ASL SCENARIO

CHEF-DU-PONT

Scenario design: Rudy Marmaro



VICTORY CONDITIONS: The Americans win if they control hexes 8Q2 through 8Q9 at game end. The Germans win by avoiding the U.S. victory conditions.

Chef-du-Pont, Normandy, June 6th 1944; With the airborne drops scattered over a wide area, and many units landing far from their target zones, a group of Paratroopers from both the 82nd and 101st Airborne divisions found themselves patched together into a fighting unit. Tasked with taking the bridge in Chef-du-Pont, close to the town of St. Mere-Eglise with men from the 507th and 508th Parachute Infantry Regiments, they set off through the town to take and hold the bridge. Once they got near the bridge, the Germans made themselves known. Now it was a fight to see who would keep the bridge.

BOARD CONFIGURATION:

8 10

BALANCE:



Add another 2-2-8 and 50mm mtr to the OB



Add a MMG and two more 7-4-7s to the OB

TURN RECORD CHART

♣ GERMAN Sets Up First	4	2	າ [‡]	1	_	6	7	0	END
AMERICAN Moves First	I	4	?	4	ว	כ	1	0	END



Elements of the 1057th Grenadier Regiments [ELR: 3] Set up on board 24 {SAN: 4}





from the west edge of board 24







5D*[2-13]

Elements of the 17th SS-Panzer Grenadier Division; enter on turn 3

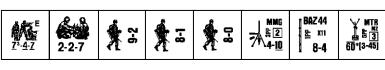


2



Elements of the 507th and 508th Parachute Infantry Regiment [ELR: 4] Set up on board 10 {SAN: 2}





20

2

2

2

2

SPECIAL RULES:

- 1. EC are moderate with no wind at start.
- There is a two-lane stone bridge between 8Q2 and 8Q9; the river is deep.
- All hill hexes are at ground level; other terrain features still apply.

AFTERMATH: With men of several units, the Paratroopers took the bridge at Chef-du-Pont, and managed to hold off several counter attacks from the garrison in the town. This bridge was one of four captured and held on D-Day by the airborne units.