

# BOLT ACTION – HISTORICAL SCENARIO

## Sainte-Mère-Église, Normandy - June the 7th 1944

On the morning of the D-Day, LT-COL Edward C. Krause commanding the 3<sup>rd</sup> Battalion of the 505<sup>th</sup> PIR, 82<sup>nd</sup> Airborne Division attacked the town at dawn with a quarter of its battalion. Very few German soldiers were still in the town after the night drops and the US paratroopers easily captured the town. In the morning, the 2<sup>nd</sup> Battalion under command of LT-COL Benjamin H. Vandervoort arrived in town while LT-COL Krause's men were repelling a counter-attack from the south. LT-COL Vandervoort sent a platoon of D company to the village of Neuville-au-plain to delay German attacks from the north. LT Turnbull commanding the platoon did an outstanding job holding the 1058 Grenadier Regiment of the 91 Luftlande Division the whole day before withdrawing at the end of the afternoon. During the night, the 1058 Grenadier Regiment did not manage to advance towards Ste-Mère-Eglise to launch a counter-attack. The 91 Luftlande Division commanding officer, Generalleutnant Wilhelm Falley was killed by US Paratroopers while he was coming back from the wargame session in Rennes on D-Day.

Finally it was Generalleutnant Karl-Wilhelm von Schlieben, commander of the 709 Infanterie Division that ordered to resume the attack on Ste. Mere-Eglise the next morning. He attached two heavy artillery battalions and a company of self-propelled guns of the Panzerjäger Abteilung 709 with Marder III.

### 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 2<sup>nd</sup> Battalion, 505<sup>th</sup> PIR of the 82<sup>nd</sup> 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 and self-propelled guns of the Panzerjäger Abteilung 709.



### 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.

The large building that is located in the entrance of the town is a 19<sup>th</sup> century hospice. The US paratroopers established an Aid Post in one of the buildings in the courtyard.



### 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 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!