

Sèves Island Situation 0: Crossroads



22 July 1944, 2300. Sèves Island. After a hard day of fighting, elements of 1- and 2/358 attempt to link up for the night.

Mission

US: Consolidate lines

CVP: Kills



MVP: +5 if US units can trace a line of intervisible units E-W leading off both ends of the map.

German: Remain in contact; retain crossroads

CVP: Kills - losses

MVP: +3 if all remaining units unsuppressed w/in 2 hexes of US; +3 if no unit adjacent to J14.

Troops

 <p>Operations Range: 2-3 Command Points: 2</p> <p>Elements of 358IR:</p> <ul style="list-style-type: none"> • (enter from west edge): 1x first line squad; 3 x second line squads • (enter from east edge): 4 x second line squads 	 <p>Operations Range: 1-3 Command Points: 3</p> <p>Elements of 9/6 Fallschirmjäger (set up first, anywhere, all begin concealed):</p> <ul style="list-style-type: none"> • 4 x decoys • 3 x elite squads • 3 x foxholes
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Time

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Special Rules

Pay special attention to rules for fields, upstairs, crossfires, wire, mines, and fields. Visibility is Dusk 2 (6 hexes); modifiers for moving in open become +3 at range 1, +2 at ranges 2-4, and +1 at ranges 5 or greater (0 at range 8+).

Terrain

Place markers in C11, C17; D11, D18; P11, P18; Q11, Q17 to delimit playable area (columns D-P; 12-17). German places 6 foxholes, 1 wire, and 1 marked minefield north of all roads.