

# THE BATTLE OF THE LA FIÈRE CAUSEWAY

## 6-9 JUNE 1944

On D Minus One the men of the US 82<sup>nd</sup> 'All American' Airborne Division jumped into Normandy with the mission of halting German reinforcements from reaching Utah Beach. The division's two main drop zones were positioned around the French town of Sainte Mere Eglise in two large open areas. The Merderet River divided these two areas and thus became the first objective of the 82<sup>nd</sup> in order to consolidate their position.

During the drop, the shaken pilots of the paratrooper's C-47 transport planes dropped the soldiers all across the Cotentin Peninsula, resulting in mass confusion. Still, the men knew what had to be done, having studied the sand tables and maps thoroughly back in England.

Elements of the 507<sup>th</sup> Parachute Infantry Regiment converged on the bridge during the night of 5/6 June and established a rough perimeter.

At 1400 hours on 6 June, the Germans attacked in force with 1057. Grenadierregiment supported by 100. Panzer Ausbildungs und Ersatz Abteilung, a tank training and replacement battalion.

The grenadiers advanced with the old French training tanks. As they approached the bridge, the tanks stopped in front of the small minefield deployed by the paratroopers. As the infantry moved to clear the mines, the paratroopers opened fire, causing casualties and forcing the tanks to pull back.

Once they regrouped, a handful of H-39 tanks advanced slowly toward the bridge. Suddenly, the first was knocked



out by two carefully hidden bazooka teams. Nevertheless the Germans pressed the attack and forced the paratroopers back to the eastern side of the bridge.

The Germans halted at the river, unable to advance through the now heavily-defended western bank. A stalemate developed as the two sides struggled to gather enough strength to push the other back.

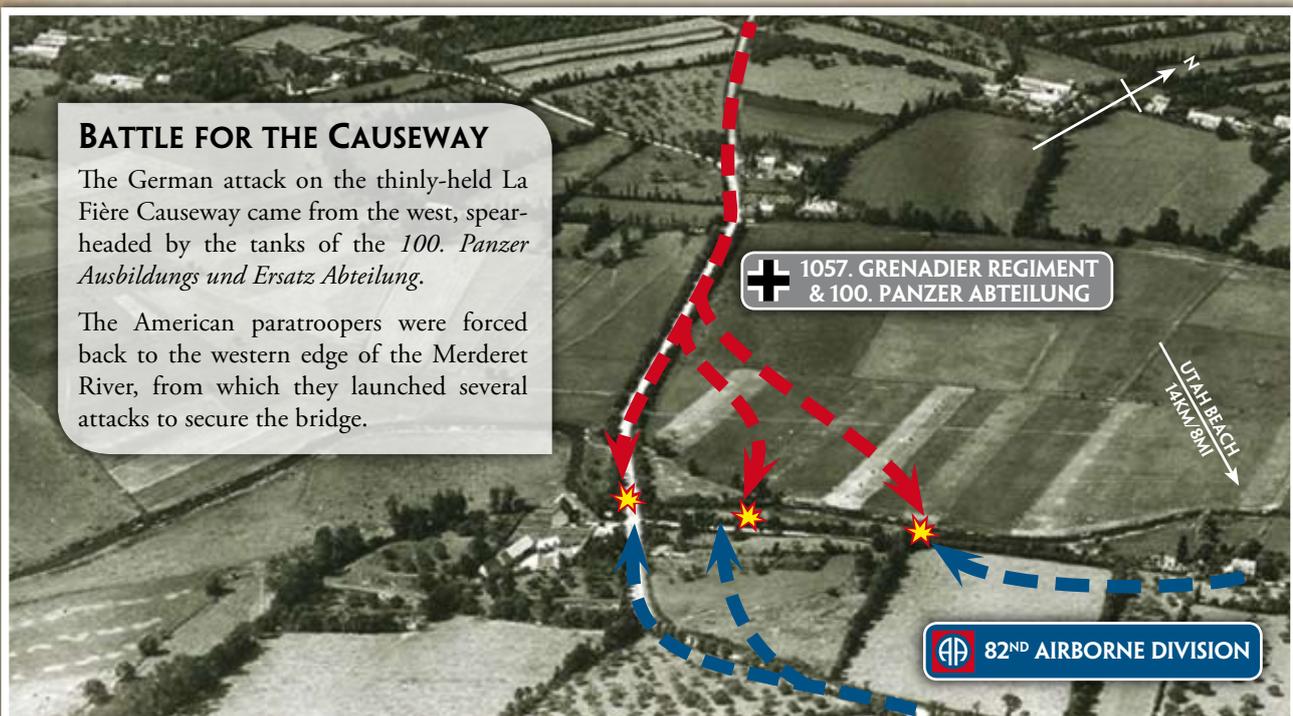
Eventually the paratroopers managed to push the Germans back thanks to the timely arrival of their glider-borne regiment as well as several Sherman tanks which had arrived from Utah Beach.

Unable to repel firepower of that magnitude, the *Beutepanzer* tanks withdrew and the bridge finally fell into the hands of the Americans on 9 June.

### BATTLE FOR THE CAUSEWAY

The German attack on the thinly-held La Fièvre Causeway came from the west, spearheaded by the tanks of the 100. Panzer Ausbildungs und Ersatz Abteilung.

The American paratroopers were forced back to the western edge of the Merderet River, from which they launched several attacks to secure the bridge.



# SCENARIO FORCES

## GERMANS

### BEUTEPANZERKOMPANIE (CONFIDENT TRAINED)

#### Company HQ:

2x Panzer 35-R 731(f) tanks

#### Beutepanzer Platoon:

1x Command Panzer 35-S 739(f) tank, and  
4x Panzer 35-R 731(f) tanks

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1x Command Panzer 35-S 739(f) tank, and  
4x Panzer 35-R 731(f) tanks

#### Beutepanzer Platoon:

1x Command Panzer B-2 704(f) tank, and  
4x Panzer 38-H 735(f) tanks

#### Beutepanzer Platoon:

1x Command Panzer IIIJ tank, and  
4x Panzer 38-H 735(f) tanks

#### Bodenständig Anti-tank Gun Platoon:

1x Command SMG team, and  
3x 7.5cm PaK40 anti-tank guns

#### Bodenständig Tank-hunter Platoon:

3x Marder I tank hunters

#### Bodenständig Grenadier Platoon:

1x Command Panzerfaust SMG team, and  
6x Rifle/MG teams

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1x Command Panzerfaust SMG team, and  
6x Rifle/MG teams

#### Bodenständig Heavy Artillery Battery:

1x Command SMG team  
1x Staff team  
2x Observer Rifle teams, and  
4x 15.5cm sFH414(f) Howitzers

#### Bodenständig AA Gun Platoon:

1x Command SMG team,  
3x 3.7cm FlaK43 anti-aircraft guns, and  
3x 3-ton trucks

#### Luftwaffe AA Assault Platoon:

1x Command SMG team, and  
2x 8.8cm FlaK36 with extra crew

## AMERICANS

### US PARACHUTE RIFLE COMPANY (FEARLESS VETERAN)

#### Parachute Rifle Company HQ:

Company Command SMG team  
2iC Command SMG team, and  
3x Bazooka teams

#### Parachute Rifle Platoon:

1x Command Rifle/MG team,  
9x Rifle/MG teams,  
1x 60mm mortar team, and  
1x Bazooka team

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1x Command Rifle/MG team,  
9x Rifle/MG teams,  
1x 60mm mortar team, and  
1x Bazooka team

#### Parachute Machine-gun Platoon:

1x Command Carbine team, and  
4x M1919 LMG teams

#### Airborne Engineer Combat Platoon:

1x Command Pioneer Rifle team,  
2x M1919 LMG teams, and  
2x Pioneer Rifle teams

#### Glider Rifle Platoon:

1x Command Rifle team,  
9x Rifle/MG teams, and  
1x Bazooka team

#### Glider Field Artillery Battery:

1x Command Carbine team,  
1x Staff team,  
1x Observer Rifle team, and  
6x M3 105mm light howitzers

#### Glider Anti-tank Platoon:

1x Command Carbine team,  
3x 57mm Anti-tank guns  
3x Bazooka teams, and  
3x Jeeps

The forces used in this scenario can be found in *Overlord* (US Parachute Rifle Company, page 180) and *Atlantic Wall* (Beutepanzerkompanie, page 152).



*Panzer B-2 740(f)*  
*Char B1 bis*  
*Code: FR070*



*Panzer 35-S 739(f)*  
*SOMUA S-35*  
*Code: FR050*

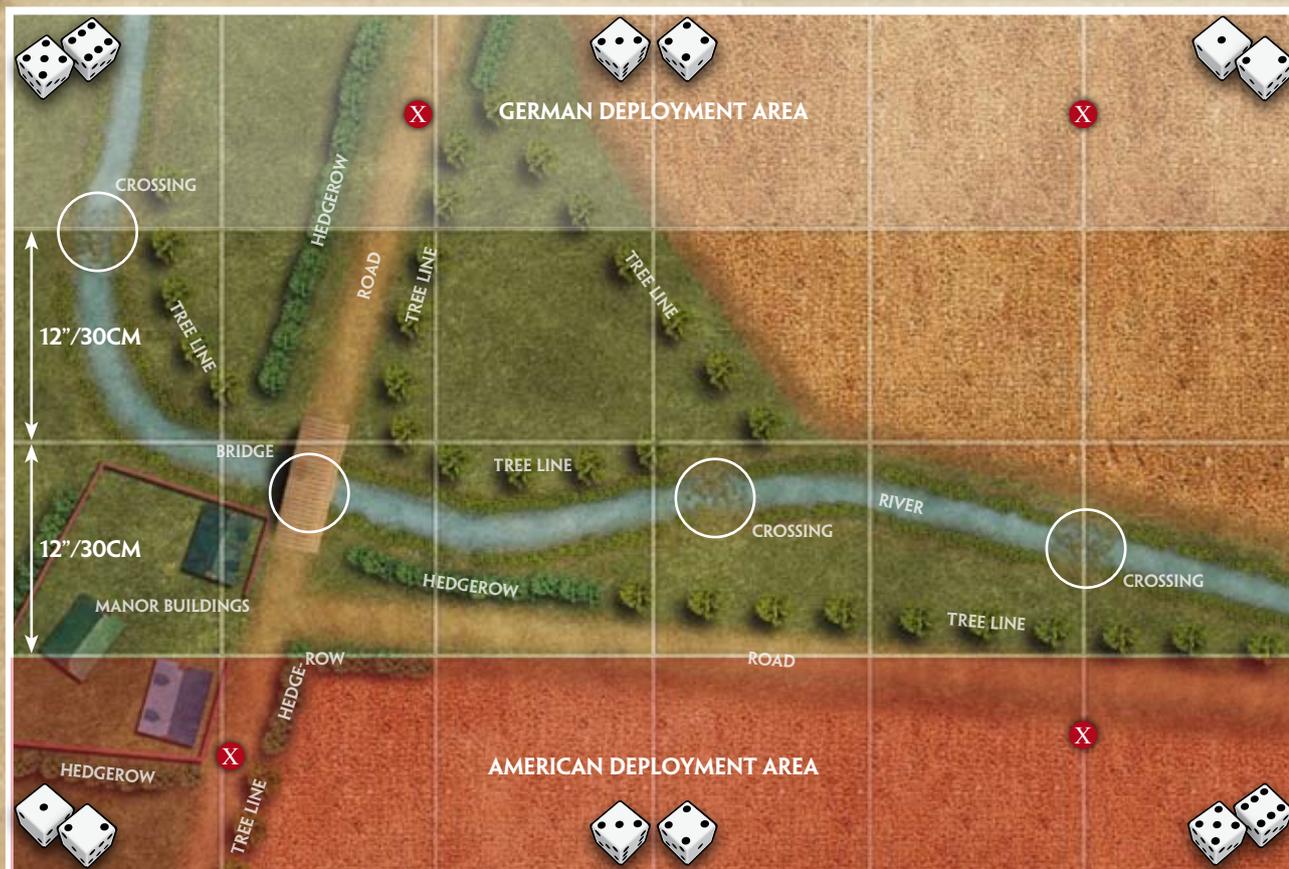


*Panzer 38-H 735(f)*  
*Hotchkiss H-35/H-39*  
*Code: FR020*



*Panzer 35-R 731(f)*  
*Renault R-35*  
*Code: FR030*

# THE BATTLE OF THE LA FIÈRE CAUSEWAY



The La Fièrè Causeway is critical to both sides and must be captured at all costs.

This scenario uses the **Delayed Reserves**, **Meeting Engagement**, and **Scattered Reserves** special rules (see pages 264 to 271 of the rulebook).

## YOUR ORDERS

### GERMAN

Paratroopers have landed astride the Merderet River. Furthermore a large Allied assault force has landed due east of your position. Your mission is to secure the causeway and keep the way open for our reserves.

### AMERICAN

The causeway links the 82<sup>nd</sup> Airborne's drop zones. You need to secure this crossing so that we can gather our strength and make sure no Germans can reinforce Utah Beach.

## PREPARING FOR BATTLE

1. Set up the table as shown on the scenario map.
2. Place an objective at each point marked with **X**.
3. Starting with the German player, both players now nominate at least half of their platoons to be held off the table in Delayed and Scattered Reserve at the start of the game.
4. Both players, starting with the German player, now alternate placing remaining platoons in their own deployment

areas. The platoons may not be placed within 12"/30cm of the centre line of the table.

5. Again, starting with the German player, both players now place their Independent teams in their own deployment areas.

## BEGINNING THE BATTLE

1. Both players roll a die. The player with the highest result has the first turn.
2. Remember that this mission uses the Meeting Engagement special rule so, for the first turn of the game, all teams are considered moving at the beginning of the battle.

## ENDING THE BATTLE

The battle ends when either:

- a player starts their turn in possession of any of the objectives in the enemy deployment area.

## DECIDING WHO WON

The player that took their objective wins the battle. They have won control of the La Fièrè Causeway, forcing the enemy to have to retreat.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

If neither side won use the There Are No Draws special rule (see page 275 of the rulebook) to determine Victory Points.

## TERRAIN

The Battle of the La Fièvre Causeway scenario includes rivers, bocage, tree lines, fields, roads and more. Here are some suggestions for how to define a few of the major pieces of terrain for this scenario.

### THE MERDERET RIVER

The main feature of the battlefield is the Merderet River which runs across the table. In this scenario the river is rated Very Difficult Going. The crossing points are rated Difficult Going. The bridge is rated as Cross-country

The banks of the river have a lot of low-lying vegetation allowing teams, taking cover behind it, Concealment.

In June 1944 the river was flooded by the Germans making it a mire of mud and water. For our scenario we ignored this as it would bog down the game. However, if you would like to represent this make all ground within 6"/15cm of the riverbank Difficult Going.

### HEDGEROWS

The hedgerows in this scenario have not grown large enough to be rated as bocage. Instead they are rated Very Difficult Going. They are tall enough and thick enough to block line of sight through them.

### TREE LINES

The remainder of the tall vegetation are thin tree lines. These trees are not thick enough to block line of sight, but provide Concealment for teams on either side of them being shot at from the other side.

## OTHER PLACES, OTHER TIMES

While the operation was a success for the US paratroopers, how would they have fared if there happened to be a better equipped German force in the area? Try replacing the Beutepanzerkompanie with a 1500 point Panzerkompanie from page 52 of *Atlantik Wall*, or an SS-Panzerkompanie from page 184.

If you want to keep to the captured equipment theme, you could refight the battle over the river Orne, or Canal de Caen. Rather than US Paratroopers, use a 1500 point British Para force from page 22 of *Overlord*, trying to halt a counterattack against a Beute StuG Battery.

