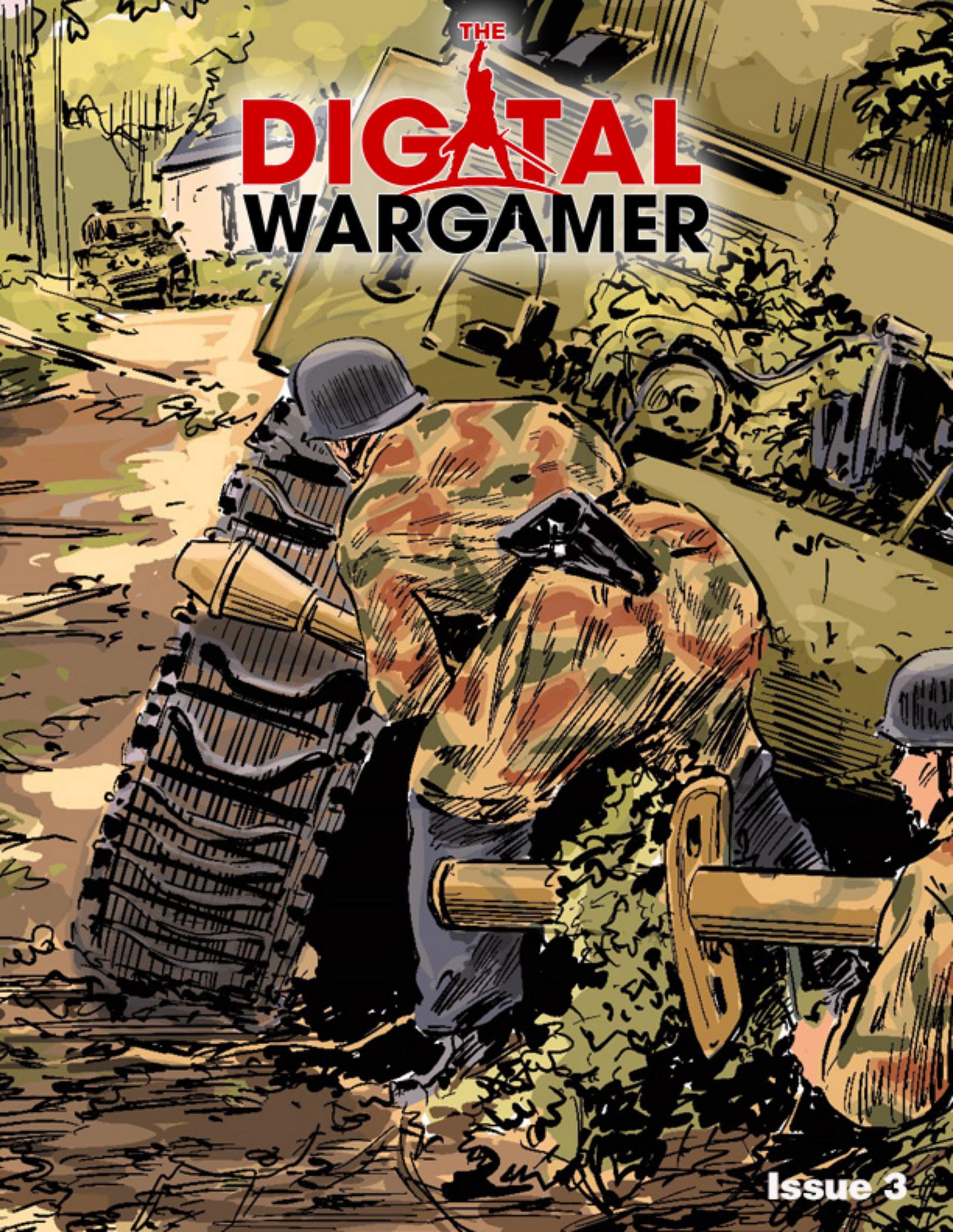


THE
DIGITAL
WARGAMER



Issue 3

Welcome to the Third Edition of The Digital Wargamer!

Welcome to the third edition of The Digital Wargamer! Its been a while.

As I am sure any magazine publisher knows, trying to get good content month in month out is a full time job in itself. With the imminent release of Valor & Victory I have enough content to fill a magazine with no need to try and drag content out of others.

My hope is that as Valor & Victory continues to grow this magazine will grow with it (much like Avalon Hill produced The General with additional scenarios and articles) by providing background details on the game, additional scenarios, the stories behind the scenarios and development progress on new features.

This edition is a taster of whats in the game and I cover some tips on creating great scenarios and the history behind the battle of Douvres Radar Station. Finally you can view the scenarios included in the first release which I hope will tempt you into buying the game.

If you like the content or want something different to be included then, as always, contact me at lance@yobowargames.com

This editions cover art is by David Pentland who provided all the scenarios cover art in the game.

Enjoy the game!

Lance

VALOR & VICTORY

THE WORLD WAR II SQUAD LEVEL GAME SYSTEM



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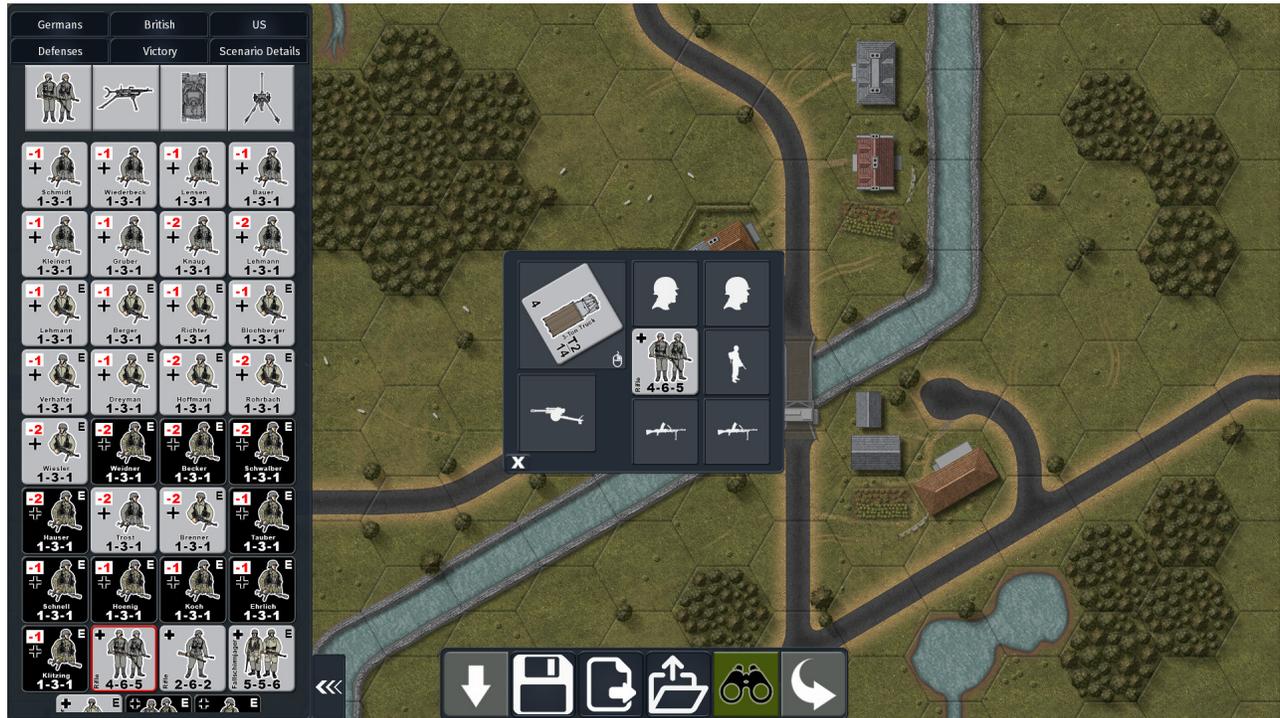
The gold master for Valor & Victory has been sent to the publishers, Matrix Games, and is ready to be released on 17 June. So what is planned next with regards to its ongoing development? Quite a lot actually!

We will be developing new features such as support for mortars, artillery, snipers and mines. In addition we want to add support for Steam Workshop so that you can upload and share scenarios designed by you. Additionally we will look to incorporate feedback from the community on how to improve the game.

We see Valor & Victory having a long future and already have two DLC's planned. We won't reveal what they will cover yet but both of them will, I'm sure, be of great interest to the community. Since this is not a full time job for us we can't yet confirm dates yet but work has started on them in addition to the above development items.

Our first priority will be to support the initial release of the game and respond to questions in the forums.

Hopefully we can provide more development news in the next edition.



Designing Great Scenarios

Valor & Victory comes with a built in scenario editor that allows you to create your own tactical situations either based on something historical or from your imagination.

There are several elements to consider when designing a scenario that is both entertaining to play and difficult enough to be challenging.

Choose your audience: Scenario's designed for PBEM/Hotseat will likely be very different to ones designed to be played solo. For a PBEM scenario you will want both sides to have plenty to do in all phases of the game. This may mean placing them further apart at the beginning to give more options in the early phases. A solo game will normally be challenging for one side. For example attacking a well dug in defender.

A balanced scenario: This does not mean balanced in the forces opposed to each other but balanced in game play. Its very hard to create a scenario that is equally challenging for both the attacker and the defender and there is no harm in designing a scenario that favors one over the other. By far the best scenarios to start off with are Objective based. Normally the attacker will have more forces and will have most of the decisions to make. The defender will often be fixed in place and just need to make adjustments based on the focus of attack. If you find a scenario is too easy to win consider lowering the number of turns in the scenario.

Designing Scenarios

Work with the AI: While playtesting your scenario see how the AI behaves and make adjustments to your setup that favors the AI behavior. This normally means amending the initial setup positions.

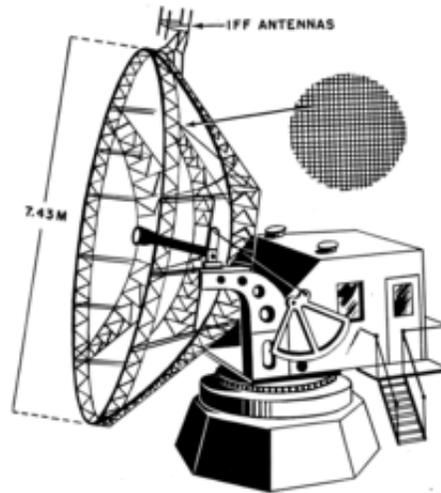
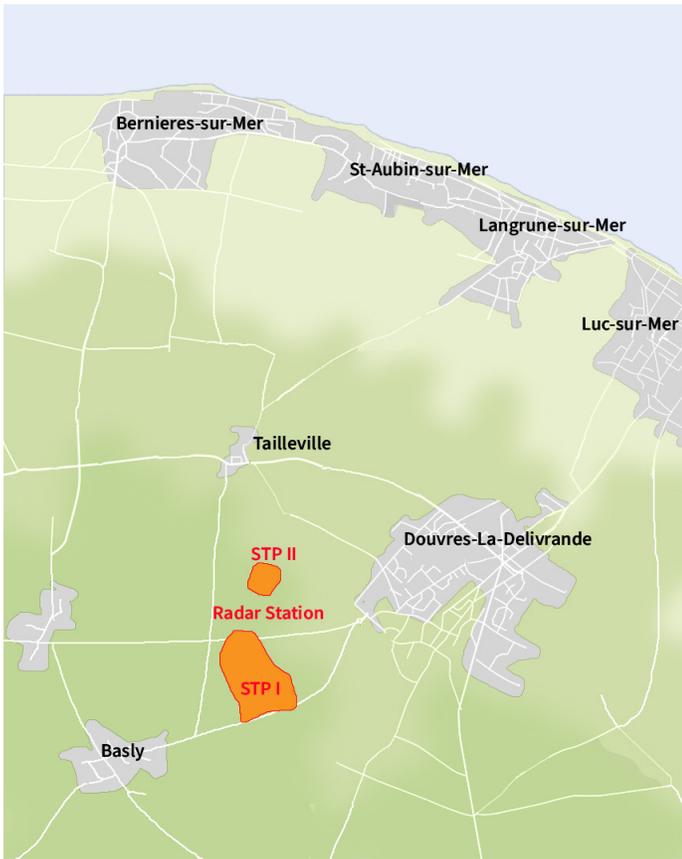
Balanced units: Valor & Victory is focused on squad level tactical battles. Be sparing in your use of tanks and guns. The reality in WW2 is that there were never enough of them and just one or two could turn a battle. There are many occasions when a mission was to recover a damaged tank or a lost Anti-Tank gun.

Scenario Description: This will often be the first thing a player sees and like a good cover on a book needs to excite them enough to want to try the scenario out.

Playtesting: If you want others to play your scenarios then you need to playtest them many times through. Aim for a scenario that goes to the wire on who will win and that even you as the designer finds hard to win at.

Battle of Douvres Radar Station

The Battle of Douvres Radar Station took place on 17 June 1944. The British 41 Commando, Royal Marines led the attack supported by the tanks of the 79th Armoured Division.



The Radar at Douvres was the main Luftwaffe radar station in the area. It was a fortified position with five radars, minefields, bunkers and ringed by barbed wire. The Radar station housed two Wurzburg tracking radars primarily used by ground based AA guns to target incoming enemy aircraft. Over 4000 Wurzburgs were produced during the war.

Defending the station were Luftwaffe ground forces and elements of the Battalion III./ Grenadier Regiment 736./ Infanterie-Division 716., and soldiers from KGr Rauch Battalion I./ Panzer Grenadier Regiment. 192.

The 3rd Canadian Infantry Division, who landed at Juno beach on 6th June, isolated the station but were unable to take it. While the site did not threaten Allied units in the area it continued to report on their movements and provide radar-ranging information for Luftwaffe night fighters. For a week prior to the final assault the strongpoint was harassed with mortar fire and RAF rocket fire. On 17 June at 4.30pm the assault began with a bombardment from 7.2-inch howitzers supported by Royal Navy ships offshore. 30 minutes later the ground assault started with Sherman Crabs clearing a path through the barbed wire and minefields. At 5.40pm 41 Commando rushed the position and soon secured the position taking 227 prisoners.

The scenario, Battle of Douvres Radar Station, covers this final assault by 41 Commando with a couple of Shermans in support.



Scenarios Introduction

The scenarios in the initial release of Valor & Victory cover events on and shortly after the Normandy landings 6th June 1944. They are equally spread between the British and American sectors.

The above diagram shows you the place (red stars) where the scenarios took place.

The following pages show you the scenarios available in the initial version of the game.

Alamo at Sainte Mere Eglise



Turns: 6

Type: Elimination

Best Played As: Allied, Axis or PBEM

<p>Bauer 1-3-1</p>	<p>Rifle 4-6-5</p>	<p>Satchel Charge X 16</p>	<p>MG37 H 4-8</p>	<p>MG34 L 3-6</p>	<p>Grenades X -1</p>	
<p>Paratrooper 2-6-3</p>	<p>Paratrooper 5-6-6</p>	<p>Speirs -2 1-3-1</p>	<p>Andrews -2 1-3-1</p>	<p>Bazooka L 3-4</p>	<p>M1918A2 BAR L 2-6</p>	<p>Grenades X -1</p>

Scenario Description

June 6, 1944. Sainte Mere Eglise. France.

Around 9 a.m., 360 paratroopers of the 3/505th held the village, entrenched behind several road-blocks. The Germans counter-attacked from Fauville. The “All American” had to endure the numerous assaults of the Germans, determined to regain possession of the village and its road junction. LtC Vandervoot joined LtC Krause’s group. From 9:30 am, the fighting is fierce.

Battle of Douvres Radar Station



Turns: 6

Type: Objective

Best Played As: Allied

-1 + Wiederbeck 1-3-1	-1 + Lensen 1-3-1	-1 + Kleinert 1-3-1	+ Rifle 4-6-5 11	MG37 H 4-8 - 4	MG34 L 3-6 - 2	Panzerfaust X D
PanzerShrek L 3-3 D 2	Grenades X -1 2	D 6 PAK 40 3 1				
-1 E Page 1-3-1	-2 E Stevens 1-3-1	-1 E Smithy 1-3-1	Commando 6-4-6 15	Satchel Charge X 16 3	Bren Mark 1 L 3-6 - 5	Grenades X -1 7
D 12 M4 Sherman 4 3 D C 10 2						

Scenario Description

June 17th 4.30pm

Douvres Radar Station has been contained since D-Day + 1. Now 41 Commandos supported by Shermans from 22nd Dragoons have been ordered to capture the station. Defending the station are remnants from Grenadier Regiment 736 Infanterie Division 716, KGr Rauch Battalion I Panzer Grenadier Regiment 192 and Luft-Nachrichten-Regiment 53. After an hour of bombardment and an assault by the commandos the shocked and dazed Germans surrendered.

Counterattack at Ranville



Turns: 8

Type: Objective

Best Played As: Allied, Axis or PBEM

<p>-1 + Kleinert 1-3-1</p>	<p>-1 + Gruber 1-3-1</p>	<p>-2 + Lehmann 1-3-1</p>	<p>+ Rifle 4-6-5 10</p>	<p>MG34 L 3-6 3</p>	<p>4 SdKfz 251/1 T1 12 3</p>	<p>D 4 12 D C StuG III 10 3</p>
<p>C 4 10 C 12 3</p>						
<p>-1 E Jones 1-3-1</p>	<p>-2 E Jack Edwards 1-3-1</p>	<p>-1 E Morto 1-3-1</p>	<p>Paratrooper 5-5-6 10</p>	<p>Bren Mark 1 L 3-6 3</p>	<p>E 14 17-Pdr Mk I 3 1</p>	<p>C 5 6-Pdr Mk IV 3 1 2</p>

Scenario Description

June 6, 1944 • Ranville, France.

After shaking off the initial shock of the airborne and beach landings, German units began to conduct organized counterattacks. German infantry and self-propelled guns of the 125th Panzergrenadiers attempted to dislodge the British paratroopers from their defensive positions outside of Ranville, but the British paratroopers proved to be much more defiant than anticipated. The terrain the German attackers had to cross made the assault a difficult proposition from the start, but tenacity and effective anti-tank fire from the paratroopers ultimately sealed their fate.

Counterattack At Villiers Le Sec



Turns: 8

Type: Exit 7 Units

Best Played As: Allied, Axis or PBEM

<p>Knaup 1-3-1</p>	<p>Gruber 1-3-1</p>	<p>Rifle 4-6-5 8</p>	<p>MG34 L 3-6 3</p>	<p>PanzerShrek L 3-3 D</p>	<p>PzKw III D B 4 C 10 6 3 10</p>	<p>PzKw IV D C 10 C 12 4 3</p>
<p>3.5-ton Truck 4 T2 14</p>						
<p>Craner 1-3-1</p>	<p>Allen 1-3-1</p>	<p>Poxon 1-3-1</p>	<p>Rifle 4-6-4 9</p>	<p>Bren Mark 1 L 3-6 2</p>	<p>M4 Sherman D 12 D C 10 4 3 3</p>	

Scenario Description

June 6, 1944 • Villiers le Sec, France.

In the afternoon the move inland began to progress more rapidly, with the British forces spreading out into the villages and open countryside behind Gold Beach. The 6th Durham Light Infantry, accompanied by a squadron of Shermans, proceeded from Bazenville to Villiers le Sec. Once underway, however, they were set upon by a tenacious German counterattack. A fierce engagement ensued, but the British units held strong and the Germans retired, failing to stop the advance.

Mochs Battalion Advances on Neuville



Turns: 7

Type: Objective

Best Played As: Axis

<p>Wiederbeck 1-3-1</p>	<p>Lensen 1-3-1</p>	<p>Kleinert 1-3-1</p>	<p>Rifle 4-6-5 17</p>	<p>Trost 1-3-1</p>	<p>MG34 L 3-6 - 3</p>	<p>Grenades 3</p>
<p>B A Suktz 251/1 T1 12 2</p>						
<p>Jones 1-3-1</p>	<p>Paratrooper 5-6-6 12</p>	<p>Kegley 1-3-1</p>	<p>Williams 1-3-1</p>	<p>Bazooka L 3-4 C 2</p>	<p>M1917A1 H 4-8 -</p>	<p>M1919A6 L 3-6 - 3</p>

Scenario Description

June 6, 1944 Neuville, France.

After repeated orders to Major Moch to advance on and retake St. Mere Eglise, Oberstleutnant Keil finally lost his patience with the reluctant commander and again ordered him to advance to the village and regain control. Because of Moch's continued delays throughout the day, the paratroopers under the command of Lieutenant Turnbull had established a formidable defensive perimeter on the outskirts of Neuville. When he arrived Moch found a friendly force already assaulting the paratroopers positions, and proceeded to assist in the attempt to remove the outnumbered but determined Americans.

Payday for French Commandos



Turns: 7

Type: Objective

Best Played As: Allied, Axis or PBEM

-1 + Kleinert 1-3-1	-1 + Gruber 1-3-1	-2 + Knaup 1-3-1	+ Rifle 4-6-5 7	 MG37 H 4-8 2	 MG34 L 3-6 2	 Grenades X -1
C 4 PAK 38 3 1	E 14 Flak 36/37 4 0					
-1 Page 1-3-1 E	 Commando 6-4-6 3 E	-2 Allen 1-3-1 E	 Paratrooper 5-5-6 3 E	-1 Rico 1-3-1 E	 Rifle 4-6-4 3 E	 Satchel Charge X 16 2
 Bren Mark 1 L 3-6 -	 Vickers H 4-8 3 -	 Grenades X -1 2	D 4 12 3 Cromwell D 12 C			

Scenario Description

June 06, 1944. Ouistreham Riva Bella, France.

At 8 o'clock, No.4 Commando (1st Special Service Brigade) landed on the Queen Red Sector of Sword Beach. The first two units, Troop 1 and troop 8, consist of French commandos led by Lieutenant de Vaisseau Kieffer : the soldiers of the "Commando Kieffer" are sent to the front line to seize Ouistreham, the attack begin first at Wn 10 (on the site of the old casino) : Troop 8 provides support and Troop 1 assaults, but the Germans resist. Kieffer, wounded, manages to enlist the support of a British Centaur IV tank to jostle with the opposing defenses.

Pegasus Bridge



Turns: 5

Type: Objective

Best Played As: Allied

<p>-2 + Knaup 1-3-1</p>	<p>-1 + Gruber 1-3-1</p>	<p>+ Rifle 4-6-5 6</p>	<p>MG34 L 3-6 2</p>	<p>D 6 PAK 40 3 1</p>	
<p>-2 E Jack Edwards 1-3-1</p>	<p>-1 E Morro 1-3-1</p>	<p>Paratrooper 5-5-6 10</p>	<p>-1 E Rico 1-3-1</p>	<p>Bren Mark 1 L 3-6 3</p>	<p>Grenades X -1 3</p>

Scenario Description

June 6, 1944 • Benouville, France.

Just after midnight gliders carrying the Ox and Bucks Light Infantry descended near the canal bridge at Benouville. The glider pilots made such a skillful landing, as close to the bridge as could be expected, that the paratroopers were able to commence their assault on the key objective almost before the German defenders knew what was happening. When the frantic alarm was raised the German defenders scrambled to put up whatever defense they could muster, but it would not be enough to counter the rush of the Ox and Bucks!

Rendezvous in Le Hamel



Turns: 5

Type: Elimination

Best Played As: Allied

<p>-2 +</p> <p>Lehmann 1-3-1</p>	<p>+</p> <p>Rifle 4-6-5</p> <p>8</p>	<p>-1 +</p> <p>Schmidt 1-3-1</p>	<p>MG37</p> <p>H 4-8 -</p>	<p>MG34</p> <p>L 3-6 -</p>
<p>-1 E</p> <p>Smithy 1-3-1</p>	<p>-2 E</p> <p>Doyle 1-3-1</p>	<p>Commando</p> <p>6-4-6</p> <p>10</p>	<p>Bren Mark 1</p> <p>L 3-6 -</p> <p>3</p>	

Scenario Description

June 6, 1944 • Le Hamel, France.

47 Royal Marine Commando had a rough go of it during their landing on the western edge of Gold Beach, losing a fair number of landing craft, men and equipment in the process. After landing they were tasked with rendezvousing at a church in Le Hamel, and there they would refresh and reorganize before heading to their main objective in Port-en-Bessin.

Before reaching the church, however, they encountered tough opposition from a company of Germans on the outskirts of the village. After a tough fight, and more losses while taking the position, 47 RM Commando pressed on with the men it had left.

Rudders Rangers Clear The Pointe



Turns: 6

Type: Objective

Best Played As: Allied

-1 + Lensen 1-3-1	-1 + Bauer 1-3-1	-2 + Lehmann 1-3-1	+ Rifle 4-6-5 7	MG37 H 4-8 -	MG34 L 3-6 -	E 14 Flak 36/37 4 0
★ Ranger 6-5-6 12	-2 ★ Reeves 1-3-1	-1 ★ Freeman 1-3-1	M1918A2 BAR L 2-6 - 2	Grenades X -1 4	M1919A6 L 3-6 - 2	

Scenario Description

June 6, 1944 • Pointe-du-Hoc, France.

It didn't take long for the 2nd Ranger Battalion to scale the cliff at Pointe-du-Hoc, but the cratered terrain made movement and communication a little difficult. Most of the German defenses had abandoned the Pointe just before the invasion, with the exception of a small garrison still holding out in the bunkers and nests. The most fierce resistance came from an anti-aircraft battery at the south-west end of the Pointe, and Rudder's Rangers set out to clear the last holdouts. After a lengthy struggle, and repeated attempts to dislodge the defenders, the Rangers finally removed the stubborn Germans from their positions.

Securing St Laurent



Turns: 6

Type: Objective

Best Played As: Allied, Axis or PBEM

<p>-1 + Lensen 1-3-1</p>	<p>-1 + Bauer 1-3-1</p>	<p>-2 + Lehmann 1-3-1</p>	<p>+ Rifle 4-6-5 7</p>	<p>MG37 H 4-8 -</p>	<p>MG34 L 3-6 -</p>	<p>E 14 Flak 36/37 0</p>
<p>Ranger 6-5-6 12</p>	<p>-2 E Reeves 1-3-1</p>	<p>-1 E Freeman 1-3-1</p>	<p>M1918A2 BAR L 2-6 - 2</p>	<p>Grenades X -1 4</p>	<p>M1919A6 L 3-6 - 2</p>	

Scenario Description

June 6, 1944 St. Laurent, France.

Once they were able to depart Omaha Beach, U.S. troops from the 115th and 116th Infantry Battalions advanced into St. Laurent to secure the village. Several M4A1 Shermans from the 741st Tank Battalion were sent to reinforce their attack, but unbeknownst to the tank commanders the majority of infantry units had worked their way through St. Laurent and set up defensive positions in the fields south of the village. The Shermans were able to meet up with a few straggling infantry units, and together they proceeded to clear the remaining resistance, which included some pesky machine gun nests, from St. Laurent.

St Marie Du Mont



Turns: 8

Type: Objective

Best Played As: Allied, Axis or PBEM

<p>-1 +</p> <p>Lensen 1-3-1</p>	<p>-1 +</p> <p>Bauer 1-3-1</p>	<p>-2 +</p> <p>Lehmann 1-3-1</p>	<p>+</p> <p>Rifle 4-6-5 7</p>	<p>MG37</p> <p>H 4-8 -</p>	<p>MG34</p> <p>L 3-6 -</p>	<p>E 14</p> <p>Flak 36/37 4 0</p>
<p>★</p> <p>Ranger 6-5-6 12</p>	<p>-2 ★</p> <p>Reeves 1-3-1</p>	<p>-1 ★</p> <p>Freeman 1-3-1</p>	<p>M1918A2 BAR</p> <p>L 2-6 -</p>	<p>Grenades</p> <p>X 4 -1</p>	<p>M1919A6</p> <p>L 3-6 -</p>	

Scenario Description

June 6, 1944 • St. Marie Du Mont, France.

The divisional command post for the 101st set up southeast of Ste. Mere-Eglise, in Drop Zone C, and German troops from the 191st Artillery Regiment from Ste. Marie Du Mont initiated several firefights in the area. Paratroopers were sent to eliminate the artillery batteries, and then clear the remaining forces of the German garrison from the village. Once the artillery batteries were eliminated the paratroopers received welcome reinforcements from the 8th Infantry, advancing off the beaches. By late afternoon, the combined US forces had successfully cleared the village and secured the location.

The Chateau at Lion-sur-Mer



Turns: 5

Type: Objective

Best Played As: Allied

 + Rifle 4-6-5 8	 -1 + Schmidt 1-3-1	 -2 + Lehmann 1-3-1	 MG34 L 3-6 - 2	 MG37 H 4-8 -		
 Commando 6-4-6 6	 -1 E Smithy 1-3-1	 -2 E Doyle 1-3-1	 Bren Mark 1 L 3-6 - 2	 Rifle 4-6-4 3	 -2 Craner 1-3-1	 Vickers H 4-8 -

Scenario Description

June 7, 1944 • Lion-sur-Mer, France.

The two main objectives of 41 Royal Marine Commando were strongpoint Trout in Lion-sur-Mer and the chateau west of the village. Strongpoint Trout ended up being deserted, but the chateau was occupied by tenacious German defenders and proved to be a difficult task. After tough fighting, the commandos failed to take the chateau on the first day. Supported by troops from the Lincolnshire Regiment, the commandos again attempted to seize the chateau on June 7th, and the coordinated effort of the British units allowed them to successfully secure their objective.

The Fight For Colleville



Turns: 7

Type: Elimination

Best Played As: Allied, Axis or PBEM

<p>-1 + Wiederbeck 1-3-1</p>	<p>-2 + Knaup 1-3-1</p>	<p>-1 + Gruber 1-3-1</p>	<p>+ Rifle 4-6-5 12</p>	<p>-2 + Trost 1-3-1</p>	<p>MG37 H 4-8 -</p>	<p>MG34 L 3-6 - 3</p>
<p>L 3-3 D</p>	<p>Grenades X 2 -1</p>	<p>4 B A SdKfz 251/1 T1 12</p>	<p>4 A 3 B A SdKfz 231 16</p>			
<p>Rifle 5-6-4 15</p>	<p>-2 ★ Duncan 1-3-1</p>	<p>-2 ★ Simpkins 1-3-1</p>	<p>-1 ★ Phillips 1-3-1</p>	<p>-1 ★ Harvey 1-3-1</p>	<p>-1 ★ Mackay 1-3-1</p>	<p>Bazooka L 3-4 C 2</p>
<p>Grenades X 4 -1</p>	<p>M1919A6 L 3-6 - 3</p>	<p>B 4 C M3A1 Stuart 4 3 12</p>				

Scenario Description

June 6, 1944 • Colleville, France.

By mid-morning scattered units of the US 16th Infantry Battalion began moving into Colleville from the west. Around noon the US units would number around 150 men, and they continued to push into Colleville against low to moderate German opposition. By the afternoon, however, German reinforcements moved in from the eastern side of the village, and made several attempts to counter the American advance and push them out. The whole situation was very confusing, for both sides, and a late afternoon naval bombardment halted the operations of both sides.

The Le Port Bridge



Turns: 6

Type: Objective

Best Played As: Axis

<p>-1 E</p> <p>+</p> <p>Blochberger</p> <p>1-3-1</p>	<p>+ E</p> <p>Fallschirmjager</p> <p>5-5-6</p> <p>9</p>	<p>-1 E</p> <p>+</p> <p>Berger</p> <p>1-3-1</p>	<p>-2 E</p> <p>+</p> <p>Hoffmann</p> <p>1-3-1</p>	<p>MG34</p> <p></p> <p>L 3-6 -</p> <p>3</p>	<p>Grenades</p> <p></p> <p>X -1</p> <p>3</p>
<p>-1 E</p> <p></p> <p>Jones</p> <p>1-3-1</p>	<p> E</p> <p>Paratrooper</p> <p>5-6-6</p> <p>7</p>	<p>-2 E</p> <p></p> <p>Speirs</p> <p>1-3-1</p>	<p>-1 E</p> <p></p> <p>Williams</p> <p>1-3-1</p>	<p>M1917A1</p> <p></p> <p>H 4-8 -</p>	<p>M1918A2 BAR</p> <p></p> <p>L 2-6 -</p> <p>2</p>

Scenario Description

June 7, 1944 -- Le Port, France.

During the night of June 6/7, German commanders began to see their positions in and around St. Mere Eglise deteriorate rapidly, so they issued orders for the Fallschirmjager units in the area to move south and establish defensive positions in Carentan. Unbeknownst to the men of 1.FJR 6, American paratroopers commanded by Colonel Johnson had set up a defensive perimeter around the La Barquette locks and Le Port bridge. The Fallschirmjager moved into an ambush, and Johnson's forces made them pay dearly for their mistake. Only a few dozen of them eventually made it to Carentan, and the rest surrendered to the Americans.

The Merville Battery



Turns: 5

Type: Objective

Best Played As: Allied

<p>-2 +</p> <p>Lehmann 1-3-1</p>	<p>+</p> <p>Rifle 4-6-5</p>	<p>-1 +</p> <p>Schmidt 1-3-1</p>	<p>MG37</p> <p>H 4-8 -</p>	<p>MG34</p> <p>L 3-6 -</p>
8				
<p>-1</p> <p>Smithy 1-3-1</p>	<p>-2</p> <p>Doyle 1-3-1</p>	<p>Commando</p> <p>6-4-6</p>	<p>Bren Mark 1</p> <p>L 3-6 -</p>	
10			3	

Scenario Description

June 6, 1944 Merville, France.

Lieutenant Colonel Terence Otway, leading the paratroopers of the 9th Battalion, is tasked with destroying the guns at the Merville Battery. The guns, if operative, could significantly jeopardize the landings at Sword Beach. After a disastrous para drop, scattering most of his units and equipment over a vast area, Otway organizes a meager force of just 150 men and begins his desperate assault. After about 20 minutes of fierce fighting, including bloody hand-to-hand combat, the Merville battery's defenders slowly fell silent, and the paratroopers proceeded to spike the guns.

The Meuvaines Ridge Strongpoint



Turns: 5

Type: Elimination

Best Played As: Allied

 + 4-6-5 8	 -1 + 1-3-1	 -2 + 1-3-1	 L 3-6 -	 H 4-8 -		
 4-6-4 12	 -2 1-3-1	 -1 1-3-1	 -1 1-3-1	 -1 1-3-1	 L 3-6 -	 H 4-8 -
 X -1 3						

Scenario Description

June 6, 1944 • Meuvaines, France.

After opening a path from Gold Beach, the 6th Green Howards advanced quickly towards their objectives behind the tanks of the 4th/7th Dragoon Guards. B Company turned southwest, making their way towards the Meuvaines Ridge strongpoint. Once there they set about the trenches and machine gun positions, with the German defenders initially offering strong resistance. Eventually the resistance subsided, and the Green Howards were able to clear the strongpoint.

The Rangers Hold Fast



Turns: 6

Type: Objective

Best Played As: Axis or PBEM

-1 + Bauer 1-3-1	-1 + Gruber 1-3-1	-2 + Knaup 1-3-1	+ Rifle 4-6-5 12	MG34 L 3-6 2	Grenades X 3 -1 3	4 B A Sakz 2511 T1 12
★ Ranger 6-5-6 9	-1 ★ Farmer 1-3-1	-1 ★ Hughes 1-3-1	-2 ★ Slate 1-3-1	Bazooka L 3-4 2 C	M1919A6 L 3-6 2	

Scenario Description

June 6, 1944 -- Pointe-du-Hoc, France.

After the Rangers cleared the remaining German resistance around Pointe-du-Hoc, Rudder had his men set up defensive positions in anticipation of a counterattack. German command sent troops from the 726th Grenadier Regiment to retake the position and drive what it viewed as a “weak force” from the area. The first group of Germans entered from the east, but were quickly repulsed by concentrated rifle fire. A more determined group entered from the west, and after a fairly significant struggle the tenacious Rangers held their positions and forced the Germans to withdraw.

The Southern Block



Turns: 5

Type: Objective

Best Played As: Axis

Scenario Description

June 8, 1944. South of Hill 30, France.

On D plus 1, when Colonel Shanley's force had been augmented by stray parachutists with machine guns, a road block had been organized south of Hill 30. The block, manned by about fifty men, covered the northern and western approaches to the causeway. But on the morning of 8 June, while the roadblock positions were being reorganized, the enemy attacked from the west with a few tanks in support.

When Eagles Attack The Farm Of Lions



Turns: 5

Type: Objective

Best Played As: Allied

-1 + E Richter 1-3-1	-1 + E Verhafter 1-3-1	+ E Fallschirmjäger 5-5-6 8	-1 + E Berger 1-3-1	-1 + E Lehmann 1-3-1	-2 + E Hoffmann 1-3-1	MG37 H 4-8 -
MG34 L 3-6 -	Grenades X -1 5					
★ E Paratrooper 5-6-6 9	-2 E Kegley 1-3-1	-1 E Rose 1-3-1	Bazooka L 3-4 C 2	M1917A1 H 4-8 -	Satchel Charge X 16	M1918A2 BAR L 2-6 -
Grenades X -1	M1919A6 L 3-6 -					

Scenario Description

June 11, 1944. Ingouf farm near Carentan, France.

The 3rd Bn 502nd PIR of 101st Airborne Division found itself scattered along the road side ditches waiting for a artillery bombardment to soften up the defences of what was later to be found to be the regimental HQ of Von de Heydte's 6th Fallschirmjäger. Lt Col. Cole decides he can't wait any longer and makes an assault on the farm...



VALOR & VICTORY



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