# Action at Carentan!

## **The 101st Airborne in Normandy**



These FOUR brand-new, fast-playing tournament style scenarios take you to the outskirts of Carentan, the heart of hedgerow country. There,

your men of the 101st 'Screaming Eagles' Parachute Division will take on all comers. Hitler's generals will hurl lowly garrison troops, elite SS-men and vaunted Fallschirmjägers of the 6th Parachute Regiment against your weary ranks.

The tyrant's blows are all to no avail since you and your buddies will not be put off your mis-

sion—wresting all of Normandy from Hitler and his once-mighty Wehrmacht and Waffen SS hench-



### men...

ACTION AT CARENTAN! consists of FOUR brand-new scenarios featuring Western Front 1944 actions by units of the 101st Airborne Division. These scenarios all feature a 'tournament style', with the emphasis on low piece density and re-playability and brevity in terms of special rules. All four play on the new map provided in the set. ACTION AT CARENTAN! is a SQUADS & LEADERS compatible product and a VARIANT for Beyond Valor™ and Paratrooper<sup>™</sup>. Ownership of BEYOND VALOR<sup>™</sup> and PARATROOPER<sup>™</sup> of GI: ANVIL OF VICTORYTM needed to use this product.

MAP NOTES: The terrain art used on the 'BG3' mapsheet is a trademarked presentation of Critical Hit, Inc. While it is assumed the identity of the natural representations used should be obvious, the following key is presented to ease use of the product. Hex F8 is an example of WOODS. Hex B7 is Grain. Hex B8 is a Stone building. Hex T6 contains a Road. Hexside P9/Q10 contains a Wall. Hexside C9/C10 contains a Hedge. Hex C5 contains an Orchard. Hex P11 is a Wooden building. Hex T9 is Level 1 Hill.

All scenarios are original designs by Ray Tapio.







#### MAPLAYOUT:

[ELR: 5]



#### **VARIATIONS:**

Replace one 5-4-8 squad in the German OB with an 8-3-8.

Replace the 9-1 leader in the American OB with a 9-2.

#### SPECIAL RULES:

**OBJECTIVES:** At Game End the Americans win if they have  $\geq 1$  squad/ equivalent of Good Order infantry in any hex of 'the hill' defined as hexes R8-S8-S9-T-8-T-9-U9 OR if they Control  $\geq 8$  buildings. EC are Moderate with no Wind at Start. This is version 1.1 of this scenario.
The Germans may set up one squad/equivalent (and any SW/SMC in the same Location) utilizing HIP.

3. The 6th Fallschirmjäger portion of the German OB has an ELR of 4.

On the northern approach to CARENTAN, FRANCE, 10 June 1944: In an effort to link up with the 29th Infantry Division, Lieutenant Robert Cole's 3rd Battalion, 502nd Parachute Infantry Regiment was assigned to capture Hill 30 at the south-east edge of Carentan. The men of 'I' Company led the way, moving out over the elevated causeway under enemy sniper and machine-gun fire. Beyond the last bridge was a farmhouse, dominating a large, open field. During the morning 84 men of 'H' Company passed through and took on German troops arrayed around a CP established in the farmhouse. Enemy fire held off the paratroopers, wounding and killing a number of the Americans. Cole, meanwhile, paced back and forth, finally passing word down the line, "Fix bayonets and prepare to charge the farmhouse upon a blast of a whistle." While the attack got off piecemeal, as some men failed to get the word, momentum soon built up. Few paratroopers actually resorted to the bayonet, but nonetheless the push rooted the enemy out of the farmhouse. Cole quickly took over and occupied the house, setting up his own CP. The battle wore on all afternoon, both sides suffering casualties. By late afternoon the Germans had been defeated, including elite troopers of the 6th Parachute Regiment, ordered to fall back and hold Carentan "to the last man."



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# THE CABBAGE PATCH



#### VARIATIONS:

Add a 1-4-9 Hero to any portion of the German OB.

Two American squads/equivalents may set up using HIP.

**OBJECTIVES:** The Americans must Control  $\geq$  4 buildings in the playing area at Game End. The building in hex H5 is worth TWO buildings for victory

purposes, creating a total of SIX possible 'buildings' for victory purposes.

#### MAPLAYOUT:



(only hexrows A-K are playable)

#### SPECIAL RULES:

EC are Moderate with no Wind at Start. This is version 1.2 of this scenario.
The Americans may set up one squad/equivalent (and any SW/SMC in the same Location) utilizing HIP.

The 6th Fallschirmjäger portion of the German OB has an ELR of 4.
Once per turn, starting on turn two the German player may roll for variable reinforcements for the entry of ONE of the two portions of his reinforcement group. On a die roll LESS THAN the current turn number he MUST immediately enter Group #1 OR Group #2 anywhere along the south edge. The German player may keep rolling for reinforcements until none remain out of play.

5. The 7-4-7 squad in the American I2 set up group begins play Fanatic.

Along the Causeway to CARENTAN, FRANCE, 6 June 1944: The afternoon battle along the causeway wore on with obvious signs that American troops were tired coming to the fore. Following a truce that cleared casualties from the field German intentions became obvious. The enemy meant to either drive the 502nd Parachute Regiment back across the causeway or destroy the two battalions holding the ground around a local farm. The afternoon was a period of grim holding on as German fire intensified. The B-r-r-r-p-p-p of machine-pistols was heard coming ever closer, but the hedgerow terrain concealed the approaching enemy. German troops crept along the hedgerows, coming onto American positions at the crossroads with rifle and machine-gun fire. The thirty-five men there from 1st Battalion had to fall back in a hurry. But the entire unit did not fall back. Seven men held out, creating a small defensive island on the extreme right, holding on throughout the day. For hours the enemy pressed through the orchards and hedgerows. Company C and what remained of Company A held their ground in the cabbage patch for more than six hours, taking losses but maintaining unit cohesion and holding off all enemy attacks.



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**AaC #2** 

## **GREEN DEVILS**



#### VARIATIONS:

Apply a -1 drm to the German set up order die roll.

Apply a -1 drm to the American set up order die roll.

#### MAPLAYOUT:



#### SPECIAL RULES:

EC are Moderate with no Wind at Start. This is version 1.2 of this scenario.
Prior to all set up each side makes a die roll. The player making the lowest roll may set up his initial group first or second. Each side then alternates setting up ONE group in/adjacent to EACH of the listed set up hexes. The German player chooses one group that is NOT set up. It enters play on turn two or later along the south edge. After all set up, another roll is made. The side that rolls lowest may choose to move first or second.
The units in German Groups #5 and #6 are SS.

**OBJECTIVES:** The side that Controls the most building and/or Level 1 hill hexes at Game End without suffering  $\geq$  9 more CVP than the other side is the winner. The Americans win in the event of a tie.

**Outside CARENTAN, FRANCE, 13 June 1944:** The attack of the 101st Airborne Division on June 13th happened to coincide with the violent enemy reaction to being thrown out of Carentan. Soldiers of the 506th Parachute Infantry Regiment started forward but soon found themselves intermingled with German columns, including tanks and Fallschirmjägers from the 6th Parachute Regiment. The 506th found itself in the toughest spot it had ever been in and thoughts of attack soon shifted to efforts to improvise a defense. Reports of heavy casualties began coming in from the companies, and despite reinforcements from 2nd Battalion, 502nd PIR coming in from the right flank, the force of enemy paratroops and Panzers soon proved too much and the 506th was forced back, almost into Carentan itself.



**AaC #3** 

## **COOPERATION REIGNS**





VARIATIONS:

The Americans must exit  $\geq$  10 EVP to win.

The Americans need only exit  $\geq 2$  AFVs to win.

#### MAPLAYOUT:



#### SPECIAL RULES:

EC are Moderate with no Wind at Start. This is version 1.1 of this scenario.
The Germans may set up one squad/equivalent (and any SW/SMC in the same Location) utilizing HIP.

3. Any AFV adjacent to a friendly SMC/MMC may apply a -1 TH DRM if it fires on an enemy Location in the LOS of BOTH units. There is no penalty to the 'assisting' friendly unit (i.e., it may fire or move [or have fired or moved] normally before or after providing such assistance).

**OBJECTIVES:** The Americans win immediately upon exiting  $\ge 6$  EVP of infantry OR  $\ge 3$  AFVs along the south edge. The Germans win immediately upon earning  $\ge 16$  CVP.

**Outside CARENTAN, FRANCE, 13 June 1944:** As the 506th PIR was being forced back by the combined weight of German's from von der Heydte's 6th Fallschirmjäger Regiment and attached armor, good news came from General Maxwell Taylor—American armor was on the way. At 1030 hours elements of Combat Command A of the 2nd Armored Division reached Carentan. By 1400 hours a task force consisting of elements of 1st Battalion, 66th Armored Infantry Regiment, and the 502nd PIR less its 3rd Battalion, with soldiers from 3rd Battalion, 327th Glider Infantry Regiment attached, moved through the 506th. The armor and paratroopers worked closely together and flushed enemy troops from their positions among the hedgerows. The counter-attack hurled the enemy back several miles and inflicted approximately five hundred casualties. German chances to retake Carentan and cut the link to the landing beaches were ruined. By the next afternoon 506th soldiers were lining up for haircuts in the reopened Carentan barber shops.



AaC #4