

11/25/09 German Victory Self Play
✓ 2/22/10 American Victory vs. Patrick Ireland (Germany)

✓ 3/13/10 German Victory vs. Patrick Ireland (American)

RETAKING VIERVILLE



Scenario Design: John D. Johnson

ASL SCENARIO S1



VICTORY CONDITIONS: The Americans win at game end if there are no Good Order German units in buildings N5, N6, M4, and L3

VIERVILLE, FRANCE, 7 June 1944: On D+1, the 101st Airborne found itself embroiled in a two-fold effort: consolidating its units which were scattered all over the Cotentin Peninsula and establishing a firm eastern perimeter to protect the American landing at Utah Beach. Vierville, which lay a few miles inland from Utah Beach, had been liberated by American units on D-Day. Vierville was a major traffic thoroughfare since the southwestern road which passed through Vierville led from Utah Beach to the German strongpoint of St. Come du Mont. On the morning of June 7, elements of the 2nd Battalion, 506th PIR moved out from Vierville towards St. Come du Mont, leaving Vierville virtually unoccupied. The Germans took this opportunity to launch a series of counterattacks on Vierville in hopes of cutting the road to St. Come du Mont.

BOARD CONFIGURATION:

BALANCE:

☆ Remove L3 from the required buildings in the Victory Conditions.

✚ Add one 5-4-8 to the German Turn 3 reinforcements.



(Only hexrows A-V are playable)

TURN RECORD CHART

| | | | | | | |
|--------------------------|-------|-------|-------|---|---|-----|
| ☆ AMERICAN Sets Up First | ✚ 1 ☆ | ✚ 2 ☆ | ✚ 3 ☆ | 4 | 5 | END |
| ✚ GERMAN Moves First | | | | | | |



Elements of 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5]

Set up on road hexes N3, N4, M5, L5 with no more than one MMC per hex:



3

Enter on Turn 1 along north edge:



3

Enter on Turn 2 along north edge:



2

Enter on Turn 3 along north edge:



2

2



Elements of 1058th Grenadier Regiment [ELR: 3] enter on Turn 1 along east edge:



3

Elements of 919th Grenadier Regiment enter on Turn 1 along west edge:



3

Elements of 6th Fallschirmjäger Regiment enter on Turn 2 along east edge:



3

Elements of 6th Fallschirmjäger Regiment enter on Turn 3 along east edge:



2

SPECIAL RULES:

None.

AFTERMATH: Small units from the 1st Battalion, 506th PIR rushed to Vierville and threw themselves into a pitched battle with the Germans. The tide of the battle changed several times as each side received reinforcements. Ultimately, the firepower and determination of the American airborne troops proved too much for the Germans, who gave up their brief hold on Vierville after a tough fight.