

# BOLT ACTION – HISTORICAL SCENARIO

## Le Perron, Normandy - June the 26<sup>th</sup> 1944

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

On the left flank of the attack, the 6<sup>th</sup> Royal Scots Fusiliers moved towards the village of Saint Manvieu. After managing to break down the German defence lines, the company A attacked the village where groups of panzergrenadiers stubbornly resisted. In the afternoon, the company B performed a flanking move to the left and pushed towards the hamlet of Le Perron. Crocodile tanks of the 141<sup>st</sup> Royal Armoured Corps were in support.

In the farms of the hamlet of Le Perron was located the HQ of the I / 26 SS-PzGr Regiment under command of Sturmbannführer Krause. The bombardment had seriously damaged the communication lines of the HQ. The situation was unclear until a runner from the 2 Kompanie arrived. The commander of the company and his deputy were killed. The British soldiers were coming. An armoured counter-attack was not available. Nearly all the Pak had been destroyed by the bombardment.

Sturmbannführer Krause ordered his staff to gather panzergrenadiers and to establish a defensive line in the hamlet to stop the British advance.

### 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 6th Royal Scots Fusiliers with the support of a Crocodile tank of the 141<sup>st</sup> Royal Armoured Corps.

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

Historically, these units are from the I / 26 SS PzGr Regiment of the 12 SS Panzer Division 'Hitlerjugend' 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 on the blue area, up to 24" 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.

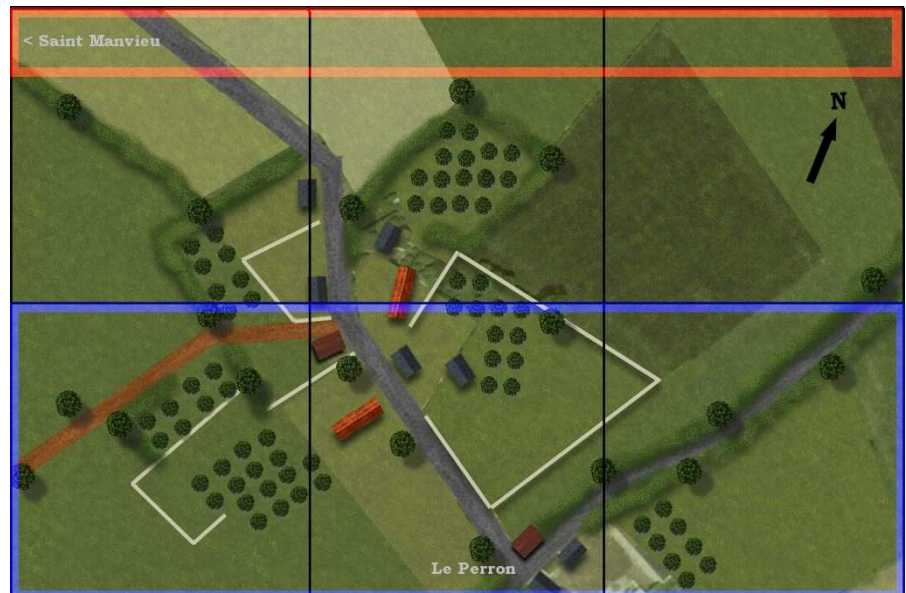
The white lines on the map are stone walls that give a hard cover. They can not stop medium tanks and above though.

### 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.



### 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!