Historical Overview

The 101st Airborne Division was tasked to seize four key causeway exits for the troops landing in force at Utah Beach. Like so many plans, theirs went awry. The transport pilots flying them into combat had never faced enemy fire, and when they encountered severe antiaircraft flak over the Cotentin Peninsula, the transport formations lost cohesion and direction. As a result, the majority of the troops missed their planned drop zones and ended up fighting the initial battles of the day as LGOPs (little groups of paratroopers).

This game represents many of the actions that took place inland of Utah Beach between the Paratroopers of the 101st Airborne Division against elements of the 709th and 352nd Infantry Divisions on the Cotentin Peninsula. It also gives some mechanics for simulating the confusion of a night parachute drop.

The scenario starts at daybreak, after the paratroopers have spent a much of the previous night looking for their friends, crawling around in the dark, and getting very lost/confused.

Map/Terrain Notes

- Each division along the side of the map represents 1 foot (12")

- All Roads and the causeway are paved. The causeway is the road that leads through the marshy area off the East edge of the map.
- Woods are Cleared Woods.
- The causeway is raised above the marshy area by a low embankment.
- All hedgerows are high hedgerows.
- Buildings are stone. Improved positions in buildings receive a -2 modifier.
- Randomly choose 2-3 buildings in the town as destroyed (rubble) at the beginning of the game. These give a -1 cover bonus.
- Each rectangular building should have 2 sectors, and each square building 1 sector. The checkpoint (building at the end of the causeway) should have 2 sectors. Note that the exact configuration is not important and the referee can feel free to change modify the layout of the town and choose which buildings are rubble.

German player sets up first. US player moves first. Game length 12 turns.

Play Balance Options

Due to the dynamic nature of the paratrooper drop, the US or German player may need additional assets to keep the game fun and fair. The referee has discretion to dynamically add any of the following elements to the game as needed.

Extra US assets:

Partisan ambush
As the 352nd Division enters from the South, execute a partisan ambush on the column. Roll for a minefield passage on one selected vehicle (partisans would have a home-made command mine and pick a juicy transport target). Follow the mine explosion up with Opportunity or Defensive Fire from 1-2 rifle stands of Partisans (use the Russian Rifles for statistics RU-17) Partisans are in improved ambush positions and will receive an ambush modifier in their first fire. They will fight as TRAINED and may not initiate Close Combat. Partisans may only fire opportunity/defensive fire. Roll for them as a separate ME in their maneuver phase. Resolve panic and withdraw results normally. On any other result, the partisans must execute a withdraw action, although their order status will be dictated by the maneuver roll. They will continue to withdraw until they have left the table or have been destroyed.

More Tanks
Add a second Sherman Platoon 2xUS-02 75mm

More Recon
Add M3 75mm halftrack to Recon Force
Med V Armor 1/1 Speed 10/14 1/2track

Rng	CC	5	10	20	40	60
V	+1	+5	+4	+3	+1	0
T,G	0	+3	+1	0	-1	-2
AA		0				

More Artillery

Add additional 105mm batteries x2 large templates each.

Loosen Reinforcement Restrictions

Rather than force the U.S. player to occupy the causeway exit building before calling for reinforcements, allow him to do so if U.S. forces are with 5" of the building.

Extra German assets:

9th Luftwaffe

The USAAF 9th Airforce was inexperienced at close-air support on 6/6/44 and there were frequent friendly fire incidents. Allow the German player to control a P-47 on a strafing run against the American troops. The US player must roll an even die roll to shoot at his own plane.

Stronger Reinforcements

Add a
SdKfz 251/22 AT halftrack (GE-070P website prototype)
or a
SdKfz 251/9 Close support halftrack (GE-24)
to the 352nd Division reinforcements.

Briefing for Lt. Col. Strayer Commanding Elements 506th P.I.R. 101st Airborne

Situation

Your troops are the spearhead of the D-Day landings at Utah beach. Last night the drop did not go as planned and your paratroops are widely scattered. Still, you have your orders and objectives and more of your troops are showing up all of the time. Your mission is vital, as it will allow the landings at Utah beach to move off of the beach area and expand the bridgehead.

The nearby town is known to be garrisoned with a rear-echelon under-strength battalion. There is a roadblock in place at the West end of the causeway that serves to regulate civilian traffic. OSS and OSE agents have activated the French Resistance cell in the area, and coded messages from London alerted them that the invasion was on. These resistance fighters may be involved in the fighting, and if encountered can offer valuable information. An unverified recent report from the resistance indicates heavy antiaircraft guns on the West side of the causeway, location unknown.

Mission

Your primary objective is to secure the Causeway Exit point on the East side of the table. The 4th Infantry Division needs to move inland from the beaches to allow follow-on units to be landed at the beachhead. After the causeway exit is secured, lead elements from the 4th infantry division will advance to support you.

Your secondary objective is to secure the open area to the West of town so as to allow its use as a Landing Zone for Gliderborne troops and supplies to follow from England.
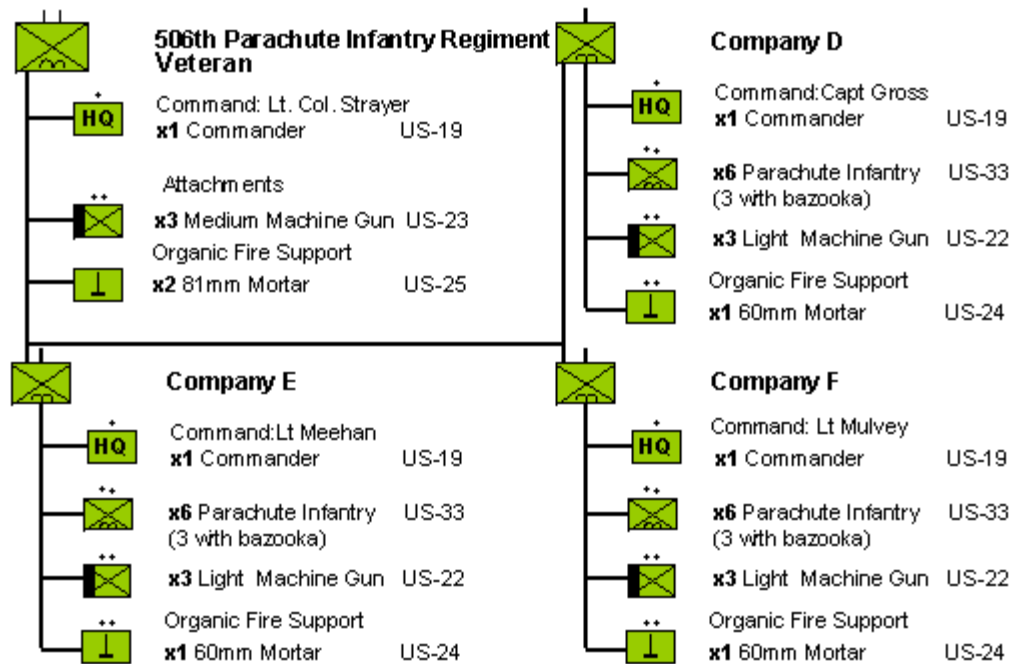
Execution

Map/Terrain Notes

- Each division along the side of the map represents 1 foot (12")
- All Roads and the causeway are paved. The causeway is the road that leads through the marshy area off the East edge of the map.
- Woods are Cleared Woods.
- The causeway is raised above the marshy area by a low embankment.
- All hedgerows are high hedgerows.
- Buildings are stone. Improved positions in buildings receive a -2 modifier.
- 2-3 buildings in the town are destroyed (rubble) at the beginning of the game. These give a -1 cover bonus.

Your initial forces are listed below. They consist of an entire Parachute Infantry Battalion. However, most of your force has been scattered by the uncoordinated drop.

506th Parachute Infantry Regiment
Veteran

HQ
Command: Lt. Col. Strayer
x1 Commander   US-19

Attachments
x3 Medium Machine Gun US-23
Organic Fire Support
x2 81mm Mortar   US-25

Company D

HQ
Command: Capt Gross
x1 Commander   US-19

x6 Parachute Infantry   US-33
(3 with bazooka)

x3 Light Machine Gun   US-22

Organic Fire Support
x1 60mm Mortar   US-24

Company E

HQ
Command: Lt Meehan
x1 Commander   US-19

x6 Parachute Infantry   US-33
(3 with bazooka)

x3 Light Machine Gun   US-22

Organic Fire Support
x1 60mm Mortar   US-24

Company F

HQ
Command: Lt Mulvey
x1 Commander   US-19

x6 Parachute Infantry   US-33
(3 with bazooka)

x3 Light Machine Gun   US-22

Organic Fire Support
x1 60mm Mortar   US-24

U.S. Pre-game activities

- First split the 5 attached units and the battalion HQ evenly among the three companies (2 stands/company).
- Choose one of your three companies to land intact. It may begin in any woods bordering the open area West of the town. This company can begin anywhere from the NW corner up to 12" to the West of the road leading South from the town. The Germans set up first, the U.S. moves first.
- The other 2 companies of paratroops are subject to scatter.
    1. Divide the units and attachments from each company equally into 6 "sticks" One stick in each company will have 3 stands, the others will have 2 each. Record the contents of each stick in the paratroop dispersal record below.
    2. Roll 1 D8 and 1 D20 for each stick. Record the results on the table below. The D8 will indicate the casualty and initial morale status of units in the stick. If the effects are split among the units in a stick, roll randomly to see which is affected. The D20 will indicate its position according to the drop zone numbers on the map.
    3. After the Germans have set up. Place the surviving units from each stick at the drop zone position indicated by the D20. Units may be placed anywhere within 1" of the indicated point.

Little Groups of Paratroopers (LGOPs)

- Due to the chaotic effects of the night drop, no U.S. paratrooper ME can receive the +1 maneuver roll modifier for no casualties. This restriction is applied to the

intact company in addition to those that scatter. The intact company represents forces successfully gathered from LGOPs during the previous night.

- On the first turn of the game, each group of scattered paratroopers rolls as a separate ME on the maneuver table. All groups that landed at one drop site combine into a "Provisional Maneuver Element"(PME), which will act as a group for maneuver rolls.
- At the beginning of each U.S. player turn after turn 1, the U.S. player may reorganize his paratroop forces (reinforcements from the 4th infantry division may not reorganize). Reorganizations take effect on the turn that they are performed and will remain in effect unless changed by a later reorganization.
    - o PMEs can combine. To do this, all of the stands in the PMEs which wish to combine must be within 10" of a single designated stand. On that turn and thereafter, the combined PME will act as a single maneuver element. The new PME is considered to have started with the original total number of stands of all of its components and to have suffered the total number of losses that were suffered by its components.
    - o PMEs may join with the intact company as well as each other.
    - o A PME that contains 2 or more commanders and 13 or more stands *may* split to form two PMEs. The player may designate which stands join each of the new maneuver elements, but the number of stands must be divided as evenly as possible and each new PME must contain a commander. Also, any stand losses which have occurred must be "assigned" to the new PMEs as evenly as possible as well.
    - o PMEs may not combine if the resulting PME would contain 21 or more stands. Note that this limit only counts active stands, not casualties suffered prior to the reorganization.
- Casualties suffered during the pre-game drop are not counted when determining maneuver roll modifiers (they are reflected in the lack of a no-casualties modifier).
- If a PME does not contain a commander, it can receive no commander maneuver roll bonus. A stand in a PME may perform a *take command* action, but then is permanently converted to a commander even if its PME is subsequently combined with another that already contains a commander.
- You must keep track of the number of stands and casualties suffered by the PMEs and LGOPs used to form them. The total number of stands and casualties of the components will be used to calculate maneuver modifiers. For example, an LGOP of 2 stands that suffers a stand loss will receive the -50% penalty during its next maneuver roll. However, if it combines with another LGOP of 6 stands which has suffered no losses, the new maneuver roll would be calculated based on 1 loss against 8 total stands.
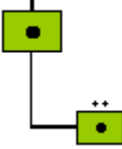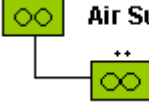
Paratroop Dispersal Record		
Company/Stick Stand List	**D8**	**D20**

Paradrop Results	
D8 Roll	**Effect**
1	2 stands KIA (3rd disordered)
2	1 stand KIA (Others disordered)
3	2 disordered (3rd suppressed)
4	1 disordered (others suppressed)
5	All suppressed
6	1 suppressed (Others Good Order)
7-8	All Good Order

Reinforcements-Lead Elements, 4th Infantry Division

Call for Reinforcements	
Turn	**Chance of success**
7	25% (1-2 on D8)
8	50% (1-4 on D8)
9	75% (1-6 on D8)
10-12	100%

After you have secured the causeway exit by occupying the causway checkpoint in a previous turn (the checkpoint is the small built-up area at the West end of the causeway), you may call for reinforcements from the 4th Infantry Division at the beginning of your next player turn. The Reinforcements arrive in column on the East end of the causeway and need not make a maneuver roll on their first turn on the board (they automatically have one action). They may used road movement on their first turn on the board.

To call for reinforcements, roll on the table above. A successful roll will result in one ME arriving (the recon arrives first, then the tanks, and then the referee can feed in other assets at his discretion). Reinforcements may not be requested before turn 7.

Air and Artillery Support

Artillery Support	Air Support
42nd Artillery Battalion Off-Board General Fiire Support **Battery A** **x2** 105mm Howitzer	**Air Support IX Tactical Air Force (Exp)** **Flight A** **x2** P47 (Bombs) US-26
One Battery (x2 large templates of 105mm howitzers:-1 vs V, 0 vs T,G,sV) of the 42nd Artillery is available in General support from turn 1. It originates from the East edge of the map. Any eligble unit may call-for-fire from this battery. As the artillery is just getting organized on Utah beach, it may not be immediately available. Apply the following modifiers to the call-for-fire rolls for the off-board artillery:	Only the F.A.C. attached to the 4th Infantry may call for Air Support.

Turn	Modifier
1	-3
2	-2
3	-1
4+	0

The off-board artillery has unlimited smoke and HE ammo.

On-board mortars have one round of smoke each and unlimited HE ammo.

Objectives

Game length

The game lasts 12 turns. The U.S. move first.

Victory

Victory will be evaluated at the end of the 12th German turn. The side with the most victory points wins.

U.S. Victory Points	Condition
+20	US controls the causeway exit (US troops occupy, no German troops within 12" and LOS)
or +10	US controls the causeway exit but German troops within 12" and LOS
+10	US controls the open area West of town (US troops occupy, no German troops west of line between drop points #5 and #6 and south of road leading NW from town.
-2	Causeway is blocked by one or more destroyed Medium Vehicles (US or German)
-3	Causeway is blocked by one or more destroyed Large Vehicles (US or German)
-1	Each armored vehicle destroyed.

Briefing for Officer Commanding Elements of 84th Korps

Situation

The Allies will never cross the channel and invade this part of France. Any invader will go to Calais, where Panzer Divisions will throw them back into the sea. The Atlantic Wall as built by *Generalfeldmarschall* Erwin Rommel will repel any invader in this area. Relax. Enjoy the French wine and sample other delights of occupation duty. Maintain platoon patrols to find the treacherous French Resistance fighters that have recently activated at levels unseen in four years of occupation. They must be destroyed or captured for interrogation and disposition.

Mission

Your primary mission is to maintain a roadblock of the Causeway Exit. Prevent any invading forces entering from the East to cross the causeway.

Your secondary mission is to retain control of the town, as it is a key cross-road in the local road network and a potential target for airborne forces.

Execution

Map/Terrain Notes

- Each division along the side of the map represents 1 foot (12")
- All Roads and the causeway are paved. The causeway is the road that leads through the marshy area off the East edge of the map.
- Woods are Cleared Woods.
- The causeway is raised above the marshy area by a low embankment.
- All hedgerows are high hedgerows.
- Buildings are stone. Improved positions in buildings receive a -2 modifier.
- 2 or 3 buildings in the town are destroyed (rubble) at the beginning of the game. These give a -1 cover bonus.

Main Force	
Company 795th Georgian Battalion (Trained)	**91st Luftlande Division 1058th Regiment (Trained)**
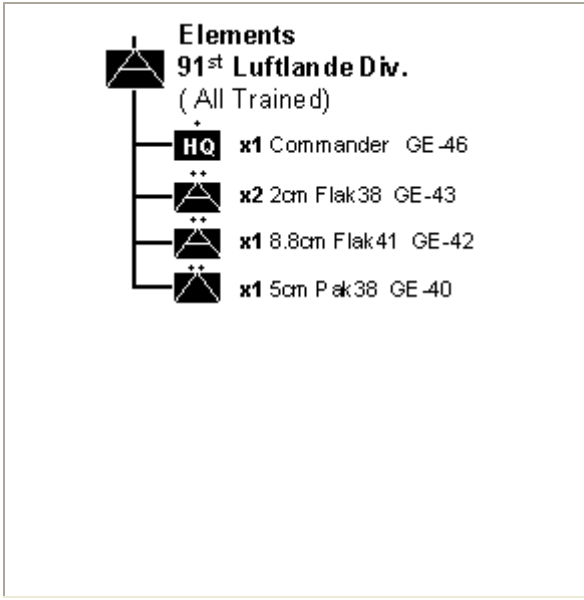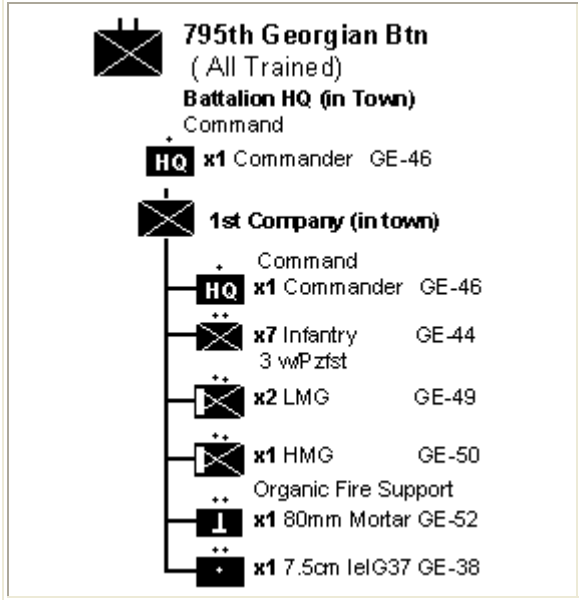
This company of the 795th Battalion occupies the town. All units of this company can be in improved hard cover (-2 mod) positions in the intact buildings. Rubbled buildings have been freshly bombed by the 8th Airforce and only provide Hard cover (-1 mod) for troops.	The 91st Division units can occupy dug-in positions (-2 mod.) on the northern side of the causeway, on either side of the high hedgerow facing East. Dummy markers will be used to represent the 5 units of this force, and an equal 5 dummy markers can be used on either side of the causeway in the hedgerow, woods, or in the open (these are abandoned prior positions).

Detachments (All Trained)		
Exit Sentry Platoon	**Wolfgang Patrol**	**Schultz Patrol**

The Exit Sentry Platoon is deployed at the Exit Causeway maintaining a check-point for civilian road traffic. This platoon can occupy dug-in positions (-2	The Wolfgang and Schultz patrols can be anywhere on the table, but no closer than 10" to other friendly units. The positions and routes of the patrols must be planned before the game begins and before any U.S. forces are deployed, and may not move closer than 10" to friendly forces. The patrols will move along their plotted routes until they

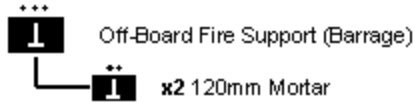| mod).	suspected or spot an enemy unit. These independent patrols are treated as separate maneuver elements, with maneuver roll modifiers based on the total number of stands and casualties in the patrol. Units in the Wolfgang and Schultz patrols may *NOT* perform a "Take Command" action. However, they are all nominally part of the 2nd company whose commander is stationed with the Exit Sentry Platoon. Once they have encountered the enemy, they may move to rejoin their company. If all of the stands of the Wolfgang or Schultz patrol are within 10" of the Exit Sentry commander, they *may* recombine with the Exit Sentry platoon. When combined, count the total number of stands and casualties of all of the components. For example, if the Exit Sentry platoon (5 stands) had suffered 1 stand loss, and Schultz (3 stands) none, combining them would produce a new ME with 8 stands and 1 loss. Once recombined, they may not split up again.

Minefields

Your initial forces may deploy up to 10" of minefields. Note that the 352nd reinforcements are not aware of the positions of these minefields and must roll on the minefield table if they attempt to move through them. Units from your initial forces know where the minefields and lanes through them are located and may move through them without penalty. Note that if separate players are in control of the initial forces and the reinforcements, the minefields should be designated on a map and given to the referee and NOT revealed to the reinforcement commander (unless he enters one ;-)).

Reynforcements

352nd Inf Div (exp)	Reinforcement Table

352nd I.D., Elements
914 Grenadier Regt.
(All Experienced)

Command
x1 Commander GE-46

Transport
x1 Kubelwagen GE-34

x6 Infantry GE-44
3 w/Pzfst

x2 LMG GE-49

Transport
x1 SdKfz 251/1 GE-21

x3 Opel Blitz GE-36

Panzer Platoon (Exp)

Command
x1 PzKpfwIII M GE-01

x1 PzKpfwIII M GE-01

Turn	Chance of success
7	25% (1-2 on D8)
8	50% (1-4 on D8)
9	75% (1-6 on D8)
10-12	100%

Reinforcements enter on the Southern road after being successfully called for by a Battalion or Company Commander. Reinforcements arrive in the Maneuver Phase of the turn following the successful Call for Reinforcements. Calls for reinforcements may not be made before turn 7. A successful roll for reinforcements allows the entry of one ME (either the tank platoon or the motorized group), at the German player's choice.

Artillery

Off-Board Fire Support (Barrage)

x2 120mm Mortar

The off-board 120mm Heavy Mortars are ONLY available for a preregistered barrage on the town. This represents the common German practice of pre-registering artillery on their own important positions. If an enemy succeeded in taking the position, the Germans would call in the preregistered artillery and launch a counter-attack. Select a location for the barrage before the game begins. The barrage will be a 2 template standing shelling pattern. The center of the barrage must be inside the built-up area of the town, but there is no other restriction on its position or orientation. However, it may not be adjusted when it is called. At any time in the game, the German player can make a call-for-fire to activate the barrage. The barrage is considered to be in Direct support with the pre-registered bonus. It will be in effect for two turns, although the German player can attempt to stop the second turn by a Call for Cease-fire. Once the barrage has been stopped, it may not be re-activated.

The 80mm mortar and 75mm Infantry gun can preregister one IDF aiming point each. These must be selected before Turn 1.

The mortar and 75mm IG have two rounds of smoke each. The barrage must fire HE only.

Deception

PzKpfw VI Tiger tank miniatures may be used in place of the PzKpfw III tanks for player deception purposes. US troops frequently identified all German tanks as 'Tigers'. The deception will be revealed when they fire or are fired upon (it is up to the ref to decide if their identity is revealed when they are spotted).

German Pre-game planning activities

1. Mark start position and patrol route for Wolfgang & Schultz platoons.
2. Mark 80mm and 75mm preregistered aiming points. Remember the minimum range of the 75mm IG
3. Mark 120mm preregistered barrage aiming point

Victory

Victory will be evaluated at the end of the 12th German turn. The side with the most victory points wins.

German Victory Points	Condition
+20	German forces control the causeway exit and maintain roadblock (German units occupy and capable of repelling armored force advancing from the East with AT capability other than Panzerfaust infantry)
or +10	German forces control the causeway exit but would only be able to delay an armored force advancing from the East (lack of AT capability other than Panzerfaust infantry).
+10	German forces control the majority of town sectors and no US troops occupy sectors adjacent to the three road/street junctions
-1	Each ME with >25% casualties
-2	Each ME with >50% casualties
-3	Each ME with >50% casualties
-1	Each armored vehicle destroyed.