

SPECIAL RULES for Shanley's Hill scenarios:

Sh1. TERRAIN NOTES (VARIANT)

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

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

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

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

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

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

Sh2. SPECIAL RULES

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



One particular issue was the representation of the many narrow tracks between parallel lines of hedgerows. Around Hill 30, many fields are separated by narrow lanes or tracks, often sunk below the field level, usually lined with dense undergrowth on both sides. Examples include KbD8, ToW19, and on Shanley's Hill the path from E9 to M3. For a while, creation of a new terrain type was considered: a hexside road with bocage on both sides. In the end, this was rejected as requiring

too many new rules. Instead, where such tracks were judged wide enough to take vehicles, ordinary road hexes have been used; where they were too narrow, brush and paths are employed. This solution is not perfect. In reality, a King Tiger would be a tight squeeze along the road from E9 to H5, and even a jeep would have had some difficulty negotiating the path from J4 to M3.

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

AMERICAN, but is used here to represent openings sufficiently wide to accommodate vehicular traffic. If the +2 Movement Factor penalty for infantry crossing bocage represents the time taken to find a viceable gap, then the presence of wide gateways through bocage



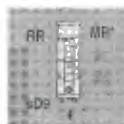
cannot be ignored. In game terms, the gap permits units to cross the hexside with no MF/MP penalty, while leaving the hexside TEM and bocage Concealment effects unchanged.

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

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

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

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



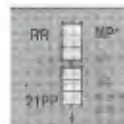
1. LOCOMOTIVE:

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



2. ANTI-AIRCRAFT FLATCAR:

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



3. FREIGHT WAGONS:

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



BEHIND UTAH BEACH Campaigns for Shanley's Hill

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

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

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

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

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

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

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

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

Gueutteville = *gur tur veel*
 Caponnet = *cap pon nay*
 Durecu = *doo ray soo*
 le Port Filioret = *lur por filly olay*
 Chef-du-Pont = *shuf doo pong*

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

MAP ARTWORK: Phil Nobo
 PLAYTEST LEADERS:
 Chris Gower, Trevor Edwards, Arthur Garlick, Iain McKay, Pedro Ramis, Mike Rudd, Andrew Saunders, and Paul Saunders
 (scenarios were tested using both IFT and IIFT)

SPECIAL THANKS:
 To Yves and Chantal Poisson of the Manoir at La Fiere who provide comfortable, friendly, and reasonably priced accommodation for visitors to the area, and also serve as a focal point for visiting veterans with a story to tell.
 To all the veterans and friends of the 82nd who have offered their reminiscences and ideas.

TOURNAMENT OPTION

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

BLOCKBUSTERS OPTION

play scenarios AA8, 16, and 25

EVERYTHING OPTION

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

Table 1: Campaign Scenario Selection

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

Table 2: Campaign VP Schedule

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

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



All American



★ NEWS

#1.2

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

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

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

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

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

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

New Information for ALL AMERICAN 2, Timmes' Orchard:

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

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

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

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

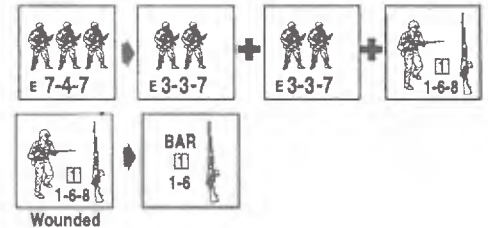
5. A BRIDGE SO FAR... map overlap: The two maps linked together really make for a unique battlefield, with the large hexes. The Timmes' map should be placed *on top* and any new terrain supersedes any underneath such hexes for the play of AA18 *only*.

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

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

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

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



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

Sh2.5 BAR GUNNER: To make the game more enjoyable as a predominately 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.

🌀 AMERICAN Sets Up First

⚔️ GERMAN Moves First

1

2

3

4

5

6



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



81mm OBA Module (HE only)



[ELR: 3]
{SAN: 5}



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



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

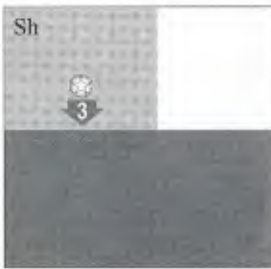


[ELR: 5]
{SAN: 4}

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



BOARD LAYOUT & ENTRY:



(only hexes numbered ≥ 20 are in play)

HANDICAPS:

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

SPECIAL RULES:

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

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

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



Hex G33 viewed from H32

LOST BATTALIONS

AA23

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

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

6	10	2	3	

[ELR: 3]
{SAN: 3}

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

2	2	2	2

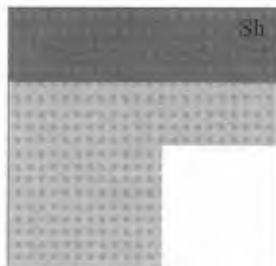
Mixed elements of the 2nd Battalion 508th P.I.R. set up ≤ 5 hexes from M8:

8	2	2	5		

[ELR: 5]
{SAN: 4}

BOARD LAYOUT & ENTRY:

HANDICAPS:



(only hexes numbered ≤ 11 are in play)

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

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

SPECIAL RULES:

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

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



Hex S8 as viewed from S7

A LONG WAY TO BERLIN

AA22

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

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

[ELR: 3]
{SAN: 3}

Hex V35
(see SR3)

Hexes AA32 and AA33

Hexes CC31, DD30 AND EE30

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

c 4-3-6

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

[ELR: 5]
{SAN: 3}

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

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

BOARD LAYOUT AND ENTRY:



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



HANDICAPS:

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

SPECIAL RULES:

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

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



The view north from hex V33

+ GERMAN Sets Up First

⊖ AMERICAN Moves First

1 2 3



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

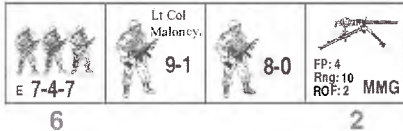


[ELR: 3]
{SAN: 5}

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



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

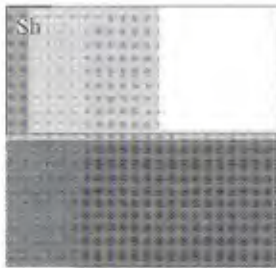


[ELR: 5]
{SAN: 4}

HANDICAPS:

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

BOARD LAYOUT:



(only hexes numbered ≥ 23 are in play)

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

SPECIAL RULES:

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

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



YOU'VE KILLED US!

AA20

GERMAN Sets Up First	1	2	3	4
AMERICAN Moves First				

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

[ELR: 4]
{SAN: 4}

Elements of the 1st Battalion, 507th P.I.R. set up ≤ 2 hexes from I127:

[ELR: 5]
{SAN: 4}

HANDICAPS:

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

BOARD LAYOUT:



(only hexes numbered ≥ 23 are in play)

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

SPECIAL RULES:

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

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



The bridge viewed from hex C32

All American

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

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

--	--	--	--

Hex PP24

[ELR: 2]
{SAN: 3}

--	--	--	--

Hex MM24 Hex QQ24 Hex QQ26 Hex RR24

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

Hex PP25 Hex PP26 Hex PP27

--	--	--	--	--

2

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

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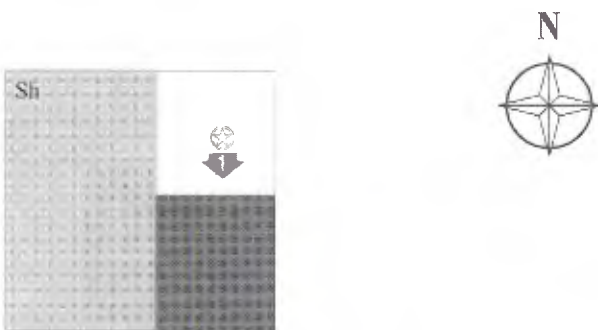
4

[ELR: 5]
{SAN: 0}

HANDICAPS:

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

BOARD LAYOUT & ENTRY:



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

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

SPECIAL RULES:

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

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



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

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

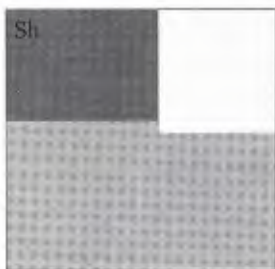
[ELR: 2]
{SAN: 3}

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

[ELR: 5]
{SAN: 2}

75mm OBA Module (HE only) 6B/4R

BOARD LAYOUT & ENTRY:



(only hexes numbered ≥ 23 are in play)

HANDICAPS:

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

SPECIAL RULES:

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

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

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



The E10 crossroads viewed from hex D9

☩ GERMAN Sets Up First ☉ AMERICAN Moves First	1	2	3	4	5	6	7	8
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Elements of the 105th Grenadier Regiment set up in hexes numbered ≥ 26 with no more than one MMC per hex:

[ELR: 3]
{SAN: 3}

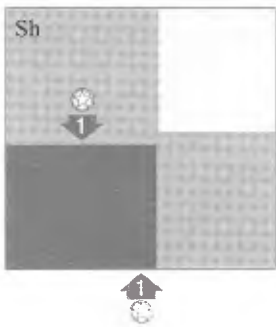
Elements of the 1st Battalion 508th P.I.R. enter on turn one along the north edge:

[ELR: 5]
{SAN: 4}

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

75mm OBA Module (HE only)

BOARD LAYOUT & ENTRY:



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



HANDICAPS:

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

SPECIAL RULES:

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

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



+ GERMAN Sets Up First ● AMERICAN Moves First	1	2	3	4	5
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Elements of the 1057th Grenadier Regiment set up ≤ 2 hexes from R30 with no more than one MMC per hex:

[ELR: 2]
{SAN: 0}

Scenario Defender

HIP	?
1	4

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

[ELR: 5]
{SAN: 0}

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

Scenario Attacker

NO CLOAKING

HANDICAPS:

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

BOARD LAYOUT & ENTRY:



(only hexes numbered ≥ 20 are in play)



SPECIAL RULES:

1. EC are Moist with no wind at start.
2. **Night Rules** are in effect. The Base NVR is two hexes with Scattered Clouds and a Full Moon. The German is the Scenario Defender (E1.2); the American is the Scenario Attacker but no unit may be set up Cloaked. The Majority Squad Type of both sides is Normal.
3. No HS may be Recombined before the game starts.
4. At any one point in the game, so long as ≥ 1 American unit has a Known enemy unit in its LOS, the American player may immediately make his entire force go berserk. Following placement of BERSERK counters, all German units lose Concealment (EXC: any Hidden units retain HIP). Individual units return to normal Good Order status as per A15.46
5. At the beginning of the American P1/PH of turn one, the American player must place an AR counter in any playable hex. If its Accuracy dr is failed, the maximum error is only one hex. The hex marked (only) suffers an immediate 75 mm (HE) FFE attack, after which no more OBA is allowed.

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

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















SHANLEY'S HILL

AA25

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



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




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












[ELR: 2]
{SAN: 3}

88mm OBA Module (HE only)


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



 E 7-4-7	 9-2	 9-1	 8-1	 8-0	 FP: 5 Rng: 16 ROF: 3	 FP: 4 Rng: 10 ROF: 2	 FP: 3-35 ROF: 3	 Cnet: 8	 Radio	 1S
13			2		2	4				6

[ELR: 4]
{SAN: 4}

75mm OBA Module (HE only)



HANDICAPS:

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

BOARD LAYOUT:



(only hexes numbered ≤ 20 are in play)



SPECIAL RULES:

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

OBJECTIVES: The Germans win by controlling O10 or any Adjacent orchard hex at game end.

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



Hill 30: The view from P9 to P10