## V5<sup>°°</sup> NO EASY VICTORIES

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#### HISTORICAL ACCOUNT

LOCATION: Le Pleine, Normandy

#### DATE: 6 June 1944

**COMMENTARY:** For its part in Operation Overlord, the British 9<sup>th</sup> Parachute Battalion of the 6<sup>th</sup> Airborne Division was assigned the objective of neutralising the heavy coastal guns of the Merville Battery. After suffering heavy casualties they found that the guns had not been installed, so the remnants of the unit began looking for suitable secondary targets. Coming upon a French peasant, they soon learned that elements of an 'Ost' Battalion were stationed in Le Pleine and Hauger. Sensing a possible easy victory, the remnants of the 9<sup>th</sup> Battalion set off for Le Pleine.

The British paratroopers easily overcame the Ost troops that defended the church, capturing about 50 Ost troops in the process. On their right flank, they had just set up their only Vickers MG when several Ost squads showed up, only to be despatched with a burst of MG fire. As the para's moved into the centre of the village, they came across heavy resistance from a building surrounded by a low stone wall. Trying to flank the building, three squads were decimated when they jumped the wall behind the building. Following that, the paras pulled out of Le Plein and awaited reinforcements.



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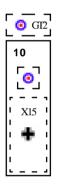
END

#### TURN RECORD CHART

GERMAN Sets Up First [75]

BRITISH Moves First [140]

#### THE BATTLEFIELD AND CONDITIONS



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All Grain hexes are treated as Orchards. Place overlay **X15** on 10S5-R4. The stone building on the overlay is a church with a steeple in both hexes (P5.2).

EC are Moderate with no wind at start.

### VICTORY CONDITIONS

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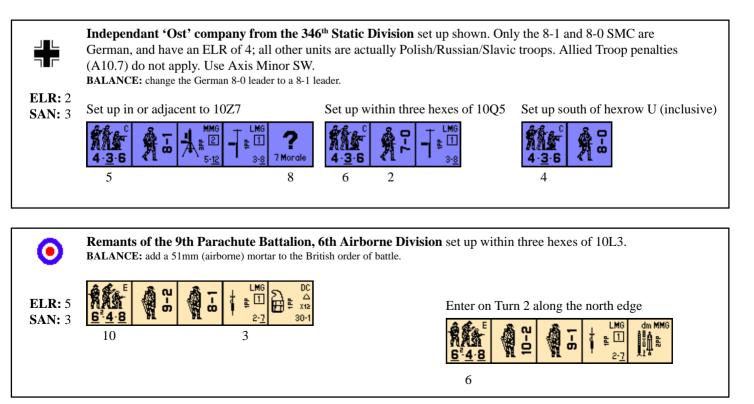
The British player wins if he Controls buildings 10R4 and 10Z6 and has suffered less Casualty VP than the Germans at game end.

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#### SCENARIO SPECIFIC RULES

1 Ost troops stacked with or ADJACENT to a German leader have their ELR increased by one.

**2** Captured Weapon penalties (A21.) do not apply to German use of Axis Mnor SW.



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