Counterattack at Carentan — Hold the town at all costs

7/12/44

COUNTERATTACK AT CARENTAN

- HOLD THE TOWN AT ALL COSTS



Historical Background

Historical Background When the 101st Airborne entered the town of Carentan on June 12, 1944, they met relatively light resistance. The bulk of the surviving German defenders had withdrawn to the southwest the previous night. Both sides realized the importance of the city: for the Americans, it was a link between Utah Beach and Omaha Beach, and would provide a base for further attacks deeper int German-occupied France. For the Germans, recapturing Carentan would be the first step towards driving a wedge between the two U.S. beaches, severely disrupting and possibly even destroying the Allied invasion. The remnants of the 6th Fallschirmjager resupplied and were reinforced by assault guns and panzer grenadiers. The combined force counterattacked towards Carentan at dawn on June 13th. By 10:30 a.m. the outnumbered and outgunned paratroopers were pushed almost back to the outskirts of the city. At this critical point, sixty tanks from the 2nd Armored Division and accompanied by infantry counterattacked inflicting severe casualties on

Briefing

Axis: 10 cards, move first.
Allies: 10 cards.

Conditions of Victory

Axis: 15 medals, with 3 of them being victory objectives.
Allies: 15 medals.
The 4 town hexes, cemetery and church(Carentan) for a total of 6 hexes form a majority medal objective, turn start, worth 2 medals for both sides. The 5 town hexes(Graignes) form a majority medal objective, turn start, worth 2 medals for both sides. The bridge over the canal is a temporary medal objective worth 1 medal for the Axis. Any Axis infantry unit(s) on the straight road hexes on or between the star markers earns 1 medal for each unit. The unit must remain on the road to keep the medal.

Special Rules

The canals and river are not fordable. If either side draws Air Power discard and draw another. Consider the bridges as roads for movement purposes. NEW AXIS UNIT (rosette armor) Stug III Ausf. A (assault gun): Fires on all units in towns, woods or hedgerows at 2-2-1. If star is rolled remove sandbag. If both star and flag rolled on same turn only remove sandbag. ALL other normal armor rules are in effect. All Allied infantry units on the board at the start are special force SWAs (101st paratroopers). The mortar, machine gun and anti-tank gun units may move 2 and still battle irregardless of special weapons. All other special weapons asset rules are in effect. (SWA-Troops 5,6,7) Axis SWA units follow Troops 5,6, and 7 rules.Place special forces badges on the Axis units. (Troops-2) Place engineer badges on the Axis units. (Troops-4) Place tank destroyer badges on the U.S. units. (Troops-24) They are 3 figures. Place half-track badge on the Axis unit.(Troops-18). It is 3 figures. It may resupply.Follow camouflage rules, Actions-16 for marked units. ALLIED REINFORCEMENTS: Starting turn 3 the Allies may start to bring in reinforcements on the marked 'R' hexes. He may give 1 or 2 reinforcements to each section commander. (They do not have to be ordered to be placed) The reinforcement units may not move that turn. They may battle if ordered. They may take ground. Any 'R' hex must not contain a unit at the start of the turn in order to place additional reinforcements. Reinforcement Pool: 3 regular armor units, 2 Special force armor units, 6 infantry units (1 mortar SWA, and any number of Special Forces, engineers or other SWAs), and 1 mobile artillery.

Setup order

1	x1
2	x1
3	x2
4	x1
5	x1
6	x1
7	x2
8	x4
9	x9
10	x10
11	x5
12	x4
13	x24
14	x9
15	x20
16	x6
17	x7
18	x5
19	x3
20	x2
21	x3

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Victory

15 medals
Axis: at least 3 objective medals

Card Balance

Allies: 10
Axis: 10

First Player

Axis

Conditions

Countryside / towns

Context

Historical

Location

Carentan and Graignes, Normandy, France

Year

1944

Theater

Western Front

Map Type

Overlord

History

When the 101st Airborne entered the town of Carentan on June 12, 1944, they met relatively light resistance. The bulk of the surviving German defenders had withdrawn to the southwest the previous night. Both sides realized the importance of the city: for the Americans, it was a link between Utah Beach and Omaha Beach, and would provide a base for further attacks deeper into German-occupied France. For the Germans, recapturing Carentan would be the first step towards driving a wedge between the two U.S. beaches, severely disrupting and possibly even destroying the Allied invasion. The remnants of the 6th Fallschirmjager resupplied and were reinforced by assault guns and panzer grenadiers. The combined force counterattacked towards Carentan at dawn on June 13th. By 10:30 a.m. the outnumbered and outgunned paratroopers were pushed almost back to the outskirts of the city. At this critical point, sixty tanks from the 2nd Armored Division and accompanied by infantry counterattacked inflicting severe casualties on...

Carentan was the hinge connecting Utah and Omaha beaches—and we weren't surrendering one small inch! The 101st seized the town on June 12, 1944. When the Germans came roaring back the next morning, our paratroopers dug in and fought like crazy. Then sixty tanks of the 2nd Armored Division thundered into the fight! With infantry driving forward and artillery pounding away, they smashed the counterattack and sent the Germans reeling back several thousand yards. Carentan stayed ours—and the link between the beaches held firm!

~~ General Howitzer

Summary

German forces counterattack toward Carentan, where the U.S. 101st Airborne must hold the town until reinforcements can enter. Carentan, Graignes, the canal bridge, and the marked road determine the objective medals.

Objectives

Allies: 15 medals. **Axis:** 15 medals, including at least 3 victory-objective medals.

- **Carentan:** The four town hexes, cemetery, and church form a six-hex majority objective, checked at turn start, worth 2 medals to either side.
- **Graignes:** The five town hexes form a majority objective, checked at turn start, worth 2 medals to either side.
- **Canal bridge:** A temporary objective worth 1 Axis medal.
- **Marked road:** Each Axis infantry unit on the straight road hexes on or between the star markers earns 1 medal while it remains there.

Battlefield

Normandy countryside with towns, a church and cemetery, woods, hedgerows, roads, canals, the Vire River, and bridges. The river and canals are not fordable. Treat bridges as roads for movement.

Troops

Allies: The starting infantry represent the 101st Airborne and use the special-force SWA rules in this scenario. U.S. tank destroyers have 3 figures. See the map for the starting deployments and badges.

Axis: Infantry, special forces, engineers, SWAs, StuG III assault guns (rosette armor), and a 3-figure half-track that may resupply. See the map for the starting deployments and badges.

Allied reinforcement pool

- 3 regular armor units
- 2 special-force armor units
- 6 infantry units, including 1 mortar SWA; the others may be special forces, engineers, or other SWAs
- 1 mobile artillery unit

Starting on Allied turn 3, 1 or 2 reinforcements may be given to each section commander on the marked R hexes. Placement requires no order; an entry hex must be empty at turn start. New units cannot move that turn, but may battle if ordered and may take ground.

Allied Strategy

Axis Strategy

Special Rules

The canals and river are not fordable. Discard Air Power and draw another card. Treat bridges as roads for movement.

StuG III Ausf. A (rosette armor): fires on units in towns, woods, or hedgerows at 2-2-1. A star removes a sandbag; if both a star and a flag are rolled on the same turn, only remove the sandbag. All other normal armor rules apply.

Starting Allied infantry are special-force SWAs (101st paratroopers). Mortar, machine-gun, and anti-tank-gun units may move 2 and still battle; all other SWA rules apply (Troops 5, 6, 7). Axis SWAs follow Troops 5, 6, 7. Mark Axis special forces (Troops 2), engineers (Troops 4), U.S. tank destroyers (Troops 24; 3 figures), and the Axis half-track (Troops 18; 3 figures; may resupply). Apply camouflage (Actions 16) to marked units.

Allied reinforcements start on turn 3: place 1 or 2 per section commander on marked R hexes that were empty at turn start. No order is needed for placement.

They cannot move that turn; they may battle if ordered and may take ground. Pool: 3 regular armor, 2 special-force armor, 6 infantry (1 mortar SWA; the others may be special forces, engineers, or other SWAs), and 1 mobile artillery.

Strategy and Tactics

General Howitzer / Battle Reports

Counterattack at Carentan — Hold the town at all costs

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—
Average medals per side
Allies—Axis—
Submitted AARs
0Games reported

No AARs for this scenario yet. File the first field report.

Allied victories**0**
Axis victories**0**

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.

Scenario: 28529 **Design:** LooneyLlama (bibliography update: October 14, 2015); archived by kkuster24.

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