

US Sheet

Movement

Move Normal	7"
Move Fast	10"
Move and Fire	5"
Sneak	3"

Movement Modifiers

Climb Fence / pass through bush	Cannot Move Fast or Fire
Get out of Trench	Cannot Move Fast
Get into Trench	Cannot Move Fast
Stand from Prone	Cannot Move Fast
Each wound	-1" Cannot Move Fast
Suppressed	Can only Fire or Sneak

Sequence of Play

US Move and/or Fire
German Grenades explode
US remove suppression markers
German Morale
Germans Move
German Fire (including 105's if applicable)
Germans Remove suppression markers

Firing

Roll the number of dice for the weapon firing adding or deducting any modifier dice. Compare the results on the 'Result of dice roll' table. You need doubles of the numbers on the table to get a kill or suppression, if you roll three of the same number under the suppress column it will count as two suppressions, if you roll four of the same it will count as three suppressions.

Basic Dice

Rifle/Carbine	3
SMG	3 (plus one dice per figure in template)
.30 cal	4 (plus one dice per figure in template)

Fire Modifiers

Firer Suppressed	-1 Dice
Each wound	-1 Dice
Moved and Fired	-1 Dice
Target Under 12"	+1 Dice (does not apply to .30cal)
Target in open	+1 Dice
Lipton when up tree	+1 Dice

Result of dice roll

Doubles of the numbers below are required

Cover	Kill	Suppress
Target in Open	1, 2, 3	4, 5, 6
Target in Light cover	1, 2	3, 4, 5, 6
Target in Hard cover	1	2, 3, 4, 5, 6

Grenades

Pick your point of aim upto a maximum of 12"

Roll 1d6	1" – 6"	6" – 12"
1 – 4	= On target	1 – 3 = On target
5	= 2" Long	4 = 3" Long
6	= 2" Short	5 – 6 = 3" Short

Blast Effect

Place template where the grenade actually lands and roll 2d6 plus one dice per figure in the burst area

Any doubles = Kill

+1 kill for three the same

+2 kills for four the same

Any figures not killed will be stunned until the next US turn and then suppressed during the German turn.

If the grenade falls out side of the trench any figures in the trench are unaffected.

Avoiding German grenades

When avoiding German grenades a figure cannot move nearer the enemy and cannot fire or throw grenades. Figures cannot ignore a grenade and move past unless running to get to safety.

Hand to Hand

If contact is made by opposing figures the US paratroopers will roll 2d6 and the German will roll 1d6, the highest roll wins.

If the German wins roll on the wound table.

If the paratrooper wins roll 1 d6: 1 – 3 = killed, 4 – 6 = wounded and surrender.

If a draw, continue next turn.

If two paratrooper s v one German roll 4d6 versus the German 1d6. If the German wins one paratrooper is killed, if a draw one paratrooper wounded.

Deduct one point from the die roll total for each wound or/and suppression marker.

US Para wounds

If a US paratrooper figure receives three wounds he is killed.

Germans Surrendering

Surrendering Germans must be guarded or they will attempt to run. One paratrooper can guard upto six Germans.

German Sheet

Movement

Move Normal	7"
Move Fast	10"
Move and Fire	5"
Sneak	3"

Movement Modifiers

Climb Fence / pass through bush	Cannot Move Fast or Fire
Get out of Trench	Cannot Move Fast
Get into Trench	Cannot Move Fast
Stand from Prone	Cannot Move Fast
Suppressed	Can only Fire or Sneak

Sequence of Play

US Move and/or Fire
German Grenades explode
US remove suppression markers
German Morale
Germans Move
German Fire (including 105's if applicable)
Germans remove suppression markers

Firing

Basic Dice

Rifle	2 + 1 different colour*
SMG/Assault Rifle	3
MG42	4 (plus one dice per figure in template)

* The different coloured die does not count towards doubles only for three of a kind.

Modifiers

Under 12"	+1 Dice (Does not apply to MG42)
Target in open	+1 Dice
Target prone in cover	-1 Dice
Firer suppressed	-1 Dice (per suppression marker on firer)
MG42 with no loader	-1 Dice
Move and Fire	-1 Dice (fallschrimjager only)

If modifiers reduce the number of dice to 1 or less you cannot fire.

Result of dice roll

Three the same	= Wound
Any Double	= Suppressed

Wound Table (Roll 3d6)

All the same	= Killed
Any double	= Wound
All different	= Suppressed

German Morale

When German figures have been suppressed they may run or surrender.

Roll 2d6 for each figure **over** 12" from the firer

Roll 1d6 if **under** 12" from the firer

Roll one or two d6 needing greater than the number of suppression markers to pass.

If they fail:

If within 12" of the firer	Roll 1d6: 1 – 3 Surrender, 4 – 6 Run
If over 12" from the firer	Run

When Germans do run:

If in trench – run towards tree line.

If in tree line – run off table

Morale Modifiers (Apply to dice roll)

Each friendly figure within 3"	+1
Fallschrimjager	+1
Enemy over 12"	+1
Enemy within 6"	-1
Seen friendly figure Run or Killed this turn	-1 (max -1)

German Confusion roll

On the first five turns that the German MG42 teams fire they will have to roll 2 d6 per gun firing to see if the confusion will make them fire at their own positions. Roll **3d6**, if any double is rolled the gun will fire on the nearest friendly figures. Confusion rolls last for 5 turns after the Germans are aware of an attack.

Artillery Fire (optional)

Roll 1 average die to see when the artillery will start firing. Each gun firing counts as 1 point to the Germans. The guns will roll an average die on each turn they fire to see when the next round of firing will be.

If the artillery crew fire small arms the gun cannot fire.

Hand to Hand – See US sheet for how it works

Grenades

Germans are allowed 5 grenades during the game. Unlike US grenades there will be a delay before going off. Grenades can be thrown by any figure in the firing step but do not go off until after the US have moved.

Blast Effect

Place template on the point of aim and roll 2d6 plus one dice per figure in the burst area
Any doubles = wound, any other suppressed.

Additional rules and Examples

Paratroopers can only receive one suppression marker per turn.

Germans can receive many suppression markers per turn.

Regular German infantry and Artillery crew cannot move and fire.

Fallschirmjager can move and fire.

.30 cal MG and SMG's can only kill one figure per shot but can suppress multiple targets if within the template.

When a figure is wounded he falls prone and cannot fire or move during the next turn.

All US except .30 cal teams have one grenade each.

Moving and cover explanations

All explanations below are if you are in the trench and being fired at from a position that crosses the side of the trench. If seen along the trench you will always count as in the open.

Move normal – count as hard cover
Move fast – count as light cover
Move and fire – count as light cover
Sneak – cannot be seen

Explanations below are for figures in the open

Prone – count as light cover.
Sneak – count as light cover
Move fast – count as light cover

Shooting Examples

US Para Firing

SMG – Firer stationary – Hard cover – range 16"

Roll 4d6 – 4 dice for SMG no modifiers

Result is 1, 1, 1, 6 = Kill
1, 3, 3, 5 = One suppression
4, 4, 4, 5 = Two suppression

Rifle – Firer suppressed – open – range 13"

Roll 2d6 – 3 dice for Rifle, minus 1 Firer suppressed

Result is 5, 5 = One suppression
3, 3 = Kill

Rifle – Firer moved – open – range 6"

Roll 3d6 – 3 dice for rifle, minus 1 Firer moved, plus 1 range under 12".

Result is 1, 1, 6 = Kill
5, 5, 5 = Two suppression

German Morale Examples

A figure with 3 suppression markers who has 1 friendly figure within 3" being fired on at less than 12".

Result: + 1 – 1 = 0 to dice roll leaving 3 or less to fail.

If they fail: Roll 1d6: A roll of 1, 2 or 3 will make the figure surrender, 4, 5 or 6 figure will run.

A figure with 4 suppression markers who has no friendly figure within 3" being fired at from greater than 12", seen friendly figure killed.

Result : + 1 to dice roll leaving 5 or less to fail

Roll 2d6: a roll of 2, 3, 4 or 5 will make the figure run

Grenade Blast Example

Three figures in the blast area: roll 5d6 – 2d6 plus one for each figure in the area.

Result 1, 2, 2, 4, 4 = Two killed
1, 1, 1, 3, 6 = Two killed

Reinforcements

After the first Howitzer is destroyed the German player will roll four d6 needing four of the same to have the fallschirmjager arrive early. When they do arrive, roll d100 3 times which will be the distance in inches a group of three enter the table.

Ronald Spiers and five paratroopers arrive after the third Howitzer is destroyed or captured. If the fallschirmjager are not already on table they will also arrive.

Destroying Howitzers

Sgt. Carwood Lipton or Pvt. John D Halls **must** be at the Howitzer for it to be blown up (they are the only two with explosives).

One figure must be adjacent to the gun for a whole move doing nothing to destroy it. This action is always successful.

Each gun will be worth points when destroyed (see winning the game).

Additional points

One point will be scored for every prisoner taken. One point deducted for each dead paratrooper

Winning the game

The game will last 20 turns or 3 hours which ever comes first

The US will score 2 points for the first Howitzer, 4 points for her second, 8 points for the third and 16 for the fourth giving a possible score of 30 points and 1 point for every German prisoner taken.

The Germans will get 1 point every time a Howitzer fires (if three howitzers fire then 3 points are scored) and 5 points for every paratrooper that they kill.

The side with the most points at the end is the winner.