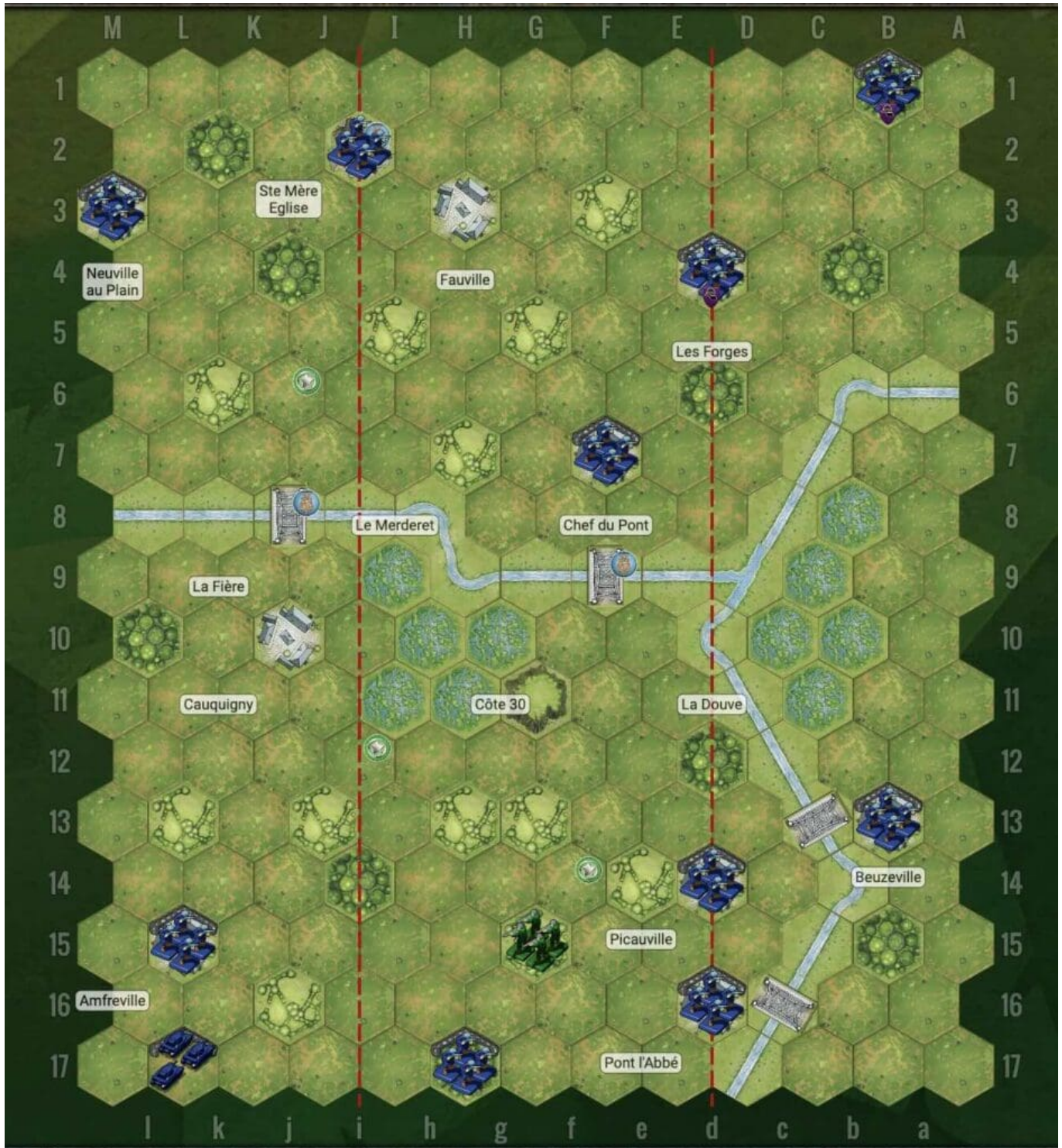




Drop in the Night: 82nd





In the dead of night before D-Day, the All Americans of the 82nd Airborne didn't tiptoe into Normandy—they dropped in like thunder. C-47s hauled them over the Channel, and under flak, wind, and pure hell, they jumped straight into the enemy's lap. The plan was simple: grab the crossroads, smash German lines of communication, and choke off any counterattack toward Utah Beach.

They got scattered to hell and gone, fighting in small bands with nothing but guts and rifles. But by God, they took Sainte-Mère-Église—the first French town freed—and held the line until the rest of the army came ashore. It was messy, it was costly, but it damned well crippled the Germans and locked down the flank for the greatest invasion in history.

~~ General Howitzer

VP's

8



Card Balance:

Allies - 5

Axis - 5

Complexity:

4

Conditions:

Countryside



Context:

Historical

Location:

Normandy

Year:

1944

Summary:

Victory Points:

8 Medals, including some objectives for capturing towns, bridges, and permanent medals for blowing up bridges.

Terrain:

there is a lot of terrain here with the battlefield being a breakthrough that is 17 rows deep, composed of countryside, rivers and marches.

Troops:

Allies - 10 elite Infantry units

Axis - 10 Infantry, 1 Armor



Allies:

1.



Axis:

1.

1

BR - Drop in the Night



Allies Won



Axis Won

See Results

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