

"Death from Above"

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St Mere Eglis: 02:30 hours

Oral brief

-Double blind scenario (discuss function).

-Discuss TOI gameplay.

-Each team has 3 players. 1 player is the CiC and the other 2 players run the infantry.

The CiC is responsible for:

-Making sure all players follow and use the rules to their advantage

-Makes sure all player knows their stats, and the enemies stats

-Collects and spends command pints (cards, initiative)

-Allocates annotated resources

-play all action cards

-Counts possible objective points and tries to guess which team is in the lead.

-Assigning objectives to players

Players:

-Move and coordinate the strategy aspect and actual "boots on the ground"

Discuss

-RED Marker flag: Your team has the initiative

-GREEN Marker flag: Marks leading team.

Winning the game:

The army controlling the most Objectives in the game at the end of turn 8 wins.

Penalties:

If any player loses his officer the following penalties occur until a new officer arrives.

-Actions are reduced 2 per player (CIC is still 1) per turn. Until another officer (reinforcement) event occurs.

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St Mere Eglis: 02:30 hours

German TO&E / Setup



Pre game Setup

Objective: Defend and hold the town of St Mere Eglis.

Setup:

Step 1) Germans setup map board with the following:

- a. 3 Landmine markers
- b. 3 Barbed wire
- c. 3 sandbag bunkers
- d. 3 tank traps
- e. 3 objectives
  - a. 1 Objective (2 points) is the church).
  - b. Second Objective (3 points) is the AA gun.
  - c. Third Objective is the US players Obj point (Unknown location and value)

Step 2) The Germans may then place all of their STARTING troops listed on their gamer card.

Step 3) The Germans review their responsibilities, defensive plans and reinforcement tables.

German CiC may use:

Turns 1-4

"German Reinforcement Deck" (These are NEW units, in addition to reinforcements. Allocated to players by the CiC).

"Supply Deck I"

Turns 5-8

"Artillery Deck I"

They must also used the event cards

- "Massive Confusion" until turn 4

- "Desperate Defenders" Until turn 4

- "Tank Ace" After turn 4

Tactics:

- Turns 1-4 are at night. Although your slow to wake and prepare for combat, the US Soldiers are scattered far and wide from their airdrop. Use surprise as a crucial element. Defend and cause as many casualties as you can.

- Turns 5-8 is the real battle. It is a daylight counter attack. You outnumber the defending US Infantry, move in fast and hard supported with armor and Mortars.

Player 1 CiC



Hier Karl Walbaum

Captain

Hauptsturmführer

**Starting units:**

1 Squad base, 1 officer, 3 Elite Infantry

**Reinforcements:**

Phase I, None

**Phase II**

Turn 5: 3 Squad Bases, 1 officer, 13 Regular Infantry

In phase 2 you may also hand out:

1 x Flamethrower, 1 x Medic



Turn 1-4 reinforcement units may deploy on, or within 1 hex of controlled German objectives.

Phase 2 reinforcements may deploy in any or adjacent road hex on the edge of the map, in any fashion.

Player 3      Armored infantry Division



Hier Klautz Fritz

2nd Lieutenant	Untersturmführer
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Starting units: 1 Half Track

Reinforcements:

Phase I:

Turn 1: 1 Squad base, 2 regular inf

Turn 2: None

Turn 3: 1 Squad base, 4 regular inf

Turn 4: None

Phase II

Turn 5: 6 Squad Bases, 1 officer, 15 Regular Infantry, 8 Elite Infantry

1 Mortar, 2 Half Tracks, 1 Tank

Turn 1-4 reinforcement units may deploy on, or within 1 hex of controlled German objectives.

Phase 2 reinforcements may deploy in any or adjacent road hex on the edge of the map, in any fashion.

Player 2

Infantry Division



Heir Trimborn Grefees

1st Lieutenant

Obersturmführer

Starting units:

1 squad base with 2 infantry 1 MG

Reinforcements:

Phase I

Turn 1: None

Turn 2: 1 Squad base, 4 regular inf, 1 MG

Turn 3: None

Turn 4: 1 Squad Base, 4 regular inf

Phase II

Turn 5: 6 Squad Bases, 1 officer, 9 Regular Infantry, 8 Elite Infantry

1 MG, 2 Mortar



Turn 1-4 reinforcement units may deploy on, or within 1 hex of controlled German objectives.

Phase 2 reinforcements may deploy in any or adjacent road hex on the edge of the map, in any fashion.

"Death from Above"

St Mere Eglis: 02:30 hours

US TO&E / Setup



Objective: Para drop / Attack and hold the town of St Mere Eglis. Capture bridges, destroy targets of opportunity, and raise hell!

Setup:

Randomly roll for parachute drop points. The map is 3 x 4 tiles. Each tile is numbered 1-12.

Step 1: CIO runs the air drop.

Step 2: Number the 12 map tiles, 1-12.

Step 3: In any order, Roll a 1d12 for each squad. Place squad in the exact center of the hex for each map tile rolled.

Step 2: Choose wind drift. Roll a 1d6 against the direction hex marker. This is applied to all squads.



Step 3: For each squad, roll 1d6 to determine how many hexes the squad drifts. Move the squad the number of hexes in the direction of the wind.

-Squads landing in the same hex as the enemy or water are immediately destroyed.

-Squads that and off the table a simply placed in the last possible hex.

-Squads that land in a woods or buildings hex lose 1 soldier, and are fatigued for the first turn.

-Squads that land in land mine fields are immediately attacked, and fatigued.

-Squads are not "camouflaged" as per the game card, for the first turn.

#### Objectives:

-Place a 2 point Objective on any bridge hex. This is unknown to the German players.

#### Special rules:

-While one objective markers are placed on the table, the second is carried by the CiC and is placed on the table any turn he sees fit. This Objective marker is a spawn point, and needs to be protected. It has special rules:

-IS the only objective that US troops can spawn on.

-Does not generate CP's until placed.

US Players use the:

"Command" Strategy deck

"Moral Deck I"

And use the

"Camouflage" card until turn 5

"Seize the initiative" card until turn 5

May use the "US Air Support Deck" starting turn 5

**Tactics:**

-Turns 1-4 are at night.

Although you are scattered about, you have the element of surprise. Recon, move quick and take them by surprise. Only the Bold players that are willing to kick some teeth in will win the day. You MUST capture Objective in 4 turns, before the sun comes up. DO NOT HESISTATE.

-Turns 5-8 is the real battle and the counter attack. Repeal at all costs. Dig in and hope for the best.

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Player 1 C1C 101<sup>st</sup> PIR "Screaming Eagles"



Capt. Ben Schwartzwalder

Unit stats

**Starting units:**

3 Squad bases

1 officer

7 Elite Infantry

**Phase 2 reinforcements**

2 Squad base

1 Jr officer

7 Elite Infantry

In phase 2, you may also hand out: 2 x Bazooka

Phase 2 reinforcements may spawn in, or 1 adjacent hex, to any US captured Objective.

Player 3      507th PIR "Easy Company"



Sgt. George Bowler Tullidge III

Starting units:

5 squad bases

1 Jr officer

19 Elite infantry

1 Medic

1 Eng

Phase 2 reinforcements

3 Squad bases

1 Jr Officer

13 Elite infantry

1 MG

1 Bazooka

Phase 2 reinforcements may spawn in, or 1 adjacent hex, to any US captured Objective.

Player 2 101<sup>st</sup> PIR "Screaming Eagles"



Cpl. Edward A. Slavin, Sr.

Starting units:

5 squad bases

1 Jr officer

17 Elite infantry

1 MG

1 Medic

1 Eng

Phase 2 reinforcements

3 Squad bases

1 Jr Officer

13 Elite infantry

1 MG

1 Bazooka

Phase 2 reinforcements may spawn in, or 1 adjacent hex, to any US captured Objective.

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12b	8a		
		2a	10b
11a	1a		
		9a	7a
6a	4a	5b	
			3b

Tile numbers with the number being in each respective corner.

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