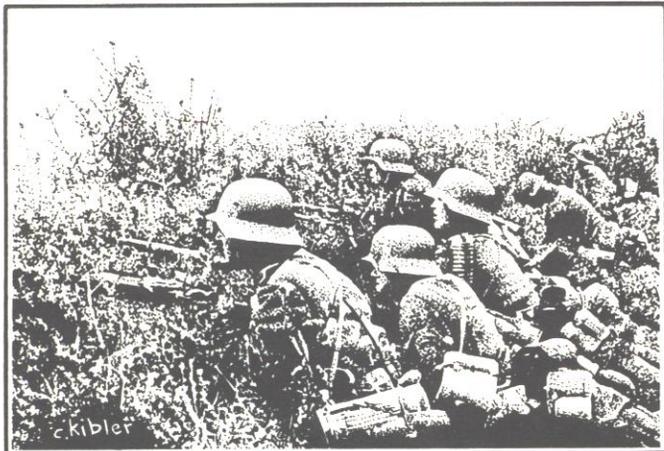


# TRAPPED!



## ASL SCENARIO 15



**VICTORY CONDITIONS:** The Germans win by winning either Part I or Part II. To win either Part they must exit ten unbroken squads/equivalents off the south edge during that Part. If the Germans win in Part I the game is over. Part I can also end at the end of any German Player Turn if at that time there is no German unbroken squad/equivalent at least "X" hexes from the northern board edge (X=current turn number). Should Part I end due solely to this condition, the Americans win, and Part II is not played. Voluntary Breaks (A10.41), or firing on one's own forces, in an attempt to avoid this outcome are NA.

### TURN RECORD CHART

☆ AMERICAN Sets Up First	+	1	2	3	4	5	6	7	END
♣ GERMAN Moves First									



Remnants of 3rd Battalion, 501st Parachute Regiment [ELR: 5] set up on or south of hexrow G: {SAN: 4}

E 7 <sup>3</sup> -4-7	E 3-3-7	9-2	8-1	8-0	7-0	2 4-10	3 60*[3-45]	4 8-4	?	1S 5 OVR. OBA: +4 Other: +2
12						2	2	5	6	7



Remnants of 3rd Battalion, 6th Parachute Regiment & 3rd Battalion, 1058th Grenadier Regiment [ELR: 4/3] enter on north edge during Turn 1: {SAN: 3/4}

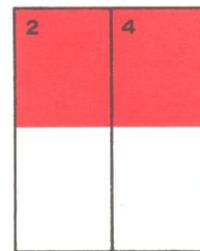
1 4 <sup>1</sup> -6-7	9-1	8-1	8-0	7-0	2 5-12	1 3-8	3 50*[2-13]
19			2		3	5	2

### SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All hills are considered ground level terrain. Cliffs do not exist. Level 3 hill hexes are considered orchards.
- This is a two part scenario. Each part ends after seven Game Turns or whenever the German player has less than ten unbroken squads/equivalents—whichever comes first. In Part II, the Germans are considered reinforced and again enter the board with 19 Good Order squads, five leaders, and ten SW except for variations caused by captured SW (see SSR 5) and Leader Creation. Each German squad/equivalent (FRU) eliminated/Reduced/captured during Part I is replaced in Part II by a 4-4-7. Each original German leader eliminated/wounded/captured during Part I is Replaced by the next-lower-grade leader available. In Part II, the German's ELR is 3, and their SAN is 4.
- Unlike the Germans, in Part II the Americans must set up again on or south of hexrow G, but minus those units lost in Part I and with the following effects. Reduced/wounded units retain their current status. Foxholes cannot be moved but Labor Status can be maintained if the unit does not change its Location between Part I and Part II. The U.S. may Bore Sight again to the same or different target hexes. All Deployed units may Recombine automatically. An additional 10% (FRU) of the U.S. squads may Deploy (A2.9), regardless of any HS already present. All non-captured units in Melee

ST. COME-DU-MONT, June 8 1944: Oberst Friedrich von der Heydte's mixed force of paratroops and grenadiers had held St. Come against constant pressure from American paratroops for two days but the Americans were already receiving relief from the beaches and his own forces were dwindling under what seemed like constant bombardment. And now the Americans had cut the to Carentan from the south leaving him surrounded on three sides with the flooded lowlands open to the west. The time had come to break out to the south and reform in Carentan . . . if he could.

### BOARD CONFIGURATION:



Only hexrows A-P are playable.

### BALANCE:

- ☆ The German ELR is 3/2; not 4/3.
- ♣ The Germans must exit nine (not ten) unbroken squads/equivalents off the south edge to win.

are returned in Good Order. Otherwise, the U.S. player is free to adjust his setup as per the initial setup restrictions.

- To start Part II, captured SW are retained by their captors. Malfunctioned SW are repaired, but permanently disabled SW are removed. Unpossessed SW are Recovered by their respective side. Both sides must retain any Battle Hardened improvements or ELR Replacements with which they end Part I. All Dummy, "??", HIP, berserk, and fanatic status is lost, although the U.S. can again gain "??" due to the absence of the Germans from the map-board (A12.12). All SMC created in Part I and still present at the end of Part I must participate in Part II. Prisoners in Melee are retained as prisoners. All prisoners are removed from play but their Guards may remain. Escaped, unarmed units are returned to their respective sides in their original condition. All broken units are returned to Good Order.
- The U.S. player may use HIP during Part I (only), for one squad any SMC/SW that set(s) up in the same Location with it.

**AFTERMATH:** Six times the Germans attacked in a futile attempt to clear the southern road—only to melt away each time before the Americans' steady fire. Both sides of the road were littered with German dead. Von der Heydte withdrew to the west, leaving 40 trucks and most of his equipment behind. As they left, the Germans blew up the main road bridge—something they had prevented the 101st Division from doing for three days. Von der Heydte would be heard from again . . . first at Carentan, and six months later in Belgium when he would lead his paratroopers in a combat jump behind American lines in the Battle of the Bulge.