

# BOLT ACTION – HISTORICAL SCENARIO

## La Morichèse, Normandy - July the 30<sup>th</sup> 1944

The operation Bluecoat just began today. Led by Sherman flails and Crocodile tanks, the British VIII corps spearhead, the 6<sup>th</sup> Guards tank Brigade supporting the 15<sup>th</sup> Scottish Division crushed the German positions despite a very difficult cross country progression in the bocage south of Caumont-l'éventé.

In the afternoon, The 4th Battalion Coldstream Guards has lost contact with its infantry, the 2<sup>nd</sup> Battalion the Glasgow Highlanders. The tanks were ambushed in a sunken road when they arrived near the hamlet of La Morichèse. The commander described the action as a home guard style attack, Germans throwing grenades while firing 'bazooka'. The fight was short, but the Hamlet seemed well defended by German units.

Without any infantry support, the Churchill tanks decided to turn left and to advance through the bocage towards their objective, the hill 309.

Later in the afternoon, the 4th Battalion Grenadier Guards finally joined the Glasgow Highlanders and together they moved towards La Morichèse unaware of the enemy presence. As the German activity was finally spotted, the main body of troops bypassed the hamlet while units are sent to clean the place.

### OPPOSING FORCES

This scenario is played between a British force and a German force.

The British platoons shall be taken from the **1944 – Normandy** selector in *the Armies of Great Britain* book.

Historically, these units are from the 2<sup>nd</sup> Battalion the Glasgow Highlanders with the support of a Churchill from the 4th Battalion Grenadier Guards.

The German platoons shall be taken from the **1944 – Normandy** selector in the *Armies of Germany* book.

Historically, these units are from the 21 Panzer Division with the support of a PzIV-H or a Panther.

### SET-UP

This scenario requires a 6' x4' table with the historical terrain on it. The German player must deploy his entire force in the blue area, up to 18" from his edge. The British player must nominate at least half of his force as the first wave. Any unit not included in the first wave is held back in reserve.

### SPECIAL RULES

#### The hedgerows

These block LOS unless either the shooter or the target unit is in base LOS contact with them, or on top of elevated terrain like a hillock. Since these hedgerows were on top of large earth mounds, they also provide hard cover. Hedgerows count as obstacles. Furthermore, units passing through them under an "Advance" order cannot fire after they move because of the extra effort it takes to get through thick vegetation.



Tanks have an especially hard time bursting through the hedgerows. Whenever a tracked vehicle tries to move through a hedgerow, roll a die. On a 1 or 2, the vehicle gets stuck and does not break through at all (as if the terrain was impassable) – it moves ends. Vehicles with a damage value of 10 or greater get a +1 to this roll. Once a tank has passed through a hedgerow; it makes a hole the width of the tank that no longer counts as an obstacle.

### OBJECTIVE

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

### FIRST TURN

The battle begins. During turn 1, the British 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.

### GAME DURATION

After the end of turn 7, 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. 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!