
UNDAUNTED

NORMANDY

SCENARIO BOOK

SCENARIO 16: THE BRIDGE AT LA FIÈRE

Merderet River

June 6, 1944.

Five hours before the D-Day landings began, a massive force of 6000 paratroopers jumped from 400 Skytrain troop carrier aircraft into an intended objective area of 10 square miles, either side of the Merderet River. Tasked with taking a Bridge that would prove critical for breaking out of the Normandy beachheads, the 1st Battalion of the 505th Parachute Regiment engaged German troops guarding the bridge under the cover of darkness. The resulting battle has been called “the bloodiest small unit action of World War II.”



US OBJECTIVE

Control 1 objective point.



GERMAN OBJECTIVE

Pin the US forces (no US Riflemen on the board).

STARTING INITIATIVE: US

STARTING CARDS:

US	
Platoon Sergeant	ⓓ
Platoon Guide	
Squad Leader A	ⓓ
Squad Leader B	ⓓ
Squad Leader C	
Rifleman A	ⓓ ⓓ Ⓢ Ⓢ Ⓢ
Rifleman B	ⓓ ⓓ Ⓢ Ⓢ Ⓢ
Rifleman C	
Scout A	ⓓ Ⓢ Ⓢ
Scout B	ⓓ Ⓢ Ⓢ
Scout C	
Machine Gunner A	ⓓ Ⓢ Ⓢ
Machine Gunner B	ⓓ Ⓢ Ⓢ
Machine Gunner C	
Mortar	
Sniper	
Fog of War	ⓓ ⓓ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ

GERMANY	
ⓓ	Platoon Sergeant
	Platoon Guide
ⓓ	Squad Leader A
ⓓ	Squad Leader B
	Squad Leader C
ⓓ Ⓢ Ⓢ Ⓢ Ⓢ	Rifleman A
ⓓ Ⓢ Ⓢ Ⓢ Ⓢ	Rifleman B
	Rifleman C
ⓓ Ⓢ Ⓢ	Scout A
ⓓ Ⓢ Ⓢ	Scout B
	Scout C
ⓓ Ⓢ Ⓢ	Machine Gunner A
ⓓ Ⓢ Ⓢ	Machine Gunner B
ⓓ ⓓ Ⓢ	Machine Gunner C
	Mortar
	Sniper
ⓓ ⓓ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ	Fog of War

Deck: ⓓ Supply: Ⓢ Return all Combat Cards not listed in the above tables to the box.

SPECIAL RULES

Paradrop: When the US player takes a card action with a combat card and the corresponding combat counter is not on the board, roll two 10-sided dice and sum the result. Place the combat counter on the matching board tile (if the result is 0, re-roll). Place a US scouted marker on the board tile, but do not add a Fog of War card to the US player's discard pile. Then perform the action with the combat card as normal. The US player does not use spawn markers in this scenario, but if a combat counter is removed from the board it can be replaced using this special rule. When placing tokens on tiles during step 6 of setup, **paradrop** US Riflemen A and B.

SETUP



TILES

2B	3B	4B	5A	6A	7A	8A	9A	10A	11A	12B	13A	14A	15A	16B	17B	18A	
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