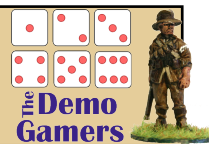


The battle for Ste Mere Eglise - Extended

A Bolt Action game by The Demo Gamers - updated to v3



Overview:

This is a game for 2, 4 or 6 players. There are three 600 point armies per side, German defenders and US Paratroopers. There is a preliminary round prior to turn one dealing with the actual paratroop drop, reaction and initial regrouping and then the 6 turn game begins. There is an optional turn 7 on a roll of 4,5 or 6. The reinforcements for both sides come in on turn 2.

The board:

The 6' x 4' board has a town square with a large fountain in the centre and the Church and Town Hall at either end. 2 and 3 storey townhouses surround the board. A set of town houses are on fire in two places. A German HQ with one inexperienced squad is awake and in the streets organising the fighting of the fires.

The rest of the Germans are billeted in the houses around the edge.

The objectives:

There are 3 objectives:

- The area behind the Town Hall,
- The central Fountain and
- The area between the Church and Cafe.

The Forces:

There are two of each army as shown here, plus reinforcements (including a German Panzer IV H!)

Preliminary Turn:

Before Turn 1 begins, we deal with the German initial placement, US paratroop drop and its immediate aftermath.

German Initial Placement:

The HQ unit and one Inexperienced squad is helping fight the fires. Place them within 9" of the burning buildings. The squad must be within 6" of the HQ unit.

The remaining units are billeted in the houses around the edge. Ignoring Church, Town Hall and burning buildings, number each building. Then randomly allocate each unit to a building, placing them on the 2nd or 3rd storey. We used playing cards to allocate the buildings. (Ace = 1st building, 2 = second and so on through to the King - 13 buildings in all).

US Paratroop Drop:

The drop is simulated by creating a 1" square to represent each paratrooper. 1 squad, plus one man of the HQ squad and one man of the MMG team are placed on a ruler. The Medic is added to one of the three rulers. This makes 11 or 12 men per ruler. The ruler is held 36 inches above the table over the centre of the half of the board belonging to the player. It is then turned over and the bits of paper flutter down onto the board. Once all the paratrooper counters are dropped, turn over the counters and place the appropriate men on the counter. Any men dropping into the burning buildings are killed. Men dropping off table form a separate unit coming on on turn 2 the same time as the other reinforcements.

The Reaction:

Any paratroopers landing within 6" of a German unit immediately go into Close combat, fighting at the same time. Although they are Veteran, due to the chaos and encumbrance of parachutes and equipment storage, they are killed on a

D-Day 6 June 1944 - Northern France

In the early hours of 6 June 1944, US and English paratroopers dropped into France. The planned landing zones were all within about 10km of the objectives allowing the men to regroup and assault the objectives in force. Unfortunately, a house in Sainte Mere Eglise had caught on fire and a platoon of the 82nd Airborne Division dropped right into the center of the town right amongst the Germans and townsfolk who were out fighting the fire. In the real battle only about 30 men dropped into the town and were defeated by the German defenders. The town was eventually captured at around 4:30am by other paratroopers that had landed in better conditions and assaulted in force.

In this game we have modified the situation to make it into more of a balanced game. Two platoons are dropping into town and many of the Germans are asleep during the drop.

Let's see how it works out for you.

Germans

1 x Regular HQ (2nd Lt SMG, 2 x Rifles)
2 x Regular Heer (NCO with SMG, LMG, 8 rifles)
3 x Green Grenadiers (NCO with rifle, LMG, 8 rifles)
1 x Regular MMG
7 dice, 597 Points, 56 men

US Paratroopers

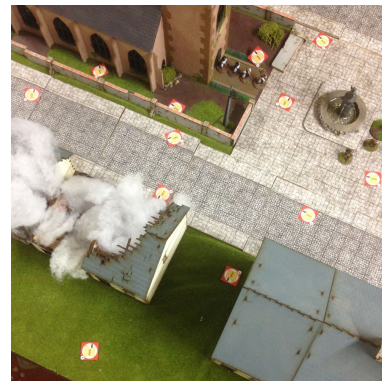
1 x Veteran HQ (2nd Lt Rifle, 2 x Rifles)
3 x Veteran Paratroopers (NCO with SMG, LMG, 7 rifles)
1 x Veteran Medic (Pistol)
1 x Veteran MMG (3 Men)
6 Dice, 601 Points, 34 men

German Rescue

1 x Regular HQ (2nd Lt Rifle, 2 x Rifles)
2 x Panzergrenadiers (NCO with rifle, LMG, 6 rifles)
2 x Sdkfz 251/1 Hanomags
1 x Panzer IV Ausf H
6 dice, 606 Points, 19 men

More US Para's

1 x Veteran HQ (2nd Lt Rifle, 2 x Rifles)
2 x Veteran Paratroopers (NCO with Rifle, LMG, 8 rifles)
2 x Veteran Bazooka Teams (Rifles)
1 x Veteran MMG (3 Men)
6 Dice, 606 Points, 30 men



4+ for this close assault phase. Once all close assaults are resolved, each of the NCO's and Lieutenants rally their troops. ("To ME! To ME!") Each paratrooper can then move up to 12" towards the nearest officer, but cannot go within 3" of any surviving Germans. The Officer can also move 6" to assist in the rallying. If there are insufficient officers (*we had one game with the Lieutenant and 2 NCOs killed in the close combat phase!*) a paratrooper can become a field NCO. Pick a figure and roll a die - 4, 5 or 6 makes him someone that can gather his fellows together. He is now an NCO for the game. You only get 4 attempts at making up to 2 new NCOs.

At this point, allocate dice to units of 3 or more men. If a man (or men) is on the top of a tower or a building, he can stay as a "wanna-be" sniper with his own order dice. You may find you have units of 3 to 15 men, depending on how they all drop. Work out how many dice are for each side and place them in the dice bag.

Turn 1:

For each German unit in the houses to be activated, a 4+ is required for them to be alert enough to act this turn. A failed die roll results in a DOWN order.

Paratroopers cannot do a RUN order in turn 1. They can Close Combat on an ADVANCE order, but cannot move more than 6". They've run enough so far.

Lone paratroopers must RUN to the nearest NCO. The rest of his squad can perform whatever order is desired as usual, but he has to RUN unless he is within 6" of the enemy in which case he goes DOWN or fires at the same target as the rest of his squad. Now Turn one begins with the modified dice count.

Turn 2:

Reinforcements arrive. No Morale roll is required to come on. Roll an order die and the arrow on the die indicates which edge the Germans come in from.

For each US order die, roll a die to determine which of the other three edges the unit comes in from. Then the player selects which unit. This gives the bazookas and the tank something to consider!

Night Fighting Rules:

To add even more flavour, the drop occurs in the early hours of the morning. All units within 12" of the burning buildings are treated as if they are in daylight. Everyone else needs to follow the standard Night Time fighting rules.

Night Fighting Rules Summary.

To see a unit, roll 2D6 and add the following modifiers:

Visibility Modifiers

- +6" The target has a 'Fire', 'Advance', 'Run' or 'Rally' order die on it.
- 6" The target has a 'Down' order die on it.
- 6" The target is a single infantry model
- +6" The target is a vehicle
- +6" The target has fired (Muzzle Flash)

If you don't see the unit, your Fire order is used up. If you do Fire place a muzzle flash indicator next to the unit. This is removed when the next order dice for that unit is activated.

Dawn breaks from turn 3, roll dice + turn number. If 8+ Dawn breaks. Until then Night Fighting rules are in force.

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