



PITT'S ATTACK

ORDERS

Date: 27th November, 1943

Location: Small coastal village on the East Coast of England.

Background: Colonel Clarence E. Pitt and his hastily collected attack force respond to reports of a few German Paratroopers held up in the nearby village. He will attempt to lead his attack force to quickly engage and destroy the enemy before support forces arrive. His success will gain Pitt the recognition and praise he deserves.

Orders: Kill or capture all paratroopers.

Game Length: 10 Turns



Elements of the Ranger Company

One Green U.S. Army Hero – Colonel Clarence E. Pitt (Jeep #1)

with .45 Pistol

ML 15+2

1 Regular Driver with M-1 Carbine

ML 10

1 Ranger command Jeep (no MG)

Two Regular US Ranger crews (Jeep#2 Frazier and Jeep #3 Mallory) each with,

1 Ranger NCO with M-1 Carbine SLR, Binoculars, and Walkie-Talkie

ML 12-1

1 Driver with M-1 Carbine SLR

ML 10

1 Ranger with M-1 Carbine SLR

ML 10

1 Gunner with Bazooka and M-1 Carbine SLR

ML 10

1 Loader with 1 WP & 4 HEAT rounds and M-1 Carbine SLR

ML 10

All are armed with two Mark IIAI Hand Grenades

1 Ranger Jeep (no MG)

Two Regular US Ranger crews (Jeep #4 Beck and Jeep #5 Jones) each with,

1 Ranger NCO with M-1 Carbine SLR, Binoculars, and Walkie-Talkie

ML 12-1

1 Driver with M-1 Carbine SLR

ML 10

3 Rangers with M-1 Carbine SLR

ML 10

All are armed with two Mark IIAI Hand Grenades

1 Ranger Jeep (no MG)

Special Rules

1. Each Jeep must start the game in the following locations:

Jeeps #1 and #2 Location 1

Jeeps #3 Location 2

Jeeps #4 and #5 Location 3

2. Ranger crews are represented by Recon crews in all respects, except for using the ML shown.

3. Jeeps may carry 5 men each.

4. Following Col. Pitt's direct orders, all Jeeps must spend both Turn 1 actions driving at full speed towards the Church. No Rangers may fire or disembark. On Turn 2 players are free to move normally.

SCENARIO ALTERNATE: Using same initial setup, allow US player to move normally on turn one.



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Location: Small coastal village on the East Coast of England.

Background: Your Fallschirmjäger squad is on a secret mission to kidnap Winston Churchill and spirit him back to the Continent aboard a captured British patrol boat. You have been posing as Polish paratroopers. Unfortunately your mission was compromised when one of your men lost his life while rescuing a young girl. One or more village residents have escaped and you expect U.S. Rangers from the neighboring town to arrive soon.

Orders: You must successfully repulse the Ranger's first attack and regroup your men back at the Church.

Game Length: 10 Turns



Remnants of the 12th Parachute Detachment

One Elite Fallschirmjäger Hero – Oberst Kurt Steiner
(See Hero Special Rules)

ML18-3

One Elite Fallschirmjäger Command Section

ML 14

Two Elite Fallschirmjäger Assault Sections

ML 14

One captured truck with 2 small arms weapons canisters parked on road at rear of church.

One captured civilian auto parked in alley on south side of East Road.

Special Rules

1. The Fallschirmjäger must deploy as follows:

Tavern – Steiner + Squad Leader and 2 Troopers

Church Tower – 2 Troopers

Church Rear – 2 Troopers

Church Sanctuary – 1 Trooper, guarding 12 civilians

Old Mill – 3 Troopers

South side of East road – 2 Troopers

North side of East road – 2 Troopers