D-DAY 75"
1944 - 2019
OVERLORD CAMPAIGN
DAY OF DAYS

Bolt Action
World War II Wargames Rules
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SCENARIO:
CROSSROADS

British Army vs German Heer

WARLORD GAMES

CROSSROADS

Operation Bluecoat is in full swing. In the west, a surprise discovery of an unguarded bridge over the Souleuvre has carved a hole in the German lines.

In the east, the Commonwealth forces are still slogging through the bocage. German resistance remains ferocious, despite relentless air assault by RAF Typhoons.

German armoured units are forced to move by night, spending the days laid up in camouflaged laagers. With their supplies dwindling, and the Allies closing in, some choose to make a desperate break for freedom.

Two Royal Tigers have been spotted in the open, covering the rest of their squadron's retreat. Dug in at the crossroads, with a minefield covering their flanks, these behemoths must be neutralised before the rest of the formation can escape.

The Forces:

British Army
» 1x Regular Sherman V (Command, Radio Net) w/ Hedgerow Cutters
» 2x Regular Sherman Vs w/ Hedgerow Cutters
» 1x Veteran Sherman Firefly VC
» 2x Regular Cromwells

German Heer
» 2x Veteran Tiger IIs

Special Rules:

Bocage: Bocage hedgerows 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 Advance orders cannot fire after they move, to account for 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 doesn't break through at all (as if the terrain was impassable) – its move ends. Vehicles with an armour value of 10 or greater get +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.

Tanks equipped with Culin Hedgerow Cutters automatically succeed in this roll, as long as they move at an Advance speed. If they cross a hedgerow at Run speed, they must roll as above, but get a +1 to the roll.

Minefields: The battlefield has been extensively mined to hinder the movement of Allied forces attempting to break out from their beachheads.

When any unit (friend or foe) moves into a minefield section, the opponent can interrupt their movement once at any point during their move, just as if the minefield itself was in Ambush. When the opponent declares that the minefield is 'attacking' the unit, the controlling player must halt at that point and note how much movement the unit has left. Assuming the unit survives its encounter with the minefield, it will finish its move as normal.

After the unit has been positioned at its 'Ambush' point, the opponent rolls one die to see if the unit triggers a mine, effectively rolling to hit the unit with the minefield section itself. A minefield section needs a 3+ to hit an Inexperienced unit, 4+ for a Regular unit, and 5+ for a Veteran unit.

Units belonging to the player that has placed the minefield are supposed to know the location of the mines, so they can force the opponent to re-roll any successful hit, as long as they are moving at an Advance.

If any unit is sufficiently foolhardy to cross a minefield at a Run, the minefield rolls three dice when ambushing the unit rather than one! If the minefield misses with all of its dice, the unit has not triggered a mine and can finish its move normally.

If the minefield scores hits, then each successful hit is resolved with a Penetration value of +2 against non-armoured targets and +5 against armoured targets. Roll to damage as normal. A unit that is hit also suffers D3 pin markers rather than just 1.

The Scenario
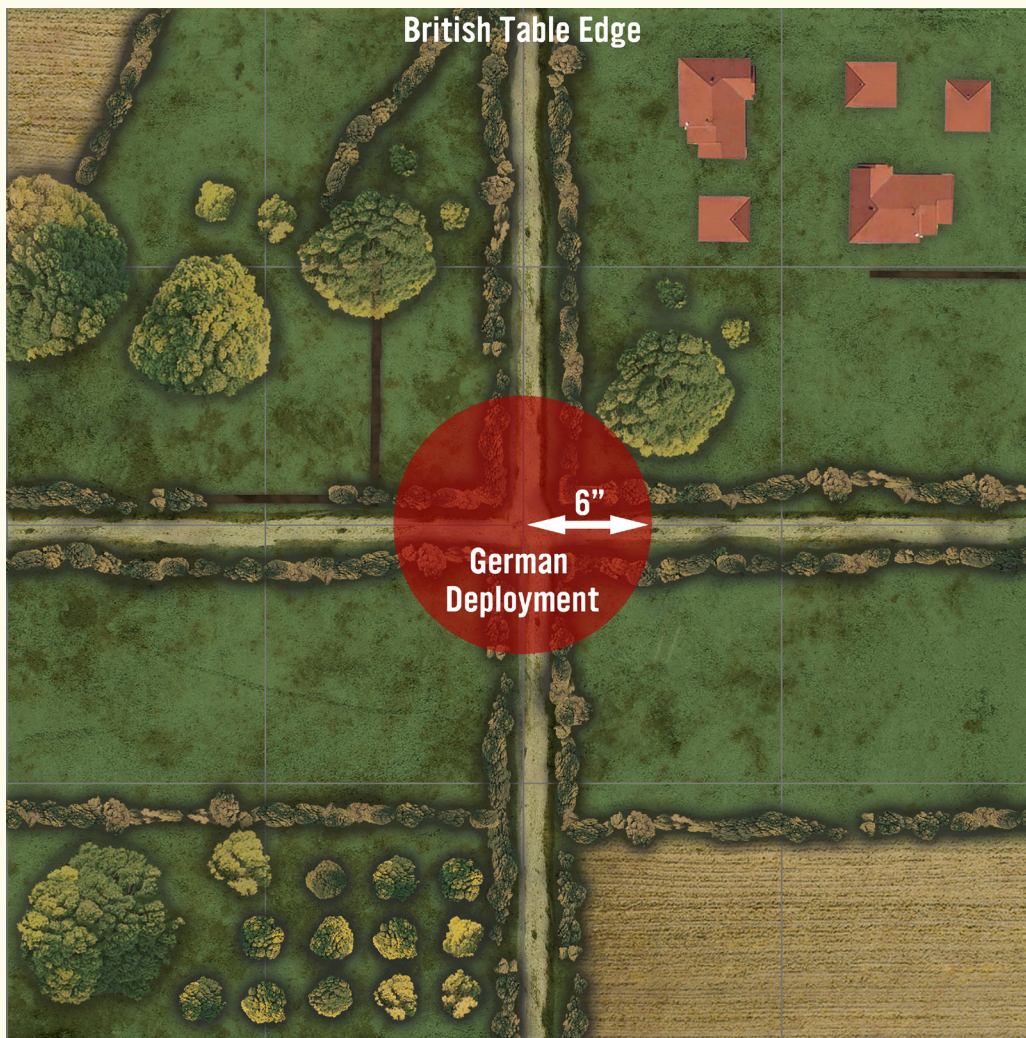
Set-up:

The German player places their forces in the marked area.

The British player moves their force onto the table on Turn 1.

Objectives:

The German player must survive for as long as possible - allowing their comrades to escape!

The British player must neutralise the pair of Tiger IIs.

First Turn:

The battle begins! The British player's force moves onto the table from their designated table edge.

Game Duration:

The game ends when either force has been destroyed in its entirety.

Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows: The German player gains 2 Victory Points for each turn that has elapsed

The British player gains 4 Victory Points for each enemy tank destroyed!

> *If the Germans manage to hold up the Allied tanks for more than 3 turns, the rest of the Panzer division has managed to extracate themselves from the laager and may be available for future battles.*
>
> *In the next engagement, consider giving the German force an extra tank or assault gun to represent the availability of these armoured assets.*