

SCENARIO: POSTAGE ABLE

British Commandos vs German Heer



POSTAGE ABLE

Clouds scudded over the new moon, plunging the beach at Vierville-sur-Mer into pitch darkness. Waves lapped at the shore, washing over the freshly-emplaced Czech hedgehogs and Belgian gates.

A patrol of jack-booted German soldiers paraded along the sand, pausing occasionally to rest their aching feet. Their Mauser rifles were slung on slumped shoulders, illuminated torches brandished carelessly in their hands.

Out to sea, they might have seen a slim periscope emerge from the bobbing swell. If they had continued to watch, they might have also seen two divers slip into the water from a surfaced midget submarine.

The submarine in question was one of the revolutionary X-craft, a tiny submersible designed for special operations in occupied waters. Inside, two Royal Navy officers sweated in the heat while their colleagues from the Royal Engineers swam towards the beach.

Operation Postage Able had begun...

The Forces:

Commandos

- » 2x Commandos armed with pistols and fighting knives.

German Heer

- » 4x Regular Heer Grenadiers armed with rifles.

"At 1555, that familiar Boer war sound, the whip crack of Mauser bullets was heard through the hull. Sporadic shots were hitting the water, some were a long way off but the occasional one was reasonably close. They might have been from small calibre guns. Possibly the natives were hostile so we gently slithered away." - Extract from the report of Lt. Commander H.N.C Willmot, officer in charge of Operation Postage Able.

Special Rules:

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

Skulking & Stealth: At the beginning of the scenario, the British player deploys six markers on the table.

These markers can be poker chips, playing cards, spare bases or figures. On the reverse side of these markers, place a piece of paper or draw an X to differentiate them.

The sea shore at night is filled with odd noises and unusual movement - these markers represent the German sentries jumping at shadows while the Commandos slither up the beach.

When the British player draws a dice from the bag, he can choose any of his six markers to activate. He may move the marker 6" in any direction. Once a marker has been activated, place the drawn dice beside it.

If a German sentry passes within 3" of a marker, it must immediately take an order test. If it passes the test, flip the marker over.

If this would reveal one of the Commandos, and that marker has not been activated this turn, the controlling player may elect to initiate a Close Assault. If they eliminate the sentry, the alarm is not raised.

If the marker does not conceal a Commando, remove it from play.

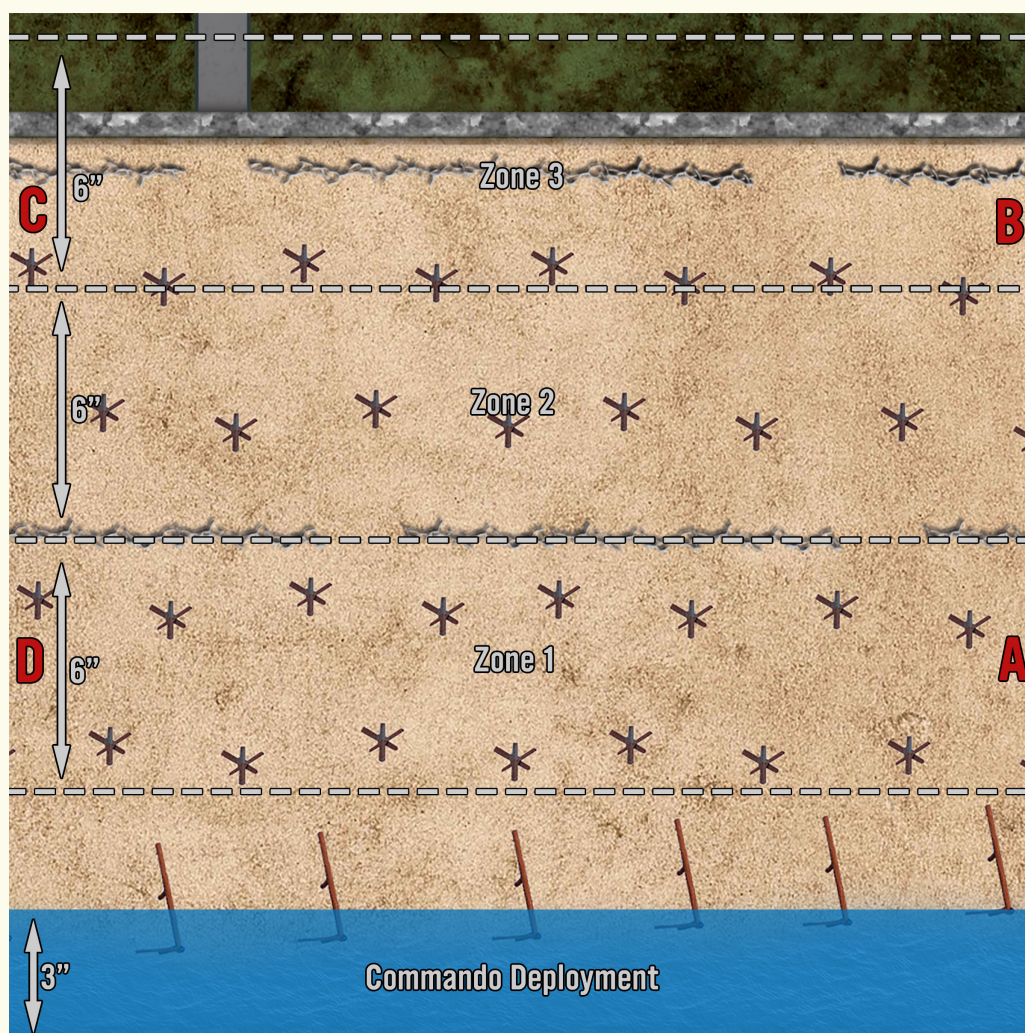
Patrolling: The patrolling German sentries obey the following rules:

- » They cannot be issued with Run orders.
- » When they are issued with an Advance order, they must move towards the opposite table edge to the one they came on from. When they reach the opposite edge, they may turn around and return towards their starting table edge.

The sentries move onto the table in the following sequence (see the scenario map); Do not add the sentry's dice to the bag until they have moved onto the table.

- » **Turn 1:** 1x sentry moves on from Point A.
- » **Turn 2:** 1x sentry moves on from Point B.
- » **Turn 3:** 1x sentry moves on from Point C.
- » **Turn 4:** 1x sentry moves on from Point D.

The Scenario



Set-up:

The British player deploys his six markers (taking care to secretly mark the two concealing the Commandos.)

The first German sentry will advance onto the table from Point A.

Objectives:

The British Commandos are attempting to survey what will become Omaha beach. To complete this task, one marker must spend a turn stationary in each one of the zones marked on the scenario map, and then return to the water.

The German player must detect the Commandos.

First Turn:

The German player must bring his first sentry onto the table from Point A. He does not need to make an order test for this, or any other subsequent sentries.

Game Duration:

The game lasts until either the Commandos have completed their mission, or the alarm is raised.

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 gathering a sample in Zone 1, 4 Victory Points for gathering a sample in Zone 2 and 6 Victory Points for gathering a sample in Zone 3.

The German player gains 5 Victory Points for each Commando successfully detected or killed.

“Released beach reconnoiters (Major Scott-Bowden and Sergt. Ogden Smith) in 9 feet of water, about 300 yards from waters edge and 480 yards from back of beach, opposite a point 400 yards (approx.) east of where the Moulins (St.Laurent) road comes down to the sea.- Extract from the report of Lt. Commander H.N.C Willmot, officer in charge of Operation Postage Able.

