



# SCENARIO: DICKIE'S BRIDGE

British Army vs German Heer



# DICKIE'S BRIDGE

Deep behind enemy lines, an armoured car patrol has become separated from its parent formation and pressed on ahead.

They have discovered a lightly guarded bridge over the Souleuvre - information of vital importance to Allied High Command. If troops can be funnelled over the river, they might be able to turn the enemy flank and break out from the claustrophobic bocage.

Lieutenant Powell and his reduced troop have already had an eventful morning - dashing hell-for-leather through an anti-aircraft battery and joining an enemy convoy as a form of impromptu camouflage.

Beyond them, a few sleepy-looking sentries stand guard over the lazy river and the unassuming stone bridge.

Powell's plan is to neutralise the sentries, then lay up on the far side of the river and keep watch, reporting any enemy movement back to high command.

With any luck, they'll bring up reinforcements to exploit this golden opportunity.

## The Forces:

### British Army

- » 1x Veteran Daimler Armoured Car
- » 1x Corporal Bland (Veteran NCO w/ SMG)
- » 1x Trooper Read (Veteran soldier w/ Rifle)

### German Heer

- » 1x Regular NCO w/ SMG
- » 1x Regular MMG Team
- » 1x Regular Panzer-faust Team
- » 5x Regular soldiers w/ Rifles

## Special Rules:

**Firefight!:** This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

**Bocage:** Bocage is impassable to vehicle and artillery units. It counts as rough ground to infantry units. Infantry and artillery units cannot be seen if they are on the far side of bocage. The exception to this rule is if they are up against the bocage. They can be seen if they are adjacent to bocage but have hard cover.

With vehicles the 'what you see is what you get' rule applies. Most of the time they can be seen but get the benefit of hard cover, smaller tanks though may not be visible at all so this is left to the players' discretion. Again, if vehicles are adjacent to bocage they will be seen and get hard cover.

**The Daimler Armoured Car:** Place three order dice in the bag representing the driver, radio operator and gunner. You must assign three dice to the armoured car during the turn.

If an order dice is issued to the driver, the tank must use an Advance order to move. The armoured car may not fire any weapons after making this move.

If an order dice is issued to the radio operator, the armoured car may attempt to send word of the river crossing back to friendly lines. The radio operator must pass an Order Test at -2 + pin markers to send the message.

If an order dice is issued to the gunner, the armoured car must use a Fire order to use the coaxial MMG or main gun.

In all other respects, the armoured car behaves like a normal unit.

**The Alarm:** At the end of each turn, the German player rolls 2d6, adding +1 to the result for each time a weapon was fired during the turn.

On a 8+, the shooting has alerted the nearby reinforcements, who may move onto the battlefield from the indicated point.

**Camouflaging:** If any British unit is issued with a Down order while in Rough Ground, they can opt take an Order Test with a -1 penalty. If they pass, the unit has managed to camouflage itself under foliage and can no longer be targeted by shooting attacks or close assaults.

If an enemy unit passes within 6" of the camouflaged unit, it must pass an Order test to detect the hidden unit.



# The Scenario



## Set-up:

Place the German MMG team, the NCO and a rifleman in the indicated deployment zone. The remainder of the German force is held in reserve until the alarm is raised.

The British force advances onto the table on Turn 1.

## Objectives:

The British player must neutralise the sentries on the bridge and radio its position back to headquarters.

The German player must defend their position and engage any attackers.

## First Turn:

The battle begins! The British first wave moves onto the battlefield from the indicated table edge. They do not need to pass an order test to make this move.

## Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows:  
The British player gains 2 Victory Points for each enemy casualty caused, and 2 Victory Points for radioing in the bridge's position. They also gain 2 Victory Points for ending the scenario with the Daimler under camouflage.

The German player gains 3 Victory Points for each enemy casualty caused.

*If the German player wins this scenario, any Allied reinforcements arriving in future scenarios get a -1 penalty to moving onto the table.*

*If the British player wins this scenario, any Allied reinforcements arriving in future scenarios get a +1 bonus to move onto the table!*

