

THE STOVEPIPE BLUFF



WEST OF TURCQUEVILLE, FRANCE; JUNE 6TH, 1944

On D-Day, the Airborne drops were scattered all over Normandy, and the paras had difficulty coming together and forming cohesive units. They did as best as they could with whomever they met up, using the weapons and supplies they could gather. Paratrooper Dorian Ash was no different. After a bad drop, he encountered a few friendly troops and, despite the frequent appearance of German soldiers hunting them down, attempted to find a larger group from his unit.

—Jeff Lewis

Designer's Note: From the short story, "The Stovepipe Bluff", Hero Ash represents Dorian Ash; the 1-4-4 Half-squad represents Privates Hanson and Eddings; Lt. Michael represents Lt. Timothy Morrissey; Cpl. Medrow represents Cpl. Baker; and Sgt. Beck represents Obergefreiter Schmidt.

ORDER OF BATTLE

AMERICANS

Elements of the 101st Airborne Division; set up first as follows:



In hex 64B6:

- ✘ 1 x 1-4-4
- ✘ Hero (Ash) w/ Rocket Man Skill
- ✘ 1 x Bazooka (for Ash)

GERMANS

Elemente der Infanterie Division 91.; set up second or enter as follows:



In hex 64B5:

- ✘ 1 x 0-5-4
- ✘ 1 x MG34
- ✘ 1 x Foxholes

Enter on Turn 3 via hex 64H1, using Assault Move, MMC as passengers:

- ✘ 1 x 1-6-4
- ✘ 1 x SdKfz 251

Enter on Turn 5 via hex 64A4:

- ✘ 1 x 1-6-4
- ✘ Sgt Baumann w/ Assaulter Skill

THE STOVEPIPE BLUFF

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Maps 63 & 64; hexrow 64Axx is the north edge, hexrows 64xx1-63xx8 comprise the east edge, hexrow 63Axx is the south edge, hexrows 64xx8-63xx1 comprise the west edge. The half-hex 6308 is not in play, but all other half-hexes are in play.

SCENARIO LENGTH

Indefinite duration (Event dependent). The Americans have the initiative on Turns 1-4; roll for initiative from Turn 5 onward.

VICTORY CONDITIONS

To win, the American Hero (Ash) must activate the three Event markers on the Playable Area, in alphabetical order; more on the Victory Conditions will be revealed as the Event markers are activated. If Ash is eliminated before all of the Events are activated, the Germans win.

SPECIAL SCENARIO RULES

- 1. Night:** Night rules (20.0) are in effect.
- 2. Bazooka:** Ash's Bazooka only has two rounds, and he can only fire it once until Event Marker C is activated. This includes using it in a Close Assault (17.1).
- 3. Bull:** Ash is a Hero, and he's tougher than most. Ignore the first Wounded result he receives.
- 4. Surprise:** If the Americans choose to Melee the Germans as their first action of the scenario, the Germans only defend in the first round of Melee.
- 5. Heroes:** The Americans cannot spawn Heroes. The Germans can spawn Heroes but they do not get a Skill.
- 6. Streams:** The Stream hexsides are Type-5 Stream hexsides (10.5.1); all units are prohibited from crossing them. However, there is a small Ford at hexsides 64M4/N5, where it is a Type-3 Stream, and it costs Leg units +2 MPs to cross the hexside and T-type vehicles +4 MPs to cross the hexside.

EVENTS

Event Marker A (Occupation): Place Event Marker A on hex 64B5. American Hero (Ash) activation only. When activated the activating unit(s)'s impulse is



THE STOVEPIPE BLUFF

over—unless entering Melee; then resolve the Melee first. Remove the Event marker and read Paragraph One.

Event Marker B (Occupation): Place Event Marker B on hex 64J5. American Hero (Ash) activation only. When activated the activating unit(s)'s impulse is over—unless entering Melee or Close Assault; then resolve the Melee or Close Assault first. Remove the Event marker and read Paragraph Two.

Event Marker C (Occupation): Place Event Marker C on hex 63N4. American Hero (Ash) activation only. When activated the activating unit(s)'s impulse is over—unless entering Melee; then resolve the Melee first. Remove the Event marker and read Paragraph Three.

PARAGRAPHS

STOP!

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

Paragraph One

Ash was struck to his core by how easily he had killed so many Germans, the entire machine-gun nest. He'd never killed a man before, and now he'd killed many. He didn't have time to wait; he can hear Germans in the distance, and they are getting closer. He can make out a farmhouse and a barn in the distance, about half a kilometer away, and he thinks that's the direction of his Drop Zone (DZ). Plus, it's away from the approaching Germans. On the next turn's Rally Phase, roll 1d6: if the result is even, a German 1 x 0-5-4 Half-squad enters via hex 64A5 during the next turn's Operations Phase; if the result is odd, a German 1 x 1-5-4 Half-squad enters via hex 64A5 during the next turn's Operations Phase.

Paragraph Two

As Ash enters the hex he hears a whisper and then sees a man on the ground by the stone wall, pointing a pistol at him; instinct and the recognition of an American pilot's uniform keep him from squeezing the trigger on his M1. The man introduces himself as Lt. Timothy Morrissey, a C-47 pilot whose plane was shot down during the drop. Place Lt. Michael, in Good Order, in the hex. Injury free, the lieutenant had been looking for other Americans, and had been hunkered down by the wall, hoping they'd come to him. With Germans coming toward them from the north and east, they had to get moving. After landing, the lieutenant had followed the stream around the pasture, and he tells Ash that the stream cannot be crossed save for at a small section (M4/N5) across the pasture on the other side of the wall. Only problem: the pasture is a minefield. In a moment of quick-thinking, the lieutenant encourages a cow to cross the pasture, a sort of bovine minesweeper. In every Clear hex within the Wall/Stream/Barn area on Map 64, the Americans must roll 1d6: if the result is a 6 they are attacked by Mines with 1 FP; it's a straight opposed die-roll with no modifiers: 1d6 + 1 (Mines' FP) vs. 1d6. The Americans must roll for each hex entered, no matter how many times a unit or units enter it. German Leg units can enter the minefield without concern for the Mines (the SdKfz 251 must also roll), but no German units that begin the scenario on the Map or enter as reinforcements can cross the Stream.

HEROES OF NORMANDY - THE UNTOLD STORIES VOL. 1

Paragraph Three

After getting through the minefield, Ash is pleased to see some men from his unit, including Cpl. Baker. The current turn is over. Place Cpl. Medrow and 1 x 2-5-4 in hex 63M3, and 1 x 1-4-4 in hex 63N4. If Ash is wounded, he can be healed if he passes a Morale Check (he can only attempt this once). Baker/Medrow informs Ash of a stubborn German heavy machine-gun position across the Road in a Bunker. In hex 63L5, place Sgt. Beck w/ Die Hard Skill, 1 x 7.92 MG WT and 1 x Bunker (+2), facing the M4 hexside. The scenario has two turns left. For the Americans to win, they must either eliminate the German units in the Bunker or get them to surrender. Ash has one Bazooka round left; however, he knows a little bit of German. Once Ash is out of ammo for the Bazooka, he can attempt to bluff the Germans in to surrendering. To attempt a bluff, make a normal to-hit roll with the Bazooka, including all modifiers, even Target Acquisition; if a "hit" is rolled, the Germans surrender, and the Americans win the scenario immediately. If the bluff fails, the Americans can still win if they are able to eliminate the Germans. Any other outcome results in a German Victory. If the Americans win and the 1-4-4 Half-squad (Pvts. Hanson and Eddings from the story) that begins the scenario with Ash and Lt. Michael (Lt. Morrissey) survive, in Good Order, consider it an Extra-Special Victory.