

# BOLT ACTION – HISTORICAL SCENARIO

## Church of Saint-Manvieu, 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 6<sup>th</sup> Royal Scots Fusiliers units advanced to control the buildings. A difficult and fierce house to house fight began.

Panzergrenadiers squads regrouped in the buildings and gathered the isolated men retreating towards the church that was located at the south of the village. The company B was sent to clean up the church and the farm nearby.

### 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 Churchill tank of the 9<sup>th</sup> Royal Tank Regiment.

The German platoons shall be taken from the **1944 – Normandy** selector in the *Armies of Germany* book but may include no tanks or tank destroyers.

Historically, these units are from the I / 26 SS PzGr Regiment of the 12 SS Panzer Division 'Hitlerjugend'.

### SET-UP

This scenario requires a 6' x4' table with the historical terrain on it. The German player must nominate at least half of his force as the retreating units. He must deploy the rest of his force in the blue area, up to 24" from his edge. These units are 'hidden' if possible. The retreating units are then deployed in the green area, up to 36" from his edge but at least 24". Finally 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 light blue line in the middle of the map is a small stream, the Mue Rivelet that is steep-side and is treated like the hedgerows for crossing and protection.

### 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.



#### The graveyard

The white lines on the map are high stone walls that give a hard cover. They can not stop medium tanks and above though. These block LOS unless either the shooter or the target unit is in base contact with them, or on top of elevated (like the bell tower of the church). The graveyard has three entrances and two main perpendicular alleys. The tomb stones area is considered as rough terrain and gives a light cover.

### OBJECTIVE

The goal for each side is simple: cause as much damage to the opposing forces while preserving your own. The control of the Church and the farm give additional victory points. A player controls a building if it is cleared of enemies. Units that are routed or not rallied are not taken into account on either side.

### 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, if the player controlling the church scores 3 additional victory points and the player controlling the farm scores 2 additional points. After that 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!