

Allied Squad 2

It is 0025 Zulu on June 6th, 1944.

Your mission is to capture the village of Varelles, a small hamlet about a quarter mile or so east of the river bridge at Pont Le Canard, near the border of the US and British/Commonwealth areas just inland from the landing beaches.

Currently, your squad is about to jump out of a rather rickety Abermarle transport aircraft converted for parachute drops. Your main objective is to secure the village church, whose spire provides an excellent vantage point for a sniper or Spandau. Your secondary objective is to reinforce the glider landing at Pont Le Canard - while this is a secondary target, it will be of great help should the bridge be captured intact.

The village is believed to be garrisoned by a single squad, largely billeted in the houses.

Special Rules

Your target drop point is in the large field east of the church. Your Abermarle has come in on a course due S over the Normandy coast. Determine the jump order for your squad, and roll d10 x 2cm scatter (as per grenade/mortar scatter) from 10cm S, 30cm W of the NE corner of the board (X on the map). This is your drop point for the first soldier out of the plane. Lay a tape measure from here due S: each soldier after the first will drop 10cm further down the tape measure, with a d10 cm scatter from that point. Soldiers that wind up off the edge of the table start on the edge.

Roll on landing against the wounds table.

Open ground	2d6
Rough terrain	3d6
Woods, river	4d6

It is **dark**. In the absence of anyone firing off a flare (your Leaders have flare pistols), *any* targets at more than 20cm range require a Spot roll. Flares will last for 2 rounds.

German Squad 2

It's a little after midnight on a dark, clear night at the beginning of June 1944. Your Panzergrenadier squad has been withdrawn from a long stint on the Eastern Front to a cushy job garrisoning the village of Varelles, a small hamlet about a quarter mile or so east of the river bridge at Pont Le Canard, just inland from the Normandy coast.

Special Rules

You should deploy half your squad on patrol (including either the *Gefreiter* or *Obergefreiter*, one MG34 gunner and one assistant) within the boundaries of the village of Varelles (the shaded area). You may station the MG34 and assistant in the church steeple (the building marked A) if wished.

The remainder of the squad is asleep in the buildings in the vilage other than the church, no more than two to a building. Sleeping figures will take no other action on the round they wake.

In the event of something untoward happening, your squad will initially need to roll 12+ to notice - remember, it is **dark**, and periodically things of no concern to you do happen (like Allied bombing raids, etc).

Base roll	2d6+VT
Loud noises within 40cm	+1d6
Someone else within 20cm has noticed	+1d6
Gunfire/grenades within 60cm	+1d6
Asleep or otherwise occupied	-1d6
Other modifiers	Umpire's discretion

In the absence of anyone firing off a flare (your Leaders have flare pistols), *any* targets at more than 20cm range require a Spot roll. Flares will last for 2 rounds.

