

RETAKING VIERVILLE

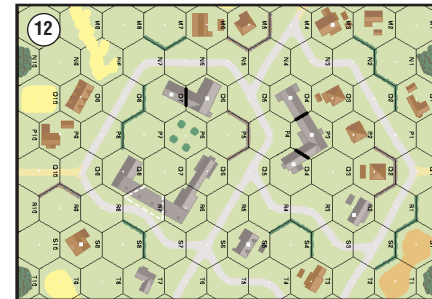
JDJ 1.1

DESIGNED BY JOHN D. JOHNSON



VICTORY CONDITIONS: The Americans win at game end if there are no good order German MMC in buildings P3 and R6.

☆ AMERICANS SET UP FIRST	1	2	3	4	5
+ GERMANS MOVE FIRST					



Only hexrows M-T on board 12 are in play

AMERICAN

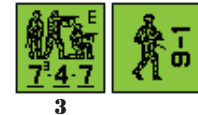
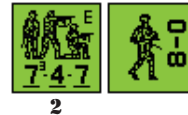
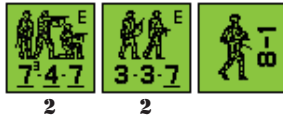
Elements of 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR:5] {SAN:4}:

set up on road hexes P4, Q5, R5, S6, T6 with no more than 1 MMC per hex

Enter on Turn 1 along the North edge:

Enter on Turn 2 along the North edge:

Enter on Turn 3 along the North edge:



VASL artwork used with permission of Rodney Kinney

GERMAN

Elements of the 1058th Grenadier Regiment [ELR:3]

enter on Turn 1 along the East edge {SAN:4}:



Recon elements of the 12th SS Panzer Division (Hitler Jugend) [ELR:5]

enter on Turn 2 along the East edge {SAN:4}:



Elements of the 919th Grenadier Regiment [ELR:3]

enter on Turn 1 along the West edge {SAN:4}:



Elements of the 6th Parachute Regiment [ELR:5]

enter on Turn 3 along the East edge {SAN:4}:



SSR:

1. EC are moderate with no wind at start. Kindling is NA.
2. Germans do not have PF capability.
3. Gullies do not exist. All gully hexes are grain hexes instead.
4. German forces may not enter hexrows M or N during the first turn of play.
5. As a reminder to new players, reinforcements may enter the board via advance during the Advance Phase (as opposed to movement in the Movement Phase) during their respective turn of entry.

AFTERMATH:

Small units from the 1st Battalion, 506th PIR rushed to Vierville and threw themselves into a pitched battle with the Germans. The tide of battle changed several times as each side received reinforcements. Ultimately, airborne firepower and determination proved too much for the Germans, who gave up their brief hold on Vierville after a tough fight.

PLAYTEST REQUEST:

If you playtest this scenario, please let me know the experience level of the players. I'd be interested in finding out if the scenario is balanced when two relatively inexperienced players play it, but unbalanced when two experienced players play it (or vice versa). Any and all suggestions are welcome.

DESIGNER'S NOTES:

In designing this scenario, I had one major goal: to create a fun, fast, all infantry "beginner" scenario. For years, I have searched for a great "beginner" scenario, but have never really been satisfied with those that are out there. I wanted a scenario where both sides got good troops and had an opportunity to move and attack. I think that the reinforcements that each player receives in the each of the first three turns gives each players a feel for the harried, fluid nature of the engagements in Normandy both during and immediately after D-Day.

The inspiration for this scenario comes from Donald Burgett's book, "Currahee". Mr. Burgett was a member of the 506th PIR, and participated in the fight for Vierville on June 7. In his account, he describes a pitched battle in which both sides received continual reinforcements, and in which Waffen SS troops reinforced the initial wave of German attackers. It is possible that Mr. Burgett confused Von Heydte's paratroopers from the 6th Parachute Regiment with Waffen SS soldiers. Von Heydte's paratroopers were definitely counterattacking in the Vierville area, while the closest SS unit (12th SS Panzer) was several miles east on June 7 and was attempting to counterattack the British beachheads. I consulted a variety of other sources, but was unable to verify Mr. Burgett's account that SS troops participated in the battle. In the interest of fun, I've used both SS and German paratroopers in my scenario. In the interest of simplicity (and consistent with Mr. Burgett's account), I have not given the Germans PF capability. Also in the interest of simplicity, I have omitted the OBA and German calvary reinforcements described in Mr. Burgett's account.