



# SCENARIO: TRAINING WHEELS

German Heer vs US Army



# TRAINING WHEELS

Swarms of landing craft have unloaded their cargo on Utah and Omaha beaches, and the American forces have already begun advancing inland to link up with the beleaguered paratroopers who have been fighting since the small hours of the morning.

Leading the charge are the tanks of the 746th Tank Battalion, desperately trying to relieve members of the 82nd Airborne before they get overrun by the German defenders.

In their path is the 100th Panzer Replacement and Training Battalion - one of the few armoured formations in position to resist the Allied landings.

Created to train crews in the operation of obsolete French tanks, the Replacement and Training Battalion found itself fighting Shermans with Renault R-35s and Char Bs.

A clash between these two armoured forces is inevitable and there can only be one winner...

## The Forces:

### German Heer

- » 1x Regular Panzer 35R Command Vehicle
- » 2x Regular Panzer 35Rs
- » 2x Inexperienced Renault FT
- » 2x Veteran Panzerjager 35R
- » 1x Regular 2nd Lt + Attendant
- » 1x Green Grenadier squad with 2x LMGs + 8x Rifles
- » 1x Veteran Sniper Team
- » 1x Regular Medium Mortar Team

### US Army

- » 1x Veteran M4A3 Sherman Command Vehicle
- » 2x Veteran M4A3 Shermans
- » 2x Regular M8 Greyhound Armoured Cars w/ pintle-mounted HMGs
- » 1x Ranger Squad with 3x SMGs, 1x BAR, 4x Rifles and AT Grenades
- » 1x Regular M3 White Scout Car



## Special Rules:

**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.

**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:

Deploy the German Infantry and 1 of the Panzerjager 35Rs in the marked area. The rest of the German force is held in reserve.

One of the M8 Greyhounds, the Ranger Squad (mounted in the M3 Scout Car) form the first wave, with the rest held in reserve.

## Objectives:

The German player must prevent the US forces from breaking out.

The US player must fight through the enemy ambush and escape via the US escape zone.

## First Turn:

The US first wave moves onto the table (with an advance or run order) from the indicated table edge. They do not need to pass an order test to make this move.

The remainder of the US and German forces begin to arrive from Turn 2 onwards.

## Game Duration:

The game lasts until the US forces have pushed through the ambush, or been destroyed.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The German player gains 3 Victory Points for each US tank knocked out, and 5 Victory Points for knocking out the command vehicle.

The US player gains 3 Victory Points for each unit that exits the battlefield via the US escape zone.

*If any of your tankers survive the engagement, consider using the experience system in the Tank War supplement to bolster the abilities of your crew.*

*Make sure to include your veteran armour crews in future games of Bolt Action!*

