

The Redball Express

by Shane Meehan

August 1, 1944. The Allied breakout into France has begun. With the capture of St. Lo and the linking of the 1st and 3rd Armies, the Allies scrapped operation Overlord and began to chase the retreating Germans as fast and as far as their supply lines would allow. The trucks of the Redball Express picked up POL (petroleum, oil, lubricants) in St. Lo and drove non stop 700 miles to Chartres to supply the 1st Army's vehicles which were consuming fuel up to 350,000 gallons a day.

As the front advanced quickly, isolated pockets of German troops were still a threat as were the bombing runs of the Luftwaffe who still were a presence in the sky. Securing the convoys and establishing a continual supply of gasoline to the front was the key to Patton's successful pursuit of the German army and their subsequent expulsion from France.

OBJECTIVE:

Forward scouts report a roadblock ahead. The Germans are unaware that the front has shifted and retaken positions along the road. Following their last orders, German engineers prepare to blow the bridge along the road to St. Lo. Will the American convoy break through and make its first successful run to Chartres, or will German air support destroy it before it reaches its destination?

- The Americans must reach Chartres with at least 1 x GMC CCKW vehicle for a major victory before the end of round 8. Once a convoy vehicle reaches the yellow objective hex in Chartres, it is removed from the map and can no longer be destroyed.

- If the Americans fail to exit 1 x GMC CCKW trucks from the map before the end of Round 8 but the

convoy is not destroyed then the Germans win a minor victory.

- The Germans can achieve a major victory by destroying all convoy vehicles or blowing up the bridge on the road before the end of round 8.

"The sole reason for the existence of the Transportation Corps is to carry to the fighting man at the front what he needs. If we do that, we will have accomplished our mission. If we fail, we will not have kept the faith. Let each of us remember that our individual efforts are capable of swelling into a stream of men and supplies moving steadily and relentlessly to the front. Let us resolve to increase constantly this stream until Victory is ours and until we return to our homes."

- Frank S. Ross, Major General U.S. Army Chief of Transportation

Rounds: 8

Starting Initiative
Americans

Actions
3

Terrain
The stream is DEEP.

THICK WOODS: Forest hexes that do not have roads passing through them are IMPASSABLE to vehicles.

Special Rules

GERMAN ENGINEERS: Engineers can blow bridges by controlling the bridge objective hex with an engineer squad for 2 rounds of play. If the engineer squad is eliminated before the bridge is blown then this method of victory can not be claimed.

LUFTWAFFE: The Germans have air support as it is still early in the campaign. Therefore, the Germans

will have access to the American Air Support strategy deck.

Americans

Division One

- 0 Squad Bases
- 4 GMC CCKW 353 Truck

Division Two

- 3 Squad Bases
- 9 Regular Infantry
- 1 Officer
- 1 Mortar Crew
- 2 Sherman Tank



x 1

Starting Strategy Cards: 1 Strategy Decks

- Ground Support I

Operations Cards

- Seize The Initiative

Deployment Zone

Division One deploys on light green road hexes.

Division Two deploys on dark green road hexes.



Germans

Division One

- 3 Squad Bases
- 9 Regular Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1

Division Two

- 2 Squad Bases
- 7 Regular Infantry
- 1 Officer
- 1 Panzer IV Tank



x 2

Starting Strategy Cards: 1 Strategy Decks

- American Air Support Deck I

Operations Cards

- Double Time

Deployment Zone

The Germans can deploy on any gray hex.
The Germans may place one squad on the roadblock entrenchment on tile 11A during set up.



