

Little Round Top



THE FACE OF BATTLE

Neuville-au-Plain, France, June 6th, 1944, 12:45

Lieutenant-Colonel Vandevoot had broken his leg on impact. This did not deter the leader from commanding his men on the battlefield. Moving around in a farm cart, Vandevoot was determined to carry out his D-Day objective of securing the Northern approaches to Ste. Mere-Eglise. The 505th was also tasked with providing a roadblock at Neuville-au-Plain on Route nationale 13. Receiving conflicting communications, Vandevoot decided to dispatch a force under Lieutenant Turner Turnbull to set up a defence at Neuville. Neuville was a hamlet surrounded by orchards and bocage, an excellent place to set up a defence. After twenty minutes Vandevoot appeared in a jeep and deposited a 57mm anti-tank gun recently arrived from the glider forces. Just then, elements of the 1058th Grenadier Regiment arrived and the two forces engaged each other.

Forces German / American	Location NorthWest Europe
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Game Length
6 turns

Game Objective and Victory Conditions

Decisive: KIA or INC 75% of German forces and destroy both AFV's by turn 4.

Marginal: KIA or INC 75% of German forces and destroy both AFV's by turn 5.

Draw: Satisfy neither American or German victory conditions.



Elements of Company D, 2nd Battalion, 505th Parachute Regiment



Squad A

- 1 1st Lieutenant Turnbull w/Thompson M1 **2.7.8 G**
- 1 Sergeant w/Thompson M1 **2.7.8 A**
- 1 Machinegunner w/M1919A4 **2.7.8**
- 1 Assistant w/M1 Carbine **2.7.8**
- 5 Paratroopers w/M1 Carbine **2.7.8**
- 3 Paratroopers w/M1 Garand **2.7.8**
- 2 Paratroopers w/Thompson M1 **2.7.8**

Squad B

- 1 Technical Sergeant w/M1944 Bazooka and Colt .45 **2.7.8 A**
- 1 Paratrooper w/M1 Garand **2.7.8**
- 1 Paratrooper w/M1 Carbine **2.7.8**

Squad C

- 1 Sergeant w/M1 Garand **2.7.8 A**
- 3 Paratrooper w/M1 Garand **2.7.8**
- 1 Paratrooper w/M1918A2 BAR **2.7.8**
- 2 Paratroopers w/M1903 **2.7.8**
- 3 Paratroopers w/Thompson M1 **2.7.8**
- 1 Medic **2.7.8**

57mm Anti-Tank Gun

- 1 Corporal w/Thompson M1 **2.7.8 A**
- 1 Gunner w/M1 Carbine **2.7.8**
- 1 Loader w/M1 Carbine **2.7.8**
- 2 Assistants w/M1 Garand **2.7.8**

Special Rules

1. The scenario may be played stand-alone or as the fifth scenario in the seven-part Normandy Airborne mini-campaign.
2. The American forces set up first. All forces start on the map.
3. The American forces are set up hidden. Each American soldier is represented by two ? counters.
4. Each American paratrooper has 2 fragmentation grenades.
5. There are 1d10 HEAT rockets for the Bazooka.
6. There are 2d6 AP and 1d10 HE rounds for the Anti-Tank gun. The gun begins the game unloaded.
7. The Paratroopers have 2 Hawkins No 75 Anti-Tank grenades.

Aftermath

Vandevoot returned to his main force just as the battle begun. Immediately the Americans were facing a large German force supported by a self-propelled gun and a Panzer Mark IV. The two German vehicles were quickly disabled. Outnumbered and lacking heavy support weapons, Turnbull resisted as best he could. Slowly the Germans began to surround his depleting force and threatened to cut off his escape to Ste. Mere-Eglise. Under the circumstances, Turnbull was holding his own quite well. But the situation would soon turn for the worse. Turnbull's Little Round Top was not yet over as he next faced some very difficult command decisions.