



SCENARIO: RADAR STATION

US Rangers vs German Heer



RADAR STATION

"Is that what you want to do, Mellish? Just leave it here so it can ambush the next company that comes along?" - Captain Miller

Miller's men are deep behind enemy lines, still searching for a missing member of the 101st Airborne.

While crossing the bomb-scarred countryside, they encountered the blasted ruin of a radar station, freshly strafed by Air Force Mustangs. The radar station's defenders were still alive and kicking, using their one remaining machine gun to harrass anyone who gets to close.

Feeling honour-bound to neutralise this threat, Miller ordered his reluctant cadre of battle-weary soldiers into battle.

Leading by example, Miller shrugged off his encumbering webbing and charged towards the gun!

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 MMG team.
- » Steamboat Willie (Veteran NCO w/ Rifle)
- » 2x Veteran Soldiers w/SMGs
- » 3x 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.

The Machine Gun: Nicknamed "Hitler's Buzzsaw" by the Allies, the MG-42 was used as a general purpose machine gun by all branches of the German armed forces.

Famed for its exceptional rate of fire, the MG-42 was a fantastic defensive weapon, providing it could be supplied with ammunition and spare barrels.

After the German MMG Team has made a shooting attack, roll 1d6, adding +1 for every shooting attack made previously. On a 6+, the machine gun has jammed or run out of ammunition and all members of the team become riflemen.

If the machine gun successfully hits an enemy soldier, it may resolve another attack against a different target within 6", reducing the number of shots by 1.

The machine gun can keep firing in this fashion until it misses an attack, or it runs out of shots.

Battle Fatigue: Miller's men are bone-weary from their relentless march across the Norman countryside and unhappy with their lot - detached from their unit to undertake this pointless public relations assignment to save one man.

The grouching and griping has reached fever-pitch, almost to the point of actual mutiny!

Before the start of the game, roll 1d6 for every Ranger except Captain Miller and Sergeant Horvarth. On a 1, that soldier begins the battle with a pin marker.

Hand Grenades: These small explosive devices were often employed to screen an assault, or break the back of an enemy counter-attack. It is assumed that all units in Firefight! have access to hand grenades.

On an Advance or Fire action, a unit may elect to throw a hand grenade instead. Resolve a 1" HE attack against a target within 6".

The Scenario



Set-up:

Deploy the German MMG team, Steamboat Willie and the three soldiers with rifles in the marked location. The remainder of the German force are held in reserve, arriving from turn 2 onwards.

The Rangers move onto the table from the marked table edge.

Objectives:

The US player must knock out the machine gun and neutralise the German defenders while minimising friendly casualties.

The German player must repulse the US attack.

First Turn:

The battle begins! The US player moves his force onto the table. 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 as won by adding up the Victory Points as follows. The US Player gains 2 Victory Points for each German casualty caused.

The German player gains 2 Victory Points for each enemy casualty.

We're reaching the climax of our adventure. Check back in the next couple of weeks for the battle of Ramelle! If Steamboat Willie survives, he'll return as part of the German force attacking the town!