

BOLT ACTION – HISTORICAL SCENARIO

Maisoncelles, Normandy - August the 5th 1944

The operation Bluecoat began on the 30th of July, 1944. After a rough start, the next day, elements of the VIII corps managed to capture a bridge over the river Soulevre allowing the 11th armoured division and the Guards Armoured division to advance between two German army groups. In order to stop this progression, Marshall Von Kluge ordered the II SS Panzer-Korps with the 9 and 10 SS Panzer Divisions and the 102 SS Schwere Panzer Abteilung to move west from the Caen sector towards Vires.

On the 4th of August Col. Vandeleur, commanding the 3rd Battalion Irish Guards sent the X Company of the Scots Guards under command of Major Edward Hope supported by a tank troop, Troop 2 of the 1st Battalion Coldstream Guards under command of LT Collin to capture the hill 192 above the hamlet of Maisoncelles. After a successful battle, Col Vandeleur reinforced the position with the battery 'Z' 17-pdr AT guns from the 21st Anti-tank Regiment and a 3" mortar section from the battalion.

During the night of the 5th of August, at 1 o'clock, Panthers and StuGIII-G from the 8 Kompanie / SS Panzer Regiment 9 under command of ss-obersturmführer Rennert move towards the British lines while infantry from the SS-Pz Grenadier Regiment 'H' attacks from the south. A fierce night fight is engaged.

Nota: Le 4th battalion Scots Guards has been disbanded before the North Africa campaign. The "S" Company fought with the 2nd Battalion Coldstream Guards and the "X" Company with the 3rd Battalion Irish Guards.

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 X Company, Scots Guards with the support of a Sherman from the 1st Armoured Battalion Coldstream Guards.

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

Historically, these units are from the 9 SS Panzer Division 'Hohenstaufen' with the support of either a StuGIII-G or a Panther from the SS Panzer Regiment 9.

SET-UP

This scenario requires a 6' x4' table with the historical terrain on it. The British player must deploy his entire force in the red area, up to 18" from his edge. The German 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 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.

Night fighting

Since this scenario takes place during the night, this scenario uses the Night Fighting rules (p20 *Battleground Europe*)

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 German player must bring his entire first wave on the blue 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!