

DEAD MAN'S CORNER

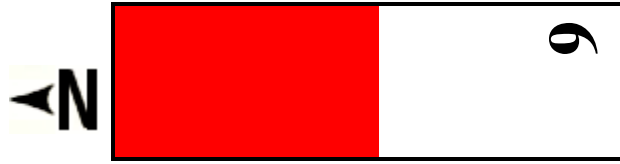
OAF SCENARIO 62.1

110413



St. Come du Mont, Normandy, June 7, 1944: The Normandy invasion was a day old when Colonel Robert F. Sink decided to push off south to his objectives, St. Come du Mont and the Carentan bridges. The fighting in the hedgerows took its toll and by mid-day, Sink's drive was grounded to a standstill. By a stroke of luck, however, he bumped into Dog Company of the 506th Regiment. Suddenly revitalized by his find, Sink decided to have another try at St. Come du Mont before nightfall.

BOARD CONFIGURATION:



Only R-GG are in play

VICTORY CONDITIONS: The American player wins if there are no unbroken German units on or adjacent to the road from W9 to R6. The German player wins by avoiding the American victory conditions.

TURN RECORD CHART:

✚ German Sets Up First	☆	1	2	3	4	END
☆ American Moves First						

✚ Elements of the 3rd Battalion, 1058th Grenadier Regiment, 91st Infantry Division - set up on or adjacent to the road from W9 to R6 and within the hedgerow area (R2-X5-X8-V9-R9).

4 3 3 4

☆ Dog Company, 2nd Battalion, 506th Regiment, 101st Airborne Division - enter Turn one anywhere from X10 to AA10 [ELR 4]:

8

SPECIAL SCENARIO RULES:

OAF 62.1.1: TERRAIN: Treat all walls as hedgerows and hedges as bocage. (A special customized board 6 for VSQI is available for download from the SQA website.)

OAF 62.1.2: WEATHER: Environmental conditions are moderate with no wind.

OAF 62.1.3: The sniper may set up anywhere within the hedgerow area.

OAF 62.1.4: OPTIONAL: ELR (141.51-.54) is also in effect for the German [ELR 3] in this scenario, however, a German unit which fails its ELR is not replaced by an inexperienced unit but is instead reduced to the next lower quality unit.

OAF 62.1.5: OPTIONAL: Utilize Heat of Battle chart below for both sides if Optional ELR for German is used.

Heat of Battle		
follows any Original MC or Rally (not Self-Rally) DR of 2		
DR	Result	DRM's
≤6	Hero Creation (159.)	Elite -1
5-8	Battle Hardening ◊	Broken, Inexperienced (each) +1
9-11	Berserk †	Note: A unit can become Battle Hardened and generate a Hero at the same time.
12	Surrender †*	

◊ A units quality level is increased. If already at elite then unit becomes Fanatic.
 * Treat as Berserk if unit is Fanatic.
 † Treat as Battle Hardening if in a Bunker/Fortified Building (161.)

AFTERMATH: The units soon became separated. While waiting for Sink's units at a crossroad, the light tank was destroyed by a rocket. Sitting upright in its turret was a dead man, and the crossroads soon became known as "Dead Man's Corner".

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