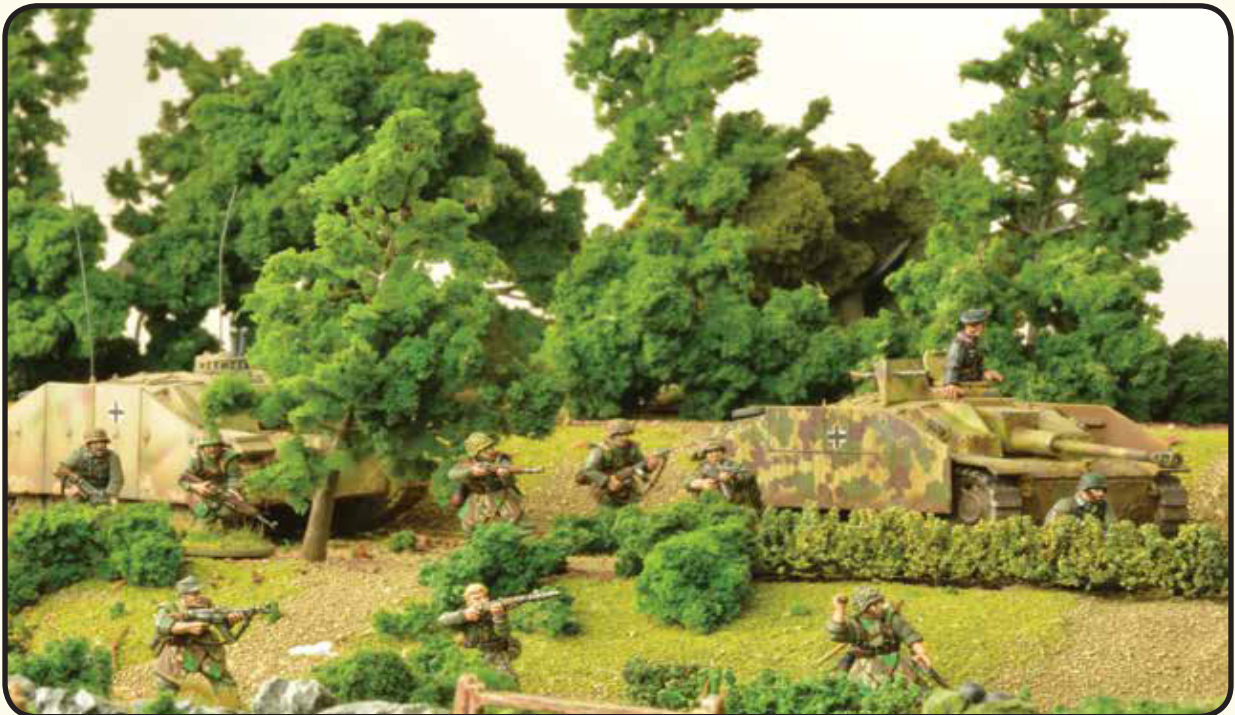


SCENARIO: NEUVILLE

US Rangers vs German Heer



NEUVILLE

"We're not here to do the decent thing, we're here to follow fucking orders!" - Captain Miller

After surviving their ordeal on Omaha beach, Captain Miller and his Rangers have been given a new assignment.

Dispatched deep into enemy territory to rescue a beleaguered member of the 101st Airborne, the Rangers have begun moving inland.

Their breakneck pace has taken them to the American frontlines at Neuville-au-Plain, where an ill-advised attempt to rescue a trapped French child cost Private Caparzo his life.

With blood spurting from a wound in his neck, Caparzo flops like a dead fish, while the rest of the squad frantically hunt for the crack marksman pinning them down.

The Forces:

US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ SMG)
- » Sgt Horvarth (Veteran NCO w/ Rifle)
- » Pvt. Mellish (Veteran Soldier w/ Rifle)
- » Pvt. Reiben (Veteran Soldier w/ BAR)
- » Pvt. Jackson (Veteran Sniper)
- » Medic Wade (Veteran Medic)
- » Pvt. Upham (Inexperienced Soldier w/ Rifle)

German Heer

- » 1x Veteran 1st Lt.
- » 1x Veteran Sniper
- » 1x Fallschirmjager w/ SMG
- » 2x Fallschirmjagers w/ Assault Rifles
- » 4x Fallschirmjagers 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.

Sniper Duel: Pvt. Jackson and the German marksman are locked in a bitter duel that can only have one outcome.

Snipers do not need to pass an order test to act, regardless of pin markers. They may not target any other units, and may not move. Upon receiving an order dice, the sniper immediately rolls 1d6 on the table below, adding any modifiers from previous turns.

Once the enemy sniper has been vanquished, the sniper may act as normal.

Roll:	Result:
1	Wild Miss: The sniper receives a -1 modifier next turn.
2-3	Digging In: The enemy sniper receives a -1 modifier next turn.
4-6	Ranging Shot: The sniper receives a +1 modifier next turn.
7+	Clean Kill: Remove the enemy sniper from the battlefield.

Torrential Downpour: Driving rain has reduced visibility and made things particularly miserable for everyone involved.

All weapon ranges are halved for the duration of the scenario.

Private Caparzo: While attempting to rescue a young girl that reminded him of his niece, Private Caparzo was shot by a German sniper. Place a marker to represent the fatally wounded Ranger on the battlefield at the start of the game.

Any US units within 12" and line of sight of this marker reduce their leadership by -1.



The Scenario



Set-up:

The German player places his sniper in the belltower and the remainder of his force in the marked area.

The US player deploys his sniper in the indicated location and places the marker for Private Caparzo in the street, along with the remainder of his force.

Objectives:

The US player must eliminate the enemy sniper and fight their way across Neuville - exiting the table via the area marked US escape zone.

The German player must prevent the US force from escaping the town.

First Turn:

The battle begins! There is no first wave or reserves in this scenario, all units must be deployed at the start of the game.

Game Duration:

The game lasts until the US forces have escaped the town, or have been killed.

Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The US Player gains 2 Victory Points for each unit that exits the table via the marked escape zone.

The German Player gains 3 Victory Points for each US unit killed.

This scenario follows on from Dog White Beach, and we'll see the next installment of Captain Miller's adventure in a future scenario. If any of the squad are killed, replace them with an unnamed soldier with the same weapon.

