



Easy Company - Paratroop in the Night



WESTERN FRONT FRONT DE L'OUEST

EASY COMPANY

PARADROP IN THE NIGHT LE SAUT DANS LA NUIT

JUNE 6/6 JUIN 1944

AXIS

Germany Allemagne

x5

2

Operation Albany

by /parjdrammel

Setup / Pose

16x		1
x12		2
6x		3
x2		4
2x		5

ALLIES

United States États-Unis

x6

1

Elite infantry

Infanterie d'élite

This is an official FFM4 scenario that was played during the 2022 Nantes tournament. / Scénario officiel de la FFM4, joué lors du Tournoi de Nantes de 2022.

• Historical Background •

On the eve of D-Day, US paratroopers of the 506th PIR (Parachute Infantry Regiment) were the victims of airdrop errors and were scattered throughout the Normandy bocage. Easy and Fox Companies were dropped near Sainte-Mère-Eglise and had to navigate the bocage to reach their rally point. Lieutenant Dick Winters gathered only 35 paratroopers from his company before joining a larger group from the 1/506 Battalion. During the night, there were several skirmishes between US paratroopers and German soldiers. In the morning, Lt. Winters and a few men from his unit destroyed the artillery battery near the Manoir de Brecourt. The epic story of Easy Company was just beginning. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• Contexte historique •

Dans la nuit précédant le D-Day, les parachutistes américains du 506th PIR (Parachute Infantry Regiment) subirent des erreurs de largage et furent dispersés dans le bocage normand. Les compagnies E (Easy Company) et F furent larguées près de Sainte-Mère-Eglise et durent traverser le bocage pour rejoindre leur point de regroupement. Le Lieutenant Dick Winters parvint à regrouper 35 paras de sa compagnie puis à rejoindre un groupe plus important du 1/506. De nombreux combats de rencontre eurent lieu cette nuit-là entre des groupes de paras américains et les Allemands. Au matin, le Lt. Winters, avec quelques hommes de son unité, s'empara de la batterie de canons du Grand Chemin près du Manoir de Brecourt. L'épopée de la Easy Company venait de commencer. Le théâtre des opérations est fixé, les troupes sont en position, l'histoire est entre vos mains. À vous de jouer !

Conditions of Victory

- 7 medals.
- The hex of Sainte-Marie-du-Mont is a Temporary Medal Objective for the Allied player. Destroying the artillery unit near Grand Chemin is a double, permanent, Medal Objective for the Allied player.

Special Rules

- Place a badge on the 3 Axis Elite infantry Units (Troops 2 - Specialized Units).
- All Allied Infantry units are Elite (Troops 2 - Specialized Units). Badges are not required.
- Heroic Leader rules (Actions 8) are in effect for the Allies. Place the heroic leader (Lt. Winters) on a US unit of your choice, after the paradrop is over.
- Night Attacks rules (Actions 19) are in effect. But you must wait for the Allied player's 2nd turn before starting to roll dice.
- Paradrop rules (Actions 20) are in effect in the first Allied turn with the following changes: 10 infantry units are dropped, with 2 groups of 5 dropped on each battle star; if a figure lands off the board, the unit is removed at no medal cost. If it lands on an Allied unit, put it in a free adjacent hex; if it lands on an Axis unit, put it in a free adjacent hex and the enemy unit may immediately roll a free attack against it (however, no taking ground). If there is no free adjacent hex, the unit is removed at no medal cost.

Conditions de victoire

- 7 médailles.
- L'hexagone de Sainte-Marie-du-Mont rapporte une médaille-objectif temporaire au joueur des Alliés. La destruction de l'unité d'artillerie du Grand Chemin rapporte une double médaille-objectif au joueur des Alliés.

Règles spéciales

- Placez un badge sur les 3 unités d'infanterie d'élite de l'Axe (troupes 2 - unités spécialisées).
- Toutes les unités d'infanterie alliées sont des troupes d'élite (troupes 2 - unités spécialisées). Mettre des badges est inutile.
- Appliquez les règles de Commandant Héroïque (Actions 8) pour les Alliés. Placez le commandant héroïque (Lt. Winters) sur une unité alliée de votre choix après le parachutage.
- Appliquez les règles des Attaques Nocturnes (Actions 19). Ne commencez à lancer les dés qu'à partir du 2e tour allié.
- Appliquez les règles de Parachutage (Actions 20) au début du premier tour avec les modifications suivantes : 10 unités sont parachutées, par deux groupes de 5 unités largués tour à tour au-dessus de chacune des deux étoiles de batailles ; si une figurine atterrit en dehors du plateau, elle est perdue mais ne rapporte pas de médaille ; si elle atterrit sur l'hex d'une unité alliée, déplacez-la dans un hex adjacent libre ; si elle atterrit sur l'hex d'une unité ennemie, déplacez-la dans un hex adjacent libre et l'unité de l'Axe bénéficie immédiatement d'une attaque gratuite contre elle (pas de prise de terrain possible). S'il n'y a pas d'hex adjacent libre, l'unité est perdue sans rapporter de médaille.



They dropped our boys all over hell and back—but that didn't stop them. The 506th Parachute Infantry hit the Normandy bocage scattered, disorganized, and under fire. But Americans don't wait for perfect conditions—we make them. Lieutenant Richard Winters pulled together what he had—35 men—and went looking for the fight. Through hedgerows thick as walls and Germans lurking in every field, they pushed forward, linked up, and took the initiative.

At first light, Winters and his men didn't hesitate—they struck. That German artillery battery at Brécourt Manor? Neutralized. Clean, aggressive, textbook assault under pressure. That's how you win: move fast, hit hard, and never let the enemy regain his footing. Easy Company didn't just survive the drop—they turned chaos into combat power. And from that moment on, they were on the march to victory.

~~ General Howitzer

Medals

7 VP's



Card Balance:

Allies - 6

Axis - 5

Complexity:

3

Conditions:



Countryside

Location:

France

Year:
1944

Theater:

Western Front

Summary:

The asymmetrical starting pattern of this game makes for an interesting and challenging battle for both sides. The many bocages means that both sides will need to be patient as they slowly attack and degrade enemy forces.

Objectives: 7 Medals

There are three Objective Medals available for the Allies, one Temporary Medal, and a Double Permanent Medals award if they are able to take out the Artillery unit near Grand Chemin.

Terrain:

Countryside with hedgerows and forests.

Troops:

Allies - up to 10 Infantry units

Axis - 8 Infantry, 1 Artillery



Special Rules:

1. Paradrop Rules
2. Night Attack Rules
3. Heroic Leader Rules



Allied Strategy:

- 1.



Axis Strategy:

- 1.

Battle Reports

4

BR - Easy Company

○

Allies Won

○

Axis Won



See Results

Vote

Author:

This is an official FFM44 scenario that was played during the 2022 Nantes tournament.

Link: