FE 37

THE MERVILLE BATTERY



VICTORY CONDITIONS: The British win immediately if they control all three pillboxes.

Merville, France, June 6, 1944: Allied intelligence indicated that there was a battery of four guns just east of the mouth of the Orne River that threatened Sword Beach. The battery was to be attacked by air, land and if necessary by naval gunfire. The land attack was to be performed by the 9th Battalion of the British 6th Airborne Division and its young commander, Lt. Colonel T.B.H. Otway. In addition, at a signal flare from Otway, three gliders were to land right onto the battery in the middle of the attack. Problems arose immediately for Otway and his men when the promised bombardment completely missed the battery. Secondly his command was widely scattered by the landing and he was without most of his heavy weapons. By 0430, Otway was in position. The glider reinforcements never reached the battery with one glider forced to return to England and the other two unable to ;;and because the signal flares could not be found. With typical British elan, Otway and his men set off on a frontal assault against a fixed position protected by mines and barbed wire. Men crept forward to blow gaps in the wire, thereby alerting the defenders and causing all hell to break loose. The British then rushed the battery. With men falling left and right the paratroopers pushed forward. The Germans who survived the initial onslaught quickly surrendered (many of these were conscripts from eastern Europe). The British paid a heavy price to capture the battery. Half of Otway's men lay dead or wounded. But to Otway's shock and dismay the coast was paid for a much less serious threat as the guns were only French 75mm guns taken from the Maginot Line for coastal defense. However Otway's improvisation and ability to inspire once again revealed the unparalleled sprit and ability of the British armed forces.

BALANCE:

In SSR 4 change FRD to FRU.



Add a MMG to the German OOB.

BOARD CONFIGURATION:



N

33
19

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
BRITISH Moves First	_			_			-		

ORDER OF BATTLE

Elements of the 9th Battalion, British 6th Airborne Division: set up on/south of hexes numbered 3 on board 19:





Enter by glider on Turn 4 See SSR 4:

[ELR: 4]

[SAN: 2]



Elements of the 736th Panzergrenadier Regiment: set up on board 33 or on board 19 in hexes numbered ≤8:



7.5cm 1 Squad Wire Trench 1-3-5 AP 228 8-0 HMG LMG 467 436 8-1 Pillbox MF Pak 97/38 Foxhole 8 6 3 2 4 30 3 8 15 8 3

[ELR: 3]

[SAN: 3]

SPECIAL RULES

- 1. EC are Moderate with a moderate wind from the Northeast at start. No buildings nor grain exist, treat as open ground.
- 2. This is a night scenario. Initial NVR is 3 hexes. The sky is scattered clouds and no moon. The British are the Scenario Attacker and are Stealthy. The Germans are the Scenario Defender and are Normal. Cloaking is NA.
- 3. The Pillboxes must be setup on board 33 in hexes numbered ≥7 and more than 2 hexes from each other and from a board edge. Pillboxes must setup faxing Northwest and each ART Gun must setup in a Pillbox. Pillboxes do not setup HIP.
- 4. Prior to Turn 4, the British player rolls a dr. The result halved (FRD) is the number of gliders that enter. For each non entering glider remove 2 x648, 1x9-1, PIAT, LMG and DC from the reinforcements.