

BOLT ACTION – HISTORICAL SCENARIO

Brécourt, Normandy - June the 6th 1944

It is D-Day, the Invasion has begun. While the 2nd Battalion of the 506th Parachute Infantry Regiment under command of LT-COL Robert L. Strayer reached the hamlet of Le-Grand-Chemin, north of Sainte-Marie-du-Mont, a German artillery battery near the village and not previously located by the Allies began to fire upon Utah Beach. The E company is ordered to attack the position. With no news from his commanding officer (1st Lt Meehan), 1st Lieutenant Richard Winters gathered the few men from his company and led them in the fields south of the hamlet towards the Manor of Brécourt.

OPPOSING FORCES

This scenario is played between an American force and a German force.

The American platoons shall be taken from the **1944 – Operation Market Garden** selector in *the Armies of United State* book but may include no vehicles or artillery units. 1st LT Winters is selected in the *Battleground Europe* book.

Main force

HQ	Easy Company 1 st LT Winters Cpl Toye + Pvt Halls + *TNT*
Squad 1	Easy Company 2 nd LT Compton + Sgt Guarnere + Pvt Malarkey (2 x SMG)
Squad 2	Easy Company Sgt Lipton + Pvt Ranney + Pvt Wyms + Pvt Lorraine (2x SMG) + *TNT*
MMG 1	Easy Company Pvt Plesha + Pvt Hendrix (.30 M1919A4)
MMG 2	Easy Company Pvt Liebgott + Pvt Petty (.30 M1919A4)

Reserve force (Turn 4)

HQ	Dog Company 1 st LT Speirs SGT + PVT
Squad 1	Dog Company SGT + 9 paratroopers (3 x SMG / 1 LMG)

Historically, these units are from 2nd Battalion, 506th PIR of the 101st Airborne Division.

The German infantry platoons shall be taken from the **1944 – Normandy** selector in the *Armies of Germany* book but may include no vehicles.

Main force

HQ	Battery Command Post Leutnant Regular 2 men Regular
Gun 1	10,5 cm leFH18/40 (Regular) Unteroffizier + 4 artillerymen (2 x SMG)
Gun 2	10,5 cm leFH18/40 (Regular) Unteroffizier + 4 artillerymen (2 x SMG)
Gun 3	10,5 cm leFH18/40 (Regular) Unteroffizier + 4 artillerymen (2 x SMG)
Gun 4	10,5 cm leFH18/40 (Regular) Unteroffizier + 4 artillerymen (2 x SMG)
MG42	MMG (regular) 3 men

Reserve force (Turn 2)

HQ	Infanterie zug Leutnant Regular 2 men Regular
Squad 1	Infantry (Regular) NCO + 8 men (2 x SMG / 1 LMG)
Squad 2	Infantry (Regular) NCO + 8 men (2 x SMG / 1 LMG)
Squad 3	Infantry (Regular) NCO + 8 men (2 x SMG / 1 LMG)

Historically, these units are from the Gebirgs-Artillerie Regiment 191 attached to the 91. LuftLande Infanterie Division. The 1st and 2nd battalions were equipped with one battery of 10,5 cm leFH18/40 and two batteries of 10,5 cm GebH40.



SET-UP

This scenario requires a 6' x4' table with the historical terrain on it. The L shape area is the trenches system. The American player must deploy his entire force in the red area, up to the hedgerows from his edge. The German player must deploy his main force in blue area depending on the names. The reserve force enters the game on turn 2 in the blue area on the side of the table.

SPECIAL RULES

The hedgerows

They give a light protection and there is no penalty for crossing them.

The trenches

They give a heavy protection from the outside and a light protection inside because of the zigzag design. There is no penalty for entering them. However, units going out of the trenches under an "Advance" order cannot fire after they move because of the extra effort it takes to climb up.

Destroy a gun

To destroy a gun, a unit with *TNT* shall be given a "Down" order within 1" of a gun. At the end of the turn, the gun is destroyed.

Grab the maps

To grab the maps, LT Winters must go into and his unit shall be given a "Down" order within 1" of the BCP. At the end of the turn, the maps are in Winters' bag.

OBJECTIVE

The goal for each side is simple: destroy or protect the guns and cause as much damage to the opposing forces while preserving your own.

FIRST TURN

The battle begins. During turn 1, the American player must bring his entire first wave on the red area of the table. Note that no order test is required to move units onto the table as part of the first wave. On the first turn, the German player has only 3 orders dice (HQ/Gun 1/Battery) available. An order die is added for the other guns (2, 3 and 4) only if a crew is assaulted or targeted by firearms for the crews are serving their gun in priority.

GAME DURATION

After the end of turn 8, roll a die. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6, play one further turn.

VICTORY!

Players score 1 victory point for each enemy unit destroyed. The American player scores 1 victory point for each gun that was destroyed and 1 victory point if Winter grabbed the maps. The German player scores 1 victory point for each gun that is operating. At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other, then that side has won a clear victory. Otherwise the result is a draw!