

# Sweep and Clear (single player)

by Shane Meehan

*Paratroopers from the 82nd and 101st Airborne divisions have dropped in behind enemy lines near Ste. Mere-Eglise on the eve of D-Day. The Americans must secure the village and avoid German ambushes, sniper attacks, and random patrols. They have no heavy weaponry, armor, or air support and must rely on superior tactics to win the day.*

## OBJECTIVE:

This is a single player mission designed to be played by the American side. In order to win, the Americans must secure Ste. Mere-Eglise before the German Panzer division under the Command of Field Marshall Irwin Rommel arrives to reinforce the village. Every building within the town must be cleared by having a U.S. squad move through each hex within the building

and every German squad that is spawned must be eliminated before the end of Round 10.

**Rounds:** 10

## Starting Initiative

Germans

## Actions

2

## Special Rules

**SNIPER UNIT:** There is a German sniper team within the bell tower (marked by a victory objective marker on the map). This unit can not move and can not be attacked and is continually in Op fire mode. Place a "pinned" marker in the squad base to indicate that it is a sniper unit. Sniper squads consist of two infantry units, a shooter and a spotter. The sniper unit only attacks with an attack power of 2 but they can make multiple Op fire attacks per round similar to machine gunner units. The sniper also has a normal range of 8 vs. infantry.

**PATROL UNIT:** A single German squad is placed on the board during setup which is on PATROL. They start at the southern road hex in 1A and they continue to move up the road until an enemy unit is within LOS. Once the PATROL has LOS on an enemy unit, they will advance and fire on that unit until it is destroyed. The German PATROL squad can not leave the road hexes no matter what. The PATROL squad can only move 2 hexes at a time and can only sight and fire upon units 4 hexes away.

**Special Rules:** When a squad enters a hex containing a "?" concealment marker an event check occurs. Roll a single die and resolve on the Event table below. If a German squad spawns, then another die check is made on the Personality table. The squad will perform according to its personality until the last round or it is eliminated.

**Unit Placement:** When an enemy squad is spawned, roll one die and check the artillery marker to determine direction of placement. Unless otherwise stated, the squad should always be placed on the closest legal hex to the squad that triggered them. If the squad placement is off the board, the die is rerolled until a legal placement is the result.

**Initiative:** When a German squad spawns they will not attack until the start of the next round unless otherwise stated. At the start of each action phase, all spawned German squads will have initiative.

## A. Event Table 1d6

1. Ambush: Squad spawns adjacent and attacks immediately with +2 bonus
2. Close combat: Squad spawns adjacent but does not attack this round
3. In range: Squad spawns 2 hexes away

4. Spotted: Squad spawns 4 hexes away

5. Boobytrap: roll 2d6, casualties on 5 and 6's

6. No event

## B. Personality Table 1d6

1. Feeble-minded: Squad immediately is disrupted
2. Seek Cover: Squad retreats to the nearest hex with at least +1 cover and remains there, will fire at targets within LOS
3. Op Fire: Squad remains in hex and stays in Op Fire mode
4. Suppressor: Squad will advance on nearest enemy squad and use suppressive fire attacks only
5. Dig in: Squad receives entrenchment and does not leave the current hex
6. Seek and Destroy: Squad will seek out the nearest enemy and use fire and movement actions until they are adjacent, attack with +1 bonus

Once the squad type is determined place a numbered objective marker in the squad base that corresponds with the squad personality number above.



# U.S 101st Airborne

## Division One

- 3 Squad Bases
- 10 Regular Infantry
- 1 Machine Gun Crew



x 2



x 2

## Division Two

- 0 Squad Bases

### Starting Strategy Cards: 2 Strategy Decks

- American Reinforcements I
- Supply I

### Deployment Zone

The green hexes indicate random drop zones. The Americans must deploy paratroopers one squad per green hex only. Reinforcements can deploy on any green hex.

The American paratrooper squads all start out at half strength. Due to misdrops or casualties, no squad is complete. Each squad base can only have 2 units to start with leaving 2 pegs open. Squads can heal or become reinforced. A total of 6 squad bases should be used initially at setup.

Any American paratrooper reinforcements must make an event check before they are placed on the board

C. Event Table (paratroopers) 1d6

1. Chute fail: roll 2d6 casualties result on

5 and 6's

2. Misdrip: the squad is split into two squad bases and deployed in opposing green hexes

3. Treefinder: squad is caught in a tree and immediately disrupted

4. Slightly offcourse: squad lands 3 hexes to the North of deployment hex or closest legal hex

5. Safe landing

6. Safe landing

# Germans

## Division One

- 0 Squad Bases

## Division Two

- 0 Squad Bases

### Starting Strategy Cards: 0





