

BOLT ACTION – HISTORICAL SCENARIO

Neuville-au-plain, Normandy - June the 6th 1944

It is D-Day, the Invasion has begun. During the night the 82nd US Airborne division has been dropped around Ste-Mère-Eglise. On the morning of the 6th of June, if the men from the 505th PIR of the 82nd Airborne Division have secured Ste-Mère-Eglise, they know that the day is going to be long.

Threatened by German counter attacks, the 2nd battalion has to reinforce the positions in the town. However, COL Vandervoort fearing multiple attacks, decided to send a platoon organize a defense at the village of Neuville-au-plain, a couple of miles North of Ste Mère-Eglise, towards Montebourg and Cherbourg. The platoon is under command of 1st Lieutenant Turner B. Turnbull, D Company, a veteran of Sicilia, known for his charisma and his sense of duty.

Around 10:00, COL Vandervoort arrived in Jeep towing a 57mm AT Gun. At the same time, a group of German prisoners with paratroopers reached the village from the Montebourg road... But it was a trap, the paratroopers were German soldiers. The village was under attack! Before leaving, Vandervoort gave his orders: "Hold the road as long as you could then withdraw!"

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.

Historically, these units are from the Dog Company, PIR 2nd Battalion, 505th PIR of the 82nd Airborne Division.

The German infantry platoons shall be taken from the **1944 – Normandy** selector in *the Armies of Germany* book but may include Assault Guns, StugIII or Marder.

Historically, these units are from 1058 Grenadier Regiment of the 91 Luftlande Division supported by Assault Guns of the Panzer Abteilung 100.

SET-UP

This scenario requires a 6' x4' table with the historical terrain on it. The American player must deploy his entire force in the blue area, up to 24" 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. 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 German 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!

Aftermath

1st Lieutenant Turnbull and his 40 paratroopers held the village and the road during 8 hours against 200 grenadiers supported by assault guns. Nearly surrounded, LT Turnbull and fifteen paratroopers managed to withdraw towards Ste-Mère-Eglise while Cpl. James Kelly, medic, stayed with the 28 wounded paratroopers and while Pvt. Julius Sebastain, Cpl. Ray Smithson, and Sgt. Robert Niland formed a rear guard. The 3rd platoon action helped the 2nd and 3rd battalions while they were repelling a heavy counter attack from the south towards Sainte Mère-Eglise. 1st Lieutenant Turnbull was killed by an artillery shell, the 7th of June, he was 22 years old.

Sgt Robert Niland was killed during the withdrawing. 1st Lieutenant Preston Niland of the 22nd infantry regiment, 4th Infantry Division landed ashore at Utah beach and was killed the next day. The 8th of June, their mother received a telegram announcing that her elder son, Eddie was missing in action with his bomber in the Pacific theater in May. At the same time, Sgt Frederick Niland of the H Company, 501st PIR, 101st Airborne Division, dropped by mistake above Carentan was fighting with other paratroopers. He managed to join his unit by the 11th of June and was decorated for grenading a MG nest at Hill 30 the next day. Fr. Francis Sampson, Catholic Chaplain of the 501, learning that Frederick was probably the sole surviving son of his family, asked for having Sgt Niland sent back to safer duty in the U.S. Nevertheless Sgt Frederick Niland remained with the H/501 during the summer 1944. Though Sgt Niland wanted to stay in his unit to avenge his brothers he was finally sent back to the USA and served in the MP in New-York.