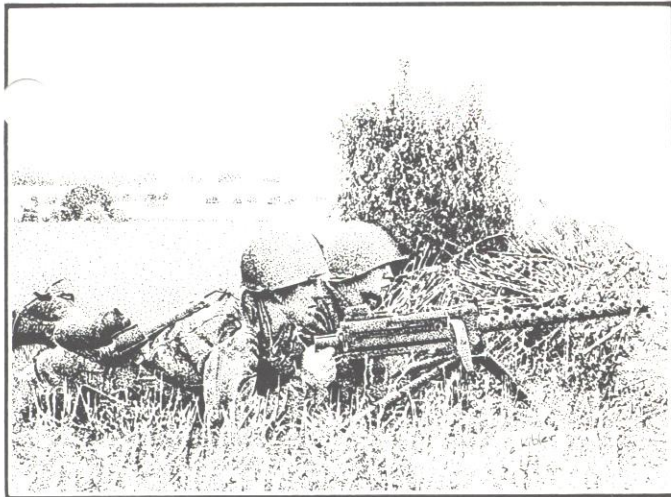


# SILENCE THAT GUN



## ASL SCENARIO 14



**VICTORY CONDITIONS:** Provided the Germans have not earned more Casualty Points than the U.S., the U.S. wins instantly by destroying (not just capturing) the AT Gun or solely occupying the fortified building (see SSR 3).

**FOUCARVILLE, June 6, 1944:** Foucarville was just one of several small villages behind Utah Beach which were to be occupied to prevent German reinforcements from reaching the beach and the beach garrisons from getting out. The first dozen paratroopers entered at 2 AM and after exchanging fire with a battalion command post, withdrew to await reinforcements. At dawn, they re-entered and the Germans withdrew to a fortified strongpoint at the northern end of the village. Judging themselves too weak to storm the strongpoint, the paratroopers satisfied themselves with establishing roadblocks and intercepting Germans withdrawing from the beaches until an AT Gun began to interfere.

### BOARD CONFIGURATION:



4	3	2
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### BALANCE:

- ☆ Building 3N1 has no second level.
- ✚ The American sets up first.

### TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
☆ AMERICAN Moves First							



Elements of 2nd Battalion, 919th Grenadier Regiment, 709th Division [ELR: 2] set up on or north of hex row O (see SSR 3): {SAN: 4}

4-4-7	4-3-6	2-2-8	8-1	8-0	7-0	7-16	5-12	3-8	75 811
6	6							2	



Elements of Company A, 1st Battalion, 502nd Parachute Regiment [ELR: 5] set up on or south of hex row R: {SAN: 3}

7-4-7	9-1	8-1	7-0	1-4-9	4-10	8-4	30-1
7					2	4	

### SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All hill hexes are considered ground level marsh; no other terrain features in these hexes.
- The German player must secretly designate one of the following buildings as fortified throughout its ground level (no tunnels): 3O10, 3O5, 3N1, 3M5, or 3M7. The AT Gun must set up at least two hexes away from 3N2 neither hidden nor concealed in a non-marsh hex on board 3 with a LOS to at least one of the board 3, row Q road hexes. The AT Gun may not set up in a fortified building.
- The AT Gun cannot be permanently disabled by a repair attempt or, nor voluntarily destroyed by the German player.

**AFTERMATH:** By 10:30 AM the paratroopers numbered nearly 80 men—but still not enough to take the entire town. However, under the covering fire of a limited-objective attack, Private John Lyell was able to crawl forward to a position from which he could silence the gun with a grenade bundle—although he was mortally wounded in the process. The strongpoint remained in German hands until 10 PM when suddenly many Germans threw down their arms. Duped by prisoners they had taken during the previous night into thinking that a heavy naval bombardment was due to strike, they acted without authority. Before the German leaders could intervene, the captive paratroopers quickly seized the discarded weapons and opened fire on their former captors.