THE POUPPEVILLE EXIT

Scenario F

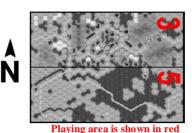


VICTORY CONDITIONS: The American player wins if at the end of any player turn he has uncontested control of two of the three multi-hex stone buildings on board "3" and has eliminated or captured both AA guns in hexes 3U2 and 3N7. The German player wins by avoiding the American player's victory conditions.

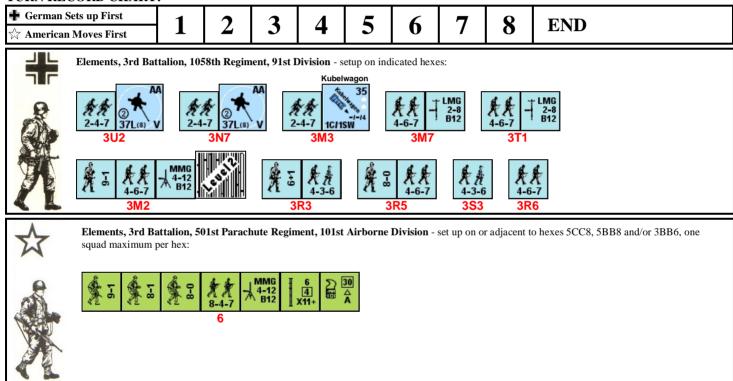
TURN RECORD CHART:

NORMANDY, June 6, 1944: With the invasion at Normandy underway, the first Allied troops to see fighting were the men of the airborne divisions. Most of the early encounters for the 101st Airborne Division occurred at the many German strong points and scattered villages located behind the invasion beaches. In helping to secure the southern beach exits for the troops on Utah Beach, a small combat group from the 3rd Battalion of the 501st Regiment set out to clear the village of Pouppeville at beach exit number one. By 0800, Colonel Ewell and his men had reached the village and begun the attack.

BOARD CONFIGURATION:



Row "Q" (inclusive) thru GG Only



SPECIAL SCENARIO RULES:

Note that this does not prevent the guns from rotating within their hexes.

SSR F.2: No units may start fires during the game.

SSR F.3: All hexes of Hill 534 and Hill 547 are considered ground level "Marsh" (75). Note that building 3I10 does not exist.

SSR F.1: The 37mm AA guns may not be moved from their initial setup hexes. AFTERMATH: With numerically inferior troops the American paratroopers fought their way through the village in heavy house to house fighting. But with the garrison losing contact with their battalion headquarters in St. Come-du-Mont, the German resistance soon faltered with the local commander finally surrendering. Later that day, first contact between seaborne and airborne troops was made at the village of Pouppeville between Colonel Ewell's men and the 2nd BattalIon, 8th Infantry Regiment 4th Division.



090416