UNDAUNTED NORMANDY

SCENARIO BOOK I

SCENARIO 13: CASTLE ITTER

The last days of the war in Europe

Castle Itter - 5 May 1945

The Battle for Castle Itter was fought near the Austrian village of Itter on 5 May 1945, in the last days of the War in Europe. US soldiers joined forces with Wehrmacht infantrymen, an SS officer, an Austrian resistance fighter, and recently freed French prisoners of war to defend an Austrian castle against an attacking force from the 17th SS Panzergrenadier Division. It has been called the strangest battle of WW2 and is the only known instance of US and German forces fighting side-by-side.





STARTING INITIATIVE: COALITION

STARTING CARDS:

Deck: D Supply: S

COALITION SIDE	
US	
Platoon Sergeant	D
Squad Leader A	Ð
Rifleman A	DD SSS
Scout A	088
Machine Gunner A	D §§
Fog of War	DD SSS
	88888
GERMAN	
Squad Leader C	D
Rifleman C	DD SSS
Scout C	D SS

CEDMAN CIDE		
GERMAN SIDE		
Ð	Platoon Sergeant	
Ð	Squad Leader A	
Ð	Squad Leader B	
DD SSS	Rifleman A	
D D S S S	Rifleman B	
D S S	Scout A	
D SS	Scout B	
D SS	Machine Gunner A	
D S S	Machine Gunner B	
SSS	Mortar	
SSS	Sniper	
DD SSS	Fog of War	
SSSS		

SPECIAL RULES

Castle Itter: Tile 1B (Castle Itter) follows the same rules as a hill, with a variable cover bonus of 3/1. **Coalition:** In this scenario, one player controls a coalition of German and US troops. All US cards, combat counters, and control markers, as well as all German squad C combat counters and cards, are controlled by the Coalition player. When the Coalition player shuffles their deck they should do so without looking at the card backs.



1B 2A 3A 4A 5A 7A 8B 9A 10A 11B 12A 13A 14A 15A 16A 17B 18B

