

BLOODY CROSSROAD



WEST OF ST MERE EGLISE, FRANCE, MORNING OF JUNE 7, 1944

On D+1, the 82nd Airborne attempted to secure St Mère Eglise by establishing roadblocks and patrols surrounding the village. The Germans prepared counter-attacks at crucial points along the road. Elements of the 1058th regiment are sent in to take one of the crucial crossroads west of the village.

This scenario is an attempt to adapt the Forgotten Heroes scenario A Friend in Need to Band of Heroes.

ORDER OF BATTLE



AMERICANS

Elements of 3rd Battalion, 505th PIR, 82nd Airborne Division, set up first within two hexes of 14d6:

- » 2x 1-4-4
- » 2x BAR
- » Lt Clarkson (with Plough The Row Skill Card)
- » 1x .50 Cal WT



GERMANS

Elements of 1058th Regiment, 91st Infantry Division, enter anywhere on the west edge of Map 14 on turn 2:

- » 9x 1-6-4
- » 1x 50mm WT
- » 2x MG 34
- » Sgt Baumann (with Decisive Skill Card)
- » 1x Hero
- » 1x MG 42

VICTORY CONDITIONS



If a player has a unit in or adjacent to 14D5, and no enemy units are in those hexes, he gains 6VP.

Each eliminated enemy unit (SMC, WT, Squad) counts as 1 VP, each eliminated enemy Half-squad counts as ½ VP.

At the end of 5 turns, the player with the greater VP total is the winner.

SCENARIO LENGTH: FIVE TURNS. THE GERMAN PLAYER HAS THE INITIATIVE ON THE FIRST TURN.



EVENT MARKERS

- » Event Marker A (Line of Sight) place on 14H7. German activation only. When activated read Paragraph One.
- » Event Marker B (Occupation) place on 14J6. German activation only. When activated read Paragraph Two.
- » Event Marker C (Occupation) place on 14H3. German activation only. When activated read Paragraph Two.

PARAGRAPHS...

> PLEASE DON'T READ AHEAD
> STOP! DO NOT READ THESE PARAGRAPHS UNTIL INSTRUCTED TO DO SO BY THE SCENARIO.

Paragraph One
 Remove event marker A: "Actung!" Rushing from the north, a patrol joins the battle. Place 2x American 2-5-4, 1x American 2-5-4 with M1919A4 (dismantled), and Sgt Fury in 14H8. Roll 1d6: if result is odd, mark with an Assault Move marker.
 Paragraph Two
 Remove event markers B and C: The radioman brings you good news, and you need it: the artillery support you called in this morning is finally ready. You now have available two modules of 81mm (3FP) artillery: "Gut! Feuer!"