

# LA FIERE CAUSEWAY

## OFFICIAL SCENARIO

THE BATTLE FOR THE LA FIERE CAUSEWAY: 6-9 JUNE 1944  
A FLAMES OF WAR SCENARIO

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**FLAMES OF WAR.**  
THE WORLD WAR II MINIATURES GAME

UNDER  
REVIEW



# 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 Marie 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 the 1067<sup>th</sup> Grenadier Regiment supported by the 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 Germans back thanks to timely arrival of their glider-borne regiment as well as several Sherman tanks which had arrived from Utah Beach.

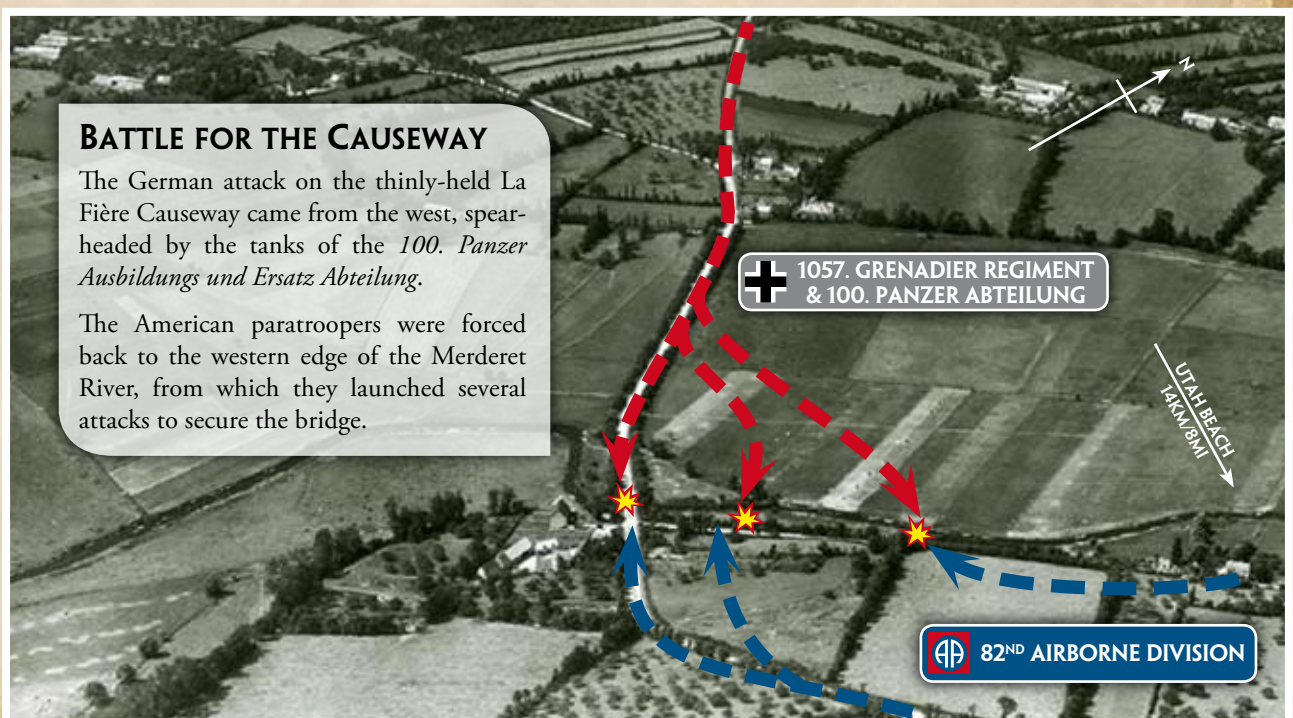
Unable to repel firepower of that magnitude, the Beutepanzers withdrew and the bridge finally fell into the hands of the Americans on 9 June.



### BATTLE FOR THE CAUSEWAY

The German attack on the thinly-held La Fièvre Causeway came from the west, spear-headed 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.





# THE BATTLE OF THE LA FIÈRE CAUSEWAY



The battle of the La Fièvre Causeway is critical to both sides and must be captured at all costs.

This scenario uses the **Delayed Reserves**, **Fair Fight**, **Mobile Battle**, and **Scattered Reserves** special rules from the Flames of War rulebook (see pages 198-200).

## 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 Mobile Battle 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, or
- the game runs out of time.

## DECIDING WHO WON

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

Calculate your Victory Points using the Victory Points Table on page 195.

If neither side won use the Fair Fight special rule 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 has a lot of low-lying vegetation along the banks 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 them being shot at from the other side.

## SCENARIO FORCES

### US PARACHUTE RIFLE COMPANY

Parachute Rifle Company HQ (with 3x Bazooka teams)	90 points
Parachute Rifle Platoon (with 3x extra Rifle/MG teams)	355 points
Parachute Rifle Platoon (with 3x extra Rifle/MG teams)	355 points
Parachute Machine-gun Platoon (with 1x MG Section)	100 points
Airborne Engineer Combat Platoon (with 1x Operating Squad)	155 points
Glider Rifle Platoon	155 points
Glider Field Artillery Battery (with 6x M3 105mm light howitzers)	155 points
Glider Anti-tank Platoon (with 3x 57mm Anti-tank guns, 3x Bazooka teams, and 3x Jeeps)	120 points
<b>Total</b>	<b>1485 points</b>

The forces used in this scenario can be found in *Turning Tide* (US Parachute Rifle Company, page 144) and *Earth & Steel* (Beutepanzerkompanie, page 178).

Be sure to check out the battle report and podcast by Mike and Wayne covering this scenario, which can be found on our website: [www.FlamesOfWar.com](http://www.FlamesOfWar.com).

### GERMAN BEUTEPANZERKOMPANIE

Beutepanzerkompanie HQ (with 2x R-35)	40 points
Beutepanzer Platoon (with 1x S-35, 4x R-35)	105 points
Beutepanzer Platoon (with 1x S-35, 4x R-35)	105 points
Beutepanzer Platoon (with 1x Char B1, 4x H-39)	155 points
Beutepanzer Platoon (with 1x Pz IIIJ, 4x H-39)	160 points
Bodenstandig Anti-tank Gun Platoon (with 3x 7.5cm PaK40)	120 points
Bodenstandig Tank-hunter Platoon (with 3x Marder I)	135 points
Bodenstandig Grenadier Platoon (with command SMG Panzerfaust)	130 points
Bodenstandig Grenadier Platoon (with command SMG Panzerfaust)	130 points
Bodenstandig Heavy Artillery Battery (with 4x 15.5cm sFH414(f) Howitzers)	190 points
Bodenstandig AA Gun Platoon (with 3x 3.7cm FlaK43 and 3x trucks)	80 points
Luftwaffe AA Assault Platoon (with 2x 8.8cm FlaK36 and extra loaders)	115 points
<b>Total</b>	<b>1465 points</b>