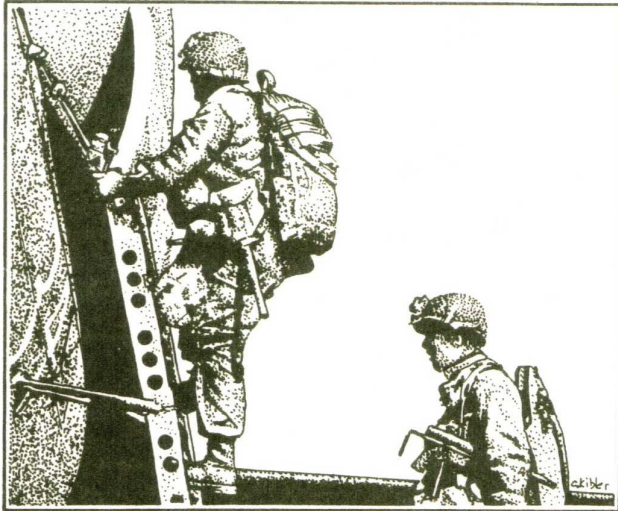


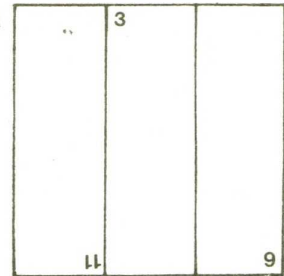
# NIGHT DROP

## Scenario R223



**CHERBOURG PENINSULA, FRANCE, June 6, 1944:** Scattered in farms and villages along thirty miles of coast, the German 709th Infantry Division had been awaiting the invasion for a year. It had been formed eighteen months before around a core of German veterans from the Russian front with a large number of conscripts from occupied countries. On the night of June 5-6, the 82nd Airborne dropped in the midst of the 709th. The mission of the 82nd was to hold open the causeways across the flooded terrain behind the UTAH beaches thus allowing the invading units rapid exit while preventing the defenders from reinforcing the beach. Although utterly disorganized by the night drop the 82nd had begun to regroup and push aside the 709th when, as dawn broke, the 1057th Panzer Grenadier Regiment attempted to break through to the beaches.

### Board Configuration



### VICTORY CONDITIONS

The German wins if there exists a road with no unbroken American squads on or adjacent to it, from the east edge of Board 6 to the west edge of Board 11 at game's end. The American wins by avoiding the German victory conditions.

### TURN RECORD CHART

+	German sets up first.	1	2	3 <sup>+</sup>	4	5	6	7	8	END		
☆	US moves first.											

**AFTERMATH:** American paratrooper training stressed individual aggressiveness and initiative. On the morning of June 6th this training paid full dividends. Small knots of Americans, who would not surrender, blocked every road. The advancing Panzer Grenadiers found themselves attacked from all sides. As the fight degenerated into dozens of small unit actions the causeways remained in the GI's hands. By midnight of June 6th the entire US 4th Division was ashore and a secure beachhead was assured.

**709th Infantry Div elements** set up HIDDEN (except for trucks) on any hex with no more than 12 counters on any one board. Units on half hexes count against both boards.

9-1	8-1	8-0	4-6-7	4-3-6	2-4-7	LMG 2-8 B12	MMG 4-12 B12	Inf 75*	24 Light Truck 1S/7PP	AA 37L (8)	AA 20L (6) V
			2	4	5	4	4	2		3	

**Turn 3: 1057th Grenadier Regiment elements arrive east edge:**

20L (4)	9-1	8-1	4-6-7	LMG 2-8 B12	13 0-1 75	15 37L (8)	33 1-3 75L	18 4-5 1S/5PP
			6	4				6

**82nd Airborne elements** paradrop:

9-2	9-1	8-1	8-4-7	6 4 X11
	3	2	16	6

### SPECIAL RULES

**R223.1** On Turn 1 German Rally Phase all unexposed infantry are placed on board under question marks. Crews and guns remain hidden until exposed by fire, movement, or discovery.

**R223.2** Standard NIGHT rules are in effect for first 3 turns.

**R223.3** There is no penalty for this night paradrop.

**R223.4** All US units enter via paradrop. Each stick must contain 7 counters of which no more than four may be squads. Sticks which pick joined half hexes must specify which board they are on before executing the placement die roll.

**R223.5** All Level 1 terrain on Board 11 is flooded. Flooded hexes are treated as ground level pond. No German unit may setup in a flooded hex. The roads are elevated and exist normally. No other terrain exists in flooded terrain. Any para units which drop into a flooded hex must take an immediate MC. If it fails it is eliminated. If it passes it must use river fording rules to get out. Bazookas landing in flooded terrain are lost.

**R223.6** All Level 1 & 2 hills on Board 3 are ground level with any woods or buildings existing normally.

**R223.7** Chateau on Board 6 is Level 2 & wooden. Bldg 3N1 is Level 2 and stone. All other bldgs are Level 1 and wooden.

**R223.8** Round fractions down when halving for conscripts.

**R223.9** On Turn 1 the Germans are limited to half their normal movement and NO gun or truck movement is allowed.

**R223.10** During night turns road costs 1 MP/hex for all vehicles.

**R223.11** No boresighting.