

## Historical Overview

The Germans had desired to launch a counterattack against Carentan on the 12th of June, having pulled out most of the remaining defenders from the 6th Fallschirmjäger Regiment overnight on June 11th. However, they were not able to assemble the units designated to make the counterattack (17th SS Panzer Grenadier Division) until late in the following day. By that time, the US had consolidated the town and pushed the 506th PIR out to the high ground southwest of town, where they had dug in amongst the hedgerows. The 37th SS PG Regiment struck them here in the action depicted in HBO's Band of Brothers. The weight of the German attack nearly broke through here, but arrival of armor and fresh infantry of the 2nd Armored Division from Omaha Beach saved the day. This game makes the assumption that the Germans had been able to assemble the 17th SS PG Division (all that is needed is a few days of cloud cover...) in time for the planned June 12th attack.

Simultaneous with the attack by the 2/506th and the 3/327th into Carentan, the 1/506th had attacked to the southwest and had met up with other elements of the 3/327th to complete the encirclement. Additionally, the 2/327th sat right across the canal to the east, where they had been heavily engaged the day by troops from the 6th FJR. This scenario assumes that attacks to the east by the 38th SS Panzer Grenadier Regiment have drawn off these elements of the 327th Glider Infantry. The armored I battalion of the 37th SS PG Regiment is assumed to have been engaged pushing aside the 1/506th southwest of town to open a breach through which the other battalions would attack Carentan. These conditions would have likely created the constricted starting positions the Germans must contend with.

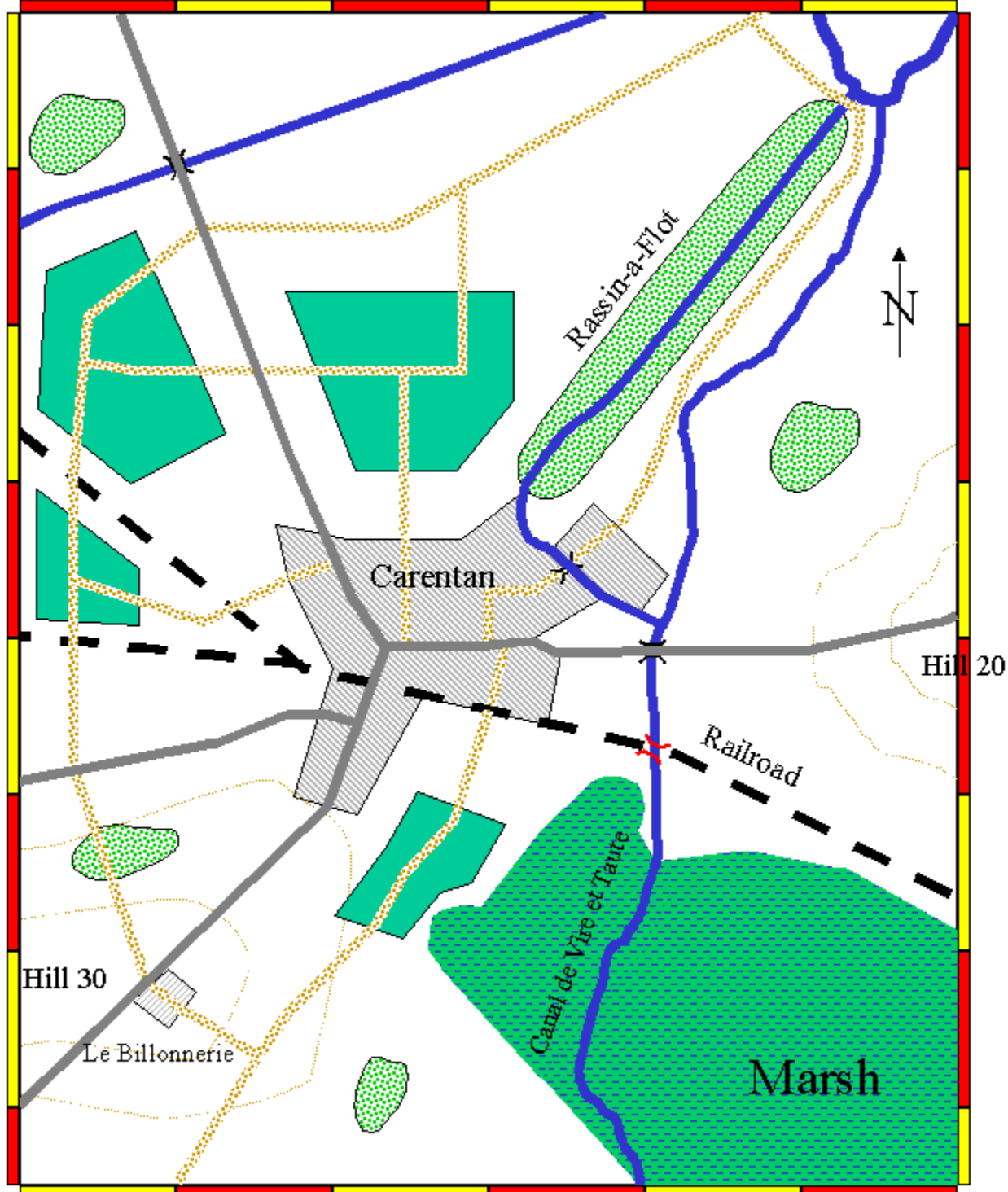
All of the units available to reinforce the Americans were operating in the immediate area of Carentan in the days surrounding June 12th, 1944.

Enjoy:

Brian Cantwell

To St. Mere-Eglise

Douve R.



12"

### Map/Terrain Notes

- Each division along the side of the map represents 1 foot (12")
- Grey roads are paved roads.
- Brown roads are unpaved roads
- The canals are considered to be wide and deep streams.
- The railway bridge over the Canal de Vire-et-Taute has been destroyed.
- The place where the unpaved road crosses over the Rassin-a-Flot near its junction with the Douave (in the Northeast corner of the map) is a foot bridge passable to troop class units only.
- The solid green areas are small fields enclosed by bocage.
- The speckled green areas are woods with undergrowth.
- The railroad is considered to be a low embankment.

# **Briefing for Lt. Col. Strayer** **Commanding Elements 101st Airborne**

## **Situation**

The attack to capture Carentan jumped off at 0500 with attacks from the southwest by 2/506th Parachute Infantry Regiment and attacks from the northeast by companies of the 327th Glider Infantry Regiment. These forces encountered minimal resistance from forces of the 6th Fallschirmjäger Regiment and linked up shortly before 0700. Simultaneously, units of the 1/506th PIR had attacked to the southwest of Carentan to clear the high ground there. Shortly after linking up with the 327th, the commander of the 2/506th received word that the 1/506th is under heavy attack by panzergrenadier units supported by self-propelled guns and that they had been driven west, off of the high ground. Additional attacks are underway to the east and supporting elements of the 327th guarding the east side of the Canal de Vire et Taute have been withdrawn to the east. The Germans apparently want Carentan back and are launching a major counterattack.

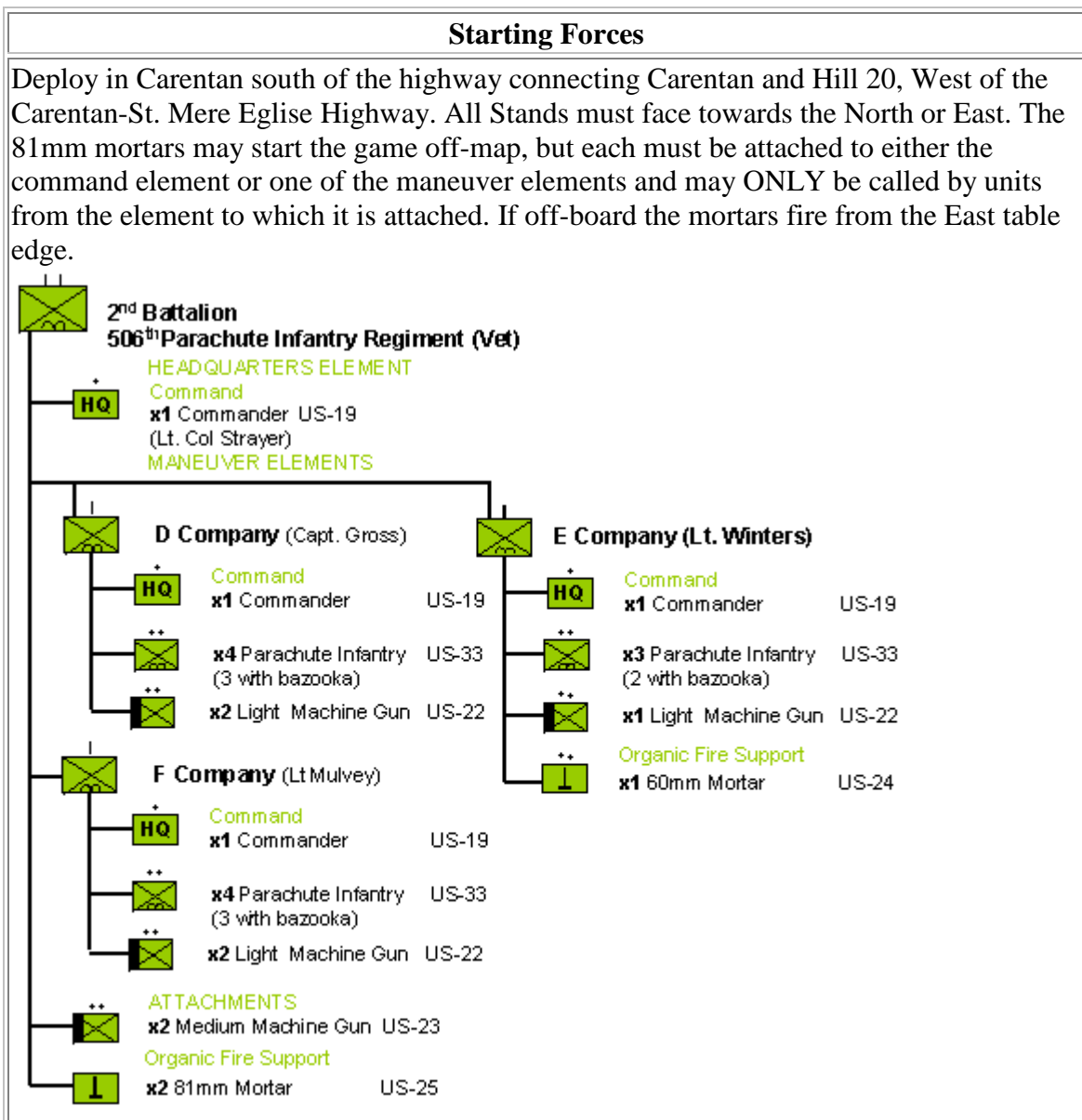
Early reports indicate that the 1/506th was attacked by armored panzergrenadiers supported by self-propelled guns. Artillery fire was reported as heavy. The unit involved in the counterattack has not yet been determined. The situation is currently very fluid.

## **Mission**

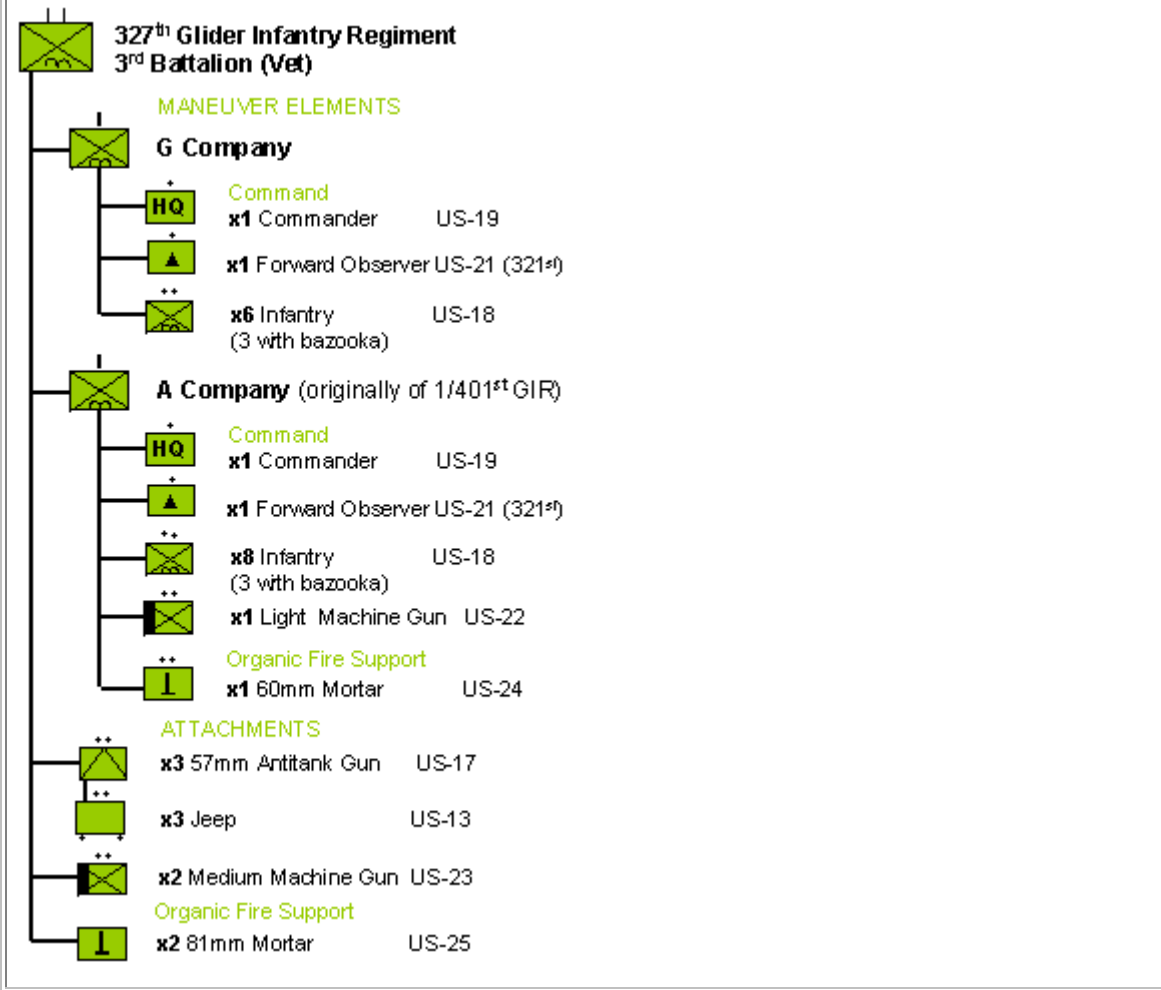
You are to prepare defensive positions and defend Carentan and the immediate area. The highway bridge over the Canal de Vire-et-Taute must be secured and held open. If possible, you are to extend your defensive positions to include Hill 20 astride the main east-west highway route and Hill 30 overlooking Carentan to the southwest. Do not let the Germans to cut highway routes leading into Carentan as that will greatly hamper resupply efforts.

## Execution

Your forces are listed below. Reinforcing units will be sent to your aid as soon as they are available. Tactical air support from the 9th Air Force has been alerted and should be overhead soon. A forward air controller has been dispatched to your area.



Deploy in Carentan north of the highway connecting Carentan and Hill 20 and east of the Carentan-St. Mere Eglise highway. All Stands must face towards the North or East. The 81mm mortars may start the game off-map, but each must be attached to one of the maneuver elements and may ONLY be called by units from the element to which it is attached. If off-board the mortars fire from the North table edge.

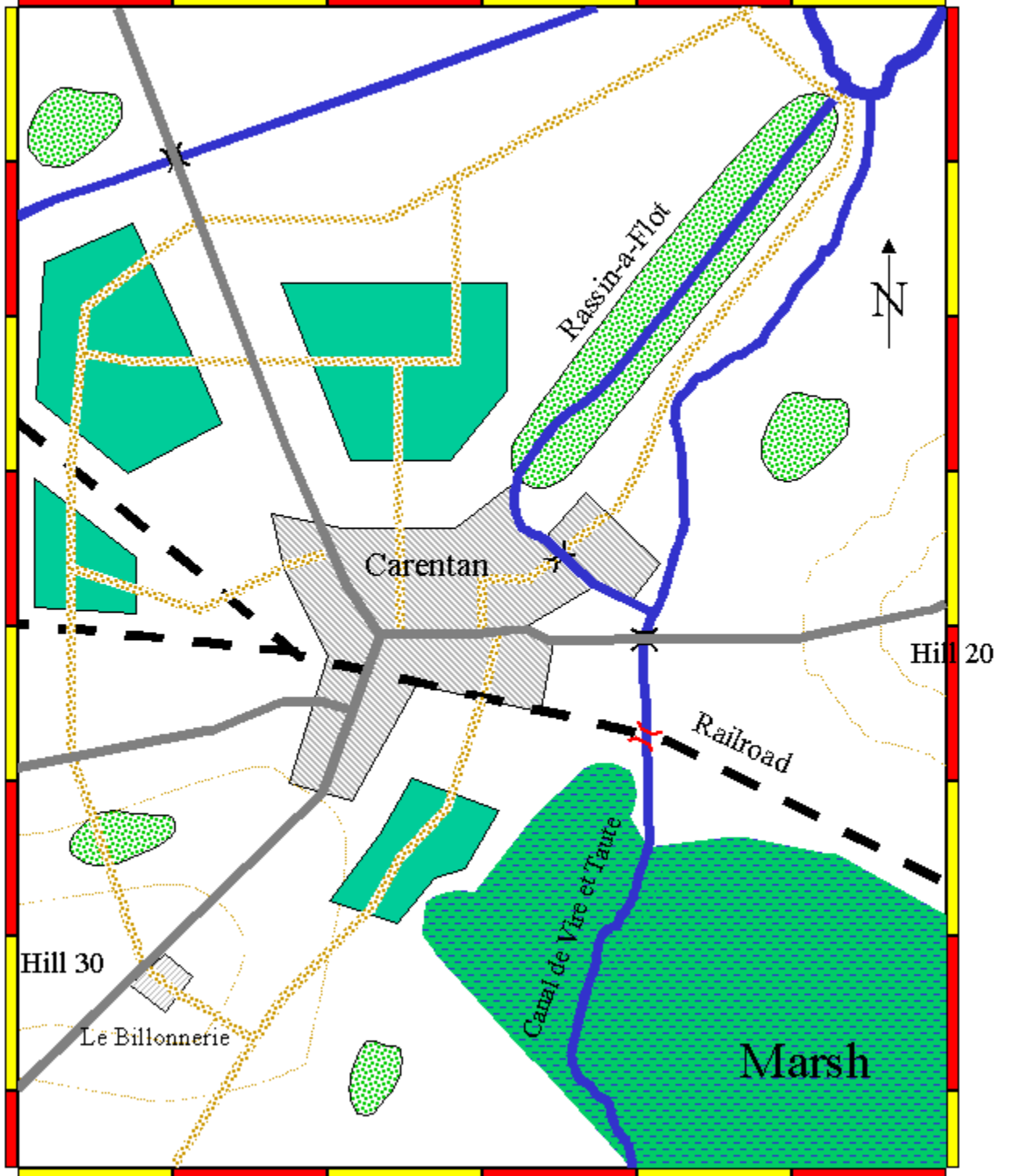


Direct Support artillery is in support of the entire battlegroup and fires from the north edge. Note that two forward observers from this battalion are attached to the 327th GIR, but missions may be called units of the 506th PIR.



To St. Mere-Eglise

Douve R.



12"

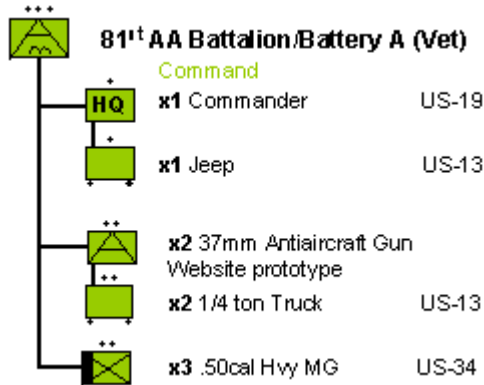
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## Reinforcements

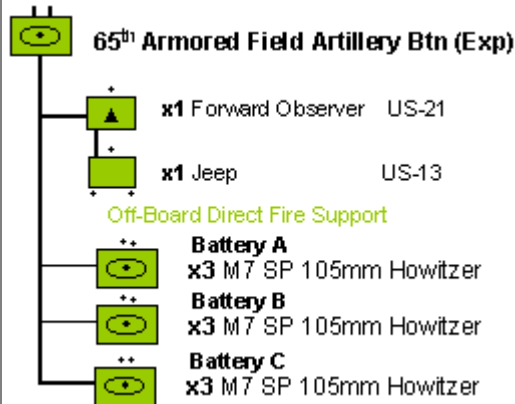
Enters from the road to the west (immediately north of Hill 30)



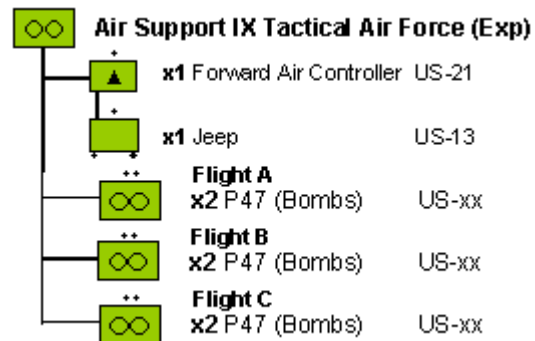
Enters via the road from the east.



The FO enters from the North along the Highway. The Battalion fires from the north edge. On-board Commanders may call-for-fire as soon as the Battalion becomes available.



The FAC enters from the North along the Highway to St. Mere Église



For the Field Artillery and Air Support, the Forward Observer/FAC will be deployed on the board and must be attached to a maneuver or command element on the turn of entry, increasing the number of stands in that element for morale purposes.

Reinforcement schedule-Starting with the 0710 turn, and at the beginning of each American player turn thereafter, roll on the reinforcement table below for each maneuver element, fire support element, and separate flight of aircraft that has not yet arrived. A roll equal or greater than the number specified means that the reinforcements are available. A "--" means that you do not roll for that element on the specified game turn.

- Ground elements arrive at the location specified. If the Germans are within 5" of the entry area, the U.S. player has the option of entering at that point ("running the gauntlet") or specifying another entry area and delaying the entry of the element by 4 turns.
- The artillery battalion becomes available for fire support missions in the following indirect fire phase. The forward observer enters the turn that the artillery battalion becomes available, but commanders and other FOs can call for fire immediately (see the restrictions below).
- A successful roll for an air flight means that the aircraft is available from that turn until the turn marked by an \* on the chart. You must still roll on the call-for-fire table to bring in the air strike. On and after the turn marked by an \*, the aircraft must return to base. If an air flight is not successfully called by the turn marked by an \*, its support is lost. Note that to call an airstrike, you must roll separately for entry of the Forward Air Controller, who is the only FO who can call airstrikes.

## U.S. Reinforcement Table

Time	Air Flight			All other Reinforcements
	A	B	C	
0700	--	--	--	--
0710	--	--	--	10
0720	--	--	--	9
0730	10	--	--	8
0740	8	--	--	7
0750	6	10	--	6
0800	4	8	--	5
0810	2	6	10	4
0820	6	4	8	3
0830	10	2	6	2
0840	*	6	4	2
0850	*	10	2	2
0900	*	*	6	2
0910	*	*	10	2
0920	*	*	*	2

## Objectives

### Game length

The game lasts 15 turns. The Germans move first.

### Victory

At the end of the 0920 U.S. turn, calculate victory points according to the following table. The German will also calculate victory points. The side with the highest point total will win.

<b>Victory Points</b>	<b>Condition</b>
+40	No German Units in Carentan (only the highest of the Carentan conditions will apply)
<b>OR</b> +20	German Units in Carentan and more sectors occupied by U.S. troops than by German troops.
<b>OR</b> +10	German Units in Carentan and more sectors occupied by German troops than by U.S. troops.
+10	U.S. controls bridge over Canal de Vire-et-Taute (U.S. troops were last to occupy and no German troops are within 5")
+10	U.S. controls Hill 30 (U.S. troops were last to occupy and no German troops are within 5" of highest contour)
+10	U.S. controls Hill 20 (U.S. troops were last to occupy and no German troops are within 5" of highest contour)
-10	Carentan cut off (German troops within 5" and in LOS of all roads leading into the town) contour)
-1	Each Company Maneuver Element reduced to >50% casualties
-3	Each Company Maneuver Element reduced to >75% casualties
-2	Each Command stand destroyed (do not count replacement stands who take command, only original command stands).

## Artillery Options

Read the [U.S. Artillery tutorial](#) for a description of U.S. artillery practices. In this game:

- All of the U.S. artillery has unlimited HE ammo and each battery may fire 2 turns of smoke (you must keep track separately). Mortars have one turn of smoke.
- If the U.S. mortars choose to deploy off-board, the 506th PIR mortars fire from the West map edge while the 327th GIR mortars fire from the North map edge
- The organic 81mm and 60mm mortars must fire separately and may not combine with any of the direct support battalions. The comments below pertain only to the two off-board artillery battalions (the 321st Glider Field Artillery Battalion and the 65th Armored Field Artillery Battalion).
- Although both artillery battalions are in direct support of the task force, there are some restrictions on combining fire from the two battalions into one mission.
- A "Direct Support (DS)" mission is one that is fired by batteries from **ONLY** one of the battalions **AND** is called by troops, commanders, or an FO attached to the battalion firing the mission. For a DS mission, all of the rolls will be done using the DS column in the call-for-fire table.
- A "General Support (GS)" mission is one that is fired by batteries from both battalions **OR** is fired by batteries from one battalion and called by a Forward Observer attached to the other battalion. You can use batteries from both battalions to fire thickened concentrations and Time-on-Target missions. In a GS mission, at least some of the rolls will use the GS column in the call-for-fire table.
- Each battery may only participate in one fire mission during the turn.
- If neither artillery battalion participates in a General Support mission, each battalion may place up to 3 missions (one with each of its batteries) in a single turn. This means that up to 6 separate missions could be placed in a single turn by the two battalions as long as ALL of them are DS missions. Of course, each of these missions would require a separate observer and call-for-fire roll. Direct support missions involve only the assets from a single battalion and are easier to coordinate and fire.
- If **ANY** General Support missions are fired, each artillery battalion may only participate in 2 missions that turn. GS missions usually combine the assets from both both battalions and therefore take longer to coordinate and fire. Note that it is possible for a battalion to participate in one GS mission and a separate DS mission. The DS mission would still use only the DS column of the call-for-fire table.
- If an artillery mission is fired by batteries from both battalions, specify one battalion as acting in General Support, while the other acts in Direct Support. If called by an FO, his battalion must be the Direct Support battalion. Use the standard General Support procedures to see if the General support artillery arrives to thicken the mission.
- If an FO attached to one battalion calls for a mission fired entirely by batteries from the other battalion, resolve the call-for-fire roll as if the battalion were in General Support.

- A Time-on-Target attack may be used, but it may be the only mission fired by the artillery battalions that turn. One battalion must act in General support to fire a Time-on-Target mission and it may only be called by an FO.

# **Briefing for Officer Commanding 37th Panzergrenadier Regiment, 17th SS Panzergrenadier Division**

## **Situation**

The 6th Fallschirmjäger Regiment has been bled dry fighting against U.S. units in the vicinity of Carentan, but they have bought precious time to allow counterattacking forces to be brought up. Carentan is critical to the enemy's success as it provides a road junction between the two invasion beachheads. The city must be recaptured and the two U.S. invasion beaches once again split apart so that they may be eliminated piecemeal.

The U.S. 101st Airborne Division has been operating in the Carentan area. Although believed to be somewhat under strength from the parachute landings and subsequent combat operations, these units have proven themselves to be very tough fighters. Little American armor is believed to be operating in the area, however weather will unfortunately be clear, so U.S. tactical air support could be a major factor. Your own troops are at reasonable strength, but have had only six months of training, no combat experience, and suffer from a shortage of officers and NCO's. Equipment is adequate with the exception of panzerfausts, which have not been delivered to the division as of yet.

## **Mission**

The first battalion will launch an attack at 0500 to push aside the American units operating to the southwest of Carentan. II and III Battalions of the 37th SS Panzergrenadier Regiments, along with supporting assault guns and other elements, will push through and recapture Carentan. The attack is being supported by an attack to the east by the 38th SS Panzergrenadier regiment. You will push a force to the east to establish contact with those units. Capture of the intact highway bridge over the Canal de Vire-et-Taute is critical to allow east-west coordination of these two attacking arms. You should also endeavor to push units to the north to capture critical bridges and causeways between Carentan and St. Mere Eglise in preparation for subsequent attacks toward the sea.

## Execution

Your forces are listed below. All ground units start off-board. Note that your motorized Panzer Grenadiers have dismounted from their trucks and left them behind (the trucks do not count for morale purposes).

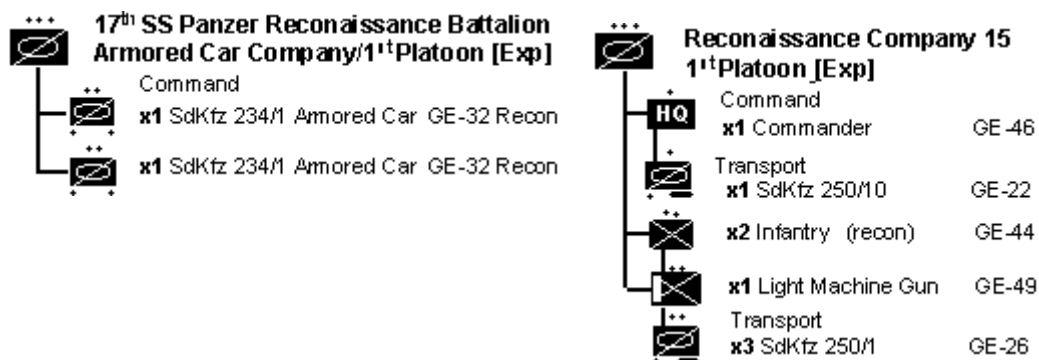
### Pre Game Barrage

The first task is to plot your pre-game fire plan. The Rocket Artillery Battalion of Artillery Group Ernst may provide a pre-planned barrage. The unit has ammunition sufficient for only three turns of fire. The barrage must be targeted on Carentan before the U.S. player deploys his forces and must begin on turn one (0700), but other than that restriction, any barrage pattern, barrage type, or fire plan is permissible. The artillery plan must be written down and will be interpreted and implemented by the referee. No forward observer is required to initiate the barrage.



### Recon Group

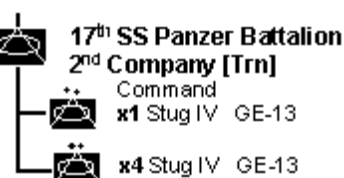
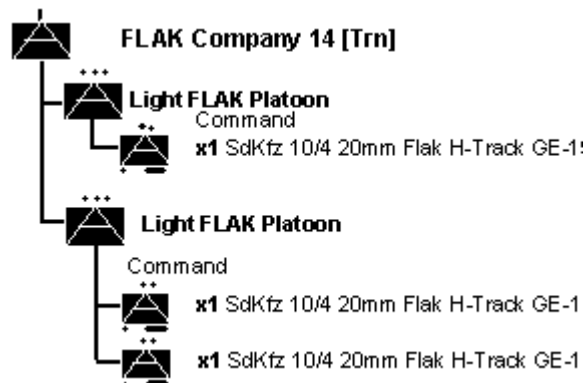
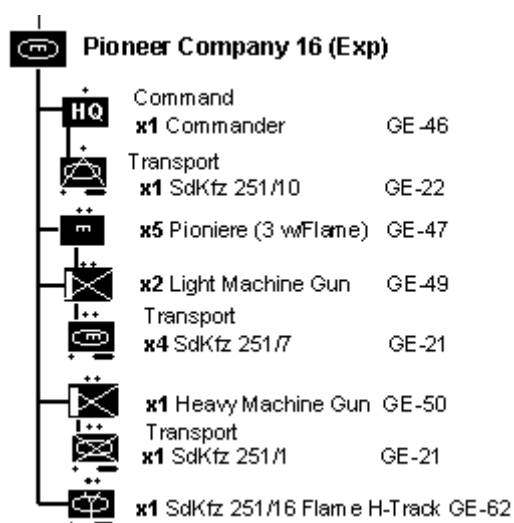
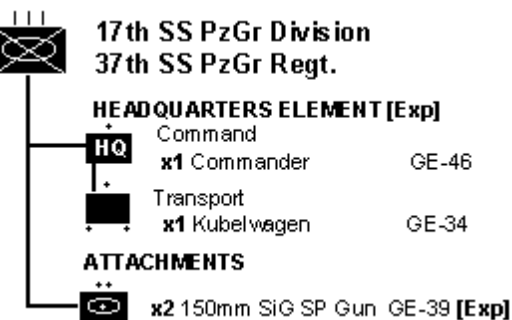
The reconnaissance group consists of an armored car platoon and a recon infantry platoon. Roll for each platoon separately.





## Support Group

The support group consists of the various supporting maneuver elements of the regiment, including the regimental HQ. Some of the units in this group can be used as attachments. If they are attached to another group they enter with that other group. Roll separately for each element of the support group in the support group column of the reinforcement table.

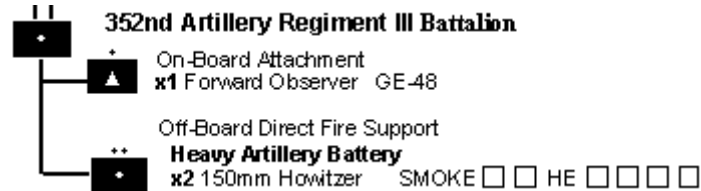






### Attachments and deployments.

Before the game begins, the German player must make certain decisions and attachments that will effect his organization. Perhaps the most important of these is the allocation of the 352nd artillery. This battery can be attached to any maneuver element and well then support only calls for fire from its FO (who will enter with that maneuver element) and units within that maneuver element.



The FLAK company listed under the Support Group can be broken down into individual vehicles and attached to other maneuver elements.

The two SP infantry guns listed in the regimental Command Element of the Support group can be attached as individual vehicles to other maneuver elements. If desired, they can remain off-board and act as Direct Support artillery for the ME to which they are attached.

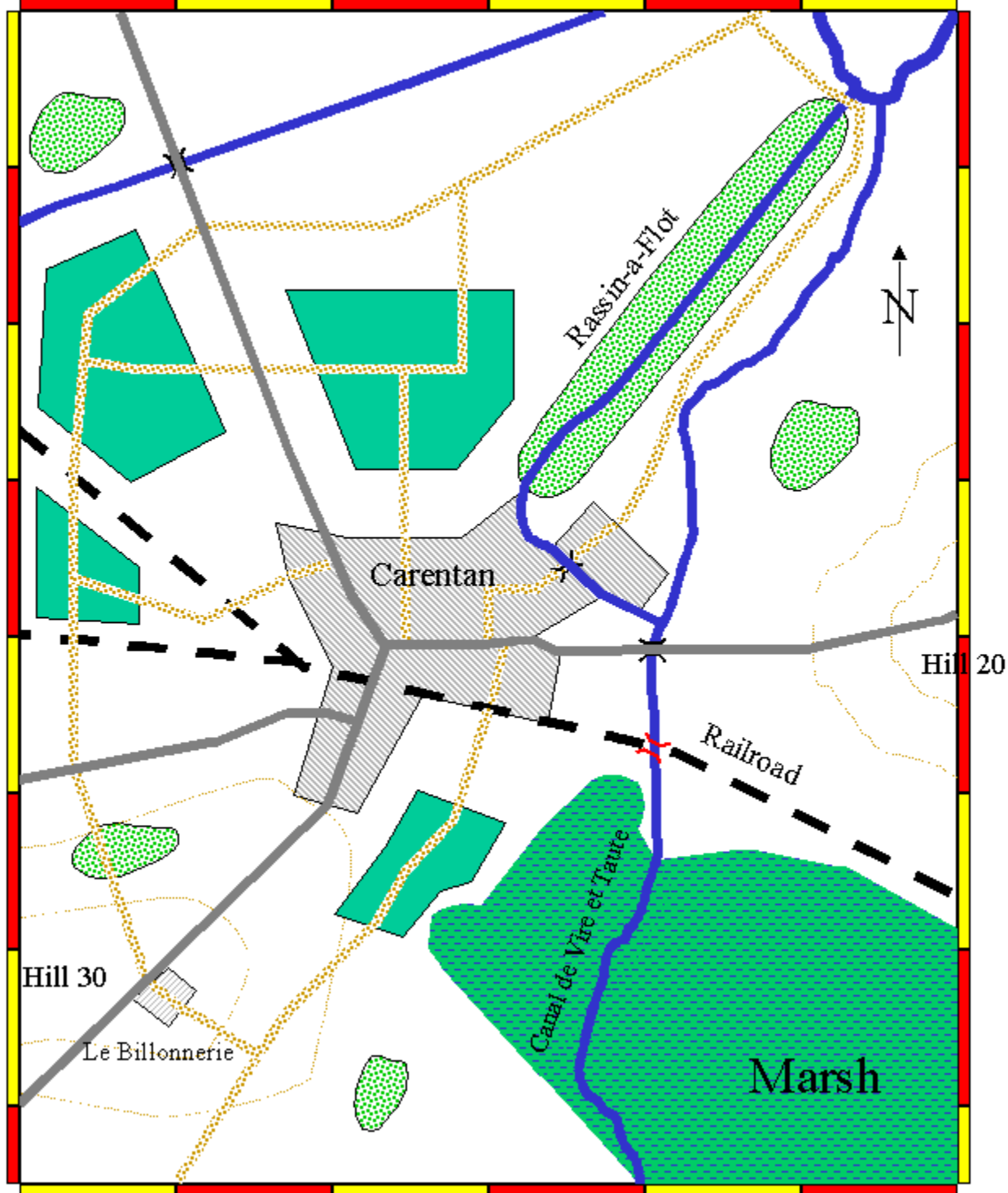
The 80mm mortars may remain off-board and act as direct support artillery for their maneuver elements.

The two battalions have attachments that must be assigned to their individual elements.

Attachments and assignments may not be changed after the game begins.

To St. Mere-Eglise

Douve R.



12"

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- The solid green areas are small fields enclosed by bocage.
- The speckled green areas are woods with undergrowth.
- The railroad is considered to be a low embankment.

## Deployment.

Beginning on turn one, German players will be allowed to dice to test for entry of German units. If a new German element arrives, it may be immediately committed to the battle or held until more units are available. When an element is committed, all available units must be committed a once and enter the table that turn. All Germans units enter in good order at either the primary or secondary the road in the southwest corner (not including the primary road immediately north of Hill 30). In the first few turns, German players are encouraged to make a show of moving units on a map, rolling for reinforcements, measuring spotting distances, etc. to confuse the Americans. The German regimental command element may enter with any element.

<b>German Reinforcement Schedule</b>				
<b>Time</b>	<b>Recon</b>	<b>Support</b>	<b>Battalion II</b>	<b>Battalion III</b>
0700	8	--	--	--
0710	6	9	--	--
0720	4	7	9	-
0730	2	5	7	9
0740	2	3	5	7
0750	2	2	3	5
0800	2	2	2	3
0810	2	2	2	2
0820	2	2	2	2
0830	2	2	2	2
0840	2	2	2	2
0850	2	2	2	2
0900	2	2	2	2
0910	2	2	2	2
0920	2	2	2	2

## Objectives

### Game length

The game lasts 15 turns. The Germans move first.

### Victory

At the end of the 0920 U.S. turn, calculate victory points according to the following table. The German will also calculate victory points. The side with the highest point total will win.

<b>Victory Points</b>	<b>Condition</b>
+40	No U.S. Units in Carentan (only the highest of the Carentan conditions will apply)
<b>OR</b> +20	U.S. Units in Carentan and more sectors occupied by German troops than by U.S. troops.
<b>OR</b> +10	U.S. Units in Carentan and more sectors occupied by U.S. troops than by German troops.
+10	German controls bridge over Canal de Vire-et-Taute (German troops were last to occupy and no U.S. troops are within 5")
+15	All units from Two company sized MEs with <50% casualties exit the North edge of the board.
<b>OR</b> +10	All units from One company sized ME with <50% casualties exit the North edge
<b>OR</b> +5	All units from a company sized ME with 50% or greater casualties or all units from a platoon sized ME with <50% casualties exit the North Edge
+5	All units from any sized ME with <50% casualties exit the East Edge
-1	Each Company Maneuver Element reduced to >50% casualties
-3	Each Company Maneuver Element reduced to >75% casualties
-1	Each Platoon sized ME reduced to >50% casualties.
-2	Each Command stand destroyed (do not count replacement stands who take command, only original command stands).



## **Artillery Options**

Read the [German Artillery tutorial](#) for a description of German artillery practices. These national doctrine characteristics will be enforced by the referee. Mainly this will mean that German artillery battalions will be able to support of their assigned infantry battalion only and that the German players will have to decide whether they intend to use the artillery as battalion fire or battery fire.

### **German Off-board Fire**

All German off-board fire originates from the South map edge. This includes the mortars if they do not deploy on the board.

### **Combining Fire**

The Germans cannot combine the fire from different battalions into a single mission. Also, any off-board mortars or infantry support guns in Organic support must fire separately and may only be called by units in elements to which they are attached.

### **German Ammo Restrictions**

The German off-board artillery is limited in the number and types of missions it may fire. Every time a battery conducts a fire mission, mark off one of the ammo boxes. When none remain, the battery may no longer fire that type of mission. Note that it is possible for the direct support artillery ammo to run out before the general support. If this happens, the general support can be called alone but a general support roll is still needed. Note that you cannot call the GS artillery by itself until the DS runs out of ammo.