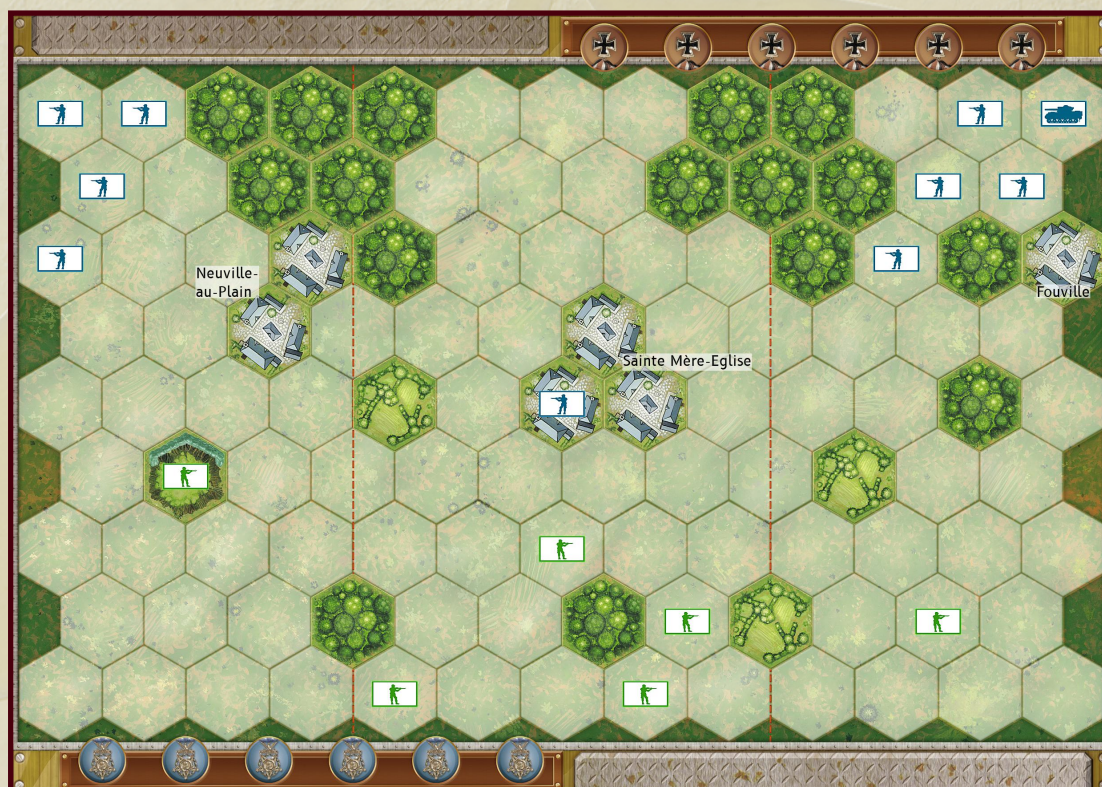









SAINTE-MÈRE-EGLISE



Setup order

- 1  x16
- 2  x6
- 3  x3
- 4  x1
- 5  x1

Historical Background

Establishment of a defensive base at Ste. Mère-Église was one of the key objectives of the US 82nd Airborne Division. In contrast with other regiments, the 505th Parachute Infantry, landing northwest of Ste. Mère-Église, had one of the most accurate drops. Rapidly regrouping and tipped by a French native to the presence of German troops in town, the paratroopers planned to surround Ste. Mère-Église and move in with knives, bayonets and grenades.

In the meantime, to the north, Lt. Turner Turnbull deployed his force on high ground near Neuville-au-Plain, engaging and fighting the enemy to a draw. This bought some crucial time for the battalions around Ste. Mère-Église, giving them a chance to meet the German southern thrust and annihilate several enemy units. This led to an overestimation by German command of American strength in this sector, and as a result, the Germans withdrew.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 4 command cards

Allied Player: Take 5 command cards.
You move first.

Conditions of Victory

4 Medals

Special Rules

Before the Allied side takes its first turn, the Allied player has an additional airdrop.

Hold 4 Infantry figures in your hand about 12 inches - roughly the height of the box set on its side - above the battlefield.

Drop the figures. If a figure falls off the board or lands in a hex with another friendly or enemy unit, this figure is out of action and placed back into the box. No Victory Medal is awarded to the Axis player on this occasion.

If the figure is not out-of-action, place an additional 3 figures from the box into the Infantry figure's hex. The unit landed safely and is ready for action.