

# BOLT ACTION – HISTORICAL SCENARIO

## St Charles de Percy, Normandy - August the 3<sup>rd</sup> 1944

The operation Bluecoat began on the 30<sup>th</sup> of July, 1944. After a rough start, the next day, elements of the VIII corps managed to capture a bridge over the river Souleuvre 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 2<sup>nd</sup> of August, the 3<sup>rd</sup> Battalion Irish Guards under command of Lt-Col. Vandeleur, after reaching the bridge continued its

progression towards La Ferronnière. Just before twilight, the village was captured without major resistance. At the same time, the 7 Kompanie / SS Panzer Regiment 9 under command of ss-obersturmführer Kurt Frölich equipped with StuGIII-G arrived in St Charles de Percy, east of the village of La Ferronnière. The panzer company was supported by an under strength infantry company mixing ss-panzergrenadiers of the SS Panzer Grenadier Regiment 'H' and slackers from the Grenadier Regiment 752 / 326 Infanterie division.

On the 3<sup>rd</sup> of August, at 0530 the 4th Company of the 3<sup>rd</sup> Irish Guards under command of Major D. A. Reid with the support of one troop of the 1st Armoured Battalion Coldstream Guards advanced towards St Charles du Percy.

### 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 4th Company, 3<sup>rd</sup> Battalion Irish Guards with the support of a Sherman from the 1st Armoured Battalion Coldstream Guards.

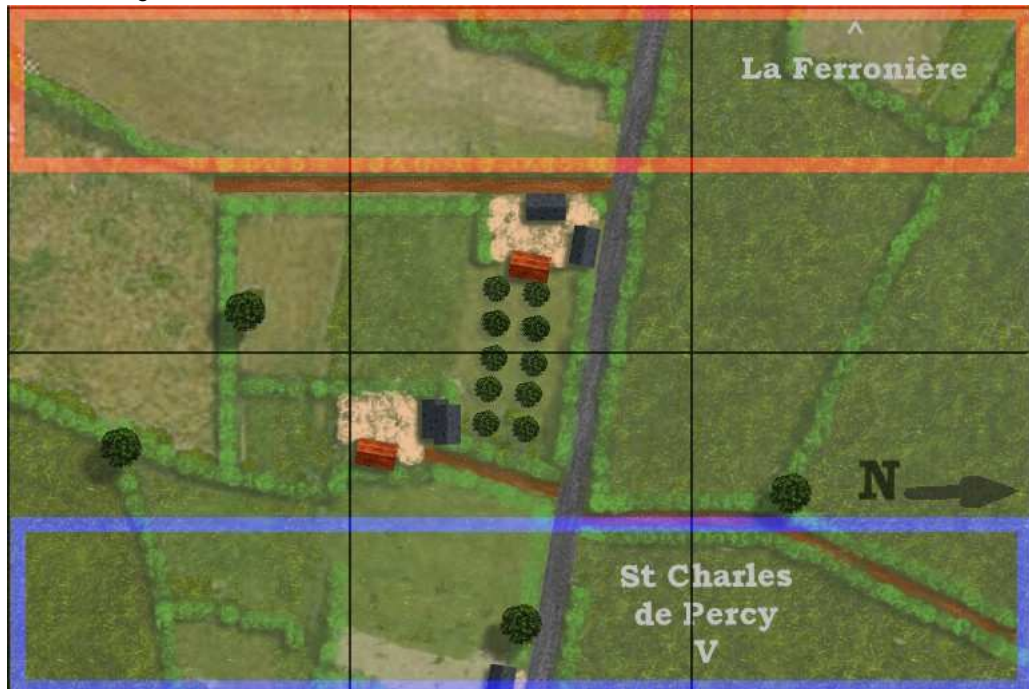
The German platoons shall be taken from the **1944 – Normandy** selector in the *Armies of Germany* book.

Historically, these units are from the 9 SS Panzer Division 'Hohenstaufen' with the support of a StuGIII-G from the 7 Kompanie / SS Panzer Regiment 9. Ostruppen squads are from the Grenadier Regiment 752 / 326 Infanterie division.

### 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 12" from their 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 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 objective is to control the orchard near the farm "Les longs champs" in the centre of the table.

### 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 6, 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!

At the end of the game, the player that controls the orchard is the winner. If the orchard is still disputed, the game is a draw.