"The Merville Rush"



Merville, France — May 27th, 1940

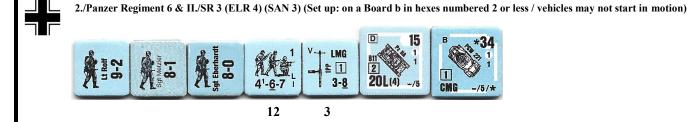
In the mid-morning of May 27th, the Germans were driving on Merville, France. Standing in the way of the German advance were the men of the 6th Kings Own. A German MKII belonging to Schneider-Kostalski's 2/PzRgt 6 with Schuetzen from Werthern's II/SR moved rapidly towards the canal in center of Merville. This movement caught the British off guard and they had to move quickly to secure the road bridge as well as a footbridge in the path of the oncoming Germans.

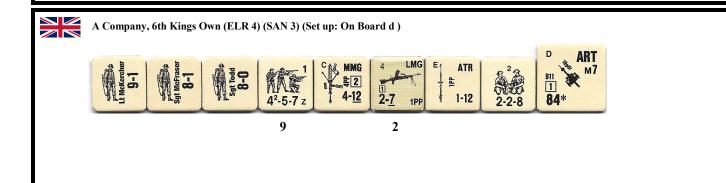
VICTORY CONDITIONS: The German Player wins immediately at the end of Turns 1-3 by controlling the Two-Lane Bridge in Hex dH1 or at game end by controlling the Two-Lane Bridge in Hex dH1 and the Footbridge in Hex dE3. Any other result is a British victory.



German Player moves First	1	2	3	4	5
British Player sets up First					

Board Configuration:
Deluxe b, d (Only Rows F-O are playable on Board b and Rows A-J on Board d)





Special Rules/Notes:

- 1. EC are moderate, with no wind at start.
- 2. Kindling (B25.11) is N.A. and Bore Sighting (C6.4) is N.A.
- 3. A Canal (B21.11) exists on Board d A5-B5-C5-D4-D3-E3-E2-F1-G1-H1-I2-J1-J0. It is deep and can only be crossed by the 2 Lane Stone Bridge in H1 and a Foot Bridge in Hex dE3, which can not be crossed by AFV's.
- 4. The Footbridge in Hex dE3 is considered Open Ground.
- 5. All Buildings are Stone.
- 6. British Gun may not setup Emplaced or HIP. Gun is equipped with a Gun Shield.
- No Quarter (A20.3) is N.A.



Aftermath: The 6th Kings Own would succeed in securing the canal crossings just as the German advance elements came into view. An 18/25-pdr gun would knock out the MKII, while the British Bren gun team and Boys ATR team dealt with the supporting German infantry. The German dash to secure the bridges had been stopped as the Germans withdrew. Despite the setback, the Germans would secure Merville on the 28th of May.