

BOLT ACTION – HISTORICAL SCENARIO

Le Mesnil-Patry, Normandy - June the 26th 1944

The operation Espom just began today. The British VIII corps spearhead, the 15th Scottish Division supported by Churchills of the 7th and 9th Royal Tank Regiments advanced behind a rolling artillery barrage towards the positions of the 12 SS Panzer Division 'Hitlerjugend'.

On the right flank of the attack, the 2nd Battalion The Glasgow Highlanders (right) and the 9th Battalion The Cameronians (left) started from Le Mesnil-Patry (*Mess in the Pantry for the Scot soldiers*) and advanced towards Cheux about two miles away. The C and D companies of the Glasgow Highlanders were on the front line. The Churchills of the 7th Royal Tank Regiment were in support. In front of them, German engineers from the 12 SS-Pionier-bataillon held the position, a thin line closing a gap left of the I / 26 SS-PzGren Regiment.

However these specialists had time to lay down minefields to block the British tanks and set up several lines of defence between the hedgerows. The rolling barrage was unimaginable (*for anyone who has not lived through these barrages*) and though shocked the German units opened fire at the advancing units of the Glasgow Highlanders.

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 2nd Battalion The Glasgow Highlanders with the support of a Churchill from the 7th Royal Tank Regiment.

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

Historically, these units are from the 12 SS Pionier-bataillon of the 12 SS Panzer Division 'Hitlerjugend' but may include no tanks or tank destroyers.

SET-UP

This scenario requires a 6' x4' table with the historical terrain on it. The German player must deploy his entire force on the blue side, 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.

The German player has anti-tank minefields to place in the purple area, at least 18" from his edge and up to 12" from the British edge. The minefields are 6" by 6" area. With a 1,000 pts force, the player has two minefields; three for a 1,500 pts force, four for a 2,000 pts force etc.

SPECIAL RULES

The hedgerows

These block LOS unless either the shooter or the target unit is in base 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. One a tank has passed through a hedgerow; it makes a hole the width of the tank that no longer counts as an obstacle.



Preparatory Bombardment

The British player rolls a die: on a 2+ a preparatory bombardment strikes the enemy positions (rules p118). On a result of 1, the barrage ends before reaching the enemy line but you have your orders and the attack must go ahead as planned.

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!