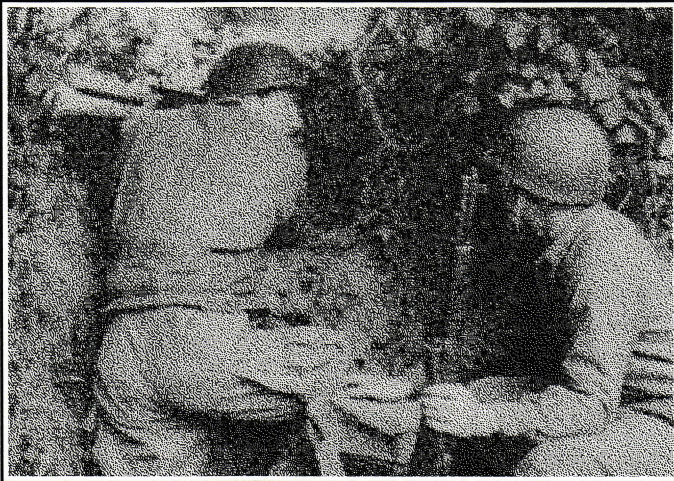


SINK'S ENCOURAGEMENT

ASL SCENARIO S41

Scenario Design: Ken Dunn



ST. COME DU MONT, FRANCE, June 8 1944: Colonel Robert Sink and his unit, the five-oh-sinks, were trying to break the German hold on the town of St. Come du Mont between Carentan and St Mere Eglise. To do this he maneuvered several units into a line east of the town including the first battalion of the the 506th Parachute Infantry. Sink realized that the men in his unit had been under constant pressure with little to no rest for 2 days and that they needed assistance breaking into St. Come du Mont. To help his dead tired men he arranged for as much help as he could find including an elaborate artillery barrage in an attempt to soften the way into town.

BOARD CONFIGURATION:



(Only hexrows H-Z are playable)

BALANCE:

✚ Replace one German LMG with a HMG.

☆ Add one 7-4-7 and one MMG to the American OB.

VICTORY CONDITIONS: The Americans win at game end if they Control all building hexes within 2 hexes of P6.

TURN RECORD CHART

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



Elements of 1058th Regiment, 91st Luftlande Division [ELR: 3] setup in any hex numbered ≤ 8:



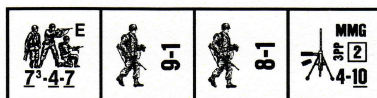
3

4

2



Elements of 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5] enter along east edge on/after Turn 1:



6

2



SPECIAL RULES:

1. Prior to setup, the American player secretly records three hexes which are targets of an artillery strike. During the Turn 1 Prep Fire phase, the American player calls in each artillery strike. Place a Prep Fire marker in each of the three prerecorded hexes. For each marker, make a DR. If the colored dr is 1-4, the marker remains in that hex; if it is 5-6, the marker moves one hex as determined by the white die; 1 represents the hexside above the hex number, 2 the next hexside clockwise, etc. (For example, a 3 would move the marker from D6 to E7.) All units in the hex containing the marker and each of the six hexes surrounding it are immediately attacked on the 16FP column of the IFT

with a separate DR for each attacked hex. Following the attack, the marker is removed.

2. German 4-6-7s have a Smoke Exponent of 3.

AFTERMATH: The tired American paratroopers watched their first artillery barrage of the war pound the outskirts of the town for a full 10 minutes. Encouraged by this massive display of firepower they moved forward quickly only to find themselves stopped by their own artillery as the artillery barrage had not rolled forward quickly enough. This piecemeal advance allowed the German defenders to throw up a smokescreen and pull their outposts back in order coalesce a defense around the town. Sink's men would take the town but many of the defenders were allowed to withdraw to fight another day.