

BOLT ACTION – HISTORICAL SCENARIO

Saint Manvieu, Normandy - June the 26th 1944

The operation Espom just began today. The British VIII corps spearhead, the 15th Scottish Division supported by Churchills of the 7th and 9th 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 6th Royal Scots Fusiliers moved towards the village of Saint Manvieu. The A and B companies were on the front line. The Churchills of the 9th Royal Tank Regiment were in support. In front of them, the 1 and 2 Kompanies of the 1 / 26 SS-PzGr Regiment were in position along the banks of a small stream, the Mue rivelet.

The rolling barrage was devastating and the leading companies of the 6th Royal Scots Fusiliers suffered some friendly fire casualties. Nevertheless the shelling only stiffened the determination of the German defenders.

A fierce fight for Saint-Manvieu was now on its way.

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 from the 9th Royal Tank Regiment.

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

Historically, these units are from the 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 side, up to the light blue line, the stream. 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. One a tank has passed through a hedgerow; it makes a hole the width of the tank that no longer counts as an obstacle.



Preparatory Bombardment

The British player rolls a die: on a 2+ a preparatory bombardment strikes the enemy positions (rules p118). On a result of 1, the barrage ends before reaching the enemy line but you have your orders and the attack must go ahead as planned.

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!