

Allied Squad 3

It is 0025 Zulu on June 6th, 1944.

The DC-3 in which you are being transported to your drop zone has been hit by flak on its approach run. The port engine is on fire, and you're going to be dropping *now!*

Your mission is to destroy the railway line at Feuillettes, about a quarter mile west of the river bridge at Pont Le Canard.

The nearest German garrisons are a squad at Pont Le Canard (which is going to be dealing with a glider-borne assault from the British), and a second squad garrisoned in a farm about a half-mile west.

Special Rules

Designate one of your squad to be carrying the demolition charges. They will take a turn to set the charges performing no other action, without being pinned or wounded. If they are killed, another member of the squad may take over. Once they're set, he must retreat to a safe distance (treat as a mortar blast) and use another action to set them off (again without being pinned or wounded. You may use a Move and Fire action to do this.)

Your target drop point is in the large field west of the railway. Your DC-3 has come in on a course due S over the Normandy coast, and roughly 50cm from the west edge of the table. Determine the jump order for your squad, and roll d10 x 2cm scatter (as per grenade/mortar scatter) from 10cm S, 50cm E of the NW 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 3

It's a little after midnight on a dark, clear night at the beginning of June 1944. Your squad has been withdrawn from a long stint in Italy to a cushy job on the Normandy coast. You are billeted at a small farm just west of the railway line to the coast, along with a quad 20mm flak gun and its crew.

The Feldwebel in charge of your overall detachment has pulled rank and swiped the Opel Blitz to go and visit his girlfriend a few miles inland. The flak crew are taking advantage of his absence, and his edict about saving ammo, to take a few speculative potshots at what appeared to be the stragglers from a British bombing raid... A hit. And silhouetted in the flames from the transport plane as it goes down you can see ... parachutes. Far too many parachutes for the *verdammt* RAF.

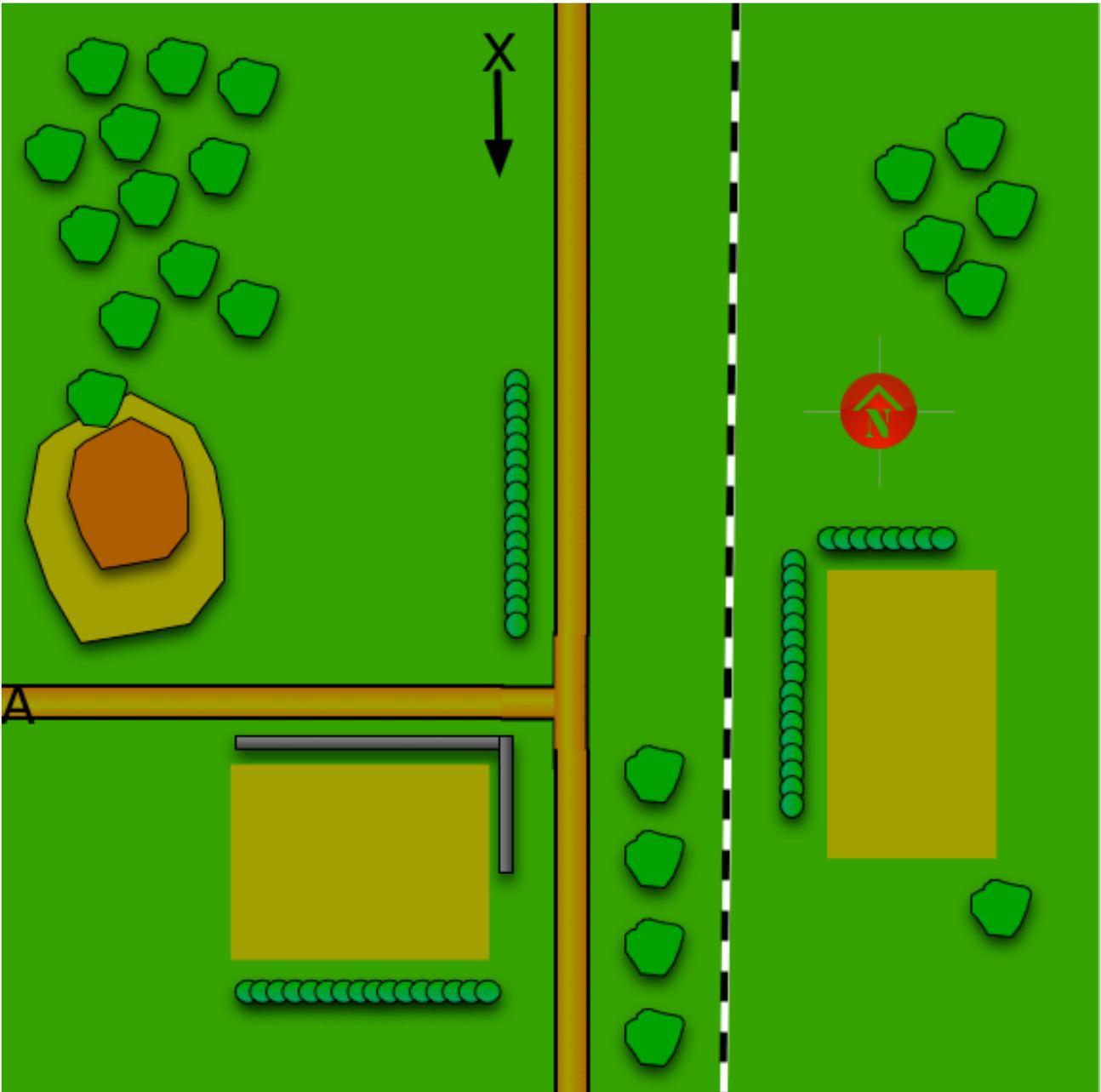
Pausing only to kick your sleeping squad mates out of bed, you head out to investigate.

Special Rules

Designate half your squad as on duty, including one or other officer. These will appear on the road at point A on the western edge of the board on Turn 1 (after the paratroops land).

Your second half squad will appear on Turn 3 in the same spot.

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.



For 28mm figures, ideally the track should be S gauge to be to scale. However, 00/H0 is much easier to come by and considerably cheaper!