

# PURPLE HEART LANE



## ASL SCENARIO S19

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**CARENTAN, FRANCE, 12 June 1944:** Having secured the area behind Utah Beach, and with the 29th Infantry having captured Isigny, it was now up to the 101st Airborne to take Carentan to allow the linkup of the two American beach-heads. The 327th Glider Infantry Regiment would clear the area between Isigny and Carentan and attack the city from the east. The 502nd Parachute Infantry Regiment would have to attack over a causeway banked six to nine feet above the marshlands of the Douve that crossed four bridges over branches of the river and canals. Tough fighting got the 502nd over the fourth bridge outside of town, where they faced a series of determined German counterattacks until relieved by the 506th PIR. On the morning of June 12th, Colonel Robert Sink ordered the 506th's 2nd Battalion to attack into Carentan.

### BOARD CONFIGURATION:



(Only hexrows L-CC are playable)

### BALANCE:

☒ Replace one LMG with a MMG in the German OB.

☆ Add one BAZ 44 to the U.S. reinforcements.

**VICTORY CONDITIONS:** The Americans win at game end by Controlling  $\geq 6$  buildings south of hexrow Z. For each German MMC which exits the map increase the number of buildings needed by 1 (see SSR 3).

### TURN RECORD CHART

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



Elements of 6th Fallschirmjäger Regiment [ELR: 5] set up on/between hexrows X-S in hexes numbered  $\geq 2$  and  $\leq 8$  (see SSR 2):



2

2



Enter on/after Turn 1 along the south/east/west board edges from Q10-Q1:



4

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Elements of 2nd Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5] set up in hex Z7:

Set up in hex Z7:

Set up in hex CC7:



Enter on/after Turn 1 on hex CC7:



5



### SPECIAL RULES:

1. All grain hexes are flooded hexes and may not be entered by any unit nor do they act as an obstacle/hindrance. Smoke may not be placed in a flooded hex. The CC6 woods mass is considered Open Ground (ignore the woods illustrations).
2. The German at-start LMG must setup in separate hexes.
3. Beginning on Turn 4 German units may exit the map along the south/east/west board edges from Q10-Q1 during the MPh/APH.

**AFTERMATH:** A squad of men followed Lt. Harry Walsh into town, but, facing machinegun fire from the edge of town, the rest of his men froze in the ditches alongside the road. With Battalion HQ yelling encouragement from the rear, acting Company Commander Lt. Dick Winters jumped into the road and screamed for his men to follow. Having never heard Winters scream before, Easy Company quickly attacked down the road, distracting the enemy machinegun nest enough for Lt. Walsh and his men to neutralize it. As the 2nd Battalion entered town, the 327th also attacked from the east and met up with the paratroopers in the center of town. The trap was closed, and the objective secured, but few prisoners were captured. Oberst Friedrich von der Heydte commanding the 6th Parachute Regiment had pulled most of his men out of town the evening before, leaving behind one company to hold out while he prepared a counterattack from the west. The opposing paratroopers were not done with each other yet.