivals, seeing them, lost the spirit needed to carry them across. The causeway became congested with the dead, the wounded, and the disheartened."

Things were made worse when an American tank, probing forward along the causeway, hit a 'friendly' minefield that had not been cleared. This newly disabled tank only added to the congestion across the narrow causeway, blocked partially by a German tank knocked out earlier in the action. Nevertheless, encouragement from the highest ranks, including Generals Gavin and Ridgway, helped get parts of two companies across to continue their missions.

"Company E cleared Cauquigny with comparative ease as the Germans under heavy fire from the east bank were disposed to surrender...In the meantime, General Gavin...committed the company of the 507th under Captain R. D. Rae with orders to sweep the causeway stragglers across with him."

On the afternoon of June 6th, as the lead German tanks burned on the causeway and the following infantry were cut down, Major Kellam and his staff of the 1st Battalion, 505 P.I.R. were observing from the rear. During a lull in the incessant German mortaring, Kellam made a dash for some equipment bundles lying in the open, hoping they might contain bazooka ammunition. An incoming shell killed Kellam outright. In the words of one veteran of Kellam's unit, the men of the 505 are 'not given to hanging tag-names on places where they fought' But 1st Battalion did name the bridge at La Fiere. To them, it remains 'Kellam's Bridge' to this day in honor of their gallant commander...

The map of the la Fiere bridge-head prepared by the US Army Historical Division. The confines of our ALL AMERICAN game map are roughly defined by the boxed-in portion of the map.



## Designer's Notes:

This set of scenarios tells the story of the fight between an American airborne division and a German 'Luftlande' division, yet not once is the ASL rule E9. PARATROOP LANDINGS invoked.

In the case of the German 91st Infantry, the reason is not hard to find. For 'air landing', we should read 'anti air landing'. By June, 1944, the Wehrmacht had evolved sophisticated doctrine for opposing airborne assault. 'The only way to draw the tooth of an airborne landing, with an inferior force, is to drive right into it.' (SS Captain Krafft) Though only an ad hoc, improvised unit, formed in 1944 in Wehrkreis XII (around Wiesbaden), and poorly equipped, the two infantry regiments of the 91st were nevertheless to have a major impact on the development of the American airborne bridgehead. Indeed, identification of the newly arrived division in May led to major revisions to the planned 82nd drop zones, mere days before Overlord.

In the case of the All American, there are no landing scenarios because, for the most part, the 'night drop' of the 82nd was a private affair. Men landed alone, generally disoriented, more intent on rendezvousing with friendly faces than on finding a fight. Some drowned in the unexpected flood plain of the Merderet valley. Many found shelter and slept. The most successful landing - that of Able company of the 505 P.I.R. - led to the first scenario in this set, but even that fight took place some distance from the drop zone.

The gamer will note the highly stylized scenario cards feature photos of key terrain featured on the ALL AMERICAN map, and in that particular scenario (also reproduced below in reduced form). These photos were taken during the battlefield tours which were made as part of the map design and accuracy-checking phase of the project and are all shots of the terrain and buildings as seen circa 1996.



### THE MILLING CROWD

Sixteen US Paratrooper squads against two and a half German? Impossible! But this scenario is all about confusion.

Most battles begin in order and descend into chaos; conversely in 1944 a night parachute drop was a recipe for instant chaos, from which some semblance of order had to be formed before battle could properly be joined. Able Company of the 505th marched straight

on their assigned objective, but those mis-dropped collections of 507 and 508 men who fell upon the La Fiere manoir later in the day were largely seeking targets of opportunity. The American order-of-battle and special rules emphasize the lack of coordination between the disparate American forces, who were often simply unaware of each other's presence.

Players familiar with ASL Scenario 13 'Le Manoir' will recognize the German order of battle (there were precisely 28 German defenders present), if not the American (this was the 82nd's fight - not the 101st!).

In this scenario EC are Overcast, reflecting the fact that soft rain began to fall about the time that Dolan's attacks were grinding to a halt.

SSR 3 prevents the American player from exploiting his overview of the situation, while leaving some incentive for Able Co. to show aggression. If Able Co. fails to close with the Germans, and the defenders win a breathing space, note that all US counters disappear - even unpossessed SW. Otherwise, it would be possible for Able Co. unrealistically to 'pre-position' their SW for later collection!

Even with the heavy hint contained in SSR 3, playtesters (and at times the designer) forgot to Bore Sight the German MGs. Another hint: do not forget that Continuous Slope (B.5) can negate Height Advantage (e.g. from AA9 to CC10).

Perhaps this action has been over-hyped by writers from Marshall ('probably the bloodiest small struggle in the experience of American arms') to Keegan ('a minor Alamo... like the 2nd Light Battalion of the King's German Legion at La Haye Sainte'). But it remains interesting, both as an example of how even the finest troops can lose effectiveness without command control, and because of the serious implications for Sainte Mere Eglise, for VII Corps, and for Overlord if 28 German soldiers had won the morning's fight for the Merderet bridgehead.



### AMBUSH AT CAUQUIGNY

Adverse weather conditions had so lulled the Germans that even Rommel felt justified in returning to Germany. In addition, those conditions contributed to the wide scattering of the 82nd's 507 and 508 Regiments. The result was that both sides began the 6th June in confusion. Many a German officer obeying the doctrine of rapid response struck out against the unknown enemy, never to be seen

again. Others remained paralysed by the uncertainty.

The Grenadiers of the 1057th, with support of the makeshift armor of a training unit, were relatively quick off the mark. As the lead column swept into Cauquigny, it ran into an ambush by a handful of 507th men, and lost three tanks before the ambushers pulled back. Then the column went on to massacre a force of 40 headquarters and artillery men sent across by Lindquist (the few survivors of this ad hoc 'Company B' struggled back through the marsh).

Then began the first of many struggles for the Merderet crossing itself.

Players may be deterred by the prospect of opposing the German force with less than two squads. But these guys are Elite, concealed, well led, and laden with Gammon bombs. Assuming the American squad is exchanged for two HS, each HS should have a good chance of Ambushing a German tank from concealment. And even without Ambush, the CCV for a HS with leader is 4 with a -3 DRM. Worthwhile odds for 6 Casualty VP.



### TO THE MANOR DRAWN

The placement of the American AT Gun and bazookas deserves explanation. The 57mm was almost certainly located in hex CC8 - 'on the high ground', says Marshall. In fact, the 'high ground' at this point is only 10 meters above sea level, and 7 meters above the causeway road; but that height advantage was most significant in such flat country, and requires two levels of ASL terrain to replicate lines of sight. The actual LOS from the road at point CC8 is frankly poor, not even extending into W8. No doubt this is why, the following day, the Gun was moved to a more vulnerable spot by the bridge. A recent account locates the four man bazooka team across the River from the enemy, effectively in hex Y10. Not only does this invalidate the oft-told story of Pvt. Peterson 'on the causeway beyond the bridge', but it seems inherently improbable given the open ground. Contemporary photographs reveal not so much as a bush between the La Fiere barn and the river!

On a similar note, some accounts locate German wrecks on the east side of the bridge. The designer is satisfied that this did not happen.

Finally, remember that units suffering Ammunition Shortage are not Good Order, so cannot place Fire Lanes.



### A BETTER SPOT THAN THIS

Scenario ASL 16 lays claim to one of the best scenario titles with 'No Better Spot to Die'. In consolation, AA4 takes Dolan's actual words: 'I don't know a better spot than this to die.'

This is an appropriate place to note an unpublished McNamara rule clarification. Battalion mortar status can only be conferred by SSR; it cannot be assumed, however likely it might seem under the circumstances!

American Ammunition Shortage reflects both the desperate need for resupply, plus the effect on weapons of continuous fire. Some machine guns were so overheated after 40 boxes of ammunition that they went on spitting out rounds when their gunners tried to hold fire. Supply Sergeant Edwin F. Wancio served not only by hauling up fresh boxes, but by cannibalizing new guns from parts of those worn out.



### CLOAKS OF CONFUSION

By the night of 6/7 June, the position of the 82nd had stabilized. Though still unaware of the fate of the invasion, General Ridgway and the 505th at Sainte Mere Eglise were withstanding all that the Germans could throw. The two Merderet bridges, at Chef du Pont and La Fiere, were holding likewise. And out in front, to the west of the Merderet flood plain, the scattered airborne men had gathered into two significant outposts: Lt. Col. Shanley (3/508) on Hill 30 in front of Chef du Pont; and Lt. Col. Timmes (2/507) in his orchard, one kilometer north west of Cauquigny.

June 7 brought relief to Sainte Mere Eglise, and reinforcements to the 82nd, in the shape of the 325 Glider Infantry Regiment. Matt Ridgway was quick to exploit a 'secret ford' through the marshes, sending over the 1/325 to relieve Timmes. This scenario marks the end of their enthusiastic advance.

The organization and equipment of the

American glider infantry call for a different ASL squad from the parachutists (see Steven C. Swann's 'American Eagles' in the General vol. 30 no. 3), and the 6-6-7 is the natural choice. However, it has to be admitted that the performance of the 325 in Normandy, while heroic, was patchy. This is allowed for by the unit's generally low ELR.

Now to the Germans. The contents of the artillery park stumbled upon by Charley Company is recorded as being 'three 88s and one snub-nosed howitzer'. At which point we may reflect how in 1944, just as every tank was a Tiger, so too every gun was an 88. General Landrum, whose 90th Division relieved the 82nd, put this nicely: 'The danger of the 88 is that it multiplies in quantity as one man tells another about it, and finally our men think there are four times as many as there really are.' The designer feels it unlikely that the 1057 had any 88s at all, let alone so close to the front, but would welcome any evidence to the contrary! On a similar note, the presence of the armored car was recorded by men who were running away from it at the time. The designer has used a degree of judgement - and some licence - in the selection of appropriate counters.



### GO! GO! GO! and EASY OVER

A question hangs over the American unit involved. Many have followed Marshall in identifying this Glider battalion as 2/325. However, there is evidence that the 2/325 was at this time engaged with the 505 Regiment in the northward push to Montebourg station and Le Ham, leaving the 3rd Battalion to assault the causeway. The 3rd Battalion's Company designations (Easy, Dog, Fox) are easily explained as the unit had until very recently been 2nd Battalion, 401 Glider Infantry.

Health Warning: AA6 is not an easy scenario for the Americans to win. However, the American balance option makes a potent change, removing the prospect of a MMG Fire Lane attack in every hex of the causeway (which quickly depletes even a stack of berserk infantry!). Play this for historical 'feel'. If you are looking for a tournament scenario, try 'Easy Over' instead!

Note that the high German SAN at this time is due in part to Rae's contingent of 507 Regiment men firing at Cauquigny from their positions on the east bank.

Once again, note that battalion mortar

(C1.22) must always be specified by SSR; it can never be assumed, however likely it might seem. Some playtesters queried the need for multiple wrecks on hex X8. These are both historical and effective in impeding vehicular movement (see B3.42 and the Example in ALL AMERICAN SSR AA3).



### CHARGE THE CAUSEWAY

This scenario is more than the sum of its parts! Yes, it is AA5 and AA6 combined, but it also brings new challenges for both players. The German player must balance the need to prevent a bridgehead with the risk of exhausting one or more artillery modules too early. If the American is to save his Shermans for the closing half of the game, he will need to clear a path through the mines, though this will distract him from the vital task of establishing an infantry bridgehead by turn 5. (In playtesting, the Americans frequently failed AT-mine Clearance, and turn 5 attempts to charge M4s through the uncleared mines usually met with the historical outcome of yet further wreckage in hex X8!)

The reality was that the Americans present were unaware of (or had forgotten) the presence of anti tank mines they had laid around the 6 June wrecks, and the first Sherman to attempt the passage added its wrecked hulk to the hardware in X8, also devastating an infantry squad present when the mine detonated. The remaining Shermans contented themselves with long range indirect fire until galvanized by Gavin.



### VII CORPS BRIDGEHEAD

Ideally, this scenario might benefit from more board space to the west. However, there is no great loss as no significantly different terrain features would have been introduced.

The 'anti-tank guns' encountered by George Company could frankly have been anything from 20mm to '88s'. Giving the

Germans a single 50mm is a compromise judgement for which the designer makes no apology! (Other infantry divisions in Normandy are on record as having had PaK 38s on the strength of their anti-tank companies.)

Use of Battlefield Integrity by the Americans is not recommended, as the American infantry forces were unaware of each other's precise locations or actions. Indeed, Fox and Easy unwittingly performed a 'revolving door' manoeuvre around each other. The idea of allowing each of the three groups to deploy at start as per A2.9 was suggested during playtest but rejected as unnecessary.

Some comment must be made on the American tanks. All records show the immense value (in terms of firepower, moral support, and even ammunition resupply) brought by the M4s. But equally, the tanks did on occasion mistake friend for foe and would 'bug out' at short notice. Coincidentally, since this scenario entered playtest, a similar device has been adopted by a Time on Target scenario ('Marine Ambush') to replicate the allies' often patchy tank-infantry coordination.



### GO TO TOWN

Bombardment is unusual in published ASL scenarios, but serves a useful purpose here.

The first American units bold enough to venture as far west as Le Motey (a small hamlet about 8 hexes north-west of hex A1) ran into an American barrage designed to hit the most likely forming-up area for a German counter attack. All efforts to call off the friendly fire failed, contributing to Harney's decision to consolidate back to more tenable positions. The pre-game Bombardment represents the net effect of friendly fire, the continuous German mortaring, and a specific softening up barrage prior to the long awaited German counter attack.

The increasing presence of Conscript German units, together with a diminishing ELR, signifies the growing exhaustion of those elements of 1057 Grenadier Regiment engaged around Cauquigny. However, it should be noted that this unit, and the 91st Division as a whole, continued to exert a coherent and tenacious defence in the days following the events depicted.

So too the 325 Glider Infantry, hampered in these scenarios by generally low ELR, but a tenacious force nonetheless. Relieved on

10 June, the 325 Glider Infantry Regiment nevertheless sought General Ridgway's permission to remain in position as a backstop to the newly arrived 357 Infantry Regiment. Sure enough, the 357 were repulsed and the 325 held.

This inauspicious start was only the first in a series of setbacks to be inflicted on the American 90th Division by the German 91st, whose resistance was to go on for over a week. The U.S. Army history records that by 14 June, 'only two companies of the 91st Division remained between the Americans and the west coast.'; and by 18 June, 'the 91st... existed only in fragments'. That so little record remains of the 91st is perhaps testimony to the price the unit paid for their tenacity.

### Final Comments:

ALL AMERICAN began as an attempt to cover a broader sweep of the actions of the 82nd in Normandy. However, there was so much activity around the La Fiere - Cauquigny causeway, that the opportunity to get maximum use out of a small new map quickly became evident.

Many have asked whether there could be an ALL AMERICAN campaign game. Unfortunately, the American forces involved between 6 and 9 June changed continually. Even between scenarios AA2 and AA3, Able Company was significantly reinforced and then lost those reinforcements as they were called away to shore up the defences of Sainte Mere Eglise. For a campaign game to have any semblance of history, a different focus and a larger map are necessary.

If interest in the project warrants, the next developments in the ALL AMERICAN cycle will be this larger map (linking to the north west corner of the Kellam's Bridge game map) centered on Timmes' orchard. This will include the 'Gray Castle' and the 'secret ford'. The new map will open possibilities for a true campaign game; also for Historical ASL Solitaire Missions, which given the blind fumbling of both sides in the early hours of 6 June seem particularly appropriate.

### SELECT BIBLIOGRAPHY:

'Six Armies in Normandy' by John Keegan is a good introduction to the subject, especially chapter 2 'All-American Screaming Eagles'. For detail, the essential reference is 'Night Drop' by S. L. A. Marshall. As the Official history makes clear: 'Records of airborne operations in the Cotentin are very sketchy; those of the 101st Airborne Division in particular are all but useless...' Marshall's interviews in July 1944 with officers and men replace the missing airborne unit diaries. His work has been challenged on points of detail, but remains the fabric on which the history is woven.

'Cross Channel Attack' by Gordon A Hamison is the relevant volume of the 'official history'. This excellent volume is to be

treated with care in places: published in 1950 it includes details subsequently proved mistaken. Of much more practical use and interest for the airborne campaign is the thirteenth volume in the American Forces in Action series 'Utah Beach to Cherbourg (6-27 June 1944)'.

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

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

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

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

### ALL AMERICAN CREDITS

DESIGN & DEVELOPMENT: Ian Daghish

HISTORICAL RESEARCH: Ian Daghish,

Pedro Ramis, Charles Markuss

PLAYTESTERS: Thanks to all who helped, but especially Shaun Carter, Kevin Croskery, Bill Durrant, Iain McKay, Pedro Ramis, Andrew Saunders, Paul Saunders, and Trevor Edwards.

Scenarios were tested using both IFT and IIFT.

SPECIAL THANKS: to Philippe Leonard, also to Monsieur Poisson of La Fiere Manoir, and to the Reverend George B. Wood and others of the 82nd Airborne Division Association.

### FINAL NOTES ON PRONUNCIATION:

For players unfamiliar with the Gallic tongue:

La Fiere = La F' Yair

Cauquigny = Ko Keen Yee

Hameau Flaux = Ha Mo, Flo

Published By: Critical Hit!, Inc., 88 Lodar Lane, Brewster, NY 10509. 914-278-9125.

Submit *your* game idea today!

\*\*Look for coverage of the history behind, and play of this, and other fine game in CRITICAL HIT Tactical Level Gaming Magazine on the rack at finer hobby and game stores.



## 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 MARSII:** 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 IS 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  $\geq 6$ ), 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!).



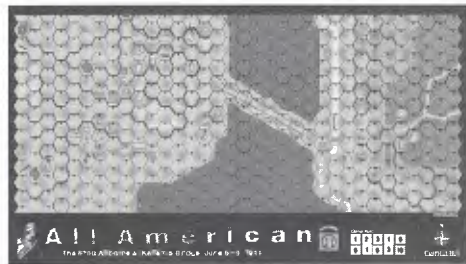


# A BETTER SPOT THAN THIS...

**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.

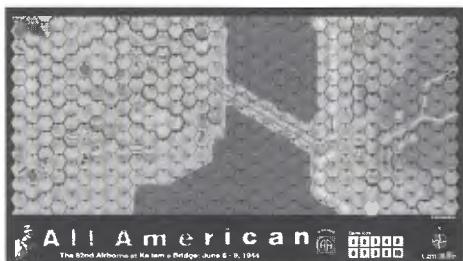
<p>🇺🇸 <b>AMERICAN</b> Sets Up First</p> <p>⚔ <b>GERMAN</b> Moves First [102]</p>	1	2	3	4	5						
<p>Elements of Able Coy., 505th P.I.R. set up as specified below:</p>											
<p>Set up in hex W8:</p>	<p>Set up in hex X7:</p>	<p>Set up in hex X8:</p> <p>4 factors</p>		<p>Elements of the 307th Engineer Coy. set up on/east of hexrow Z:</p>	<p>Elements of the HQ Coy., 505th P.I.R. set up on/east of hexrow Z:</p>						
<p>Elements of Able Coy., 505th P.I.R. set up on/east of hexrow Z:</p>											
<p>{ELR: 5}</p> <p>{SAN: 3}</p>	<p>6</p>	<p>6</p>	<p>8-1</p>	<p>8-0</p>	<p>1-4-9</p>	<p>1-4-9</p>	<p>2PP 4-10 MMG</p>	<p>1PP 8-4</p>	<p>3 *57L</p>	<p>5 1S OVR, OBA +4 Other +2</p>	<p>5</p>
<p>Elements of the 1057th Grenadier Regiment and Panzer Ersatz und Ausbildungs Abteilung 100 set up on/west of hexrow P:</p>											
<p>{ELR: 2}</p> <p>{SAN: 3}</p>	<p>6</p>	<p>6</p>	<p>9-1</p>	<p>8-1</p>	<p>8-0</p>	<p>7-0</p>	<p>1PP 3-8 LMG</p>	<p>2PP 5-12 MMG</p>	<p>1PP 8</p>	<p>8 37*</p>	<p>4</p>

# TO THE MANOR DRAWN

**LA FIERE MANOIR, 6 June, 1944:** After taking the La Fiere manoir, Captain Schwarzwaldor'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 Schwarzwaldor. At La Fiere, they dug in around the Merderet bridge. Lcd 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.

<p>🌐 <b>AMERICAN Sets Up First</b></p> <p>☒ <b>GERMAN Moves First [128]</b></p>	1	2	3	4	5	6																
<p><b>Elements of Able Coy., 505th P.I.R. set up as specified below:</b></p> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>Set up in hex V7:</p> <table border="1" style="width: 100%; text-align: center; font-size: 8px;"> <tr> <td> 1-4-9</td> <td> 1PP 8-4</td> <td> 7 morale</td> </tr> </table> </div> <div style="width: 45%;"> <p>Set up in hex X8:</p> <table border="1" style="width: 100%; text-align: center; font-size: 8px;"> <tr> <td> 3-3-7</td> <td> 1PP 8-4</td> <td> 7 morale</td> <td> AT Mine</td> <td> CS 6</td> </tr> </table> <p style="text-align: center; font-weight: bold;">4 factors</p> </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div style="width: 45%;"> <p>[ELR: 5] {SAN: 4}</p> <p>Set up in hex CC8:</p> <table border="1" style="width: 100%; text-align: center; font-size: 8px;"> <tr> <td> 2-2-7</td> <td> M1 AT M10</td> </tr> </table> </div> <div style="width: 45%;"> <p>Set up on/east of hexrow Z:</p> <table border="1" style="width: 100%; text-align: center; font-size: 8px;"> <tr> <td> 7-4-7</td> <td> 9-1</td> <td> 8-1</td> <td> 7-0</td> <td> 2 2PP 4-10</td> <td> 5 1S OVR, OBA +4 Other +2</td> </tr> </table> </div> </div>							1-4-9	1PP 8-4	7 morale	3-3-7	1PP 8-4	7 morale	AT Mine	CS 6	2-2-7	M1 AT M10	7-4-7	9-1	8-1	7-0	2 2PP 4-10	5 1S OVR, OBA +4 Other +2
1-4-9	1PP 8-4	7 morale																				
3-3-7	1PP 8-4	7 morale	AT Mine	CS 6																		
2-2-7	M1 AT M10																					
7-4-7	9-1	8-1	7-0	2 2PP 4-10	5 1S OVR, OBA +4 Other +2																	
<p><b>Elements of the 1057th Grenadier Regiment and Panzer Ersatz und Ausbildungs Abteilung 100 set up on west of hexrow P:</b></p> <table border="1" style="width: 100%; text-align: center; font-size: 8px;"> <tr> <td> 4-6-7</td> <td> 2-4-7</td> <td> 9-1</td> <td> 8-1</td> <td> 8-0</td> <td> 7-0</td> <td> 1 1PP 3-8</td> <td> 2 2PP 5-12</td> <td> 1PP 8</td> <td> 8</td> </tr> </table> <p style="text-align: center; font-weight: bold;">37*</p>							4-6-7	2-4-7	9-1	8-1	8-0	7-0	1 1PP 3-8	2 2PP 5-12	1PP 8	8						
4-6-7	2-4-7	9-1	8-1	8-0	7-0	1 1PP 3-8	2 2PP 5-12	1PP 8	8													

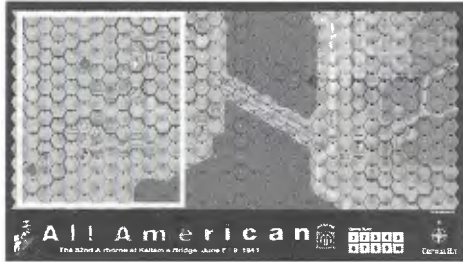
# AMBUSH AT CAUQUIGNY

AA2

CAUQUIGNY, 6 June, 1944: After taking the manoir, Captain Ben Schwarzwaldler 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, Schwarzwaldler moved out to the north, intent on joining Colonel Timmes' 2/507th in their orchard stronghold. After Schwarzwaldler 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:

1. EC are Moist and Overcast with no wind at start.
2. 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.
3. Germans use a French S35 counter with no Captured Use penalties. All tanks are radioless and use the red To Hit numbers.
4. (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 I.3:

			4

Set up within one hex of P5:

			3

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

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

	4
--	---

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

--	--

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

Enter on turn 1 on A2:

			2

Enter on turn 2 at A2:

						5

[ELR: 3]  
{SAN: 4}

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

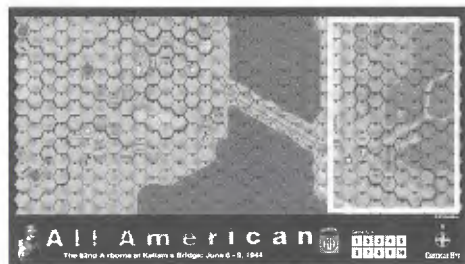
							8

# 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/cast 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:






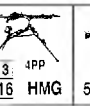
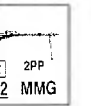
1. FC are Moist and Overcast with no wind at start.
2. The German player may use HIP for all units at start. Germans have no PF capability. Although they were Engineers, the German detachment carried no special equipment or explosives, and function as normal Infantry.
3. At the end of German Player Turn 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:**




 4-6-8	 2-4-8	 9-1	 7-0	 1-4-9	 3 4PP 7-16 HMG	 2 2PP 5-12 MMG
---	---	---	---	---	---	---



2

[ELR: 4]  
{SAN: 5}




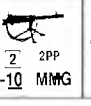
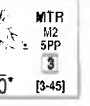
**Mixed elements of the 82nd Airborne Division enter as specified below:**



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

 7-4-7	 Lt Presnell 7-0
---	--




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

 7-4-7	 Lt Dolan 9-1	 8-0	 2 2PP 4-10 MMG	 MTR M2 5PP 3 60° [3-45]
---	---	---	--	---

5



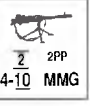
[ELR: 5]  
{SAN: 2}

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

 7-4-7	 Cpt Schwarzwald 9-1	 Lt Maer 8-1
---	--	--



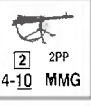
3

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

 7-4-7	 Cal Lindquist 9-1	 2 2PP 4-10 MMG
---	--	---

5

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

 7-4-7	 7nd Lt Oakley 8-1	 2 2PP 4-10 MMG
---	--	---

2

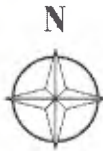
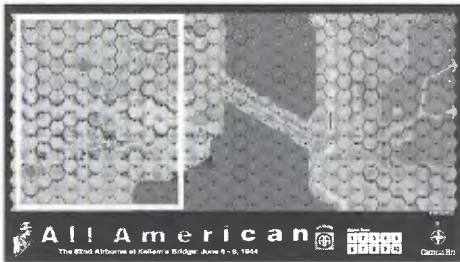
# GO TO TOWN

AA10

**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 Rac'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 Rac 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!' Rac 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.



## 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 IS 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 8-1 8-1	7-0 7-0	2 4-10 2PP MMG	3 6-12 5PP HMG	Foxhole 5 1S OVR, OBA +4 Other +2 3
-----------------	-----------------	--------------------------	------------	----------------------	----------------------	---

325th G.I.R. Supply, CP and Communications elements set up within two hexes of N3:

2 5-4-6 4	8-1 8-1	7-0 7-0 2
-----------------	------------	-----------------



[ELR: 2/5]  
{SAN: 3}

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

13 75 244 3
----------------------

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

E 7-4-7 6	Cpt Rac 8-1 8-1	8-1 8-1	8-0 8-0	2 4-10 2PP MMG 2
-----------------	-----------------------	------------	------------	---------------------------

Elements of the 1057th Grenadier Regiment enter along the west edge on turn one:



[ELR: 2]  
{SAN: 5}

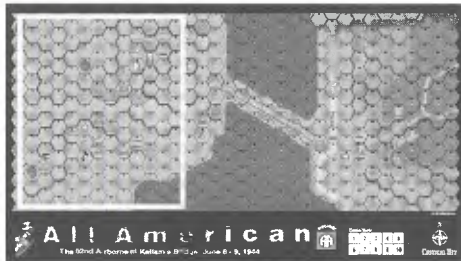
1 4-6-7 4	2 4-4-7 4	C 4-3-6 4	8-1 8-1 2	8-0 8-0	7-0 7-0	1 3-8 1PP LMG	2 6-12 2PP MMG	dm MTR 50 mm 2
-----------------	-----------------	-----------------	-----------------	------------	------------	---------------------	----------------------	----------------------

# 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:



(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).

### SCENARIO SPECIAL RULES:

- EC are Moist with no wind at start.
- 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.
- 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 I.0; turn 5 D0 and N0).
- 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.

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	9-1	8-1	7-0	2 4-10 2PP MMG	3 60° MTR M2 5PP 3 [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:**

1 6-6-7	9-1	8-1	7-0	2 4-10 2PP MMG	3 60° MTR M2 5PP 3 [3-45]
5				2	

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

13 75 M4 244
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 50 mm
5	4		2	2	2

Enter on turn 2 on/between hexes D0 and I10 (see SSR 3):

1 4-6-7	9-1	2 5-12 2PP MMG
2		2

**Set up within three hexes of hex C9:**

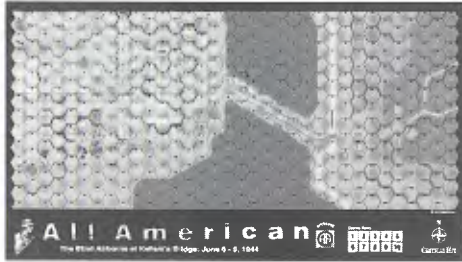
1 2-4-7	2-2-8	2 5-12 2PP MMG	3 50L	AT M10 [75]
------------	-------	----------------------	----------	-------------------

# 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)

## BALANCE:

- ☉ Replace the German IIMG 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.

## 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 Melecs 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.

☒ 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	4PP 7-16	1PP 8	7 morale 2
----------------------	------------	------------	----------	----------	----------	------------	-------------	----------	---------------

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 3	2 2PP 4-10	1PP 8-4
--	-------------	----------	----------	----------	---------------	------------

Elements of Easy Company, 3/325th Glider Infantry Regiment set up on/east of hexrow CC on turn 6:

[ELR: 2] {SAN: 3}	6-6-7 12	8-1 2	8-0 2	7-0 2	2 2PP 4-10	1PP 8-4
----------------------	-------------	----------	----------	----------	---------------	------------

Elements of Able Company, 746th Tank Battalion set up on/east of hexrow CC:

13 8	75 24/4
---------	------------

4

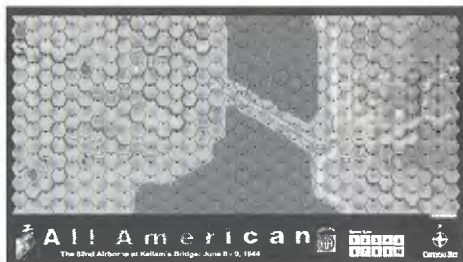
# EASY OVER

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  $\geq 1$  building on hexrow N or O (i.e., N1, N3 or O8) at Game End.

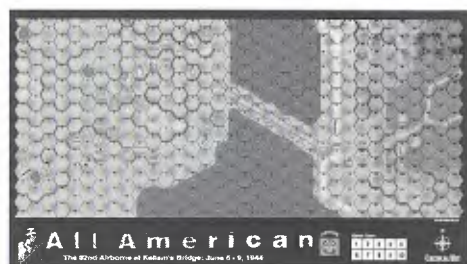
<b>AMERICAN</b> Sets Up First and Moves First	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>								
<div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="text-align: center;"> <p><b>Elements of the 1057th Grenadier Regiment</b> set up on west of hexrow O, but not ADJACENT to any Known American unit:</p> <table border="1" style="margin: 0 auto; text-align: center;"> <tr> <td> 4-6-7 3</td> <td> 4-4-7 4</td> <td> 9-1</td> <td> 8-0</td> <td> 7-0</td> <td> 1PP 3-8</td> <td> 2PP 5-12</td> <td> 1PP 8</td> </tr> </table> </div> <div style="text-align: center;"> <p>Set up in hex W8:</p> </div> <div style="text-align: center;"> <p>Set up in hex X7:</p> </div> </div>	 4-6-7 3	 4-4-7 4	 9-1	 8-0	 7-0	 1PP 3-8	 2PP 5-12	 1PP 8					
 4-6-7 3	 4-4-7 4	 9-1	 8-0	 7-0	 1PP 3-8	 2PP 5-12	 1PP 8						
<div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="text-align: center;"> <p><b>Elements of George Company, 3/325th Glider Infantry Regiment</b> set up within one hex of P5:</p> <table border="1" style="margin: 0 auto; text-align: center;"> <tr> <td> 6-6-7</td> <td> 3-4-7</td> <td> 9-1</td> <td> 8-1</td> <td> 1-4-9</td> <td> 2PP 4-10</td> <td> 1PP 8-4</td> </tr> </table> </div> <div style="text-align: center;"> <p>Set up in hex X8:</p> </div> </div>	 6-6-7	 3-4-7	 9-1	 8-1	 1-4-9	 2PP 4-10	 1PP 8-4						
 6-6-7	 3-4-7	 9-1	 8-1	 1-4-9	 2PP 4-10	 1PP 8-4							
<div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="text-align: center;"> <p><b>Elements of Easy Company, 3/325th Glider Infantry Regiment</b> set up on/east of hexrow CC:</p> <table border="1" style="margin: 0 auto; text-align: center;"> <tr> <td> 6-6-7</td> <td> 8-1</td> <td> 8-0</td> <td> 7-0</td> <td> 2PP 4-10</td> <td> 1PP 8-4</td> </tr> </table> </div> <div style="text-align: center;"> <p><b>Elements of Able Company, 746th Tank Battalion</b> set up on/east of hexrow CC:</p> </div> </div>	 6-6-7	 8-1	 8-0	 7-0	 2PP 4-10	 1PP 8-4							
 6-6-7	 8-1	 8-0	 7-0	 2PP 4-10	 1PP 8-4								



**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.

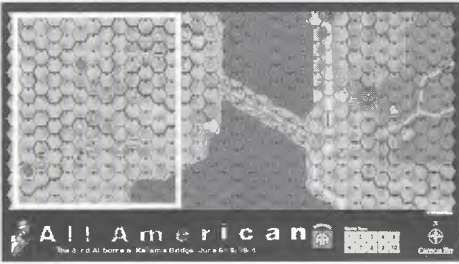
<b>AMERICAN</b> Sets Up First and Moves First	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>																														
<div style="display: flex; justify-content: space-between;"> <div style="width: 25%;"> <p>Set up in hex W8:</p> </div> <div style="width: 25%;"> <p>Set up in hex X7:</p> </div> <div style="width: 25%;"> <p>Set up in hex X8:</p> </div> <div style="width: 25%;"> <p>Elements of Able Company, 746th Tank Battalion set up on/east of hexrow CC:</p> </div> </div> <div style="margin-top: 10px;"> <p>Elements of George Company, 3/325th Glider Infantry Regiment set up on/east of hexrow CC:</p> <table border="1" style="width: 100%; text-align: center; font-size: 10px;"> <tr> <td> 6-6-7</td> <td> 9-1</td> <td> 8-1</td> <td> 7-0</td> <td> 2PP 4-10</td> <td> 1PP 8-4</td> </tr> <tr> <td>12</td> <td>2</td> <td>2</td> <td>3</td> <td></td> <td></td> </tr> </table> </div>	6-6-7	9-1	8-1	7-0	2PP 4-10	1PP 8-4	12	2	2	3			<div style="margin-top: 10px;"> <p>Elements of the 1057th Grenadier Regiment set up on/west of hexrow O with no more than one MMC per Location:</p> <table border="1" style="width: 100%; text-align: center; font-size: 10px;"> <tr> <td> 1 4-6-7</td> <td> 2 4-4-7</td> <td> 9-1</td> <td> 8-0</td> <td> 7-0</td> <td> 1PP 3-8</td> <td> 2PP 5-12</td> <td> 1PP 8</td> <td> ? 7 morale</td> </tr> <tr> <td>3</td> <td>2</td> <td></td> <td></td> <td></td> <td>2</td> <td></td> <td></td> <td>5</td> </tr> </table> </div>							1 4-6-7	2 4-4-7	9-1	8-0	7-0	1PP 3-8	2PP 5-12	1PP 8	? 7 morale	3	2				2			5
6-6-7	9-1	8-1	7-0	2PP 4-10	1PP 8-4																																
12	2	2	3																																		
1 4-6-7	2 4-4-7	9-1	8-0	7-0	1PP 3-8	2PP 5-12	1PP 8	? 7 morale																													
3	2				2			5																													
<p>[ELR: 2] {SAN: 3}</p>																																					
<p>[ELR: 2] {SAN: 5}</p>																																					

# 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:



(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.

### 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.

☙ 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  $\geq$  8 hexes from A1:**

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

**[ELR: 2]**  
**{SAN: 3}**

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

4-4-7	PSW 282 33 3 1
	2 20L(6) -15

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

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

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

2 75*
3

**Scenario Defender**

HIP	HIP	?
3	1	4
Morale		

**Elements of Charley Company, 1/325th Glider Infantry Regiment enter on/between hexes A3 and D0:**

6-6-7	8-1	8-0	7-0	dm MMG 2PP	BAZ 44 X11 1PP 8-4	Phone X12 11
8				3	2	

**[ELR: 2]**  
**{SAN: 2}**

**Scenario Attacker**

?
CLOAKING Counters
8