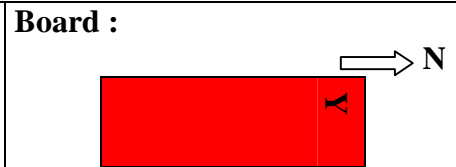




Foy, Belgium. On the 13th of January 1945, Easy Company (2nd Battalion, 506th Parachute Infantry Regiment, 101st US Airborne Division) launched an assault on the village of Foy. It had been snowing for a long time, and the men were bogged down in deep snow. The watchword of this attack was speed, the attackers could not stop, and the Germans had to be taken by surprise. Easy Company was to attack the town from the South and Item company of the 3rd Battalion from the North. Just after the start of the assault, Lt. Dike halted his men in the middle of a field with no cover. They suddenly became sitting ducks for the German defenders...

Conditions de victoire :
The American player wins if at the end of any MPH he manages to occupy any single building with units from each company while it has lost fewer mmc than the German player

Balance :
German: Add a 4-4-7
American: Extend game by one turn.



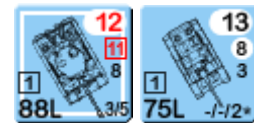
German player sets up first	1	2	3	4	5	6
American player moves first						

Elements of 76th Volksgrenadier, set up onboard according to SSR1

ELR 3



Remnants of 2nd Panzer Division (PzKpfw VIE et Stug IIIIG), set up ≤ 2 hexes from L6



Elements of Easy Company, set up between X0 and CC3 inclusive

ELR 5



Elements of Item Company arrive according to SSR 2 on turn 2 or 3, from the East board edge between hexes A1 and E1 inclusive.



Special Rules:

- German player must set up 3 squads and an LMG in buildings between hexrows U and W inclusive; all other units to set up in the village between I and N inclusive.
- On turn 2, US player makes a dr. If the dr=1, 2, or 3, Item Company reinforcements arrive that turn. Otherwise, they enter on turn 3.
- To simulate the snowy conditions, all roads are treated as Open Ground. All fire attacks at > 6 hexes are subject to +1 hindrance, > 12 hexes +2, >18 hexes, +3.
- At the start of each American RPH beginning turn 2, US 6+1 leader (Lt Dike) makes a MC. Failure results in PIN for the rest of the game, and a 10-2 SMC (Lt Speirs) enters as reinforcement the following turn on hexrow X0-CC3; this also occurs if the 6+1 SMC fails a MC during combat.

Conclusion : Captain Winters ordered Lt. Ronald Speirs to take over Lt. Dike's command and lead the assault. He sprinted forward in legendary fashion, alone, from the cover of the forest right into the centre of the town without being hit, which won the admiration of his men. Speirs ran straight through the town in order to make contact with Item Company. Afterwards, Speirs turned back through the German positions, all the while under enemy fire, and rejoined Easy Company which was starting to mop up in the first buildings. Easy Company took the town of Foy after a violent fight, but at a heavy price. The weakness of Dike's leadership had cost many lives. Easy Company was immediately taken out of his hands, and he was reposted to "Assistant Regimental S-3"