

# “Don’t Miss Shifty”



## Foy, Belgium — January 13<sup>th</sup>, 1945

In mid-January 1945, following the relief of Bastogne, the U.S. 101st Airborne Division shifted from desperate defense to offensive action. The village of Foy, Belgium, served as a German strongpoint anchoring positions north of Bastogne. On 13 January 1945, Easy Company, 2nd Battalion, 506<sup>th</sup> Parachute Infantry Regiment was ordered to assault the village across exposed, snow-covered fields. Waiting for them in the village of Foy were elements of the 26<sup>th</sup> Volksgrenadier Division supported by an 88mm AA Gun and a MKIV.

**VICTORY CONDITIONS:** The American Player wins at Game End by controlling Buildings 53L7, 53O5, and 53N6.

### Board Configuration:

Boards 53 & 69

Rows A-P are playable.

### Overlays:

WD2 = 53B7-B6, WD12 = 53C4-B3

WD3 = 69B6-C7, WD4 = 69C6-B5

WD5 = 69B2-C2



American Player Moves First	1	2	3	+	4	5	6
German Player Sets up First							



Elements of 26<sup>th</sup> Volksgrenadier Division (ELR 3) (SAN 4) (Set up: on or north of Hex Row J)



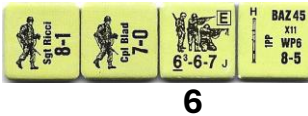
Enter Turn 4 on the North Edge



Easy Co., 2nd Battalion, 506<sup>th</sup> Parachute Regiment, 101<sup>st</sup> Airborne Div. (ELR 5) (SAN 3) (Set up: In a Woods Hex on/south of Hex Row C)

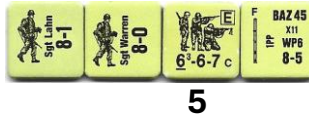
Lt. Foley's 1st Platoon

Set up between 69B2-69B5



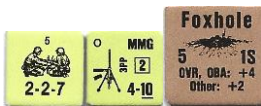
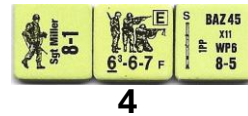
Lt. Dyke's & Sgt. Lipton's 2nd Platoon (See SSR 7)

Set up between 69B6-69B10



Lt. Shames 3<sup>rd</sup> Platoon

Set up between 53B6-69B10



1<sup>st</sup> Lt. Speirs (See SSR 8)

## Special Rules/Notes:

- EC are Ground Snow with no Wind at start.
- Bore Sighting (C6.4) and Kindling (B25.11) are N.A.
- All Brush is Open Ground. Hexes 53H0, H1 & I2 are Haystacks (share the same characteristics as in Season Orchard.)
- No Quarter is N.A.
- The German 88mm AA Gun must set up in one of the following Board 53 Hexes L5, L6 or M6. It sets up emplaced, but unconcealed as its position had been under continuous observation by Easy Company forward observers.
- Shifty Powers Sniper Rule. Once per game – the American Player may elect to employ the Shifty Power Sniper Rule when the German sniper is activated. The American Player makes a dr 1-2 the German Sniper is KIA'd and removed from play, 3-4 the Sniper is Casualty Reduced, 5 – no result, 6 – Sgt. Lipton is KIA'd and removed from play.
- Once any unit of the 2<sup>nd</sup> Platoon reaches Row G – Lt. Dyke is Wounded and the entire platoon is Pinned. The Pin is removed in Rally Phase by a successful Task Check, otherwise units failing the TC remain Pinned until they make a successful TC or Lt. Speirs reaches the G Row.
- 1<sup>st</sup> Lt. Speirs is Heroic and is immediately activated when Lt. Dyke is wounded and enters from the north edge of Board 69 between A7 and A10.



**Aftermath:** Initially stalled by Lt. Dyke's wounding, confused leadership and intense German fire, the attack was revived by decisive action at company level, culminating in the capture of Foy and marking a turning point for the exhausted paratroopers.

## Scenario GJ155