

7 WW2 LIVE

7.1 Heydte's Escape



SCENE:	This Live-Play suits non-urban terrain with at least some cover and some forts or buildings.
CHARACTERS	Germans vs Americans
SPECIAL PROPS:	Optional: several military vehicles on the road would add to the authenticity of the Live-Play.
OBJECTIVE:	AMERICANS: Prevent as many Germans exiting the south edge of the battlefield as possible for as long as possible. GERMANS: Get to Carentan via penetrating the American's road block.
RE-SPAWNS:	Generally at the start of each phase, see detailed description
VICTORY:	Full description later in this section.

ST. COME-DU-MONT 8th June 1944

Oberst Friedrich von Heydte's mix force of paratroopers and grenadiers had held St. Come against constant pressure from American paratroopers for two days but the Americans were already receiving relief from the beaches and his own forces were dwindling under what seemed like constant bombardment. And now the Americans had cut the road to Carentan to the south leaving him surrounded on three sides with only the flooded lowland open to the west. The time had come to break out to the south and reform in Carentan...if he could.





Initial Area of Operation

Because of the presence of strong US forces to the east and the very rough terrain to the west (entry through there would mean abandoning all heavy equipment), both sides have a limited AO during phase 1 and 2 and possibly phase 3. The exact width will depend on the number of gamers. For every soldier on the German team allocated 5 meters of battlefield running east-west minimum of 50meters. Use natural terrain if available for boundary edges.

If the German commander decides in phase 3 to abandon his heavy equipment and tries to go west to bypass the Americans, the AO is width is at least doubled ideally tripled.

Special Rules

LMG are represented by Pulse Rifles – May only be fired either while lying down or resting unit on strong cover such as a log or fence.

MMG are represented by Morita's – As per LMG but must have a loader within 1 meter for the unit to fire.

Both US and German forces must remain within the boundaries both a deployment and during game play. The US Forces cannot advance closer than 50 meters of the Northern (German) edge as their orders are to contain the Germans and not risk excessive casualties with an assault.

AMERICAN FORCES

Remnants of 3rd Battalion, 501st Parachute Regiment

American Briefing

<http://www.youtube.com/watch?v=6lu9REfqE9A>

Listen up.

We have cut off the German paratroopers from moving from St. Come to Carentan by road.

We must maintain this road block. More, we must prevent as many Germans, as possible, flanking our position. They cannot be allowed to escape.

It is expected the Germans will attempt to clear the road so they can move their heavy equipment by truck to Carentan.

Our orders are to deploy either side of the road and destroy any Germans advancing on our position. Additional reinforcements are expected to arrive shortly.

Let's go ladies, let's show these bastards what airborne is.

American Gun Allocation: Each section has been assigned one medium machine gun, one light machine gun, three semiautomatic M1 Garands, as well as Grease guns.

US Forces set up at least 150 meters south of the northern battlefield edge.

The paratroopers are well armed as follows:

Up to 10% MMG (M1919A4 MMG)

Up to 10% LMG (SATR M-1918A2 BAR)

Unlimited US M3 Grease Guns on FA (Scorpions or Spitfires)
(SATR M-3 Grease Gun)

Max 30% of available Commandos can be M1 Garand - SA
(SATR M1 Garand)

HP 4

PHASE 2 Replacements

150% Replacements with 3HP are available at the start off and during this phase.

PHASE 3 Replacements

As per phase 2, except replacements are 2HP.

If Germans choose to attempt to flee to the west, US

Commander notified at start of phase that one of scout reports indicates they the enemy is moving towards the lowlands to the west.

American Briefing - Germans flanking

Patrols have reported the Germans have abandoned their trucks and heavy equipment and are moving towards the west outflanking our road block.

or

American Briefing - Germans advancing

The Germans have been seen forming up for another attack on our positions.

Mission Objective

Prevent as many Germans exiting the south edge of the battlefield as possible for as long as possible.



GERMAN FORCES

Remnants of the 3rd Battalion, 6th Parachute Regiment and 3rd Battalion 1058th Grenadier Regiment.

German Briefing

http://www.youtube.com/watch?v=k_APMI-U3GM

Achtung! [Attention]

I know you men have fought bravely for the last 2 days under against constant pressure from American paratroopers.

But the Americans are receiving relief from the beaches and our forces are dwindling. The Americans have cut the road to Carentan to the south leaving us surrounded on three sides. Only the flooded lowlands, to the west, are clear of enemy. The time has come to break out to the south and reform in Carentan.

Our force commander Oberst von Heydte has ordered us to penetrate through the Americans along the road. There is enemy fire to the east. On the west, the terrain is impassable for heavy equipment. So our orders are to stay within 50 meters of the north-south road.

Our primary objective to push as many men as possible to Carentan. Your secondary mission is to clear the road block to enable access for our heavy vehicles. Reserves are very limited, casualties should be minimized.

Soldiers, this is a tough assignment, but remember you have the advantage that your Kar rifles out range the American carbines.

Schell! [(move it) fast!]

German Gun Allocation: Each section is well armed with three MG42 LMG's. The rest of the section has long range bolt action Kar 98K rifles.

Up to 30% of the force can be armed with MG42's (Morita SAW).

Unlimited Kar 98k rifles on BA (Commando or pulse rifles)

HP 3 with 60% replacements immediately available.

PHASE 2

All German squads are considered reinforced (everyone is given a respawn) but with lesser quality troops so reduce to 2HP. Any soldiers that exited in phase 1 now return to start point for phase 2.

50% replacements are available after the start of phase 2

PHASE 3

Replace as per phase 2.

German Briefing – Phase 3

Our efforts to penetrate the American position have failed. Our dead litter both sides the road and we are now down to our last reserves. The situation is so desperate; we have to consider abandoning our heavy equipment and flanking the Americans through the low lands to the west before moving south towards Carentan. Alternatively we could make one final push on the road.

German commander has the option at the start of phase 3 of trying to withdraw to the west before turning south if does so concedes a minor win to the US forces. Chosen the withdrawal option allows the Germans to move outside the initial AO to the west, at which point the Americans can also leave the initial AO.

VICTORY CONDITIONS

German Achievement	US Result	German Result
German exit 50% or more of soldiers off the south edge of the initial AO over the course of phase 1 and 2.	Major Loss	Major Win
Germans exit 50% or more of soldiers off the south edge of the initial AO over the course of all three phases	Minor Loss	Minor Win
Germans managed get 50% of their force out of the initial AO in phase 3 in a westerly direction and then cross the south edge of the enlarged AO	Draw	Draw
Germans fail to achieve any of the above	Minor Win	Minor Loss
No Germans escape in any phase	Major Win	Major Loss

Phase 3 starts 30 minutes after start of phase 1 or at any time the Germans are all dead and are out of phase 2 replacements.

Live-Play Designers Notes

Historically the Germans tried six times to attack in a futile attempt to clear the southern road-only to melt away each time before the American steady fire. Both sides of the road were littered with German dead. Heydte withdrew to the west, leaving 40 trucks and most of his equipment behind. As they left the Germans blew up the main road bridge-something they had prevented the 101st Division from doing for three days.

This is quite a basic Live-Play really seeing the Germans attempt at least 2 major frontal assaults although it is possible for the Germans to try to push through just one flank with numbers and momentum to win the game. The Germans have superior range but less firepower generally at close range. They will have to bring the US forces under good aimed fire to at least keep their heads down as they advance. In phase 3, The US forces have an option to pursue the enemy towards the lowland to the west changing the whole nature of the Live-Play.

The German team in phase 1 and phase 2 should consider a leaders reconnaissance before launching a full on assault. They should remember they don't have to totally eliminate the US forces; they just need to punch through at the weakest point and escape. Any attempts to clear the US road block is probably hopeless.