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 marshes.

Troops:

Allies – 10 elite Infantry units

Axis – 10 Infantry, 1 Armor

Special Rules:

1. Allies do three Paradrops around the stars on the map.

2. Nightime Rules: Then once daylight appears, you may be given a chance to do a fourth paradrop, using lost figures, up to three total over the town of Les Forges.

3. Blowing up Bridges – once Allied forces are adjacent to a bridge, they may have an opportunity to blow it up, for a Permanent Victory Medal.



Allies:

1. Big Picture Strategy: This scenario is about consolidating and coordinating your forces. Because of the paradrops, they end up scattered across the battlefield in a semi-random formation. You need to pull them together and then make a plan to target sets of the enemy forces, sector by sector: isolated, attack, destroy, move to the next sector.

2. Note that you have three Temporary Medal Objectives, made up of two bridges and one town. You also have two Permanent Medal Objectives if you can blow up the designated bridges of Pont-l'Abbe, and Beuzeville.

3. Concerning the paradrops at the start of the game. The rules instruct you to center each drop around one of the three stars on the battlefield. While you may be required to do this when playing IRL with friends, the BGA site will allow you to drop them anywhere you like, subject to the same random losses and displacement issues.

Some commanders have been quite successful in dropping all of their paratroops in the same sector, and then wiping out the enemy before moving on to the next sector.

4. A second paradrop occurs at dawn. Once you hit daylight, more reinforcements will be coming your way. So hang in there!



Axis:

1. Be aware the the two bridges across La Douve River are each permanent medal

objectives for the Allies. If they succeed in destroying your bridges, they will gain one Medal for each one, plus any forces you have locked behind the river will be stranded as the river is impassable.

2. The other two bridges with the marked Allied Medals are temporary objectives, in which the Allies must remain on the hex to keep the medal.

3. Because this is an 8 medal battle, you will need to eliminate almost all of the Allied units to win.

4. Get your kills in before daylight. Once that happens, the enemy will do another paradrop of reinforcements.

Author: Ddrommel

URL

General Howitzer / Battle Reports

Drop in the Night: 82nd

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**55.56%**
Average medals per side
Allies**6.7**Axis**4.3**
Submitted AARs
27Games reported
Allied victories**15 · 55.6%**
Axis victories**12 · 44.4%**

Armageddon recently won this battle.

GeneralHowitzer recently won this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

1. Battle of Warsaw→ — Open Scenario
2. Slopes of Mount Austen→ — Open Scenario
3. Operation Frankforce→ — Open Scenario
4. Drop in the Night: 82nd Current scenario

5. The Coup de Main→ — Open Scenario
6. Cut of the Cotentin→ — Open Scenario
7. The Scottish Corridor→ — Open Scenario
8. The Charging Bull→ — Open Scenario
9. The Hedgerow Breach→ — Open Scenario
10. The Avranches Breakthrough→ — Open Scenario
11. Tigers Versus Kangaroos→ — Open Scenario
12. Take Falaise→ — Open Scenario
13. Tuchola Forest→ — Open Scenario
14. Bzura River→ — Open Scenario
15. Hel→ — Open Scenario
16. Tomaszow Lubelski→ — Open Scenario
17. Battle of Kock→ — Open Scenario
18. Luga Bridges→ — Open Scenario
19. Slim River→ — Open Scenario
20. Kota Bharu→ — Open Scenario
21. Ban Sadao→ — Open Scenario
22. Breaking the Jitra Line→ — Open Scenario
23. Gurun→ — Open Scenario
24. Kampar→ — Open Scenario
25. Bakri→ — Open Scenario
26. Tenaru→ — Open Scenario

27. Clearing Matanikau River→ — Open Scenario
28. Roi-Namur Landings→ — Open Scenario
29. Kwajalein→ — Open Scenario
30. Engebi Landings→ — Open Scenario
31. Guam Landings→ — Open Scenario
32. Orote Peninsula→ — Open Scenario
33. Landings at Peleliu→ — Open Scenario
34. Iwo Jima Landings→ — Open Scenario
35. Counter-Offensive on Okinawa→ — Open Scenario
36. The Rescue of Mussolini→ — Open Scenario
37. Umurbrogol Pocket→ — Open Scenario
38. Capture of Parry→ — Open Scenario
39. Medeera Pocket→ — Open Scenario
40. Singapore→ — Open Scenario
41. [Stalingrad] Red Barricades Factory Complex→ — Open Scenario
42. Matanikau River→ — Open Scenario
43. Japanese Counterattack→ — Open Scenario
44. [Iwo Jima] The Meat Grinder→ — Open Scenario
45. Counter-attack on Mortain→ — Open Scenario
46. Bloody Ridge→ — Open Scenario
47. Roi→ — Open Scenario
48. Namur→ — Open Scenario

49. Gemencheh Bridge→ — Open Scenario
50. Kepa Oksywska→ — Open Scenario
51. Szack→ — Open Scenario
52. Drop in the Night: 101st→ — Open Scenario
53. Coldstream Hill→ — Open Scenario

Dropped on the Cotentin

1. Drop in the Night: 82nd Current scenario
2. Cut of the Cotentin→ — Open Scenario
3. Drop in the Night: 101st→ — Open Scenario