



Mission Boston - Objective La Fièrè - Expanded is a branching campaign that follows the events of June 6th through 10th related to one of the 82nd "All American" Airborne's D-Day mission objectives - the securing of the La Fièrè bridge and causeway across the Merderet River until relieved by the 90th Infantry Division moving inland from Utah beach. At various times you will command Able Coy. 1/505 PIR 3/325 GIR and 1/357 Inf. Rgt., 90th Inf. Div.

The Scenarios

(Size/Complexity/Difficulty)

- June 6, 0500 - Boots on the Ground (small force, large map, low, easy)
- June 6, 0800 - Manoir Leroux (medium, low, easy)
- June 6, 1430 - Cauquigny (small, low, easy)
- June 6, 1400 - The Orchard (small, low, easy)
- June 6, 1600 - Angriff der Grenadier (medium, low, easy)
- June 7, 1000 - No Better Place to Die (medium, low, moderate)
- June 8, 2300 - Breakout (huge, high, medium)
- June 8, 2300 - Night Crossing (huge, high, difficult)
- June 9, 1030 - Saul's Run (huge, high, high)
- June 9, 1200 - Le Motey (large, medium, medium)
- June 10, 1130 - Amfreville - (large, medium, medium)

Strategic Situation

Shortly after midnight on June 6, 1944 paratroopers of the 101st Airborne "Screaming Eagles", started dropping behind Utah Beach in Operation Albany. Approximately an hour later the 82nd Airborne was dropped further inland. At 0400 glider missions Chicago (101st) and Detroit (82nd) began landing with heavy weapons and finally at 0630 the combined Allied armies landed on a 50 mile stretch of the coast of Normandy, France opening a second front in the war against the Axis.

82nd Airborne Mission Objectives

The original plan for the 82nd Airborne was to drop deep into the Cotentin Peninsula with the aim of rapidly isolating the port of Cherbourg. However, ten days before D-Day the German 91 Luftlande Division moved into the area with armor support causing Overlord's planners to scale back the airborne operation to areas nearer the beaches to avoid the airborne forces being overwhelmed before they could be relieved.

82nd Airborne Operational Orders

1. 505 PIR - DZ "O" (Sainte-Mère-Église). Seize the villages of Sainte-Mère-Église, La Fière, Neuville-au-Plain and Chef-du-Pont. Seize and hold the bridges at the eastern ends of the two causeways crossing the Merderet at La Fière and Chef-du-Pont causeways. Establish a line facing north from Neuville-au-Plain to Baudienville and establish contact there with the 101st Airborne.

2. 507 PIR - DZ "T" (Amfreville). Assemble at Amfreville. Support 505 PIR by seizing the western end of the La Fière causeway at Cauquigny. Establish a line facing west from Gourbesville to Hameau Renouf.

3. 508 PIR - DZ "N" (Picauville). Seize and destroy the bridges over the Douve at Beuzeville la Bastille and Étienville (Pont l'Abbe). Patrol aggressively around Renouf. Clear and secure the Division area. Be prepared to move west on Corps order to the line of the Douve.

Significance of Objectives

The target bridges and causeways are choke-points into and out of the Cotentin Peninsula. Securing them will block German efforts to attack the beaches and ensure access into the Cotentin with the aim of eventually capturing the port of Cherbourg. Sainte-Mère-Église is a transportation hub that sits astride the road from Utah beach to La Fière.

Graphics MODS Required

Falaise's 22.5 degree roads v2 (essential), Rockingharry's rubble (optional), and Mech.Gato's expanded flavor objects (optional) are necessary for these items to look correct. The mods are available at CMMOD Warehouse and should be installed in your Game: data/z directory.

Acknowledgements

This is the final revision of the expanded variant of my 82nd Airborne Campaign. The present version is the result of detailed feedback from a number of patient players and especially from our gaming colleague from Caen, France – PEB14 (Pierre). Merci beaucoup. Thank you to all.

Future Revisions

Any further revisions will be left up to others and to any and all I gladly give my permission to use or alter my creations.

Wishing all “Happy Gaming!”