

COLE'S CHARGE

INGOUF FARM, NORMANDY, JUNE 11, 1944: Having fought their way down "Purple Heart Lane" the 3rd Battalion 502nd Parachute Infantry Regiment found itself scattered along the roadside ditches waiting for an Artillery bombardment to soften up the defences of what was later to be found as the 6th Fallschirmjager Regimental HQ. Lt Colonel Robert Cole finally got what he wanted. For nearly half an hour artillerymen firing from St.-Côme-du-Mont dropped shells among the hedgerows and farm buildings.

Cole watched the friendly artillery crashing in, but he was dismayed to hear no slackening in the enemy fire. If anything, it was heavier. Cole slid back down into the ditch and wondered what to do next. He looked across the road and saw Major John P Stopka lying in a ditch on the other side. He got his executive officer's attention. "Hey!" he shouted, "we're going to order smoke from the artillery and then make a bayonet charge on the house." "OK!" Stopka replied. Since Cole had not expressly told the major that he wanted him to pass the order on to the rest of the scattered force — having assumed that Stopka would do so — Stopka told only the men immediately adjacent to him.

A few minutes later, smoke shells began exploding in front of the farm buildings and in a wide circle from the edges of Carentan (to Cole's left) and the Madeleine River. At 6:15am the smoke shells stopped and the U.S. artillerymen shot several high-explosive rounds at presumed German positions beyond the farm buildings.

Cole had a whistle in one hand and a pistol in the other. He put the whistle to his lips, blew, got up out of the ditch and trotted forward. Only the 20 men immediately around him followed. As Cole's men headed into the smoke, Stopka realised that he had failed to adequately communicate his commander's orders. The major raced around rallying as many men as possible. "Come on! Let's go!"

Cole was considerably ahead of everyone else. When he got to the middle of the open field, he glanced back and saw almost no one following. For a second, he thought his men had failed him. He took a knee, peered in the direction of the ditches and sized up the situation. Now he saw several men trying to make it across the field. Bullets and shrapnel filled the air and zipped through the grass at the colonel's feet.

Most of the men of the 3rd Battalion had no idea what was going on. They either had not heard the order to charge or had received confused commands. When they saw what was unfolding, the majority of the soldiers understood that they were supposed to assault the German positions and, acting on their own or in small clusters, rose up and rushed into the storm of enemy fire.

The smoke was clearing now, and just ahead they could see the buildings. With Stopka at his side Cole charged the Germans firing his pistol wildly, they closed with the Germans in the farm and either killed them or caused them to flee. Dead of both sides lay everywhere. The majority had been killed by grenade or bullet, very few had died by the bayonet. Lt-Col Cole received the Medal of Honor while Stopka received the Distinguished Service Cross (DSC), Cole never received the medal as he died three months later in Holland.

YOUR ORDERS



GERMAN: You command a company defending the Regimental HQ of 6th Fallschirmjager Regiment, which is attached to the 91st Luftlande Infanterie Division. You are short of Mortar and MG ammo and the American attacks and artillery bombardments seem never ending. Can you stop them here?

AMERICAN: After the artillery has finished their bombardment you have requested some smoke to cover your advance. Come on! Let's go!

PREPARING FOR BATTLE

1. Set up the terrain using the map as your guide.
2. Place the German troops in their deployment area (marked with red dotted line). The Germans start the game in prepared positions.
3. Place the US troops in their deployment area (marked with purple dotted line).
4. Prior to the first turn the players must resolve a preliminary bombardment on the German positions as per the following rule:

The attacker rolls a die for each team in the platoon. For each roll of 4+ the defending platoon takes a hit on a team in the platoon chosen by the defender. The defender then rolls a save for each infantry or gun team that was hit. Any teams that fail their save are removed from the game.

To reflect the mind-numbing fury of the bombardment, all defending platoons on the table start the game Pinned Down.

Warrior teams are hardened veterans and always survive a preliminary bombardment, so do not roll to hit them.

5. The US player has the first turn.
6. During the first turn the US player may request smoke bombardments from three batteries of 4 x 105mm howitzers. Terrain features may be designated as aiming points.

ENDING THE GAME

The battle ends when:

1. The US forces control both objectives.
2. One of the forces fails a Company Motivation Check.

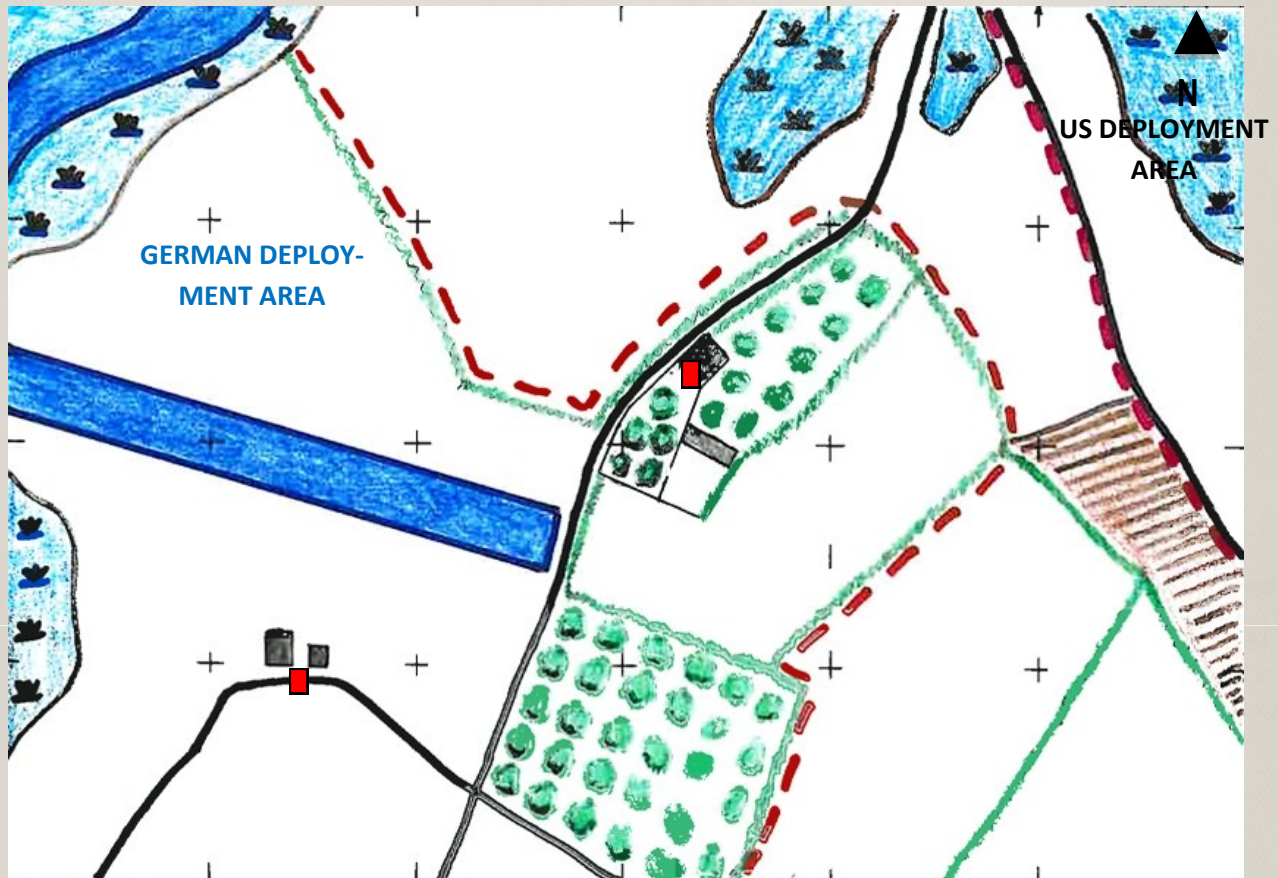
DECIDING WHO WON

The German player wins if they end the game in control of any of the objectives, or if they force the Americans to leave the field of battle.

The US player wins if they manage to control both objectives, or have forced the Germans to leave the field of battle.



SCENARIO MAP



1. The table size is 6 x 4 foot.
2. Objectives are red squares.
3. The dark blue areas are the Madeleine River and an old canal. Both are impassable.
4. The light blue are flooded or marshy areas, which are difficult going and provide concealment to infantry teams.
5. Vegetation is a mixture of woods, orchards to the south of town and hedgerows which all count as difficult going. Hedgerows are not bocage and only offer concealment.
6. The ploughed field is slow going.

SCENARIO FORCES

ELEMENTS 6th FALLSCHIRMJAGER REGIMENT, 91st INFANTERIE DIVISION (FEARLESS VETERAN)

Company Command: CinC SMG team
2iC SMG team
2 x 8cm Mortars

1st Platoon: Command SMG team
9 x Rifle/MG teams

2nd Platoon: 1x Command SMG team
9 x Rifle/MG teams

3rd Platoon: 1 x Command SMG team
9 x Rifle/MG teams

MG Platoon (may combat attach): 1x Command SMG team
4 x HMG

3rd BATTALION, 502nd PARACHUTE INFANTRY REGIMENT (FEARLESS VETERAN)

Battalion Command: CiC Carbine team (Lt Col Robert Cole)
2iC Carbine team (Major John P Stopka)
1 x Observer Rifle team (Capt Julian Rosemund)

Parachute Mortar Platoon: 1 x Command Carbine team
4 x 81mm Mortar team

G Company Command: CiC Carbine team (Capt Robert Clements)
2iC Carbine team

1st Platoon: 1 x Command Rifle/MG team
6 x Rifle/MG teams
1 x 60mm Mortar team
1 x Bazooka team

2nd Platoon: 1 x Command Rifle/MG team

6 x Rifle/MG teams

1 x 60mm Mortar team

1 x Bazooka team

MG Platoon (may combat attach): 1x Command Carbine team

2 x M1919 LMG

H Company Command: CiC Carbine team (Capt Cecil Simmons)

2iC Carbine team

1st Platoon: 1 x Command Rifle/MG team

6 x Rifle/MG teams

1 x 60mm Mortar team

1 x Bazooka team

2nd Platoon: 1 x Command Rifle/MG team

6 x Rifle/MG teams

1 x 60mm Mortar team

1 x Bazooka team

3rd Platoon: 1 x Command Rifle/MG team

6 x Rifle/MG teams

1 x 60mm Mortar team

1 x Bazooka team

MG Platoon (may combat attach): 1x Command Carbine team

4 x M1919 LMG

