

ASSAULT ON VIERVILLE



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the village. It was then the Germans decided to mount a counterattack. The battle was a wild free-for-all as first one side and then the other sent reinforcements; and although the Germans briefly recaptured most of Vierville, by the end of the day the American paratroopers had driven them out.

Mark Walker

VIERVILLE, FRANCE; JUNE 7TH, 1944

The French village of Vierville straddled the road from Utah Beach to St. Come du Mont—a location key to the Americans and Germans alike. The Yanks captured Vierville on June 6th, 1944, but on June 7th, most of the 2nd Battalion of the 506th Parachute Infantry Regiment vacated the town, leaving only a small holding force from the 1st Battalion to guard

ORDER OF BATTLE



AMERICANS

Elements 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division; set up first in or within three hexes of 15H6, inclusive:

- 2 x 2-5-4
- 1 x 1-4-4
- 1 x M1919A4
- Cpl Medrow
- Sniper (as per 11.4)



GERMANS

Elements of 1058th Grenadier Regiment: enter on Turn 1 as per SSR 3:

- 3 x 1-6-4
- 1 x 1-5-4
- 1 x MG42
- 2 x MG34
- Lt Plassmann
- Lt Koch
- Medic

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 15; hexrow xx1 is the north edge.

SCENARIO LENGTH

Six Turns. The German player has the initiative on Turn 1. Track turns on the table below:

1	2	3	4	5	6
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VICTORY CONDITIONS



To win, a side must control (22.1) four Building hexes within three hexes of 15H7 at the end of the scenario. Any other outcome is a draw. The Americans control all the Building hexes at the start of the scenario.

SPECIAL SCENARIO RULES

1. All Buildings are Level-1.
2. Neither side can generate Heroes.
3. The German 1058th Grenadiers' point of entry is randomly determined. Before the first German impulse on Turn 1, roll 1d6: if the number rolled is 1-2, the Germans enter via the east edge; 3-4, the north edge; and 5-6, the west edge. The German player never enters via the south edge.

EVENT MARKERS



Place Event Marker A (Occupation) on hex 15J5. German activation only. When activated, remove Event Markers A and B and read Paragraph One.



Place Event Marker B (Occupation) on hex 15F5. German activation only. When activated, remove Event Markers A and B and read Paragraph One.

PARAGRAPHS

STOP! PLEASE DON'T READ AHEAD!

DO NOT READ THESE PARAGRAPHS UNTIL INSTRUCTED TO BY THE SCENARIO!

Paragraph One

On the outskirts of the city your scout spots the dusty field gray of the Wehrmacht. Reinforcements! Beginning in the next friendly impulse, the German player can bring on 4 x 1-6-4, 1 x MG34, 1 x MG 42, and Sgt. Baumann (with Assaulter Skill) via any Map edge except the south edge. All units must enter via the same edge, and follow normal activation rules during entry. That's the good news. The bad news is that the scout reports an American column hot on the Germans' heels. In any friendly impulse **AFTER** the first German reinforcement unit enters the Map, the American player can bring on Major Tom, 1 x 2-5-4, Hero Hird (no Skill), and 1 x BAR via any Map edge adjacent to the edge from which the German units enter (including the south side). All units must enter via the same edge, and follow normal activation rules during entry.