World War II Wargames Rules

# Bolt Action
## SECOND EDITION

# CAMPAIGN
# BATTLE OF THE BULGE

**WARLORD GAMES**

**OSPREY GAMES**

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# WHAT IS THIS BOOK?

This book is an expansion to *Bolt Action*, the 28mm scale tabletop wargame set during World War II. Whilst there is historical detail within the narrative, this volume is not a history book – it is first and foremost a wargaming supplement. The team who put this book together took feedback from reviews of previous supplements and opinions from the *Bolt Action* community (www.warlordgames.com/forum). With this information to hand, the intention was to provide a good mixture of scenarios, new units and new rules whilst still giving some historical background for context. Some previously published rules and units have also been included – this is to save players the expense of buying additional books for content which is vital to this volume, but might form only a small part of other books.

The Ardennes Offensive of December 1944, the battles that led up to it and continued from it are one of the most complex series of engagements in the European Theatre of Operations. Many excellent historical books have already been written which delve deep into the detail of this fascinating campaign – given the focus of this book, it has only been possible to provide a superficial, 'broad brush' overview of the campaign. For any readers who are interested in focusing more on the actual history of the battles, a bibliography of recommended texts has been provided.

## CAMPAIGN OVERVIEW

Despite a spirited defence from the opening hours of the Normandy invasion in June 1944, Hitler's forces in northern France were comprehensively defeated and forced to retreat westward. Although their position was strengthened considerably following Operation *Dragoon* – the landing in southern France in August 1944 – the Allies were faced with considerable logistical problems as they advanced towards Germany, spreading their lines of communications and support thinner with every mile. Operation *Market Garden*, the massive airborne assault of September 1944, failed to meet its objectives and the momentum of the Allied advance was further threatened.

German forces were able to capitalise on this and with mounting pressure from the east

as Soviet forces prepared for a winter offensive, Hitler decided to launch one last gamble – a massive counter offensive against the Allies in December 1944. The 45-division German assault launched against American defenders dug in across the Ardennes region led to the largest single battle fought by the US Army in the twentieth century. The stakes could not have been higher for either side – for Germany it truly was a last attempt to avoid being completely overwhelmed by the Western Allies, whilst for the American forces bearing the brunt of the assault, there was a very real threat that a German breakthrough could have undone all of the successes since D-Day. Codenamed Operation *Watch on the Rhine* by German forces, the initial successes of the campaign led to a worrying and distinctive bulge in the Allied front line, leading to the Allied press giving the offensive an immortal moniker: The Battle of the Bulge.

# PRELUDE

When the combined might of the Western Allies smashed into the beaches of Normandy on 6 June 1944, the last great offensive of the war in Western Europe was initiated. Over 150,000 troops from the United States, Britain, Canada and France – to name but a few of the Allied nations – would cross the English Channel on D-Day; by the end of August this number had risen to over 3,000,000.

German resistance was exceptional. American forces moved inland from Utah and Omaha beaches but encountered spirited opposition throughout the Cotentin Peninsula, with Cherbourg remaining in German hands until the end of June. Meanwhile, further to the east, British and Canadian forces encountered similar problems at Caen, where the historic city became the site of a two month bloodbath, but did succeed at least in diverting a significant proportion of German reinforcements from the east which otherwise would have broken through to engage US forces. By 25 August, American and Free French forces had linked up with French resistance fighters to liberate Paris.

**A German column finds out that Belgian resistance is not futile.**

In early to mid-August, the 1st US Army, 2nd British Army and 1st Canadian Army converged around Falais–Chamboise to envelop some 50,000 men of German Army

Group B. The ensuing Battle of the Falaise Pocket would effectively mark the end of the Battle of Normandy, and by the end of August German forces were in full retreat eastwards across the River Seine.

For Germany, a new defensive strategy was required. Soviet forces continued their advance in the east, squeezing Germany and her territorial gains between the two major advances. However, stretching nearly 400 miles along Germany's western borders was the Westwall, a series of defensive emplacements known as the Siegfried Line to the Western Allies. If German forces in the west could delay the Allied advance for long enough to prepare the Westwall and then retreat to the comparative safety of these fortifications, maybe the Allied advance could be stalled for long enough to prepare a counter attack which could reverse the tide of the war in the West.

# SCENARIO 1: RETREAT THROUGH THE MONS POCKET

The Battle for Normandy has been lost; German forces are hurriedly fleeing east as the Allies advance at a rapid rate. Allied armies have a firm foothold in Europe and now enjoy strong chains of logistical support and air superiority in the skies above the advance. German forces retreating through Belgium in September are low on supplies, command decisions and morale.

In the Mons Pocket, German units are rapidly destroyed or captured if their retreat slows or if they stop to fight. At the beginning of September, approximately 30,000 Belgian civilians had involved themselves with one of the various resistance factions; by the end of the campaign this number had doubled.

Emboldened by the advancing Allied armies and encouraged by their impending national liberation, attacks by resistance groups are becoming more regular, larger scale and more daring.

Whilst not an intertwined historical event, this scenario also includes a secondary objective involving a truck loaded with stolen art. The relationship between the Nazi party and art was long and complex, with artwork being plundered from every country invaded by Hitler's forces. Many items of priceless art ended up in the hands of top ranking Nazi officials, or were put into storage for Hitler's planned *Führermuseum*. Several sites around France were used as sorting houses, such as the *Galerie nationale du Jeu de Paume* in Paris. With the success of the Allied invasion of Normandy in June 1944, Nazi authorities frantically raced to transport these priceless collections into Germany.

## FORCES
This scenario is designed to be played with equal forces for a fast and relatively small-scale encounter. Belgian reinforced platoons are chosen from the Liberation 1942–45 list page 107 of *Armies of France and the Allies*, whilst German reinforced platoons are taken from the Normandy list page 96 of *Armies of Germany 2nd Edition*. Belgian resistance forces may not use partisan cavalry or any captured vehicles above an armour value of 7+.

## SET UP
This scenario is played on a 6' x 4' gaming surface with the shorter edges being designated the east and west edges. A road runs from west to east to a Y-junction and then exits in the NE and SE corners. Rural scenery either side of the road may include a liberal amount of hills, woods or buildings – anything both players agree on.

# DEPLOYMENT

The German player must deploy first. The entire force may be deployed along the first 12" of table from the western edge. Any units not deployed are in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook). The Belgian player must deploy at least 50% of his units, which can be anywhere on the table, but not within 12" of a German unit and not within 12" of any table edges. Any units not deployed are in reserve.



Retreat Through the Mons Pocket

GERMAN SET-UP ZONE

PARTISAN SET-UP ZONE
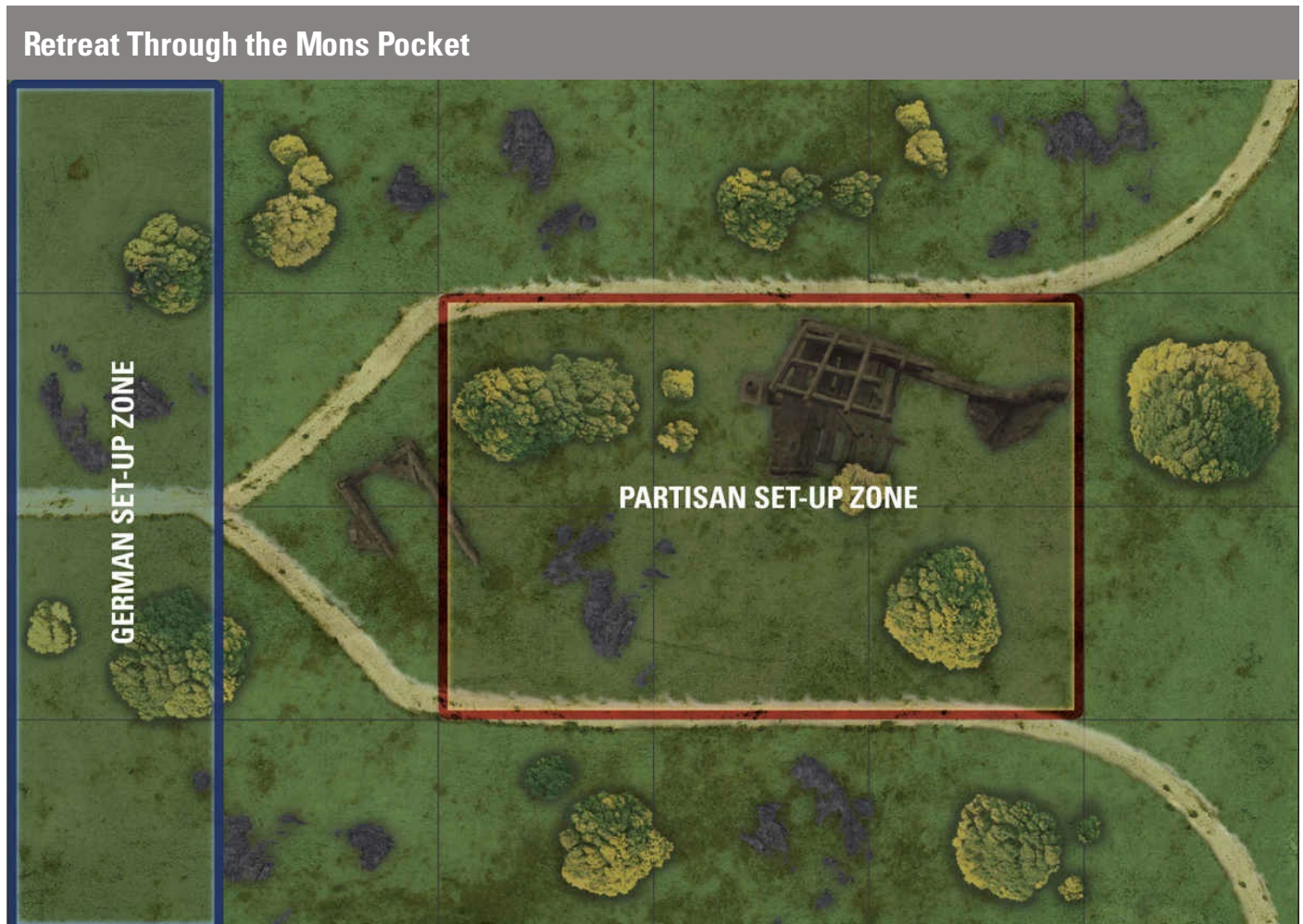
# SPECIAL RULES

## COMMAND DETONATION

As soon as Turn 1 begins, the Belgian player may select one enemy unit along the road and immediately carry out an attack as if this unit had set off a mine using the minefields rules. If the Belgian player attacks a vehicle, an anti-tank mine may be used. As this attack represents a detonation explosive device rather than an actual minefield, there are no further effects once the attack has been resolved.

**German Opel Blitz truck**

## AMBUSH

Any deployed Belgian unit may begin the game in *Ambush*.

## HIDDEN SET UP

Belgian units that begin the game on the table may be hidden using the rules on page 131 of the *Bolt Action 2nd Edition* rulebook.

## HIDDEN BOMBS

The Belgian player may place two hidden bombs as described page 98 of the *Armies of France* book. Note that this is only two rather than the normal three as effectively one of the devices has already detonated as described in the 'Ambush' section of this scenario briefing.

## THE TRUCK

The German player receives a free truck (or other soft skinned transport vehicle if a model truck is not to hand). It is not capable of transporting troops as it contains looted artworks.

# OBJECTIVE

The Belgian player must inflict maximum casualties, escape with as many units as possible and capture the truck. The truck can be captured by assaulting it or disabling it with small arms (represented by destroying the truck with any weapon which does not have a Pen modifier) and then closing into base to base contact with the wreckage. If the truck is destroyed by heavy weapons, both players have failed in this objective. The German player must escape along the eastern edge of the table, with the truck.

# GAME DURATION

The game lasts for six turns.

## VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The Belgian player scores one victory point for every German unit destroyed and one victory point for every Belgian unit that leaves the table from the north or south edge. The German player scores two victory points for every unit that escapes from the table along the eastern edge. The truck is worth three victory points to whichever side achieves its objective: capturing the truck or escaping with the looted art.

# THE AFTERMATH

The Belgian uprisings during the German retreat of September 1944 would have severe consequences. All along the route of retreat to the Westwall, Belgian civilians emerged from their homes waving Belgian, British and American flags to welcome their liberators. These shows of appreciation were often rapidly curtailed when it was revealed that approaching vehicles were retreating German soldiers, not the expected Allied liberators.

Dozens of homes and farms were set ablaze by the retreating Germans – most often these actions were attributed to the SS – and 60 Belgian civilians were killed by German soldiers as a direct response to the resistance attacks in the Mons Pocket. In one incident alone, 35 houses were burned down along the N4 highway to Bastogne on 5 September; the next day another 22 houses were burned at Buissonville and a neighbouring village. The reprisals would be even fiercer when German forces returned to the same area in December – the actions of the Belgian resistance were far from forgotten.

# HÜRTGEN FOREST

As the Allied advance continued eastwards towards Germany throughout September 1944, the impetus began to die off. Stretched further and further from the Channel ports and the origins of their fragile supply lines, front line units found the stream of logistical support becoming more broken and less reliable.

The Hürtgen Forest lay astride the Belgian–German border, just south of Aachen and Duren. The extensive pre-war network of defensive positions – the Westwall or Siegfried Line – ran through the forest and stood as one of the most significant obstacles between the Western Allies and the push into the heart of Germany. The initial plan called for a punch through the Siegfried Line at the Stohlberg Corridor to the north of the forest and Monschau to the south with its nearby ridgeline. However, after initial attacks met fierce resistance, a new plan was formulated, which involved advancing directly through the forest itself.

A well-prepared German machine gun position

The 9th Infantry Division, under the command of Major General Louis Craig, were amongst the first American soldiers to become bogged down in the fighting in Hürtgen Forest. The 60th Infantry Regiment faced the challenge of pushing directly through Hürtgen Forest itself to seize Hürtgen and two nearby villages, thus spearheading the American advance into the forest.

On 19 September, a battalion of the 60th Regiment and the attached 1st Battalion of the 39th Infantry Regiment pushed into the dense woodlands of Hürtgen. On 22 September the two battalions were re-routed to the north to assist the 47th Infantry Regiment against a German counter attack, and by the time they returned to their original plan three days later, the German 353rd Division had moved in to the forest to oppose them.

Moving cautiously through the woods, with rain beating down through the seemingly solid canopy of trees above, which all but completely blocked out the sunlight, the men of the 60th and 39th were the first to experience the beginning of the slow and bloody battle which would become the longest single battle ever fought by US soldiers.

German defences barred the American advance at every opportunity, from hastily set up machine gun positions over felled trees to extensive networks of camouflaged pillboxes. The fighting was bitter, territorial gains were slow and horrific casualties were caused by artillery and mortar shells bursting in the trees and raining storms of wood splints down on men below. By the end of the month, nearly 1,000 soldiers had been

killed. The fighting would continue well into December.

# SCENARIO 2: THE BATTLE OF HÜRTGEN FOREST

It is mid-September 1944, and units of the 9th Infantry Division are making their first tentative steps into Hürtgen Forest. Ahead of them, stiff opposition from German forces lies in wait to stop the American advance dead in its tracks. The fighting is often centred on defensive pillboxes, with dozens of men lost in every attempt to dislodge German defenders, only to have successful counter attacks restore the status quo.

American forces must quickly eliminate German defenders and continue the advance, lest the momentum be lost. The German defenders, facing the overwhelming might of the Allied advance, must dig in and hold their positions until further assistance arrives from the east.

## FORCES

The American player has a 50% point advantage over the German player (e.g. 1,000pts versus 1,500pts).

American reinforced platoons are chosen from the Battle of the Bulge list page 72 of *Armies of the United States*. German reinforced platoons are chosen from the Operation *Watch on the Rhine* list page 98 of *Armies of Germany 2nd Edition*.

## SET UP

This scenario is played on a 6' x 4' gaming surface. Scenery should predominantly consist of dense woodland – tall trees with minimal spacing and no roads. If scenery available does not allow for this volume of woodland, trees should be set up along the table edges with a woodland clearing in the centre. A small number of buildings such as woodsmen's huts or timber mills may also be used. Line of sight should be heavily restricted – a maximum of 24" in any direction if available scenery allows. One pillbox should be set up within 12" of the German table edge, roughly central between the left and right hand edges. The pillbox counts as a bunker (see page 127 of the *Bolt Action 2nd Edition* rulebook). Two large dugouts are also to be set up within 12–24" of the German player's table edge, but not within 12" of each other or the central pillbox.

## DEPLOYMENT

The German player must deploy first. The entire force may be deployed within 24" of the German player's edge of the table. Any units not deployed are in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook). The American player starts with all of his forces off table and must designate at least half of his units as the first wave. The remainder are in reserve. Outflanking is not permitted.

The Battle of Hürtgen Forest

GERMAN SET-UP ZONE

## SPECIAL RULES

### DENSE WOODLAND
The dense canopy of trees above the battlefield makes it impossible for any air assets to accurately visually acquire and confirm a ground target. To represent this, the poor weather rule applies to this scenario. See the Poor Weather section for full details.

### PREPARED DEFENCES
The German player receives two minefield sections (as described in the minefields section) and two 12" trench sections, to be placed anywhere on the board. The trench sections may link the pillbox and dugouts. The trenches and dugouts count as hard cover, and dugouts are large enough to house a single artillery unit.

### AMBUSH
Any deployed German unit may begin the game in *Ambush*.

### DUG IN
German units that begin the game on the table may be dug in. See the Dug In rules for full details.

### HIDDEN SET UP

German units that begin the game on the table may be hidden using the rules on page 131 of the *Bolt Action 2nd Edition* rulebook.

## OBJECTIVE

The German player must stand his ground and keep the pillbox manned for the duration of the game. The American player must clear the enemy pillbox.

## FIRST TURN

The battle begins. During Turn 1, the American player must move their entire first wave onto the table. These units can enter the table from any point along the American player's long table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

## GAME DURATION

Keep count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

## VICTORY!

The pillbox is counted as 'cleared' if no German unit occupies it at the end of a turn. If the American player clears the pillbox it is an American victory. If the pillbox remains manned, it is a German victory.



US forces launch a counterattack

German troops of the Ardennes Offensive, 1944–45: (L–R) Unteroffizier, Füsilier-Regiment 39; Oberstleutnant, Pionier-Bataillon 33; Panzerobergrenadier, I Panzergrenadier-Bataillon, Führer-Begleit-Brigade, by Stephen Andrew © Osprey Publishing. Taken from Men-at-Arms 336: The German Army 1939–45 (5).

# NEW WEAPONS AND EQUIPMENT

# RIFLE GRENADE ADAPTOR

When compared to the territory around it, Hürtgen Forest was difficult terrain. The normal support which an infantryman had come to expect and often relied on – such as artillery, mortars and air power – was prevented either by the dense canopy of trees, or by the hilly forest being incompatible with moving and setting up heavy weapons. Either way, soldiers on both sides needed a simple method of increasing their offensive capability without having to rely on supporting units. The rifle grenade adaptor was one of these methods.

Rifle-fired grenades were being experimented with as early as the start of the twentieth century and saw relatively widespread use during World War I. Different launching techniques were utilized, beginning with attaching a rod to a standard hand grenade for insertion into a rifle's barrel, which then progressed to attaching a cup device to the rifle to prevent excessive wear to the barrel. The next step in the evolution of the rifle grenade was to employ specially produced munitions rather than attempting to adapt standard hand grenades. This in turn led to rifle grenade adaptors being able to fire a variety of different grenade types.

The cup launcher fitted by British and Commonwealth troops to the Lee-Enfield proved to be unpopular, especially when compared to the 2" mortar. Conversely, the M1 Garand's adaptor was popular in US service. Whilst different nations used different variants of grenade launcher, the standardized rules for all rifle grenade adaptors and launchers are detailed below.

Rifle grenade adaptors can be added to any infantry squads/sections for scenarios in this book in accordance with the restrictions below. Please note that rifle grenade adaptors can only be used by infantry squads/sections; units such as HQ units, military police and non-combatant squads are not issued with rifle grenade adaptors. These rules can also be used for scenarios independent of this book, with your opponent's permission.

| Weapon type | Range | Shots | Pen | Special Rules |
|---|---|---|---|---|
| Rifle Grenade Adaptor | 6–18" | 1 | HE | Indirect Fire, HE (1") |
| Cost: +20pts per adaptor<br>Rifle grenade adaptors can fire smoke. | | | | |

*Note: This book details battles involving American, Free French, German and British forces. Consequently, only these forces have details for rifle grenade adaptors. Further forces may be covered in future supplements. So as not to disadvantage other forces not covered in this supplement, with both players agreement and where this is supported by historical research, other nations may use a maximum of one rifle grenade adaptor per squad until more detailed rules are released in the future.*

| US/Free French Infantry Squad | 0–3 per squad |
|---|---|
| | |

| British Infantry Section | 0–1 per section |
|---|---|
| German Infantry Squad | 0–2 per squad* |

* The German Gewehrgranatgerät adaptor cannot be added to assault rifles – a planned unit never reached the front, so even the rare full Sturmgewehr platoons had two K98s with Gewehrgranatgerät.

## COMPASSION FOR AN ENEMY

As the bitter fighting continued through the Hürtgen Forest in the autumn of 1944, one incident would remain in the memories of those who survived it, only to be recalled and honoured many years later. On the morning of 12 November, a detachment of the 2nd Company, Fusilier Battalion of the German 275th Infantry Division was dug into its defensive position, having suffered crippling casualties. In the pre-dawn darkness, a voice could be heard crying out for help in a minefield in between the German and American positions.

The voice was that of an American soldier. Leutnant Friedrich Lengfeld, the 23 year old company commander, ordered his men to hold their fire and allow any rescue party which might appear to attend to the wounded American soldier trapped in the minefield. Hours passed and the cries for help grew weaker as the morning light pierced the dense canopy of trees. No help came. At approximately 10.30am, Lengfeld assembled a rescue party for the American soldier which he personally led.

Just as Lengfeld was approaching the American soldier, he stepped on a land mine. His party managed to remove him from the minefield, but some eight hours later he succumbed to his wounds. In October 1994 a memorial stone was placed near the entrance to the Hürtgen military cemetery by members of the US 22nd Infantry Division Society to honour Lengfeld's sacrifice. Hubert Gees, one of Lengfeld's soldiers who was present at the incident was able to attend the ceremony and said of his former CO:

*'Lieutenant Lengfeld was one of the best soldiers of the Hürtgen Forest. He was an exemplary company commander, who never asked us to do more than he himself was ready to give.*

*He possessed the complete confidence of his soldiers.'*

The memorial plaque itself begins with the simple epitaph:

# THE AFTERMATH

The slow, bitter fighting which occurred within the few dozen square miles of Hürtgen Forest between September 1944 and February 1945 was more reminiscent of the static fighting and horrific casualties experienced during World War I. US casualties totalled 24,000 men killed, captured, missing or wounded. This tragic total was augmented by a further 9,000 men lost to combat fatigue and environmental effects such as trench foot and respiratory diseases. This combined total represented a staggering 25% of US forces involved in the battle.

German losses are not as accurately recorded but, given the severity of the fighting, were most probably suffered at a similar rate. The slow advance through Hürtgen was certainly not unique to Allied forces in the area in the autumn of 1944, but did perhaps represent the pinnacle of fierce German resistance; a factor not taken as seriously as it should have been by several Allied commanders who incorrectly believed that the will and fighting spirit of the German military had already been broken. This unbroken resolve when combined with near ideal defensive terrain led to the high number of casualties and slow advance. By mid-December, US forces had taken the majority of the forest but were then catapulted into another campaign as the surprise counter attack of the Ardennes Offensive – the Battle of the Bulge – became the overriding priority.

The fighting in the forest would continue for another bitter and bloody two months, until American soldiers finally advanced past the nightmare of trees and villages of Hürtgen in February 1945. However, considering the impact and severity of the fighting in what was the US military's longest single battle, it would be the victory of the Battle of the Bulge that made media headlines across the world instead. Hürtgen was too negative a message for Allied morale, and would be conveniently forgotten.

German StuG III Ausf.G

# WATCH ON THE RHINE: THE ATTACK BEGINS

In the early hours of 16 December, the waiting was over. At 5.30am a colossal artillery barrage smashed down onto the American lines – over 100 kilometres of defensive positions. After 90 minutes of shelling, more than 50 columns of German infantry and vehicles began snaking their way through the early morning mist and snow towards the Allied defences.

To the north – the German right flank – was the 6th Panzer Army under the command of SS Oberst-Gruppenführer Josef 'Sepp' Dietrich. Made up of some of the most experienced units of the Waffen SS, Dietrich's 6th Panzer Army was charged with the capture of Antwerp.

In the centre was General der Panzertruppe Hasso von Manteuffel's 5th Panzer Army. Whilst ultimately tasked with the capture of Brussels, Manteuffel's force was given one of the most important objectives of the opening days of the entire offensive: the capture of the strategically vital transport hub of St Vith.

To the south, the 7th Army of General der Panzertruppe Erich Brandenburger would protect the left flank. With the majority of German armour assigned to the north and centre, the 7th Army was made of up four infantry divisions with very limited armour support.

Facing them, the overwhelming majority of Allied units were made up of US Army infantry divisions. At the northernmost end of the defences were the 2nd Infantry Division, veterans of the Normandy campaign. To their right were the 99th Infantry

Division and further south – almost dead centre of the German offensive – was the 106th Infantry Division. Both were all but completely unproven in combat. Fortunately for the Allies, more experience lay further south – the 28th Infantry Division were also veterans of Normandy and had participated in the liberation of Paris, and on the US right flank the 4th Infantry Division were one of first units to hit the beaches at Utah on D-Day itself.

As the German columns pushed forwards, isolated firefights began along the front line as the first American units were encountered. The US infantrymen had no way of knowing the immense scale of the offensive they now faced. The first German objective had been achieved: surprise.

## THE ADVANCE ON ST VITH

The 106th Division were effectively at the front and centre. Having arrived in theatre at the beginning of December, this was the 106th's first operational deployment and as a result they were sent to the Schnee Eifel. This was a low mountain range along the Belgian–German border which was considered to be a quiet, low risk area where the new troops could acclimatize to their new surroundings.

When the might of von Manteuffel's 5th Panzer Army smashed into the raw troops of the 106th, the same complete surprise was achieved that had been so successful further north and to the south. Two of the American division's three regiments – the 422nd and 423rd – were all but completely cut off by the 18th and 62nd Volksgrenadier Divisions. A valiant defence by the US 168th Battalion of Corps Engineers to the east of St Vith bought time for reinforcements, but jammed roads and confused communications caused significant delays in armoured support arriving from the 7th and 9th Armored Divisions.

A Sturmhaubitze 42 assault gun covers the infantry advance

A semi-circular defensive line from the north of St Vith, through the east and down to the south was set up: this horseshoe of defences saw German attacks make minor breakthroughs, only to be pushed back again by American counter attacks. The to and fro of the defensive cordon saw precious days ticking by. The weather grew worse, both sides saw the first frostbite casualties increase in number, and the timetable of the entire German offensive was under threat as the vital crossroad town of St Vith remained in American hands.

**Bail out! A German Panther crew falls back towards their lines**

# SCENARIO 3: THE BATTLE OF ST VITH

The 106th Infantry Division has been caught completely off guard. It is Sunday 17 December, and two of the division's regiments have been isolated and almost completely surrounded in the Schnee Eifel. Further to the south, the remaining regiment – the 424th – has dug in to defend against the German onslaught, supported by elements of the 9th Armored Division. The 168th Battalion of Corps Engineers are fighting a frantic defensive action to the east of St Vith whilst every man capable of holding a rifle is being rushed to the front lines to stem the tide until vital reinforcements can arrive.

## FORCES

The German player has a 25% point advantage over the American player (e.g. 1,000pts versus 1,250pts).

American reinforced platoons are chosen from the Battle of the Bulge list on page 72 of the *Armies of the United States* book, or the Late-War US Army Anti-Tank Reinforced Platoon list.

German reinforced platoons are chosen from the Operation *Watch on the Rhine* list on page 98 of *Armies of Germany 2nd Edition*. The following modifications must be applied:

American forces may not include paratroop or glider squads. All infantry units must be Inexperienced.

German forces may not include Fallschirmjäger squads.

## SET UP

This scenario is played on a 6' x 4' gaming surface with the longer edges being designated the east and west edges. The west edge should include some farm buildings or the outskirts of a village. The east edge should either be clear or have some woodland or forests – this is the German player's entry edge. The area in between should be relatively clear, with two roads running across the table from corner to corner, forming a crossroads at or near the centre point of the table.

Aside from the roads, buildings and trees, the remaining terrain is mud. Players must agree on whether to count this as rough ground for movement purposes, or use the Mud special rules.

## DEPLOYMENT

The American player must deploy first. At least half of the American player's units must be deployed within 12–24" of the American western edge of the table.

Any units not deployed are in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook). The German player starts with all of his forces off table and must designate at

least half of his units as the first wave. The remainder are in reserve. No outflanking may be attempted.
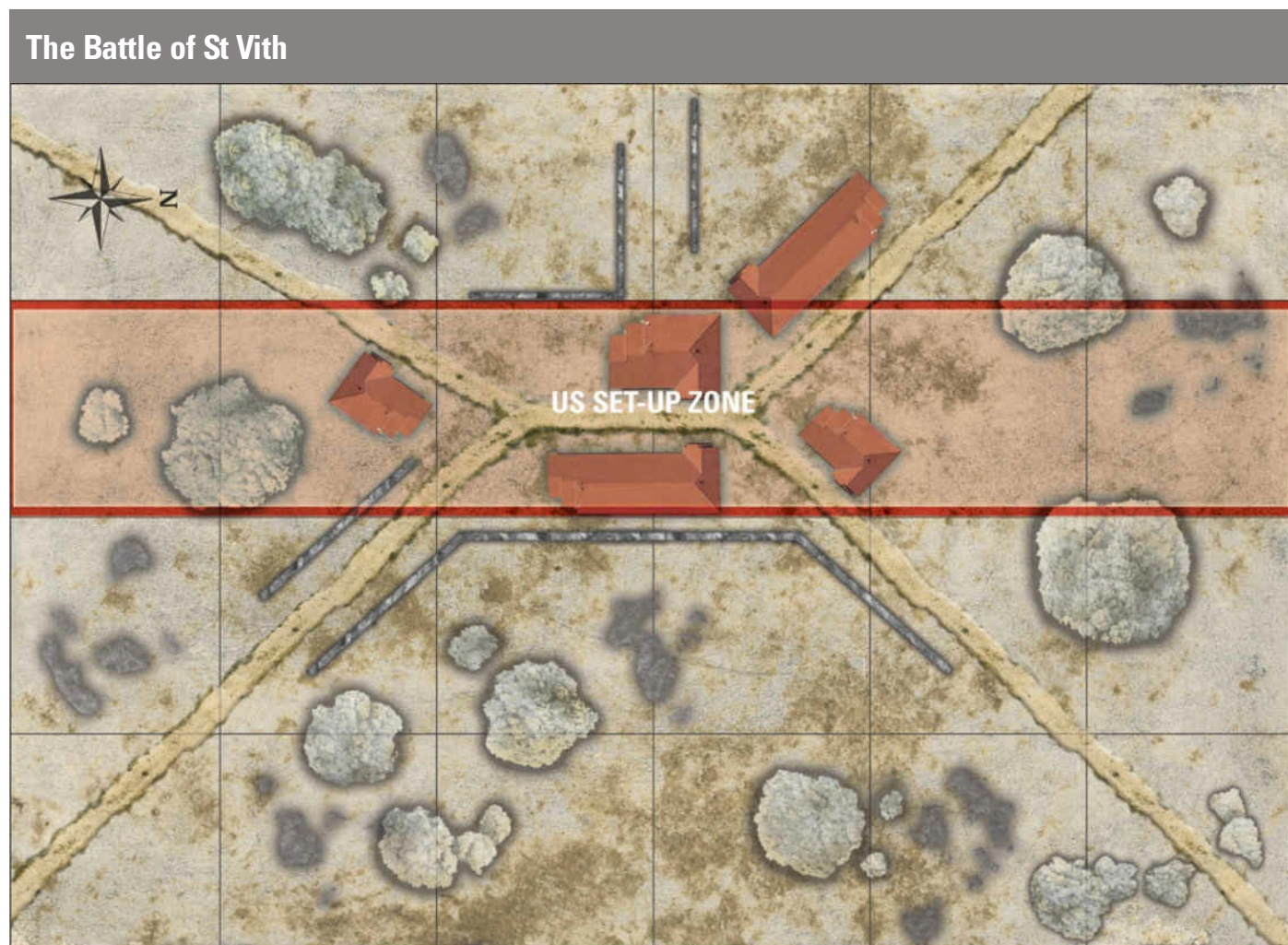


The Battle of St Vith

## SPECIAL RULES

### PREPARATORY BOMBARDMENT

The German player rolls a die; on a 2+ a preparatory bombardment strikes the enemy positions (see preparatory bombardment on page 131 of the *Bolt Action 2nd Edition* rulebook). On a result of a 1 the barrage fails to materialize, but you have your orders and the attack must go ahead as planned.

### POOR WEATHER

Due to low cloud cover and mist, air support is unavailable for both players. See the Poor Weather section for full details.

### FOG

Weapon and visibility ranges are limited to 18". See the Fog section for further details.

### MINEFIELDS

The American player may plant one minefield made up of anti-tank mines. This must be

at least 6" away from the crossroads. See the rules for Minefields.

## BOLSTERED DEFENCES

Command has issued orders that every man capable of carrying a weapon is rushed to the front line. The American player receives one free 10-man non-combatant squad (see 'New Units', below) for every full 1,000 points of the German force.

**US Army M5 3-inch anti-tank gun**

## NO SURRENDER

This action takes place only hours after news has spread like wildfire amongst American troops about the horrific details of what would come to be known as the Malmedy Massacre. US forces fully believe that they will be executed if they surrender; no quarter is given and none is expected. All American infantry units count as fanatics.

## DUG IN

The defenders have had some time to prepare for the German onslaught. American units begin the game dug in. See the Dug In rules for full details.

# OBJECTIVE

German forces have achieved the key element of surprise, but now maximizing on this advantage is essential. Only a rapid breakthrough will ensure success. The German player must dislodge and rout American defenders, whilst the American player must hold his ground and keep German forces at bay.

# FIRST TURN

The battle begins. During Turn 1, the German player must move their entire first wave onto the table. These units can enter the table from any point along the German player's long table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

# GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

## THE BATTLE OF LANZERATH RIDGE

In the very opening hours of the Ardennes Offensive on 16 December, a devastating German artillery barrage rained down on American positions along miles of the front line. Amongst the units on the receiving end was the Intelligence and Reconaissance (I&R) Platoon of the 394th Infantry Regiment, 99th Infantry Division, who were well dug in along a ridge to the northwest of the small Belgian village of Lanzerath.

Having survived the barrage, the men of Lieutenant Lyle Bouck's I&R Platoon and four attached artillery observers looked into the rising sun to see approximately 500 enemy soldiers in the distinctive garb of Fallschirmjäger advancing on their position. These men were from the 9th Fallschirmjäger Regiment of the 3rd Fallschirmjäger Division: a once-elite unit who were now reduced to filling the holes in their ranks using teenagers with limited combat training and no jump training, and men posted across from Luftwaffe field divisions.

Bouck and his men waited patiently as the Fallschirmjäger advanced, ready to open fire. A young girl from the village ran out to meet the German soldiers and pointed in the direction of the I&R Platoon – she was unaware of their position and was actually pointing in the direction of where a US tank destroyer unit had driven off that morning. Nonetheless, the lead squads of Fallschirmjäger dived for cover and Bouck's men waited until the girl was well clear of their firing arcs then opened fire. Given their commanding firing position, effective cover and the Germans' complete lack of awareness of just how small the US force was, the Fallschirmjäger soon withdrew after an exchange of fire.

Two more attacks were mounted during the afternoon by the Fallschirmjäger, only to be repulsed by the US soldiers who were outnumbered by nearly 20 to 1. Bouck's men were running low on ammunition and several were wounded, but they held position. Finally, after some 18 hours of fighting, German soldiers managed to close with and assault the dug in American platoon and force their surrender. The I&R men and four artillery observers had delayed an enemy force far superior in numbers for nearly an entire day, inflicting some 60 casualties as they did so. One US observer was killed and 14 men of the I&R platoon were wounded, including Bouck. The action also indirectly contributed to the delays suffered in the opening stages of Kampfgruppe Peiper's advance west.

After years of extensive lobbying, the action was finally recognizsed in 1981 and the defenders of Lanzerath Ridge became one of the most decorated platoons in the history of the US military. Today a commemorative plaque stands at the site of their heroic defence.

## VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are

shared – a draw!

The American player may claim one victory point for each of his units in his deployment zone at the end of Turn 3 and at the end of the game. The German player may claim two victory points for each enemy unit destroyed and three victory points for each of his units that exits the western edge of the table.

# THEATRE SELECTORS

## LATE-WAR US ARMY ANTI-TANK REINFORCED PLATOON

The selector below is based upon the War Department Table of Organization for an infantry anti-tank company in February 1944. A platoon would also include a bazooka and .50 calibre machine gun. Whilst this is scoped for the 57mm M1 AT gun, with some modifications it could be altered to represent other types of AT platoons if the player so chooses, although the two anti-tank guns initially selected as the platoon's compulsory units must be of the same type. This selector also includes the unit's anti-tank mine platoon as an engineer squad choice.

1 Lieutenant – First or Second
2 anti-tank guns: 37mm M3, 57mm M1 or 3-inch M5 (both guns must be the same)

plus:

**Headquarters**
0–1 Captain or Major
0–1 Medic team
0–1 Forward observer (either Artillery or Air)
0–1 Chaplain

**Infantry**
0–1 Infantry squads: Engineer squads,* Inexperienced infantry squads, Regular infantry squads (Late-War)
0–1 Machine gun team
0–1 Bazooka team

* Flamethrowers and BARs are not available as upgrade choices for AT platoon engineers.

**Artillery**
0–2 guns from:
Field artillery: light (M1A1)
Anti-tank gun:** 37mm, 57mm M1, 3-inch M5
Anti-aircraft gun: 90mm M2 AA/AT gun

** Any additional AT guns must be the same type as the two AT guns initially selected to form the platoon.

**Tanks, Tank destroyers, Self-propelled artillery and Anti-aircraft vehicles**
0–1 vehicle from: M4 mortar carrier, M21 mortar carrier, M7 Priest, M12 Gun Motor Carriage, M16 MGMC

**Transports and Tows**
0–1 Transport vehicle per infantry unit in the reinforced platoon from: M3 half-track, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep

0-1 Tow per artillery gun in the reinforced platoon from: Jeep, 2½ ton truck, Dodge ¾ ton truck, Mack heavy truck, M4/M5 artillery tractor



**German Panzer IV Ausf H**

# NEW UNITS

## ALL NATIONS

### NON-COMBATANT SQUAD

Front line units are only the tip of the iceberg and a plethora of supporting arms are required to keep combat units in the fight. These units include supply and logistics, transportation, administration, clerical and catering to name but a few. Whilst all servicemen will receive some training in core military skills, many of these supporting branches of most armies will have minimal weapons training and certainly no real knowledge of infantry tactics (although some nations such as Germany would still provide infantry training in some form to every serviceman). In countless battles, members of these supporting arms have found themselves caught out by rapidly advancing enemy units, or propelled into action by desperate commanders looking for anybody capable of

firing a weapon.

| Cost | Inexperienced Infantry 30pts |
|---|---|
| Composition | 5 men |
| Weapons | Pistols or rifles (any mix) |
| Options | - Add up to 5 additional men with pistols or rifles at +6pts each |
| Special Rules | - 'We ain't footsloggers': Non-combatant squads are made up of highly capable specialists in their own field, but their knowledge and experience of battlefield tactics and procedures are limited at best. Whilst their bravery and willingness to fight may be impressive, they lack the training of front line troops. To reflect this, the unit counts as having lost their NCO.<br>- Minimal training: Non-combatant squads may not use any of their nation's special rules. |

## Selectors

As these squads are invariably hastily formed for emergency actions only, non-combatant squads can only be included in a force where the scenario specifically lists them as an option, or with an opponent's consent.

**American anti-tank guns make ready…**



**A US Intelligence Officer inspects a knocked-out Panther**

## INTELLIGENCE OFFICER

Whilst the Battle of Lanzerath Ridge was perhaps the most famous example of Intelligence and Reconnaissance troops achieving great successes in the thick of the action in the Ardennes, intelligence played a vital role in every action of the campaign and St Vith was no exception.

Intelligence is the process of exploiting information obtained from various sources to then provide direction and guidance to command. During World War II there were several dedicated intelligence organizations such as the German Abwehr and the British Intelligence Corps. These organizations were mainly involved in intelligence gathering at a strategic rather than a tactical level, and so were either employed a long way from the front lines or in clandestine operations.

For front line operations as depicted in *Bolt Action*, it was more common for front line officers or NCOs to receive extra training and sub-specialize in intelligence at a tactical level. These officers would work directly with command at various levels from company right up to divisional, and would sometimes be directly involved in combat operations. Whilst it is difficult to precisely quantify the effects of intelligence gathering in a tabletop wargame, the upper hand in being able to predict an enemy's moves is represented in the following rules.

Aside from the exceptions detailed below, the Intelligence Officer is not a separate unit choice but an optional upgrade for an officer unit. Whereas the standard officer unit is allowed to be accompanied by up to 2 further men, the Intelligence Officer counts as a separate upgrade; in effect, a fourth man. The Intelligence Officer must have the same experience rating as the unit he accompanies (i.e. Inexperienced, Regular or Veteran). The ability of the Intelligence Officer is, for the purposes of *Bolt Action,* tied to their

experience: the modifier for their ability is detailed below.

| Cost | 21 pts (Inexperienced), 30pts (Regular), 39pts (Veteran) |
|---|---|
| Composition | 1 Intelligence Officer |
| Weapons | Pistol, submachine gun or rifle as depicted on the model |
| Special Rules | - May only be taken when added to an officer unit or as detailed in the special units below (may not be taken as an individual unit)<br>- Must be the same quality as the officer he is attached to<br>- Intelligence: Once per game, at the beginning of any turn, the Intelligence Officer may act on intelligence gathered about the enemy force before the first die is drawn from the dice bag. Roll a D6 and apply the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the player activating the Intelligence Officer may choose a die from the bag for the first activation. |

**A US I&R unit on patrol**



*Note: Whilst the Intelligence Officers depicted here are for the main part infantry officers who have sub-specialized in Intelligence, they are not the same as normal HQ officers; for example, they do not confer the same morale bonus as a standard officer model, and so on.*

## Selectors

Different armies had differing views on how best to employ Intelligence Officers and intelligence organizations within front line units. The following rules detail how Intelligence Officers can be used within different *Bolt Action* forces.

United States: An officer was typically employed at battalion level in US Army infantry

units. However, each infantry regiment also had an intelligence major to assist the regimental commander, and an I&R Platoon, typically led by a lieutenant. A US force may include a single Intelligence Officer attached to any officer unit as detailed above, or a single I&R Platoon HQ led by an Intelligence Officer as detailed below.

Britain and France: Both British and French infantry units not only included Intelligence Officers at various levels, but also these individuals were sometimes supported by a section or squad. A British or French force may include either a single Intelligence Officer attached to an officer unit as detailed above, or a single Intelligence Officer leading an Intelligence squad or section as detailed in their respective entries (see corresponding entries for the British Intelligence Section and the French Intelligence Squad).

Germany: Heer officers received thorough intelligence training during their initial officer training. As a result, German infantry divisions utilized an intelligence organization at higher levels, but day-to-day intelligence collation and interpretation was carried out by front line infantry officers. A German force may not include Intelligence Officers. Instead, so long as any German officer is present on the table, the German force counts as having an Intelligence Lieutenant (one roll on the table above with a –1 modifier). The German player must pay 10pts if he opts to take on this ability for his force. For a further +5pts, the –1 modifier may be discounted.

# UNITED STATES OF AMERICA
## US INTELLIGENCE AND RECONNAISSANCE PLATOON

Each infantry regiment within the US Army had an Intelligence and Reconnaissance (I&R) Platoon whose job was to act as the eyes and ears and report directly to Regimental HQ, rather than being attached to a specific battalion. The I&R Platoon HQ would act as regimental intelligence staff whilst also leading the platoon's two squads in the field, covering a range of duties such as patrols, observation of enemy activities or scouting terrain. They were primarily a passive unit, in theory at least, and were not expecting to engage the enemy for information. However, experience soon showed that the I&R men would often be involved in firefights and consequently squads began to acquire BARs to supplement their offensive armament: some squads even went as far as to improvise armour and add pintle-mounted bazookas to their jeeps.

## I&R PLATOON HQ

| Cost | Intelligence Officer plus 2 men: 37pts (Inexperienced), 50pts (Regular), 61pts (Veteran) |
|---|---|
| Composition | 1 officer and 2 men |
| Weapons | Officer as depicted on the model, men have rifles |
| | - Add up to 4 additional men with rifles at +8pts (Inexperienced), |

| Options | 11pts (Regular), or 14pts (Veteran) each<br>- Up to 2 men can replace their rifles with submachine guns for +3pts |
|---|---|
| Special Rules | - Intelligence: Once per game, at the beginning of any turn, the Intelligence Officer may act on intelligence gathered about the enemy force before the first die is drawn from the dice bag. Roll a D6 and apply the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the player activating the Intelligence Officer may choose a die from the bag for the first activation.<br>- Recon troops: The unit will spot hidden enemy units at 18" rather than the normal 12". |

## I&R SQUAD

| Cost | 32pts (Inexperienced), 44pts (Regular), 56pts (Veteran) |
|---|---|
| Composition | 1 NCO and 3 men |
| Weapons | Rifles |
| Options | - Add up to 5 additional men with rifles at +8pts (Inexperienced), 11pts (Regular), or 14pts (Veteran) each<br>- Up to 2 men can replace their rifles with submachine guns for +3pts<br>- 1 man can replace his rifle with a BAR automatic rifle for +5pts |
| Special Rules | - Recon troops: The unit will spot hidden enemy units at 18" rather than the normal 12". |

### Selectors

Any Theatre Selector which allows US Inexperienced, Regular or Veteran infantry squads can include 0–1 I&R Platoon HQ and 0–2 I&R Squads. No force can include both an I&R Platoon HQ and an attached Intelligence Officer.

## ARMOURED JEEP WITH TWIN BAZOOKAS

| Cost | 84pts (Inexperienced), 105pts (Regular), 121 (Veteran) |
|---|---|
| Weapons | 2 M9A1 Bazooka rocket launchers with 360° arc of fire |
| Damage Value | 6+ (soft-skinned) |
| Special Rules | - Recce<br>- Frontal armour: this vehicle cannot be damaged by small arms hits from the frontal arc but will still be pinned as normal. |

### Selectors

The Armoured Jeep with Twin Bazookas may be taken as an Armoured Car option in the Battle of the Bulge or Rhineland Theatre Selectors by any platoon that includes at least

one I&R unit.
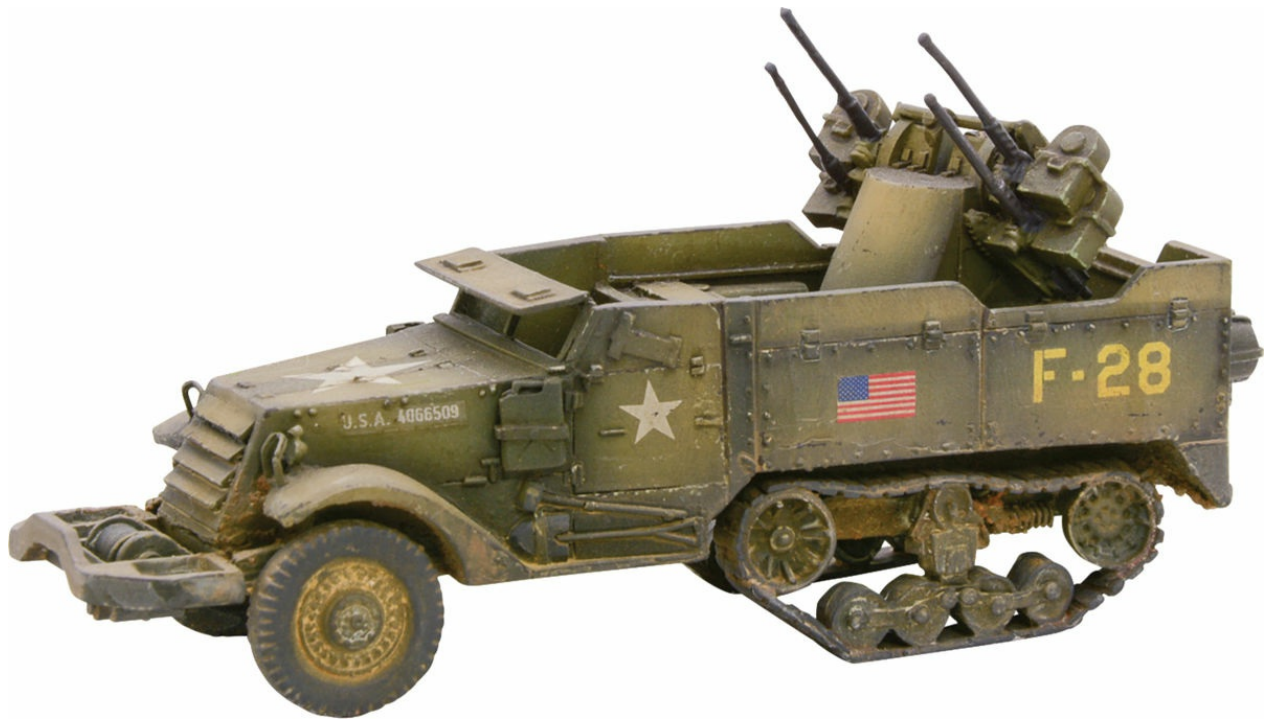


**M16 MGMC 'Meatchopper' Anti-Aircraft Halftrack**

# THE AFTERMATH

Incredibly, the American defenders repelled German attacks day after day. However, German advances in the area did manage to cut off some routes for American reinforcements – and retreating units – and created a pocket around the Schnee Eifel. The two isolated regiments of the 106th which were caught in the pocket to the east of St Vith attempted a fighting withdrawal, but were eventually overwhelmed by continual bombardment and a lack of ammunition and supplies. The surrender of some 8,000 American fighting men was the largest American surrender in the European Theatre.

Nevertheless, the defence of St Vith was still intact and the delays caused by American defenders were absolutely pivotal in defeating the German plan. Another major attack was launched against St Vith on 21 December, and in the early hours of the next day the Fuehrer Begleit Brigade attacked the town of Rodt, four kilometres to the west of St Vith and threatened to completely encircle the American defenders. Within the heavy snowfall, American soldiers were now disengaging from the German attackers, but orders for a general retreat had still not been issued.

Brigadier General Robert Hasbrouck, commander of the 7th Armored Division, passed his appraisal of the situation back to Major General Ridgway of the XVIII Airborne Corps and to British Field Marshall Montgomery. He described the defence as nearly impossible and that his men would be better deployed elsewhere, but he would hold position if required. Ridgway advocated the continued defence of St Vith; Montgomery,

who was now in command of the defence, sent a reply to Hasbrouck: 'You have accomplished your mission – a mission well done. It is time to withdraw.'

After delaying the German attack for nearly an entire week – an attack that had identified the capture of St Vith as vital within 24 hours – the battered American defenders finally withdrew. The excitement caused by the fall of St Vith and the opportunity to utilize abandoned American supplies and vehicles ironically caused yet another mass traffic jam, leading to further delays for the German forces. Even General-Feldmarschall Model was forced to enter St Vith on foot. The delays allowed a more organized and successful American withdrawal, and the week-long defence of St Vith itself had catastrophic implications on the entire German offensive.

## BLACK SOLDIERS IN THE ARDENNES

During World War II a policy of segregation existed in the US military, despite an impressive record of service from thousands of black soldiers and sailors in previous conflicts. Despite facing exactly the same dangers and hardships as servicemen from other ethnic backgrounds, black servicemen in the US Army were segregated into their own distinct units and confined to second line and supporting roles. Low priority in food and equipment, as well as open and overt racial slurs from servicemen of other ethnic backgrounds, were considered an accepted norm. Racial tension resulted in numerous instances of assault, and even murder, during training and whilst deployed on operations.

When German forces smashed into the American front line at the Ardennes in December 1944, nine black field artillery battalions were listed in VIII Corps' order of battle. Of the seven corps artillery units supporting the 106th Infantry Division, four were black. At Bastogne, the casualties suffered by one black artillery unit – the 333rd Field Artillery Battalion – are indicative of just how much was endured by black artillerymen supporting the infantry: 6 officers, 222 enlisted men, 46 vehicles and 9 guns. Proving command assumptions woefully inaccurate, 21 December saw black gunners of the 969th Field Artillery Battalion manning guns abandoned by a white unit, again suffering heavy casualties from enemy fire. The 969th was the first black unit to receive a Distinguished Unit Citation in World War II. Further to the north, yet another black unit proved itself in combat when the men of the 578th Field Artillery Battalion were directly attacked by German forces. Equipping themselves with small arms, the artillerymen fought back and then fought alongside the 424th Infantry Regiment for whom they had been providing support.

Three black tank destroyer battalions were also involved in combat during the Ardennes Offensive. The 761st Tank Battalion – the 'Black Panthers' – was the first black tank unit to see combat in World War II. It was split by company and platoon to provide direct support to a number of white units. The integration of black and white servicemen on the Ardennes front lines had proven just how misinformed the American segregation law was; on 26 December, Lieutenant General John Lee issued a communiqué calling for any physically fit black privates and PFCs with infantry training to join white front line units. Whilst a terse reminder of segregation policy from the overall commander caused some major rewording of the plan, by 4 February over 4,500 black servicemen had volunteered for service in the infantry – many

accepted a loss of rank to be able to do so.

Service in the Ardennes had helped to prove that black soldiers were just as brave, capable and resourceful as any others, but it would not be until July 1948 that segregation was finally abolished in the US military. By the end of World War II nearly 700,000 black servicemen had enlisted with the US military.

# ELSENBORN RIDGE

Communications were a mess: mixed messages and conflicting reports from a panicked front line caused havoc amongst officers of the 2nd and 99th Infantry Divisions who were dug in on the northern shoulder of the Allied defences. News filtered back that two entire regiments of the inexperienced 99th Infantry Division had already been cut off by the German advance and that isolated groups of survivors were fleeing westwards.

General Robertson hurriedly ordered units of the more experienced 2nd Infantry Division forwards to take positions east of Rocherath–Krinkelt (two villages which had grown and merged to form what was known as the Twin Villages). To the west of the Twin Villages, the ground gently sloped up to Elsenborn Ridge, an area of high ground which was now designated as the staging post for the main defensive effort. Artillery was assembled along the ridge to provide support for the soldiers of the 2nd and 99th Divisions who now faced the brunt of the German right flank.

Every available man was rushed to the front. Veterans and green soldiers alike stood side by side and hurriedly dug in as the sound of German armour to the east grew louder. All available reserves were called up and with them came the non-combatants: cooks and drivers manned machine gun posts alongside their infantry brethren. Every hour they could hold would make a difference.

# SCENARIO 4: THE BATTLE OF ELSENBORN RIDGE

The delaying action east of the twin villages of Rocherath–Krinkelt has bought vital time for the American defenders. A staging post has been set up on Elsenborn Ridge some 2–3 kilometres to the northwest, where logistical support and artillery are being organized. The unexpected resilience of the American defence has put SS-Brigadefuhrer Hugo Kraas' 12th SS Panzer Division Hitlerjugend badly behind schedule. Desperate to regain the momentum, Kraas orders his tanks forwards to clear the American defenders from the Twin Villages. The German armour sweeps forwards to attack in the fog and drizzle of the morning of Monday 18 December. Against them stand the battle hardened 2nd Infantry Division, with their attached 741st Tank Battalion's Shermans and elements of the 99th Infantry Division. What followed was one of the most brutal and bloody engagements of the day, as Sherman clashed against Panther and Tiger, and infantrymen fought for every inch of ground with rifle butts and bare fists.

## FORCES

This scenario is designed to be played with unequal forces; the German player should have a 25% point advantage over the American player (e.g. 1,000pts versus 1,250pts).

American reinforced platoons are chosen from the Battle of the Bulge army list on page 72 of *Armies of the United States* or the Late-War US Army Anti-Tank Reinforced Platoon list.

German reinforced platoons are chosen from the Operation *Watch on the Rhine* army list on page 98 of *Armies of Germany 2nd Edition*. The following modifications must be applied:

- American forces may not include paratroop or glider squads, 3-inch M5 anti-tank guns, or vehicles other than transports or tows. Their allocation of bazooka teams is increased to a maximum of one team per infantry squad in the reinforced platoon. In addition, officer units consisting of at least two men may also be equipped with bazookas for +50pts.
- German infantry units must be Waffen-SS.

## SET UP

The table is set up with a village occupying the centre. Three objectives – a church, schoolhouse and hotel – should be no closer than 18" from each other and at least 6" from the table edge. The 12" area on both the long table edges is rough ground (mud) with forests. The US Player places up to half his units on the table in the middle section; the remaining units are in reserve. The German player's units are not on the table to

begin with.



**The Battle of Elsenborn Ridge**

## SPECIAL RULES
### POOR WEATHER
Due to low cloud cover and mist, air support is unavailable for both players. See the Poor Weather section for full details.

### FOG
Weapon and visibility ranges are limited to 18". See the Fog section for further details.

### US ARTILLERY SUPPORT
Whilst the action here is depicting the conflict at the Rocherath–Krinkelt, the amassing heavy support at Elsenborn Ridge itself is only a few kilometres away. The American player receives one free Regular artillery observer to accompany his force. The standard entitlement for up to two additional men in the unit applies, at a cost of 10pts each.

### FUEL SHORTAGES
The fuel situation for German forces is getting more and more critical with each passing day. German forces are subject to the fuel shortages rule.

## CHAOS IN THE RESERVES

Narrow roads, poor weather and fuel shortages are causing jams and obstructions for miles along the reinforcement routes for both armies. American and German forces are both subject to the Chaos in the Reserves rules.

## FROSTBITE

Whilst the worst of the weather is still yet to come, temperatures are plummeting. Both players' forces are subject to the Frostbite rules. Cold weather clothing is available for both sides; see the Cold Weather Clothing section for more details.

# OBJECTIVE

Both sides are trying to control all three objectives.

# FIRST TURN

The battle begins. During Turn 1, the German player must move their entire first wave onto the table. These units can enter the table from any point along the German player's long table edge, and must be given either a *Run* or *Advance* order. Note that no order test is required to move units as part of the first wave.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

## VICTORY!

At the end of the game calculate which side has won as follows. If the German player holds two or three objectives then he wins. If the German player holds one objective the game is a draw. If the German player fails to hold any objectives, the American player wins.

All objectives are held by the American player at the start of the game regardless of where his troops are positioned. If an objective changes hands during the game then it remains under the control of that side until it is taken back.

To capture an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of the turn, and there must be no enemy infantry or artillery models within 3" of it.



1st Lt Jesse Morrow knocks out a Tiger tank

**TOP SECRET**

### BIG GAME HUNTING

Sunday 17 December saw First Lieutenant Jesse L Morrow of the 1st Battalion, 38th Infantry Regiment, 2nd Infantry Division desperately trying to organize the men of his battalion HQ during the defence of Krinkelt. During one of many German assaults, a Tiger tank approached

his position with several German soldiers taking cover around its turret. Morrow opened fire, killing or wounding the German soldiers before then firing a rifle grenade at the Tiger itself. The grenade exploded harmlessly but caused the Tiger's driver to accelerate away from Morrow, continuing down the narrow road ahead. Undeterred, Morrow fitted a second rifle grenade and sprinted after the Tiger, firing again. The Tiger crashed into a ditch and whilst it was attempting to extricate itself, Morrow fired yet another rifle grenade which this time caused the Tiger to explode.

The next day, during an assault consisting of five tanks with infantry support, Morrow attacked a second Tiger tank with a bazooka. The hit caused the German tank to veer off the narrow road and crash into a nearby building, immobilized but still presenting a very significant threat to Morrow and his men. The commander's hatch atop the Tiger's turret opened and the tank commander peered warily out to assess his situation. Morrow opened fire with his .45 calibre pistol, forcing the commander to immediately retreat back inside the turret.

Sighting a bazooka in a nearby jeep, Morrow sprinted across to retrieve the weapon before returning to re-engage the Tiger. Unfortunately for Morrow, the Tiger was ready for him and as he rounded the corner, the tank fired with its main armament. Morrow's neck was torn open by the shockwave of the passing 88mm shell. Miraculously, he survived – when he recovered consciousness he was informed that the Tiger had been destroyed by an American soldier with a thermite bomb.

Jesse Morrow retired from the US Army in 1972 with the rank of colonel. For his part in the defence of Krinkelt, he was decorated with the Distinguished Service Cross. The conclusion of the citation reads:

*'First Lieutenant Morrow's inspiring leadership, personal bravery and zealous devotion to duty exemplify the highest traditions of the military forces of the United States and reflect great credit upon himself, the 2nd Infantry Division, and the United States Army.'*

# NEW UNITS

## GERMANY
### GRENADIER RADFAHRZUG SQUAD

By late 1944 fuel shortages in Germany were desperate. Mass air raids on German-held oil fields and supporting infrastructure were causing critical problems in the production of fuel and, in turn, there was not enough fuel to supply the transport network required to move it to the front line. An interim solution that was presented was to equip German light reconnaissance and grenadier units with bicycles, affording them some measure of mobility with minimal drain on resources. A Grenadier Radfahrzug typically consisted of a HQ element and three squads (two equipped with panzerfausts whilst the third squad carried a light machine gun). As a reconnaissance unit of an infantry regiment, the Radfahrzug often accompanied the leading elements and so was typically seen in the first waves of German assaults, such as the attack on Elsenborn Ridge detailed here.

| | |
|---|---|
| **Cost** | Regular Infantry 55pts |
| **Composition** | 1 NCO and 4 men |
| **Weapons** | Rifles, bicycles |
| **Options** | - Add up to 4 additional men with rifles and bicycles at +11pts each<br>- The NCO can a have submachine gun instead of a rifle for +3pts<br>- The NCO and up to 3 men can have assault rifles instead of rifles for +5pts each<br>- Up to 2 men can have a panzerfaust in addition to other weapons for +5pts each<br>- If no panzerfausts are taken, up to 1 man can have a light machine gun for +20pts – another man becomes the loader. Only one light machine gun is permitted for every three Grenadier Radfahrzug Squad. |
| **Special Rules** | - Bicycle Zugtrupp: if two of more Grenadier Radfahrzug Squad are included in a reinforced platoon, the platoon's officer squad may be equipped with bicycles for +1pt per man. |

## Selectors

Grenadier Radfahrzug Squads count as infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are an infantry choice for the following Theatre Selectors in *Armies of Germany:* Anti-Partisan Security Patrol, Defence of the East, Operation *Watch on the Rhine*, Operation *Spring Awakening*, Last Levy.

**Panthers rumble through the streets of Rocherath**



**TOP SECRET**

# SERGEANT JOSÉ MENDOZA LÓPEZ

José López was a man born into adversity; raised by his mother in Veracruz, Mexico, his father was lost at sea before he was born – when he was only 8 years old his mother succumbed to tuberculosis. López crossed the border and was fortunate enough to receive care from a family who sympathized enough to home him in a shed at their home in Mission, Rio Grande Valley.

At the age of 17, the stocky, 5' 5" teenager was involved in an altercation, which led to a brawl. A boxing manager witnessed López beat his adversary senseless and saw natural talent. After being taken under his wing and trained, López took on the name 'Kid Mendoza' and entered the professional boxing ring, acquiring an enviable fighting record of 52 wins against only 3 losses.

In 1936 López joined the Merchant Marine before then enlisting with the US Army after America's entry into World War II. After completion of training, López was assigned to the 23rd Infantry Regiment, 2nd Infantry Division. A member of his company's weapons platoon, López joined the Allied war effort in earnest on 7 June 1944. For his bravery in action with the American advance through France and Belgium, López was awarded the Bronze Star and a Purple Heart for wounds sustained in the line of duty.

By the time of the German advance across the Ardennes on 17 December, López was now a sergeant and stationed with his company near Krinkelt. With commendable reactions to the speed and surprise of the sudden appearance of enemy forces, López took charge of a .30 calibre machine gun and fired into a group of infantry supporting an advancing tank. Attributed with killing ten enemy soldiers single handedly, López stood his ground despite the return fire from German infantry and armour alike. Standing firm and keeping a steady stream of fire from his gun, López was blasted three times by the main armament of a German tank, before the third shell lifted him into the air and left him concussed. López simply dragged himself to his feet, recovered his Browning M1919, and resumed firing.

Continuously repositioning to afford the best field of supporting fire for his Company, in continuous action from 11.30am until 6.00pm, it is estimated that López killed some 100 enemy soldiers, completely alone for the majority of the action. His citation for the Congressional Medal of Honor concluded with the following account:

*'López's gallantry and intrepidity, on seemingly suicidal missions in which he killed at least 100 of the enemy, were almost solely responsible for allowing Company K to avoid being enveloped, to withdraw successfully and to give other forces coming up in support time to build a line which repelled the enemy drive.'*

López later served in the Korean War before working in recruitment and in a motor pool. He retired in 1973 with the rank of master sergeant, and passed away in May 2005. His courage and resolve are today honoured by a commemorative statue in Veterans' Park, Brownsville.

| Cost | 100pts (Veteran) |
|---|---|
| **Team** | 3 men |
| **Weapons** | 1 medium machine gun |
| **Special Rules** | - Fire from the hip: López may fire the team's weapon on an *Advance* order, but if so it is treated as a light machine gun.<br>- Tough fighter: López is a tough fighter and may roll two dice during an assault. The remainder of his team only roll one die per |

man.
- Suicidal bravery: López and his team ignore all pin markers.

## Stand firm! Sgt José Mendoza López wins his Medal of Honor



## Tank war! Panzers and Shermans clash at Elsenborn Ridge

# THE AFTERMATH

The sterling defence by American troops at Elsenborn Ridge and the surrounding area was instrumental in blunting the first wave of the German assault. Whilst the 2nd and 99th Infantry Divisions were holding the line, staging posts to the west consisting of artillery support, large fuel depots and medical facilities could be established for the days ahead.

With each passing day, the momentum of the German advance on the Northern Shoulder was lost. Attacks continued around Elsenborn, but were repelled with heavy casualties on both sides. The last major attempt to dislodge the American defenders was carried out by the 12th SS Panzer-Division HitlerJugend on 22 December, but this too was unsuccessful – a fortuitous break in the weather occurred and American forces were supported by fighter-bombers.

Fighting continued in the area over Christmas. US artillery located on the ridge itself were in a commanding position to bombard enemy forces for miles around. By 26 December the intensity of the fighting around Elsenborn was petering out. Whilst Bastogne is perhaps the most famous battle of the Ardennes Offensive, the defence of Elsenborn Ridge was no less pivotal and was one of the outstanding American victories of the entire campaign.

**US Army Command group**

# THE ROLLBAHN

It had been made clear from the earliest stages of planning for Operation *Watch on the Rhine* that panzer divisions were not to be used for the initial punch through the American defensive positions; their task was to rapidly advance and take the key bridges across the River Meuse. This was relayed in a 6th Panzer-Armee communiqué on 10 December:

*'Bridges on the Meuse will be taken in undamaged condition by ruthless and rapid penetration. This will be accomplished by specially organized forward detachments, under the command of suitable officers.'*

Five routes, or rollbahnen, for these forward detachments were identified and assigned to 1st SS-Panzerkorps. 12th SS-Panzer Division on the right flank was assigned three routes, whilst the remaining two were assigned to 1st SS-Panzer Division on the left flank. The area identified for the breakthrough was near the northern shoulder, in the Hollerath–Krewinkel sector. The plan called for the several kampfgruppen who would be making the breakthrough to cover some 80 kilometres in a single night.

However, the plan was faced with significant problems from the very onset. The area identified for the breakthrough was entirely unsuitable for an armoured assault – the terrain was heavily wooded with only a few small roads, thus necessitating in the columns travelling for the much of the advance in single file in convoys extending over 20 kilometres long. A proposal from 1st SS-Panzerkorps to relocate the breakthrough to a more suitable area in the south was denied.

The five rollbahnen were designated A through to E; each rollbahn had between one and three kampfgruppen assigned to it. On 15 December the groups were briefed on their objectives, ready for the next day. The artillery barrages began at 5.00am on 16 December, but with explicit orders not to take part in the initial breakthrough and wait for a gap in the American line to be exploited, the eager kampgruppen commanders could only stand back and watch their precious hours tick by as unexpectedly stiff resistance was given by the American defenders.

The most successful of the kampfgruppen was that which was detailed off as the lead column on Rollbahn D – Kampfgruppe Peiper. After waiting impatiently for several hours for his opportunity to initiate his advance, Joachim Peiper met up with his column

at approximately 2.30pm on the afternoon of 16 December. The column had become entangled in a mass traffic jam with other German units soon after departing its staging area – Peiper gave orders to barge off the road anything in their way, and progressed west.

Fallschirmjäger Regiment 9 of the 3rd Fallschirmjäger Division had succeeded in punching a hole through the American line to the south of Losheim, a village on Kampfgruppe Peiper's route. Peiper gave the order to take advantage of the gap quickly; he lost several vehicles to mines but was now finally on his way towards the Meuse. In the early hours of 17 December the kampfgruppe passed through Buchholtz before overcoming light American resistance at Honsfeld. After sustaining further losses from USAAF fighter-bombers, Peiper deviated from his planned route to head for the American fuel dump at Bullingen, as the fuel situation was already becoming worrying.

Lead elements of the US 119th Infantry Regiment clash with dug-in elements of Kampfgruppe Peiper in Stoumont

The fuel depot fell to Peiper's forces and the long column then resumed the advance, encountering sporadic resistance along the way which only succeeded in slowing it slightly. It was after Bullingen that Kampfgruppe Peiper would achieve notoriety – the huge German column encountered 30 vehicles from the US 285th Field Artillery Observation Battalion on the Baugnez–Malmedy road. After a brief fight the US forces were overwhelmed and surrendered. Of the 150 American prisoners, over half were shot by Peiper's men in what would become known as the Malmedy Massacre.

Kampfgruppe Peiper advanced to Ligneuville where it encountered elements of the 7th and 9th Armored Divisions, resulting in some tank-on-tank fighting until the German column moved forwards. On 18 December 18, Peiper's force attacked Stavelot and managed to cross an intact bridge before eliminating the last resistance in the town. However, it was now clear to the American defenders what Peiper was attempting to

achieve, and US Engineers also had time to prepare. Significant delays were caused by bridges being blown at Trois-Ponts and Froidville. The advance was faltering, and behind them an American counter attack had effectively retaken the town of Stavelot. Peiper's column was running out of fuel and initiative, and was now cut off and isolated.

# SCENARIO 5: KAMPFGRUPPE PEIPER

On 19 December, Kampfgruppe Peiper made its furthest advances east. Stoumont was successfully assaulted, but stiff resistance was then encountered when German forces continued their advance past the village and straight into the defenders from the US 119th Infantry Regiment and 740th Tank Battalion. Peiper had now fanned out his forces and was adopting defensive positions of his own at La Gleize and Cheneux to the south. It would not be enough. Heavy American bombardments forced a withdrawal back out of Stoumont by the end of the day, and on 20 December American armour moved down from the north, cutting off Peiper's resupply route at Trois-Ponts whilst simultaneously units of the 82nd Airborne Division attacked from the south. For Peiper, a withdrawal was out of the question. He needed to bear the brunt of the American counter attack and hold position until other kampfgruppen could break the ring around him and reinforce his position.

## FORCES

American reinforced platoons are chosen from the Battle of the Bulge army list on page 72 of *Armies of the United States* or the Late-War US Army Anti-Tank reinforced platoon.

German forces are selected from the Kampfgruppe Peiper list (see Theatre Selectors below).

The American player has a 50% point advantage over the German player (e.g. 1,000pts versus 1,500pts).

## SET UP

The scenario is played across the width of a 6' x 4' gaming surface. The terrain should be set up to represent the centre of a small rural town, using a relatively dense collection of buildings interspersed with small roads. In the centre of the table is the mission objective and largest building available: a church, hotel, town hall or hospital. This building is made of stone and cannot be set alight.

## DEPLOYMENT

The German player must deploy first. Half of his force (rounding down) is deployed inside the objective building or within 12" of it, but not within 12" of any table edge. Units that are not set up to start with are in reserve (see reserves on page 132 of the *Bolt Action 2nd Edition* rulebook). The American player's units are not set up on the table at the beginning of the game. The American player must nominate up to half of his force (rounded down) as the first wave. All other American units are in reserve.

GERMAN SET-UP ZONE

## SPECIAL RULES

### PREPARATORY BOMBARDMENT

The American player rolls a die; on a 2+ a preparatory bombardment strikes the enemy positions (see preparatory bombardment on page 131 of the *Bolt Action 2nd Edition* rulebook). On a result of a 1 the barrage fails to materialize, but you have your orders and the attack must go ahead as planned.

### FUEL SHORTAGES

The fuel situation for German forces is getting more and more critical with each passing day. German forces are subject to the Fuel Shortages rule.

## OBJECTIVE

The German player must hold the town and maintain control of the objective building. The American player must force the German units out of the objective building.

## FIRST TURN

The battle begins. During Turn 1, the American player must move his entire first wave onto the table. These units can enter from any point along the American player's edge and must be given either a *Run* or *Advance* order. Note that no order test is required to

move units onto the table as part of the first wave.

## 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 roll of 4, 5 or 6 play one further turn.

## VICTORY!

The German player wins by having a unit inside the objective building at the end of the game. Any other result is an American victory.

# THEATRE SELECTORS

## KAMPFGRUPPE PEIPER REINFORCED PLATOON

The kampfgruppen utilized during the Ardennes Offensive were relatively unique in their construct. This force selector is intended to give the German player the option to field a platoon from this historic force or, with some modifications, it can be altered to represent a different kampfgruppe.

1 Leutnant or Oberleutnant
2 Infantry squads: Waffen-SS squads (Late-War), SS-Pioneer squad, Fallschirmjäger squad (Late-War); Veteran or Green

plus:

**Headquarters**
0–1 Hauptmann, Major or SS-Sturmbannführer Joachim Peiper
0–1 Medic team
0–1 Forward artillery observer

**Infantry**
0–4 Infantry Squads: Waffen-SS squads (Late-War), SS-Pioneer squad, Fallschirmjäger (Late-War) squads; Veteran or Green
0–2: MMG teams
0–1 Mortar Team: light, medium or heavy
0–1 Panzerschreck: teams
0–1 Sniper team
0–1 Flamethrower team

**Artillery**
0–1 gun from:
Artillery gun: light or medium

Anti-aircraft gun: Flak 38, Flakvierling 38 or Flak 36

**Armoured Cars**
0–1 Armoured car or Recce vehicle: SdKfz 234/1, SdKfz 234/2 Puma or SdKfz 250/9

**Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles**
0–1 vehicle from: Panzer IV Ausf H, Panther Ausf A or G, Tiger II, Grille, SdKfz 251/2, SdKfz 250/7, SdKfz 251/16 Flammpanzerwagen, SdKfz 251/17, Ostwind, Wirbelwind, SdKfz 251/22 Pakwagen, SdKfz 251/1 Stuka zu Fuss

**Transports and Tows**
0–1 Transport vehicle per infantry squad in the reinforced platoon from: SdKfz 10, Truck, Maultier, Kubelwagen, Schwimmwagen, SdKfz 251/1, Heavy field car, a maximum of one SdKfz 251/10
0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, SdKfz 4, Kettenkrad, Heavy field car

# NEW UNITS

## ALL NATIONS
### MILITARY POLICE
For Kampfgruppe Peiper, keeping to schedule was everything and with the route ahead of them the job in hand was always going to be challenging. Once Peiper had pushed ahead it was still imperative that the routes behind him were clear for subsequent waves of the advance, and to keep supplies running to the front line. This was one of the many thankless and dangerous tasks which fell to military policemen.

Policing and regulating discipline in soldiers can be traced back to the very origins of military fighting forces and remains as important today as it was centuries ago. World War II saw an evolution of the role of the military policeman, although there were variations within each nation's armies. As a general rule, military police were responsible for dealing with serious breaches of regulations and discipline, guarding POWs and vulnerable installations, investigating criminal activities within their respective armed forces and the often overlooked but vital job of keeping road traffic moving efficiently to the front lines.

Also often overlooked is the fact that military police very often had a job to carry out on the battlefield, and frequently found themselves employed as combatants. Several nations used their military police in a second wave role during assaults, moving behind the first line of soldiers to ensure that nobody broke ranks or attempted to fall back without orders to do so. Whilst military police were proficient with firearms due to the nature of their duties, there were not generally trained to the same standards as infantrymen and were not required to possess the same degree of knowledge regarding battlefield tactics such as section attacks.

**Selectors**

Military police accompanied the armies in all theatres on all fronts; if an American or German army includes Inexperienced or Regular infantry as an option, one of these squads or sections can be replaced with a military police unit from the corresponding national entry below.

A Panzerschreck team targets a Crocodile flamethrower tank

German Feldgendarmerie, 1944–45: (L–R) Hauptman, 'Herman Göring' Korps; NCO, Fallschirmtruppen; Obergefreiter, 'Herman Göring' Division, by Ronald Volstad © Osprey Publishing. Taken from Men-at-Arms 213: German Military Police Units 1939–45.

## US Army Military Police Corps Squad

Whilst the US Army's Military Police Corps was a very new organization in World War II, military policing in the United States had existed in one form or another since the US Army was formed. During World War II, US MPs served in every theatre; in NW

Europe they were amongst the first troops to land at Utah and Omaha beaches to manage and direct the chaos of disembarking vehicles and assist with the security of the beachheads themselves. Often one of the first organizations to turn to when the need for more competent riflemen arose, units of American MPs fought with distinction in several actions during the Battle of the Bulge.



| Cost | Inexperienced Infantry 32pts |
|---|---|
| Composition | 1 NCO and 3 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles at +8pts each<br>- The squad can be given pistols for +1pts per man<br>- If the squad size is not increased beyond its initial 4 men, it can be equipped with motorcycles and carbines (count as rifles) for +5pts per man |
| Special Rules | - Traffic direction: This rule ensures that American forces do not suffer the –1 penalty for attempting to bring vehicles onto the table. In addition, if an American force includes a Military Police Corps unit in reserve, it gains the benefit of a +1 modifier to bring vehicles on table.<br>- 'Get back in the fight!': If any American unit fails an attempt to rally it can immediately roll a second attempt if within 6" of a Military Police Corps squad. Motorbikes: A mounted squad use the motorbikes rules (see *Bolt Action* rulebook). |

### Feldgendarmerie Squad

The German Feldgendarmerie force had its origins in the 19th century, with most German states forming military units for policing duties. This was continued by the Imperial German Army during World War I, when a large force was formed for all policing tasks behind the front lines, although this was disbanded during the interwar period. Reformed in 1939 from experienced army NCOs and civil gendarmen, Feldgendarmerie units were attached to armies by battalion but would then be broken down into smaller units for deployment. They were used for general policing duties but not for discipline inside the units. Feldgendarmen were also responsible for rounding up

deserters or other offenders and then handing them over to the military justice system. They wore distinctive badges and cuff titles, but were best recognized by their metal gorgets which gave them the nickname of kettenhunde ('chained dogs').



| Cost | Inexperienced Infantry 32pts |
|---|---|
| **Composition** | 1 NCO and 3 men |
| **Weapons** | Rifles |
| **Options** | - Add up to 6 additional men with rifles at +8pts each<br>- The NCO and up to 3 men can have submachine guns instead of rifles for +3pts each<br>- The squad can be given pistols for +1pt per man<br>- If the squad size is not increased beyond its initial 4 men, it can be equipped with motorcycles for +5pts per man |
| **Special Rules** | - Traffic direction: Until 1942 the Heer had its own independent unit for traffic control (the Vekehrsregelung-polizei), but even from the outset members of the Feldgendarmerie were still called upon to carry out this role. If a German force includes a Feldgendarmerie squad in reserve it does not suffer the –1 penalty for attempting to bring vehicles onto the table.<br>- 'Get back in the fight!': If any German unit fails an attempt to rally it can immediately roll a second attempt if within 6" of a Feldgendarmerie squad.<br>- Motorbikes: A mounted squad use the motorbikes rules (see *Bolt Action* rulebook). |

## Feldjägerkorps Squad

With growing demands on the various police services of the Wehrmacht to enforce discipline, law and order, a new organization was established in November 1943 – the Feldjägerkorps. This elite organization was used to enforce discipline, prevent retreats and round up stragglers and deserters as well as more routine policing duties. Feldjägerkorps were able to exercise considerably more power than their Feldgendarmerie counterparts, being answerable only to the OKW. They were not allowed to interfere with military

decisions but were entitled to use their arms to settle disputes, should the need arise. Standards were high – three years' front line service in a combat arm and an Iron Cross Second Class were the minimum entry requirements for acceptance into the Feldjägerkorps.

| Cost | Veteran Infantry 56pts |
|---|---|
| Composition | 1 NCO and 3 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles at +14pts each<br>- Any man can have a submachine gun instead of a rifle for +3pts each<br>- The NCO and up to 1 man can have assault rifles instead of rifles for +5pts each<br>- The squad can be given pistols for +1pt per man<br>- Up to 1 man can have a light machine gun for +20pts – another man becomes the loader<br>- Up to 1 man can have a panzerfaust in addition to other weapons for +5pts<br>- If the squad size is not increased beyond its initial 4 men, it can be equipped with motorcycles for +5pts per man |
| Special Rules | - Traffic direction: By the time the Feldjägerkorps was formed, traffic duties were generally carried out by the Feldgendarmerie. However, members of the Feldjägerkorps were still called upon to carry this role. If a German force includes a Feldjägerkorps squad in reserve it does not suffer the −1 penalty for attempting to bring vehicles onto the table.<br>- 'Get back in the fight!': If any German unit fails an attempt to rally it can immediately roll a second attempt if within 12" (not the usual 6") of a Feldjägerkorps squad.<br>- Motorbikes: A mounted squad use the motorbikes rules (see *Bolt Action* rulebook). |

# THE AFTERMATH

Having been forced out of their initial defensive positions in Stoumont, Peiper's men dug in and weathered American counter attacks as elements of the 2nd SS Panzer-Grenadier Regiment attempted to fight through to relieve them. Peiper's SS men continued with their killing spree of civilians, with estimates of 130 deaths being attributed to them during these few days.

Attempts to relieve Peiper continued; a convoy of much needed fuel made it as far as the La Gleize–Trois-Ponts road, but was intercepted and destroyed by tanks of the 3rd Armored Division's Combat Command B. The defence of Elsenborn Ridge was also

causing much needed German reinforcements to be diverted. With no fuel, limited supplies and ammunition and no sign of a relief force arriving, the situation for Kampfgruppe Peiper looked dire indeed.

A clear weather window was exploited on 22 December, and Junkers Ju52s dropped supplies to the isolated kampfgruppe in the early hours. However, only some 10% of these supplies actually reached German soldiers. The next day, Peiper finally conceded to the reality of his situation and signalled to command that his position has worsened significantly and that this would be the last chance to break out. He gave the order to destroy his kampfgruppe's surviving vehicles and assemble all of his men who could still walk.

At 3.00am on 24 December, the remaining 800 men of Kampfgruppe Peiper crossed the River Ambleve and then began the long journey east in the bitter cold and snow to attempt to regroup with German forces. On Christmas morning, the battered remnants of Peiper's force successfully linked up with the German main assault. Whilst Peiper's was the most successful kampfgruppe in terms of how far they had advanced, they left behind approximately 2,500 dead and 92 tanks and assault guns lost – they had failed in their mission to take and hold the bridges which were vital to the main German advance.

**TOP SECRET**

## SS-STURMBANNFÜHRER JOACHIM PEIPER

One of three sons of a German army officer, Joachim Peiper was born in Berlin on 30 January 1915. He joined the Hitler Youth with his brother Horst, and the two would also go on to join the SS – with Joachim taking his oath in 1935. He served with Leibstandarte SS Adolf Hitler from 1936 to 1938, under the command of Sepp Dietrich, before becoming Heinrich Himmler's adjutant. It was in this role that Peiper was employed for the opening rounds of the war, before being posted to a front line unit as a platoon commander in the Leibstandarte SS Adolf Hitler in May 1940. However, his experience of combat was brief as he rejoined Himmler's personal staff only a few weeks later.

Peiper would again rejoin Leibstandarte SS Adolf Hitler shortly after the invasion of the Soviet Union, quickly gaining a reputation as an aggressive company commander. It was during the first months of fighting against the Red Army that Peiper would have the first of several accusations leveled against him of men under his command committing atrocities. During a respite from the action in France in the spring of 1942, Leibstandarte SS Adolf Hitler was reformed as a Panzergrenadier Division and Peiper was given command of the 3rd Battalion of the 2nd Panzergrenadier Regiment.

Whilst Peiper's leadership and bravery on the Eastern Front were both officially recognized with him being awarded the Knights Cross in March 1943, a string of accusations regarding the massacre of civilians during this period would later be directed at him and the men under his command. Two months in Italy shortly after the Italian capitulation to the Allies would result in an Italian court sitting in 1968 to trial Peiper for what would become known as the Boves Massacre. His unit was engaged in bitter fighting against the Red Army until the spring of 1944, although Peiper himself was sent home to rest after receiving the Oak Leaves to his Knights

Cross from Adolf Hitler himself.

After the Allied invasion of Normandy on 6 June 1944, the Leibstandarte SS Adolf Hitler was moved to the area around Caen to fight predominantly against British and Canadian forces. Peiper's unit suffered heavy casualties and he was removed from the front line due to poor health and sent to a military hospital in September. He returned to the front line for his famous command of Kampfgruppe Peiper during the Ardennes Offensive that, whilst unsuccessful, resulted in him being decorated with Swords to his Knights Cross. Peiper retained his front line combat command until the end of the war, when Leibstandarte SS Adolf Hitler surrendered to US forces.

Peiper was tried for his responsibility for the Malmedy Massacre; whilst not present it was carried out by men under his command. He was sentenced to death by hanging although this was commuted to a life sentence. He was released in 1956, having spent 11 years in prison. He worked in the automobile industry for many years, regularly speaking out against a tirade of accusations concerning his wartime conduct. In July 1976 Peiper's house in Traves was assaulted by an unidentified group – his corpse was found the next day in the burned ruins.

| Cost | 180pts (Veteran Major) |
|---|---|
| Composition | 1 officer and up to 2 other men |
| Weapons | Submachine gun, pistol or rifle as depicted on the model. Peiper also carries a single panzerfaust. |
| Options | - Peiper may be accompanied by up to 2 men at a cost of +16pts per man |
| Special Rules | - Variable respect: Peiper was hugely respected and admired not only by many his peers and subordinates in the Waffen-SS, but also within the ranks of the Nazi party. However, his rapid promotion, blunt and aggressive approach and allegations of brutality also caused resentment amongst many of his comrades. Peiper is a Major, but his morale bonus to any SS unit is +5; while to any non-SS Axis unit his morale bonus is reduced to +2.<br>- Fanatic: Peiper and any other men in his command team are fanatics |

Whilst his main front line experiences came from an infantry background, Peiper was also a major advocate of armoured assault. Peiper may alternatively be fielded as a tank option in games of Tank War, as detailed below.

## PEIPER'S PANTHER

| Cost | 440pts (Veteran) |
|---|---|
| Weapons | One turret-mounted super-heavy anti-tank gun with coaxial MMG and forward-facing hull-mounted MMG |
| Damage Value | 9+ (medium tank) |
| | - The Panther's heavy frontal armour was comparable to that of some much heavier tanks, so against shots hitting from the front of |

| | |
|---|---|
| **Special Rules** | the vehicle it counts its damage value as 10+.<br>- Variable respect: If using the armoured platoon commander rules in *Tank War*, Peiper's morale bonus to any SS vehicle in his own platoon is +3; to any non-SS Axis unit he gives no morale bonus. |
| **Skills** | - Push Through<br>- Follow Me! (only works on SS vehicles) |

# BASTOGNE

The campaign had started well for Germany – Dietrich's 6th Panzer Army had achieved complete surprise on the right flank, but soon found itself getting bogged down by an unexpectedly resilient defence from inexperienced American units, and the hampering effects of terrain and weather. Whilst Elsenborn Ridge was vital to the American plan of defense and St Vith had been identified as nothing short of pivotal if the advance were to continue on schedule, similar challenges were faced further to the south.

The Belgian town of Bastogne held similar strategic value as St Vith to the German advance: a hub of main roads and railways, the capture of Bastogne was essential for a winter campaign that was utterly reliant on motorized transport. The task of capturing Bastogne fell to General Hasso von Manteuffel's 5th Panzer Army, the centre prong of Germany's three-army assault.

**Team SNAFU bolsters the defence of Bastogne**

The initial plan called for the 2nd Panzer Division to advance to the north of Bastogne whilst the elite Panzer Lehr Division moved to the south. Once the town was cut off, the 26th Volksgrenadier Division would capture Bastogne itself.

The 5th Panzer Army moved rapidly forwards on 17 December; it was clear to the American defenders that Bastogne was a key strategic asset and the veteran but fatigued 82nd and 101st Airborne Divisions were ordered to move up and reinforce the defensive line.

However, until the Airborne forces could arrive the defence fell to the men of the 28th Infantry Division, veterans of Normandy and Hürtgen Forest, who were commanded by the legendary Major General Norman 'Dutch' Cota, a man who personified the concept of leading from the front. The regiments of the 28th Infantry Division dug in to form a defensive perimeter around Bastogne and successfully repelled German attacks through the mist and drizzle of 18 December, supported by the first wave of reinforcements in the form of the 705th Tank Destroyer Battalion and the 10th Armored Division.

Fighting continued sporadically day and night. The American defenders suffered heavy losses across the board, with reserves of infantry, tanks and tank destroyers being steadily depleted by the relentless German onslaught. However, the stoic defence and the now universal problem of miles of traffic jams was causing significant problems for the German 5th Panzer Army who were now dangerously behind schedule.

19 December saw the pace of battle intensify as US Airborne reinforcements arrived in

the area. A counter attack near Noville saw men of the 101st Airborne supported by Shermans take a ridgeline back from the attacking Germans, but the position was untenable and had to be abandoned almost immediately. That night, disaster struck for the defenders as a detachment from the 2nd Panzer Division captured the entire 326th Airborne Medical Company: the only significant aid station for serious casualties was now in Bastogne itself, manned by a single military doctor and two volunteer civilian nurses.



Men of the 502nd Parachute Infantry Regiment prepare for the next attack, Bastogne, by Peter Dennis © Osprey Publishing. Taken from Campaign 145: Battle of the Bulge 1944 (2).

With mounting pressure from command once it was accepted that a swift capture of Bastogne had failed, von Manteuffel was forced to change his approach on 20 December. The 2nd Panzer Division and Panzer Lehr would attempt to continue the advance to the east, leaving the 26th Volksgrenadier Division and a single panzergrenadier regiment from Panzer Lehr to encircle and capture Bastogne. The encirclement was swiftly carried out, but for both German and American units the lines were long and sparse, with both sides trying to find gaps to exploit in their adversary's positions. Chaos ensued on the roads in every direction. US Airborne forces were sent to the northeast to block the perceived main thrust from the 26th Volksgrenadiers, whilst to the south elements of the 5th Fallschirmjäger Division from the 7th Army were cause for concern.

General Patton's 3rd Army began readying themselves in earnest for the relief of Bastogne, as fighting to the northeast continued with American forces continuing to

assault the dug in volksgrenadiers despite worsening weather and dwindling food, ammunition and medical supplies. However, morale amongst the US Airborne was still high and reinforced by the clear panic and defeatist attitude evident in many of the prisoners who were taken during the attacks on German positions. German artillery was now ordered to target Bastogne itself. The defence of the town was bolstered by 'Team SNAFU', a hastily assembled unit of some 600 survivors and stragglers from a variety of divisions and specializations.

The weather deteriorated further still on the night of 22/23 December, and frostbite and trenchfoot casualties on both sides were rising at an alarming rate. A German ultimatum was delivered to the American defenders, promising fair treatment if they surrendered. It was met with the now famous response: 'NUTS!' – attributed to the initial response to the ultimatum by Brigadier General Anthony McAuliffe of the 101st Airborne Division. With Americans now dependent on food from Belgian civilians and improvising camouflaged helmet covers and ponchos from white sheets donated from townsfolk, the artillery bombardments and fox hole assaults continued all along the thin defensive perimeter. The weather broke on 23 December and airdrops of supplies finally began to re-equip the battered defenders. But a major assault was being planned by the attackers for Christmas Day: a combined push from the northwest and southeast against Bastogne itself.

**German StuH 42**

**Ambush! A US patrol is caught unawares…**

## A NIGHTMARE JOURNEY

On Tuesday 19 December, Major William Desobry was in command of the 20th Armored Infantry Battalion in Noville, some 8 kilometres north of Bastogne. Shortly after 4.00am the lead elements of the advancing 2nd Panzer Division encountered Desobry's men and exchanges of fire began to light up the night sky. German tanks advanced towards American positions through the darkness but even with the onset of dawn, the confusion of the situation was not alleviated as a heavy fog set over the area.

A wave of German tanks attacked supported by infantry, and were met by defensive fire from American positions armed with a 57mm anti-tank gun and bazookas. Two Panthers were knocked out, conveniently blocking the road against further attempts to continue the advance. The fog lifted later in the morning and the fighting intensified, but the men of the 20th Armored Infantry Battalion were able to repel the German attackers. However, German mortar and artillery fire then began to cause significant casualties within Desobry's command.

Reinforced by paratroopers from the 101st Airborne Division under Lieutenant Colonel James LaPrade, the combined force attempted a counter attack against a German held ridgeline in an attempt to capture the strategic vantage point.

After failing to hold the ridgeline, Desobry and LaPrade fell back just before nightfall. Their fortunes would decline even further – one of Desobry's maintenance officers parked his vehicle right outside the American command post, signalling to the Germans exactly where they were. In the ensuing barrage of fire, LaPrade and 12 other soldiers were killed and

Desobry suffered a serious head wound, leaving one eye protruding from its socket.

Desobry was rushed towards Bastogne for medical care, but their jeep was stopped by a German patrol in Foy. Seeing how bad Desobry's condition was, the German soldiers allowed the jeep to continue on to the American medical station. However, Desobry's luck would become worse still; he was taken to the ill-fated 326th Airborne Medical Company at a crossroads near Sprimont, which was left exposed and all but undefended. That night the medical post was attacked by a kampfgruppe from the 2nd Panzer Division and dozens of the wounded were killed in their tents during the attack. Desobry was one of the survivors who were loaded onto American vehicles for transport back to German lines; his final attempt at reversing his fortunes came with trying to persuade the truck driver to join him in an escape attempt, but he was ignored.

Desobry had succeeded in causing significant delays a superior enemy force with less than 400 men and only a handful of Shermans and M18 Hellcats. He was held in a German POW camp until the spring of 1945. He remained with the US Army after the war and went on to serve with distinction in Vietnam.

# SCENARIO 6: THE SIEGE OF BASTOGNE

The initial German plan to seize the strategically vital town of Bastogne in a lightning attack has failed. Stubborn resistance by Cota's 28th Infantry Division has bought vital time for American reinforcements to move to the area; however, the delays have forced von Manteuffel's hand and now the 2nd Panzer Division and the majority of the Panzer Lehr have continued eastwards, leaving the 26th Volksgrenadiers and a regiment from the Panzer Lehr to encircle the town and eliminate the defenders.

US forces have pushed out into the surrounding woods and countryside, digging in a thin, sparse line of defence around Bastogne. Regular German assaults manage to dislodge the line, only to have foxholes and defensive positions recaptured by determined American counter attacks. With every passing day the entire German operation is threatened by Bastogne remaining in enemy hands; with every passing hour the American defence grows more desperate as food, ammunition and medical supplies dwindle.

## FORCES

American reinforced platoons are chosen from the Battle of the Bulge army list on page 72 of *Armies of the United States*, plus the new US Paratroopers (Late-War) unit and units from the new Bastogne-only units, 'Team Snafu' Squad and the 9th Troop Carrier Command Pathfinders. German reinforced platoons are chosen from the Operation *Watch on the Rhine* army list on page 98 of *Armies of Germany 2nd Edition*.

## SET UP

This scenario is played on a 6' x 4' gaming surface. Terrain should include significant wooded areas and other amounts of soft cover. Farm buildings may also be added.

## DEPLOYMENT

Both players must roll a single dice; whoever rolls higher may choose whether to be the attacker or defender. The defender must deploy first. The entire force may be deployed within 12" of the defender's edge of the table. Any units not deployed are in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook). The defender may begin the game with any of his units already on the table being both dug in and hidden. The attacker starts with all of his forces off table and must designate at least half of his units as the first wave. The remainder are in reserve.

DEFENDER SET-UP ZONE
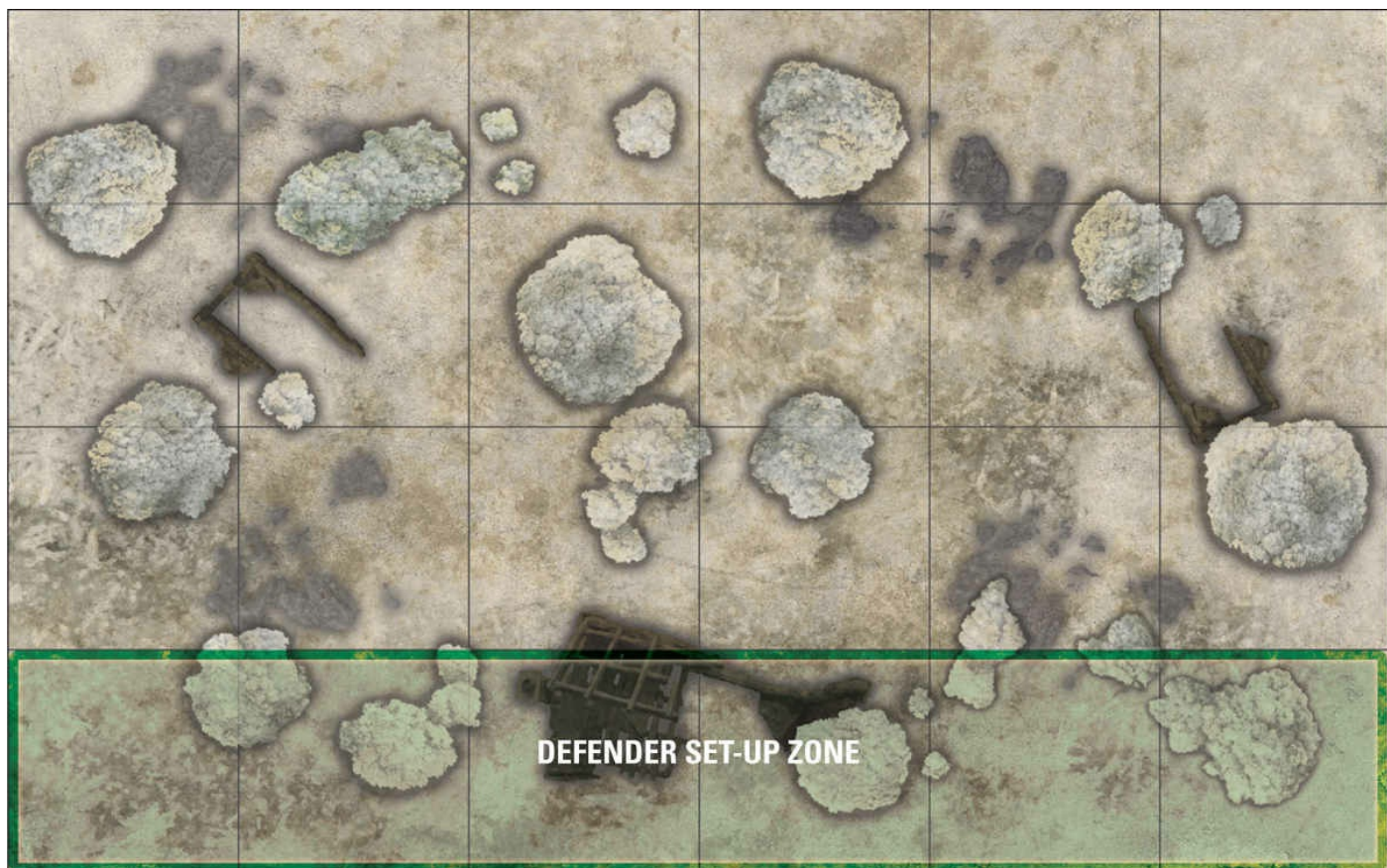
## SPECIAL RULES

### PREPARATORY BOMBARDMENT

The attacker rolls a die; on a 2+ a preparatory bombardment strikes the enemy positions (see preparatory bombardment on page 131 of the *Bolt Action 2nd Edition* rulebook). On a result of a 1 the barrage fails to materialize, but you have your orders and the attack must go ahead as planned.

### POOR WEATHER

Due to low cloud cover and mist, air support is unavailable for either player. See the Poor Weather section for full details.

### DUG IN

Defending units begin the game as dug in. See the Dug In rules for full details.

### HIDDEN SET UP

Defending units begin the game as hidden using the rules on page 131 of the *Bolt Action 2nd Edition* rulebook.

### FUEL SHORTAGES

The fuel situation for German forces is getting more and more critical with each passing day. German forces are subject to the Fuel Shortages rule.

## BATTERED BASTARDS OF BASTOGNE

The US player's supply situation is critically low. Whenever a US unit fires, roll a single die for the whole unit. On a 1 the unit does not fire. It has either decided to conserve its ammo or is scrounging for bullets amongst its members.

## CHAOS IN THE RESERVES

Narrow roads, poor weather and fuel shortages are causing jams and obstructions for miles along the reinforcement routes for both armies. American and German forces are both subject to the Chaos in the Reserves rules.

## FROSTBITE

Whilst the worst of the weather is still yet to come, temperatures are plummeting. Both players' forces are subject to the Frostbite rules. Cold weather clothing is available for both sides; see the Cold Weather Clothing section for further details.

## 'STAND FIRM IN THE FAITH…'

Whilst perhaps the most famous example of military chaplains braving all dangers in Bastogne was that of Catholic priest Francis Sampson, chaplains of both sides of the conflict were on hand to support the troops on the front line. Both players roll a D6 before the game begins. Whoever rolls higher receives a free regular chaplain as detailed in the new units below.



**US infantry race to save the bailed-out crew of a burning Sherman**

## THE BEGINNING OF THE END

Hitler's promise of an immense assault which will force the Allies all the way back across France and the Lowlands is now appearing to be nothing more than the ranting of a defeated madman. Morale amongst German forces is low; only the leadership of more seasoned officers and NCOs is keeping discipline intact in some of the less experienced units.

Any German Inexperienced or Regular unit which loses its NCO must double the penalty: a permanent –2 penalty is applied to the squad's morale value.

# OBJECTIVE

The Germans are desperately attempting to advance closer to Bastogne itself for the main assault, whilst the American defenders are stoically digging in, or using attack as the best form of defence and keeping a constant pressure on the Germans. The defender's objective is to stand his ground and inflict maximum casualties whilst the attacker is aiming to dislodge the defenders from their foxholes and force them back.

# GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

# VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The defending player scores one victory point for each friendly unit in his deployment zone at the end of the game and one victory point for each enemy unit destroyed. The attacking player scores two victory points for each of his units in the defending player's deployment zone at the end of the game.

The rag-tag Team SNAFU redeploys

# NEW UNITS

## ALL NATIONS

### CHAPLAIN

Whilst clergymen have accompanied military forces for centuries, what is perhaps not as widely appreciated is just how far these heroic non-combatants were prepared to go to support soldiers of both sides, and the risks they took. On 20 December 1944, US Army Chaplain Francis Sampson left the heavily besieged Bastogne in his jeep to travel to an American field hospital he heard had been overrun by the advancing Germans. After being directed to a nearby village by a Belgian civilian, Sampson ordered his driver to into the village even though it was clear that the settlement was in German hands. Sampson was deliberately captured and risked death so as to deliver medical aid to wounded soldiers. It was the second time he had been captured; he earned a Distinguished Service Cross after jumping into Normandy with 501st Parachute Infantry Regiment where he delivered medical aid to both American and German soldiers.

Faced with the near constant, life threatening dangers of warfare, soldiers with religious beliefs have very often found deep comfort in the pastoral care of clergymen attached to their armies. However, it is a foolish soldier who believes that chaplains are only there to preach and serve the needs of believers. Chaplains of many faiths, denominations and nationalities have been decorated for bravery across a myriad of duties, and many have paid the ultimate price.

A chaplain's duties include holding religious services (sometimes under enemy fire), administering care and prayers to the dying (such as last rites) and acting as a direct link between front line soldiers and higher ranking officers so as to speak on behalf of the men to fight their corner for issues such as welfare, food and conditions in the field.

Chaplains often accompany front line units in the very thick of the action and many have been decorated for facing enemy fire to carry wounded soldiers back to friendly lines for medical attention. The mere presence of an unarmed priest braving enemy fire is often enough to galvanize combat troops into action, because if the padre can do it, they should be able to!

Be it for spiritual care, the extra influence to improve physical well being, the knowledge of having another man willing to recover them if they are wounded or the comfort of the last prayers in those last seconds, a chaplain is a welcome addition to any fighting force.

| Cost | 20pts (Inexperienced), 25pts (Regular), 30pts (Veteran) |
|---|---|
| Composition | 1 Chaplain |
| Weapons | None |
| Options | - The chaplain can have a pistol for +1pt |
| Special Rules | - HQ choice: 0–1 Chaplain may be added to any eligible reinforced platoon.<br>- Self-defence only: Clergymen are not soldiers and will not take part in hostile actions – they cannot fire any weapon, nor assault enemy units. However, there is anecdotal evidence of several examples of chaplains who broke regulations to carry a pistol for self-defence only; German chaplains were even issued with a pistol. If your chaplain is equipped with a pistol, it can only be used in close quarters if the enemy assaults him (including firing it at the assaulting enemies as a reaction, if applicable).<br>- Non-combatant: The chaplain is there to support the soldiers, not win battles. A chaplain unit cannot be used to claim or contest objectives.<br>- Inspiring presence: Upon receiving his order dice (except for *Down*), a chaplain may select one friendly unit within 6" and roll a D6, applying the following modifiers: Inexperienced -1, Veteran +1. On a 4+, the chaplain may remove 1 pin from the selected unit. |

## Selectors

New force selectors presented in this book already state whether or not a chaplain can be included. If you wish to add a chaplain to a force from another nationality you must have your opponent's approval: this may require some research as not all militaries of the era used chaplains.

As this book concentrates on the forces of America, Germany, Britain and France, chaplains may be added to any force selectors from these nations' respective armies books, with the following exceptions:

- **Germany:** Operation *Mercury*, Anti-Partisan Security Patrol
- **Britain:** Raiders, Behind Enemy Lines
- **France and the Allies:** Resistance 1939–41

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**TOP SECRET**

### DIVINE INTERVENTION

As the Western Allies continued their advance towards Germany, one of their main advantages over their enemies was air superiority and the unparalleled close air support enjoyed by the soldier on the ground. In the opening rounds of the Ardennes Offensive, this advantage was completely nullified by poor weather, with low cloud and fog making flying operations impossible.

Conscious of the effects of losing his air support General George S. Patton, commanding the US 3rd Army, instructed Catholic Chaplain Father James O'Neill to pen a suitable prayer for distribution to the troops to turn the weather in the Allies' favour. O'Neill's prayer read:

*'Almighty and most merciful Father, we humbly beseech Thee, of Thy great goodness, to restrain these immoderate rains with which we have had to contend. Grant us fair weather for Battle. Graciously hearken to us as soldiers who call upon Thee that, armed with Thy power, we may advance from victory to victory and crush the oppression and wickedness of our enemies, and establish Thy justice among men and nations. Amen.'*

On the morning of 23 December, the sun rose in a near cloudless blue sky over the Ardennes. Allied fighter-bombers took to the air for the first time in days, providing vitally needed support to battered ground forces along the front lines. Patton ecstatically declared to his Chief of Staff:

*'God damn! That O'Neill sure did some potent praying. Get him up here, I want to pin a medal on him.'*

O'Neill was summoned from Nancy to Luxembourg where Patton personally presented him with the Bronze Star. O'Neill retired from the US Army Chaplain Service in 1952 with the rank of Brigadier General.

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# UNITED STATES OF AMERICA
## US PARATROOPER SQUAD (LATE-WAR)

The concept of air-dropping troops directly into action was still new and unproven by the

outbreak of World War II, and the US Army was quick to keep pace with other nations upon entering the conflict. The 82nd Airborne Division became the first airborne division of the US Army in August 1942 and deployed to Sicily in July 1943. By the time the 82nd and 101st Airborne Divisions parachuted into action in Normandy in June 1944, their ranks were made up of highly trained and motivated volunteers at the lowest levels; and at the core, combat hardened veterans of the Mediterranean theatre.

The Ardennes Offensive saw the 82nd and 101st joined by the new 17th Airborne Division to form the 18th Airborne Corps under the command of Major General Matthew Ridgway. US Airborne units were at the forefront of the advance into Germany and, having proved their combat effectiveness throughout the war, saw action again in Korea, Vietnam and more recent conflicts.

The fighting spirit and indomitable will of the American paratrooper is personified in one of its most celebrated heroes, Major Richard Winters of the 506th Parachute Infantry Regiment, 101st Airborne Division. His calm leadership and bravery under fire sum up the Late-War US Paratrooper, as displayed by Winters' reply to a platoon commander who informed him that his men were about to be cut off by German forces on arriving at the front lines of the Ardennes:

*'We're paratroopers, Lieutenant. We're supposed to be surrounded.'*

| Cost | Veteran Infantry 84pts |
|---|---|
| Composition | 1 NCO and 5 men |
| Weapons | M1 Garand rifles or carbines (rifles) |
| Options | - Add up to 6 additional men with rifles for +14pts each<br>- The NCO and up to 4 men can have submachine guns instead of rifles for +3pts each<br>- Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts<br>- Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader<br>- The squad can be given anti-tank grenades for +2pts per man |
| Special Rules | - Tank hunters (if anti-tank grenades taken)<br>- Stubborn: Paratroops don't give in easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers. |

## Selectors

The US Paratroopers (Late-War) count as an infantry squad for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They can also be fielded on any selector that allows US Paratroopers from Operation *Market Garden.*

A German sniper team searches for high-value targets

## 'TEAM SNAFU' SQUAD

Some 600 survivors of various battered units of different specializations were hastily assembled together in an electrical shop in Bastogne to form fighting units and then return to plug gaps in the front lines. Whilst the majority of men had seen a good deal of fighting, they were often quickly formed up with strangers from different units, resulting in an additional burden to overcome to achieve efficiency in combat. This unit is available for Bastogne scenarios only.

| Cost | Regular Infantry 60pts |
|---|---|
| Composition | 1 NCO and 5 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles at +10pts each<br>- The NCO can have a submachine gun instead of a rifle at a cost of +3pts<br>- Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts<br>- The squad can be given anti-tank grenades for +2pts per man |
| Special Rules | - Tank hunters (if anti-tank grenades taken)<br>- Mixed fighting background: The team is made up of soldiers from multiple units and with a variety of combat experience. They might be complete strangers who have not fought together and are not cohesive; they might be veterans who immediately gel as a team. The first time the unit suffers a casualty roll a die. On the roll of a 1 the unit is downgraded to Inexperienced for the rest of the battle, and goes *Down*. On the roll of 2–4 there is no effect. On the roll of 5–6 the unit is immediately uprated to Veteran for the rest of the battle. |

## 326TH AIRBORNE ENGINEER MACHINE GUNNERS

With reserves of manpower running critically low, the men of the 326th Airborne Engineer Battalion were assigned to the defence of the south of Bastogne. Although low on supplies, they were able to utilize their engineering skills to knock down trees and make defendable machine gun positions. For its valorous work, the 326th Airborne Engineer Battalion was awarded a Presidential Unit Citation.

## Medium Machine Gun Team

| Cost | Veteran Infantry 75pts |
|---|---|
| Team | 3 men |
| Weapons | 1 medium machine gun |
| Special Rules | - Team weapon<br>- Fixed<br>- Prepared position: Begins the game dug in, in hard cover, hidden and in *Ambush*. |



## Heavy Machine Gun Team

| Cost | Veteran Infantry 101pts |
|---|---|
| Team | 4 men |
| Weapons | 1 heavy machine gun |
| Special Rules | - Team weapon<br>- Fixed<br>- Prepared position: Begins the game dug in, in hard cover, hidden and in *Ambush*. |

### Selectors

These units may replace the normal machine gun options in the Bastogne force selector on a like for like basis. These unit options are for Bastogne scenarios only.

**TOP SECRET**

## SERGEANT JAMES 'JAKE' MCNIECE

Born in Maysville, Oklahoma on 24 May 1919, James McNiece was one of 10 siblings. After graduating from high school he found work in the construction industry before then taking a job at Pine Bluff Arsenal. McNiece joined the US Army in September 1942; given his previous experience with explosives he was assigned to the 506th Parachute Infantry Regiment's demolition section.

McNiece quickly acquired an unenviable reputation as a rebel and a troublemaker, often finding himself suffering punishments for his attitude, ill-discipline and lack of military bearing. McNiece's unit, the 'Filthy 13' are often credited with being the very first paratroopers to adopt the Native American mohawk haircut which is now a long running tradition of US Airborne forces – McNiece himself was of partial Choctaw descent. McNiece fought in Normandy and Holland, but after going AWOL in December 1944 – not for the first time – he was asked to 'volunteer' for the highly dangerous Pathfinder force. McNiece's rogue temperament was immediately recognized as something which could be harnessed by his new CO, Captain Frank L. Brown, who made him an Acting First Sergeant.

Leading the two sticks on the Bastogne jump, McNiece quickly proved that Brown's faith in him was well warranted. Brown recommended him for a Silver Star for his actions at Bastogne, but as McNiece was only on temporary assignment from the 506th Parachute Infantry Regiment, this award was reduced to a Bronze Star by his parent unit. McNiece's final jump was to Prum, Germany in 1945 to provide assistance to the 90th Infantry Division. He was discharged from the US Army in 1946 and worked for the US postal service, passing away in January 2013.

Sergeant Jake McNiece can replace the NCO of any Pathfinder squad in a Late-War US force selector for the following cost, adding the following special rules to the unit.

| Cost | +30pts |
|---|---|
| Special Rules | - Tough fighters: McNiece often hand-picked his squads from the toughest veterans in his unit. All Pathfinders in McNiece's squad are tough fighters.<br>- Airborne legend: Whilst many officers and NCOs did not think much of McNiece, his influence over his own men was unquestionable. Any squad led by McNiece receives +1 to its morale value. |

## PATHFINDERS SQUAD

The coordination of airborne assaults was, and remains, a highly complex feat. The logistical challenge presented by placing hundreds, if not thousands, of men and their equipment miles behind enemy lines is immense, and with so much riding on success or failure it is unacceptable to have the drop erroneously placed miles away from the intending point of landing. This is where the Pathfinder comes in.

In US and British airborne forces (amongst several others), Pathfinders jumped ahead of the main force to quickly and accurately locate intended drop zones and then highlight these to the main force, either visually or via radio navigation aids. By the time of the Ardennes Offensive, US Airborne Pathfinders had gleaned experience from jumps in

Italy, Southern France, Normandy and the Netherlands. The rules for Pathfinders are presented in *Battleground Europe* but are repeated here as Pathfinders can be used in this book's Bastogne scenario.

| Cost | Veteran Infantry 90pts |
|---|---|
| Composition | 1 NCO and 5 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles at +15pts each<br>- The NCO and up to 5 men can have submachine guns instead of rifles for +3pts each |
| Special Rules | - Stubborn: Pathfinders don't give up easily! If forced to check their morale when reduced to half strength then they always test on their full morale value ignoring any pin markers.<br>- LZ signals: If you deploy at least one unit of Pathfinders on the table before the game starts (i.e. the Pathfinders are not in the first wave or in reserve), then any friendly paratroopers and glider units in reserve may re-roll failed order tests to come onto the table. |

## Selectors

The Pathfinders squad is an Infantry squad for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. It is also an Infantry squad for any Theatre Selectors of the *Armies of the United States* and the *Armies of Great Britain* book that include paratroopers or glider infantry squads.

US troops at Bastogne, 1944: (L–R) Rifleman, 28th Infantry Division; Bazooka gunner, 327th Glider Infantry Regiment, 101st Airborne Division; T/5, 20th Armored Infantry Regiment, 10th Armored Division, by Mike Chappell © Osprey Publishing. Taken from Men-at-Arms 350: The US Army in World War II (3).

**TOP SECRET**

# NURSING UNDER FIRE

Augusta Chiwy was born in the Mubavu in the Belgian Congo in 1921 to a Belgian veterinarian and his Congolese wife. The family moved to Belgium in 1930 and Chiwy began her nurse training at the age of 19. On 16 December 1944, the day the German assault began in earnest, Chiwy had just returned home to Bastogne to visit her family for Christmas. As the Siege of Bastogne erupted around them, Chiwy immediately volunteered to provide her skills in support of American casualties.

Working for US Army doctor Jack Prior, Chiwy braved constant enemy shelling, bombing and gunfire as well as the sub-zero temperatures to provide medical aid to both civilian and military

casualties. She along with Renee Lemaire was one of two civilian nurses to assist the skeletal American medical staff in Bastogne. Later, Prior would write:

*'They played different roles among the dying. Renee shrank away from the fresh, gory trauma, while the Congo girl was always in the thick of the splinting, dressing, and haemorrhage control.'*

Prior was very supportive and appreciate of the help he received from the two Belgian women, supporting them even when racism reared its ugly head. One white soldier refused to be helped by the African-born nurse, to which Prior simply replied: 'Fine, die then.'

Tragically, on Christmas Eve, Renee Lemaire was killed along with 30 wounded in the aid station by German bombs, at the very moment of attempting to celebrate Christmas with a bottle of champagne. Chiwy survived not only Bastogne but also the war, and was decorated by both the King of Belgium and the US Government for her bravery in providing medical care to hundreds of casualties in the worst possible conditions. She rarely spoke of her experiences after the war, but is attributed to have said:

*'A black face in all that white snow was a pretty easy target. Those Germans must be terrible marksmen.'*

## 9TH TROOP CARRIER COMMAND PATHFINDERS

In response to the critical supply situation faced by the defenders of Bastogne, waves of C-47 transport aircraft were loaded up with food, ammunition, medical supplies and other essentials as a suitable gap in the poor weather was predicted. On 23 December, veteran paratrooper and infamous trouble maker Sergeant 'Jake' McNiece led two sticks of Pathfinders to brave enemy fire and set up Eureka beacons for the C-47s, which helped to ensure that some 95% of supplies dropped ended up in American hands. Following on from this, the Pathfinders joined the defenders and fought alongside them until the siege was relieved.

### Selectors

Up to two squads of 9th Troop Carrier Command Pathfinders may be included in the American player's force for this Bastogne scenario. They use the Pathfinder rules above, with the following amendment (LZ signals) and addition (Re-supply).

| | |
|---|---|
| **Special Rules** | - LZ signals: The Pathfinders have already completed their primary task and have now joined the defenders. They may not use the LZ signals special rule in this scenario.<br>- Re-supply: The Pathfinders have joined the fight bringing much needed ammunition. Any American infantry unit within 6" of a 9th Troop Carrier Command Pathfinder squad may ignore the Battered Bastards of Bastogne rule. |

# THE AFTERMATH

Bastogne, like St Vith to the north, was vital to the German plan as it was a major hub of roads that were essential for a rapid advance. Every day which Bastogne remained in American hands represented a major blow to the German offensive. As a result, the situation in and around Bastogne was one of the key considerations in the planning for an Allied counter offensive. On 26 December, the 4th Armored Division spearheaded the attempt by Patton's 3rd Army to relieve Bastogne. At 2.00pm, Patton authorized a daring attempt to lift the siege by charging a small force of five Shermans and a single half-track through the village of Assenois and directly north towards Bastogne, supported by fighter-bombers and artillery.

The plan worked. The armoured vehicles punched through but were stopped by Teller mines to the north of Assenois. After losing the half-track, Captain Dwight of the lead Sherman jumped down from his tank and personally cleared the mines to allow the advance to resume. By 4.45pm the Shermans had linked up with units of the 326th Airborne Engineers and a corridor now linked Bastogne to the 3rd Army. Supplies were now trickling through, but the fight was not over.

Some two miles to the southwest of Bastogne, the Fuehrer Begleit Brigade moved up to reinforce the town of Sibret on 28 December 28. Their Panthers and Panzer IVs were soon in action against Shermans of the 9th Armored Division who had arrived to punch a hole through the German encirclement of Bastogne. After being targeted by an intense artillery bombardment, German forces retreated from Sibret that night. A counter attack the next morning was repulsed with heavy casualties. Luftwaffe bombers attacked Bastogne again on the night of 29 December, but a narrow corridor through to Bastogne had now been secured and the essential supplies and reinforcements to the American defenders now finally began to arrive in force.

On 30 December, General Patton entered Bastogne to congratulate the defenders and present medals. For the battered and fatigued paratroopers of the 506th Airborne, there would be no respite just yet: the men were ordered to hold position and be ready to advance. They would not be removed from the front line until mid-January.

The Siege of Bastogne would become perhaps the most iconic battle of the Ardennes Offensive. Whilst other battles such as St Vith and Elsenborn Ridge would be just as important to stopping the German attack, the resilience and fortitude of the Bastogne defenders has now rightly become one of the proudest moments in American military history.

# PANZERBRIGADE 150

It was clear from the very earliest stages of planning the German offensive that the bridges across the Meuse were of the upmost importance. The task in hand lent itself to non-conventional forces operating ahead of the main body of advance, to capture and secure the bridges for long enough for the main force to arrive. Several ideas were considered, but the plan adopted is often credited to Hitler himself – to use special units dressed in American uniforms to act as retreating American forces and use surprise to capture the bridges intact. This was, of course, no new concept – particularly to German special forces.

SS-Sturmbannführer Otto Skorzeny was chosen to lead the force. Skorzeny was highly experienced in leading complex and irregular tasks; he led the successful mission to rescue Mussolini after he was overthrown by the new Italian government, and also kidnapped Miklós Horthy Jr to force his father to resign as Hungarian regent after news spread of deals being made with the Soviet Union. Skorzeny had only five weeks to prepare his force for their part in *Watch on the Rhine*. He formulated his plan and submitted requests for the men and equipment he would need to realize Hitler's vision. Skorzeny would be sorely disappointed.

**Skorzeny's Brandenburgers receive final orders before moving out**

Skorzeny's plan was centred around two forces: an armoured battle group and an advance force of commandos. The battle group would punch through the American line, creating confusion by virtue of it being made up of captured US Army vehicles. Likewise, the commandos – who were split into 'Lead', 'Reconnaissance' and 'Sabotage' teams – would also be clothed and equipped as American soldiers. The entire force was named Panzerbrigade 150 so as to divert attention away from its real purpose.

# SCENARIO 7: OPERATION *GREIF*

Skorzeny's commandos have slipped through Allied lines at various points across the front line. With several key objectives assigned to them, the teams must sow confusion amongst the American defenders, capture the bridges which are vital to the German advance and scout ahead of the German offensive to identify key defensive features and concentrations of troops.

The actual operation saw very little if any prolonged firefights between disguised German commandos and Allied troops. This fictitious scenario combines several elements of the battle's opening rounds into one tabletop scenario – disguised German commandos have forged ahead of Panzerbrigade 150 and identified an American fuel dump. The German attackers must capitalize on the element of surprise to capture the vital fuel dump intact, whilst the American defenders must repel the Germans for victory or, if the situation becomes desperate enough, destroy the fuel dump to prevent it from falling into German hands.

## FORCES

American reinforced platoons are chosen from the Battle of the Bulge army list on page 72 of *Armies of the United States* or the Late-War US Army Anti-Tank reinforced platoon, with the following modifications:

**Operation *Greif***

GERMAN SET-UP ZONE

American forces may not include paratrooper or glider squads.

The US Player has a free 2-man Engineer Officer unit, rated as a Regular Second Lieutenant and armed with pistols only.

German forces are selected from the Panzerbrigade 150 list (see the Panzerbrigade 150 Reinforced Platoon section).

## SET UP

This scenario is played on a 6' x 4' gaming surface. The fuel dump area should be approximately 8" x 8" and placed at the centre of the table. A rural road leads east to west. The table should be rural with wooded cover, a maximum of one ruined building should be used on the table.

## DEPLOYMENT

The American player must deploy one infantry squad within 6" of the fuel dump. He must then nominate up to half of his remaining forces to come on the board in his first wave. All other units are left in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook).

The German player may only deploy Einheit Stielau units on the table to begin with; these must be within 12" of the German player's table edge. No other German units are on the table to begin with – at least half of the German player's forces must come onto

the board in his first wave. All other units are left in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook). Any Einheit Stielau units not deployed to begin with may enter from any table edge.

## SPECIAL RULES
### FUEL SHORTAGES
The fuel situation for German forces is getting more and more critical with each passing day. German forces are subject to the Fuel Shortages rule.

### ENGINEERS
If a US engineer unit spends a whole turn within the objective on a *Down* order, they can rig it to explode. If the engineers are assaulted during the turn they fail to rig the fuel dump and must make another attempt. Once the fuel dump has been rigged and there is no US unit with 6" of the objective, the US player can attempt to blow up the dump at the end of the turn. This is successful with a roll of 3+ on a single die.

If the objective is occupied by German forces, they may first attempt to disarm the explosives. The German player needs to roll a 4+ on a single die; if the unit attempting to disarm the explosives are assault engineers, this roll becomes a 3+.

If both fail their respective rolls they can repeat at the end of the next turn with the German player going first. If the explosives detonate, the explosion will destroy any unit still occupying the objective.

## OBJECTIVE
The aim is to hold the fuel dump at the end of the game. To claim the fuel dump there must be a model from one of your Infantry or Artillery units within the area. Only one unit can occupy the fuel dump at any one time.

## FIRST TURN
The battle begins. During Turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a *Run* or an *Advance* order. Note that no order test is required to move units onto the table as part of this first wave.

## GAME DURATION
Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

## VICTORY!

The side with the control of fuel dump at the end of the game is the winner. If the fuel dump is destroyed by explosives the game is a draw.

# THEATRE SELECTORS

## PANZERBRIGADE 150 REINFORCED PLATOON

1 Leutnant or Oberleutnant
2 Infantry squads: Panzerbrigade 150 Infantry squad, Lead squad or Infiltration squad

plus:

### Headquarters
0–1 Hauptmann or Major
0–1 Medic team
0–1 Forward artillery observer

### Infantry
0–4 Infantry squads: Panzerbrigade 150 Infantry squad, Lead squad or Infiltration squad
0–2 Medium machine gun teams
0–1 Medium mortar team
0–1 Sniper team
0–1 Flamethrower team

### Artillery
0–1 gun from:
Artillery gun: Medium
Anti-aircraft gun: Flak 38, Flakvierling 38, or 88m AA/AT Flak 36

A forward observer team relays enemy positions to US forces



**Armoured cars**

0–1 Armoured car or Recce vehicle: SdKfz 234/1, SdKfz 250/9 or M8 Greyhound

**Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles**
0–1 vehicle from: Panther Ersatz M10, Stug III Ausf G, M4 Sherman (maximum of 1 per army), SdKfz 250/7, SdKfz 250/8 Stummel, SdKfz 251/2, SdKfz 251/9 Stummel, SdKfz 251/17

**Transports and Tows**
0–1 Transport vehicle per infantry squad in the reinforced platoon from: Truck, SdKfz 250/1, SdKfz 251/1, Heavy field car, a maximum of one SdKfz 251/10, 2½ ton truck, 1½ ton truck, Dodge ¾ ton truck, Jeep
0–1 Tow per artillery gun in the reinforced platoon from: Jeep, 2 ½ ton truck, Dodge ¾ ton truck, Truck

## SPECIAL RULES

### US Equipment
The enemy cannot shoot or assault the Panzerbrigade 150 reinforced platoon until they reveal themselves by opening fire or assaulting. If an enemy Infantry or Artillery unit, or a soft skin or open-topped vehicle, ends its move within 12" of a Panzerbrigade 150 unit, it is close enough to notice potential errors in uniform, equipment or procedure. Roll a die (Inexperienced units subtract –1, Veterans add +1) – on a 4+ the Panzerbrigade 150 has been identified and may be targeted. If the Panzerbrigade 150's NCO has already been removed, there is no strong English speaker to respond to the enemy's challenges and the Squad is automatically identified if within 12" of an enemy unit. Once any Panzerbrigade 150 unit is identified, the entire force is now recognized as German, with the exception of any Einheit Steilau units which must still be separately identified. US equipment is mandatory for all Panzerbrigade 150 Headquarters, Infantry and Artillery units and costs +2pts per model for Inexperienced units, +3pts per model for Regular units and +4pts per model for Veteran units. Panzerbrigade 150 Infantry squads, Lead squads and Infiltration squads have already paid for this rule.

### Behind Enemy Lines
When outflanking as described on page 132 of the *Bolt Action 2nd Edition* rulebook, Panzerbrigade 150 units ignore the –1 modifier to the order test for coming onto the table.

### Ersatz Appearance
Every German vehicle must pay +10pts for the ersatz appearance rule, as described below.

### Captured Vehicles
Captured American vehicles highlighted in the Theatre Selector above may be used. These also cost an additional +10pts per vehicle due to their scarcity, and armoured vehicles must be Inexperienced due to the crew's unfamiliarity with their use. Open-topped

vehicles are also subject to the ersatz appearance rule, but their potential detection range is reduced from 12" to 6".

**German Sd.Kfz 251/9 Ausf D 'Stummel'**

# NEW UNITS

## GERMANY

Faced with the problem of capturing and, if necessary, destroying bridges held by the Allies to cut off reinforcements, Adolf Hitler personally selected SS-Sturmbannführer Otto Skorzeny to assemble a special team for this task. Skorzeny's team was assembled in secret, hiding their true purpose behind the assumed name of Panzerbrigade 150.

Skorzeny's plan was to use subterfuge to achieve surprise – posing as American forces retreating from the German advance, Skorzeny's men would take and hold key objectives as well as causing panic and confusion behind enemy lines. Two groups were formed: Panzerbrigade 150 itself and Einheit Stielau (Skorzeny's commandos).

### EINHEIT STIELAU

Skorzeny promulgated a call for English speaking volunteers from all ranks and branches of the Wehrmacht for his commando unit. Some 600 men reported to the training camp at Grafenwöhr: these men came from the army, Waffen-SS, Luftwaffe and Kriegsmarine. Around half of them were former merchant sailors. After testing, it was revealed that there was in fact a broad range of English speaking ability – 200 out of the 600 men could only understand slowly spoken and simple phrases. Only 10 of the volunteers spoke English fluently and with a convincing American accent – most of this group were from Jagdverband Mitte and Frontaufklärungstruppe II, including former members of the

notorious Brandenburg Commandos.

150 men were selected for the commando force and were hastily trained for the few weeks available before the operation. This included the normal commando duties such as demolitions, close quarter fighting and knowledge of enemy weaponry but also featured watching American movies and trying to perfect American idioms and habits. All commands were given in English, US Army drill was practised and some commandos were even sent to POW camps to converse with captured American soldiers.

After the rather hasty training package, those successful were then split into teams: Lead, Reconnaissance and Saboteur units; each team was led by a single, strong English speaker. Some areas of the deception were far from perfect: uniforms and equipment were in some cases unconvincing at best (problems were encountered with acquiring the promised American uniforms, weapons and equipment) and knowledge of US procedures and practices were poor. The commandos had a difficult task ahead of them.

### Lead Squad

Lead squads consisted of small groups of three or four men whose job was to sow confusion by disrupting American communications, giving out false orders and working closely with the advancing forces of Panzerbrigade 150.

| Cost | - Leutnant: 75 pts (Regular), 98 pts (Veteran)<br>- Oberleutnant: 100 pts (Regular), 130 pts (Veteran) |
|---|---|
| Composition | 1 officer and up to 3 further men |
| Weapons | Pistol, rifle or submachine gun as depicted on the models |
| Options | - The officer may be accompanied by up to 3 additional men at a cost of +13pts per man (Regular) or +16pts per man (Veteran)<br>- The entire squad can be given anti-tank grenades for +2pts per man |
| Special Rules | - Tank hunters (if anti-tank grenades taken)<br>- US equipment: The enemy cannot shoot or assault the Lead squad until they reveal themselves by opening fire or assaulting. If an enemy Infantry or Artillery unit, or a soft skin or open-topped vehicle, ends its move within 12" of the Lead squad, it is close enough to notice potential errors in uniform, equipment or procedure. Roll a die (Inexperienced units subtract −1, Veterans add +1) – on a 4+ the Lead squad has been identified and may be targeted. If the Lead squad's officer has already been removed, there is no strong English speaker to respond to the enemy's challenges and the squad is automatically identified if within 12" of an enemy unit.<br>- Behind enemy lines: When outflanking as described on page 132 of the *Bolt Action 2nd Edition* rulebook, Lead units ignore the −1 modifier to the order test for coming onto the table.<br>- Sowing confusion: If this unit is in reserve, any enemy unit that |

fails its attempt to enter the table while outflanking has been misdirected by the Lead squad. The German player can now choose which table edge the unit can attempt to enter from in future turns.
- Paranoia: When the enemy rolls on the FUBAR chart, they suffer a –2 modifier to the roll.
- Lead squads count as observers/snipers for set up purposes (*Bolt Action 2nd Edition* rulebook, page 131).

## Selectors

Whilst the Lead squads were not made up exclusively of command or HQ units, they are presented here as officer units to tie in their command and control role with the established Bolt Action game mechanics. They do include officers, but do not replace HQ units in a reinforced platoon. Lead squads count as Infantry for the purpose of the generic Reinforced Platoon Selector from the Bolt Action rulebook. They are an Infantry choice for the Panzerbrigade 150 reinforced platoon list.

Kampfgruppe X, Panzerbrigade 150, Ligneuville, 1944: (L–R) Oberleutnant Deier, 4 Kompanie, Panzer-regiment 11, 6 Panzerdivision; SS-Hauptsturmführer von Foelkersoam; 'Special Guide', by Ronald Volstad © Osprey Publishing. Taken from Elite 11: Ardennes 1944 Peiper & Skorzeny.

## Infiltration Squad

Reconnaissance squads of four or five men were formed to move ahead of Panzerbrigade 150 and scout for the enemy's strength and force composition. Again, the small number of good English speakers left only enough for squad leaders – the remainder of each unit would largely stay quiet and put their trust in their team leader. Reconnaissance squads would also, like the Lead squads, sow confusion and discordance behind enemy lines by changing road signs, cordoning off areas with non-existent minefields and misdirecting

traffic.

Demolition or Saboteur Squads were slightly larger at five to six men– and were tasked with destroying bridges and fuel and ammunition dumps. The commando units were provided with jeeps – somewhat conspicuous with four or five men crammed into a single vehicle – to carry out their duties.

For the sake of simplicity, a single Infiltration squad listing is presented here to represent both Reconnaissance and Demolition squads.



| Cost | Regular Infantry 60pts |
|---|---|
| Composition | 1 NCO and 3 men |
| Weapons | Rifles |
| Options | - Add up to 2 additional men with rifles at +15pts each<br>- The NCO can have a submachine gun instead of a rifle for +3pts<br>- Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts<br>- The entire squad can be given anti-tank grenades for +2pts per man |
| Special Rules | - Tank hunters (if anti-tank grenades taken)<br>- US equipment: The enemy cannot shoot or assault the Infiltration squad until they reveal themselves by opening fire or assaulting. If an enemy Infantry or Artillery unit, or a soft skin or open-topped vehicle, ends its move within 12" of the Infiltration squad, it is close enough to notice potential errors in uniform, equipment or procedure. Roll a die (Inexperienced units subtract –1, Veterans add +1) – on a 4+ the Infiltration squad has been identified and may be targeted. If the Infiltration squad's officer has already been removed, there is no strong English speaker to respond to the enemy's challenges and the squad is automatically identified if within 12" of an enemy unit.<br>- Behind enemy lines: When outflanking as described on page 132 of the *Bolt Action 2nd Edition* rulebook, Infiltration units ignore the –1 modifier to the order test for coming onto the table.<br>- Sowing confusion: If this unit is in reserve, any enemy unit that fails its attempt to enter the table while outflanking has been misdirected by the Infiltration squad. The German player can now |

choose which table edge the unit can attempt to enter from in future turns.
- Paranoia: When the enemy rolls on the FUBAR chart, they suffer a –2 modifier to the roll.
- Infiltration squads count as observers/snipers for set up purposes (*Bolt Action 2nd Edition* rulebook, page 131).

**Selectors**

Infiltration squads count as Infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are an Infantry choice for the Panzerbrigade 150 reinforced platoon list.



A wolf in sheep's clothing – a disguised Panther at the head of its fearsome flock

## PANZERBRIGADE 150

The original plan for Panzerbrigade 150 called for two battalions, each made up of four infantry companies, an anti-aircraft platoon, an armoured car company and a tank company. Support would also be provided in the form of an artillery battery, combat engineer company and bridge building unit. However, even with the Führer's personal authority to requisition any men and equipment required, Skorzeny found himself sorely disappointed with what was actually available and provided.

The plan was modified to alter the brigade's structure to three kampfgruppen – X, Y and Z – each made up of a HQ unit, three infantry companies, two platoons of panzergrenadiers, two anti-tank platoons, two heavy mortar platoons, a signals and engineer platoon, and a vehicle repair unit. Kampfgruppe X and Y were the only elements to be assigned armoured support, in the form of five Panthers, which were modified to resemble American M10 tank destroyers, and five StuG assault guns. Of the 15 American tanks requisitioned, two Shermans were provided. One broke down before the operation began in earnest and the other was not serviceable at all.

Other disappointments for Skorzeny included only 74 out of the 198 trucks he requisitioned, and 57 jeeps instead of the 150 he asked for. Of the 26 half-tracks he asked for, only 8 arrived – 6 of them were German. A third of the jeeps and trucks had serious mechanical defects. Only four scout cars arrived intact. Hastily assembled, trained and

equipped, the men and machines of Panzerbrigade 150 were now ready to attempt their mission – to seize at least two of the three bridges over the Meuse at Amay, Huy and Andenne.

## Panzerbrigade 150 Infantry Squad

The men who formed Panzerbrigade 150's infantry strength were made up of regular Heer, Waffen-SS and Fallschirmjäger from Sonderverband Jungwirth. The plan was to equip them entirely with American weapons and uniforms, but with logistical support struggling even to supply the men of the Einheit Stielau, the bulk of Panzerbrigade 150's soldiers had to make do with what little American kit did arrive, and a good number of German weapons and vehicles.

| Cost | 65pts (Regular), 85pts (Veteran) |
|---|---|
| Composition | 1 NCO and 4 men |
| Weapons | Rifles |
| Options | - Add up to 5 additional men with rifles at +13pts each (Regular) or +17pts each (Veteran)<br>- The NCO can have a submachine gun instead of a rifle for +3pts<br>- Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts<br>- The entire squad can be given anti-tank grenades for +2pts per man |
| Special Rules | - Tank hunters (if anti-tank grenades taken)<br>- US equipment: The enemy cannot shoot or assault the Panzerbrigade 150 until they reveal themselves by opening fire or assaulting. If an enemy Infantry or Artillery unit, or a soft skin or open-topped vehicle, ends its move within 12" of the Panzerbrigade 150 unit, it is close enough to notice potential errors in uniform, equipment or procedure. Roll a die (Inexperienced units subtract −1, Veterans add +1) – on a 4+ the Panzerbrigade 150 has been identified and may be targeted. If the Panzerbrigade 150's NCO has already been removed, there is no strong English speaker to respond to the enemy's challenges and the squad is automatically identified if within 12" of an enemy unit. Once any Panzerbrigade 150 unit is identified, the entire force is now recognized as German, with the exception of any Einheit Steilau units (which must still be separately identified).<br>- Behind enemy lines: When outflanking as described on page 132 of the *Bolt Action 2nd Edition* rulebook, Panzerbrigade 150 units ignore the −1 modifier to the order test for coming onto the table.<br>- Paranoia: When the enemy rolls on the FUBAR chart, they suffer a −2 modifier to the roll. |

Panzerbrigade 150 Infantry squads count as Infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are an Infantry choice for the Panzerbrigade 150 reinforced platoon list.

## PANTHER ERSATZ M10

When Otto Skorzeny's original request for captured American armoured vehicles for his Panzerbrigade 150 force failed to materialize in any sort of numbers, his resourceful men were forced to look for alternative options. A small number of Panther medium tanks were provided to the force, and Skorzeny's engineers quickly set to work at modifying them to look like American vehicles. The M10 tank destroyer was selected as the vehicle sharing the most similar profile to the Panther. Modifications included altering the turret and hull with welded sheet metal, changing the appearance of the mantlet, and removing all turret protrusions above the level of the new sheets of metal to give the impression of the turret being open topped. Skorzeny remained less than impressed by the deception, and reckoned that it would make it past only 'very green troops, at night and when seen from a great distance.'



| | |
|---|---|
| **Cost** | 275pts (Inexperienced), 345pts (Regular), 415pts (Veteran) |
| **Weapons** | 1 turret-mounted super-heavy anti-tank gun with co-axial MMG |
| **Damage Value** | 9+ (medium tank) |
| | - Beneath its hastily constructed ersatz exterior, the vehicle is still a Panther. Against shots hitting the front of the vehicle it counts as damage value 10+.<br>- Ersatz appearance: The enemy cannot shoot or assault the Panther Ersatz M10 until it reveals itself by opening fire or |

| Special Rules | assaulting. If any enemy unit ends its move within 12" of the vehicle, it is close enough to notice the obvious errors in appearance. It is automatically identified as German if within 12" of an enemy unit. Once any Panther Ersatz M10 is identified, the entire force is now recognized as German, with the exception of any Einheit Steilau units (which must still be separately identified). |
| --- | --- |

### Selectors

The Panther Ersatz M10 counts as a tank for the purposes of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are a Tank choice for Panzerbrigade 150 reinforced platoon list.

### ERSATZ GERMAN VEHICLES

A number of other German vehicles were made to look outwardly American for use by Panzerbrigade 150. These included Stug IIIs, some SdKfz 250 and 251 half-tracks and lorries. These vehicles were basically painted in US olive green and given imitation American markings, together with a yellow triangle at the rear of each vehicle to identify them to German forces. Vehicles would also travel with their turrets pointed to the nine o'clock position as another recognition feature to friendly forces.

| Cost | +10pts to the cost of the basic vehicle for each ersatz vehicle in a Panzerbrigade 150 force |
| --- | --- |
| Special Rules | - Ersatz appearance: The enemy cannot shoot or assault an ersatz vehicle until it reveals itself by opening fire or assaulting. If an enemy unit comes to within 24" of the vehicle, it is close enough to notice the obvious fact that it is an enemy vehicle painted in American colours. It is automatically identified as German if within 24" of an enemy unit. Once any ersatz vehicle is identified the entire force is now recognized as German, with the exception of any Einheit Steilau units (which must still be separately identified). |

# THE AFTERMATH

Skorzeny's reputation to achieve the impossible would have dire consequences for his commandos. The time allotted for training and planning was insufficient and only a fraction of the supplies requested ever materialized. Yet, despite this, Skorzeny was still expected to succeed.

In terms of quantifiable results, Skorzeny's various bluffs and ruses had succeeded in re-routing an entire American tank battalion and convincing a village to be abandoned by its defenders. Various communications were severed and an ammunition dump was destroyed, as well as some intelligence being filtered back to advance units of the main

offensive. However, given the manpower utilized and the results which could potentially have been achieved had the force had the correct time to prepare and equipment to carry out their mission, the results were relatively inconsequential.

Perhaps of more importance was the psychological effect of Operation *Greif*. As soon as the first commandos were captured, news of German soldiers infiltrating Allied positions in American uniform spread like wildfire. Nervous sentries became ever more vigilant, normal security routine was augmented with locally adopted questions which only a 'real' American would know the answer to, causing all manner of delays and false arrests. Brigadier General Clark was apprehended for his lack of knowledge concerning the Chicago Cubs, whilst General Bradley was detained for correctly naming the capital of Illinois to a geographically challenged MP. Even movie star David Niven was stopped by US sentries. Niven, now an officer in the 'Phantom' GHQ Liaison Regiment, was asked who won the World Series in 1943. Upon replying that he had no idea but did recall starring in a movie opposite Ginger Rogers in 1939, he was recognized and told 'Ok, beat it, Dave.'

Spy fever was rife behind US lines and with each telling of the story, details had the potential to become exaggerated. To add to the paranoia, captured commandos repeated their prepared lines that their true mission was to push through the American defences to find and assassinate Eisenhower. Sixteen members of Einheit Steilau were captured and executed by firing squad, three of whom were granted their final request of listening to Christmas carols sung by captured German nurses as they were tied to their posts.

Meanwhile, Panzerbrigade 150 was authorized b to enter the fray, and attacked a regiment of the 30th Infantry Division north of Malmedy on 21 December. After achieving some initial successes, Panzerbrigade 150 was shelled by American artillery and suffered heavy casualties, with 100 men killed and some 350 wounded – including Skorzeny himself. Panzerbrigade 150 was removed from the offensive and, like Einheit Stileau, achieved only marginal successes. Their only real impact was psychological.

**TOP SECRET**

## OPERATION *STÖSSER*

Another ambitious plan which formed part of the Ardennes Offensive was Operation *Stösser*; the night parachute drop of a composite Fallschirmjäger force tasked with securing a key road junction which lay on the planned route of the 6th SS Panzer Army. Oberst Baron von der Heydte, a veteran of Crete, was selected to lead the force.

The force was made up of men selected from a range of Fallschirmjäger units, although von der Heydte was permitted to select his own platoon and company commanders. Each battalion commander of II Parachute Corps was ordered to send 100 of their best men to von der Heydte; most chose to send 100 of their worst trouble makers and von der Heydte returned some 150 to their original units and demanded higher calibre soldiers.

With only eight days to prepare his fractured and unmotivated force, von der Heydte reported to Oberst-Gruppenführer 'Sepp' Dietrich with his concerns. Von der Heydte was

informed that his 1,300 men would be making a night jump – something which the vast majority had never even attempted in training – and that photographs of the drop zone could not be provided as Dietrich refused to risk security by carrying out a reconnaissance of the area. Von der Heydte also pointed out the extreme hazards of jumping in mountainous terrain – particularly with regards to strong winds – but this again was ignored. A request to take carrier pigeons in case of communications failure was also scoffed at.

After transportation delays resulted in von der Heydte's force being delayed in reaching their aircraft, the operation was delayed by one day and planned for the morning of 17 December, with the drop zone now confirmed as some seven miles north of Malmedy. The majority of the aircrew which manned the 150 Junkers Ju52 transport aircraft were critically inexperienced as a result of heavy aircrew losses during the Crete campaign, which was further exacerbated by hugely condensed training packages – their Mental Dead Reckoning skills were weak, resulting in catastrophic navigation errors in the strong winds, and their formation flying was also poor.

The 1,300 Fallschirmjäger were scattered across dozens of miles of territory; some 250 men fell as far as 50 miles away from the drop zone. Many were killed on landing and after spending several hours rallying his troops in the dark whilst critically injured himself, von der Heydte's effective fighting force had been reduced to less than 300 men with no heavy weapons. Reports filtered in to US forces, describing enemy parachute activities across dozens of miles. This was the only success achieved by the catastrophic drop; US Intelligence was led to believe the drop was far bigger than it actually was and diverted forces accordingly.

After three days of waiting with minimal supplies and the physical condition of his men deteriorating rapidly, von der Heydte carried out one unsuccessful attack before surrendering two days later.

# THE ADVANCE FROM BASTOGNE

With US forces in and around Bastogne having stoically stood their ground until relief had arrived, pushing German forces back was now the objective. The town of Noville, some four miles to the north–northeast of Bastogne was identified as a key objective, particularly given its location on high ground. However, in between Bastogne and Noville was the village of Foy, a settlement sat in lower ground and surrounded on three sides by woodland extending from the west, through south to the east. The main road from Bastogne to Noville ran straight through Foy and, with armoured support needed to the north, Foy's capture was identified as a requirement. The village itself had already been captured and recaptured several times by both German and American forces.

Foy itself was occupied by German forces, as were the surrounding woods. The 506th Regiment of the 101st Airborne Division were tasked with dislodging the German defenders and, after a series of attacks from 3–9 January, the surrounding woodlands were secured. The 2nd Battalion of the 506th was given the job of leading the assault on 13 January.

# SCENARIO 8: THE BATTLE OF FOY

The 2nd Battalion of the 506th Regiment was selected to retake Foy at 9.00am on 13 January. Forming up in the woods to the south of the village, Easy Company was chosen to lead the assault. To provide covering fire for the assault across open ground, .30 calibre machine guns were set up to engage the German defenders in the buildings. Skirmish lines were established, line abreast, and the men of 2nd Battalion moved forwards through the snow towards Foy. The German defenders – most likely made up from units of the 2nd Panzerdivision who had initially captured Foy, or units of volksgrenadiere which followed them – immediately opened fire on the American attackers as they crossed the open fields.

## FORCES

American reinforced platoons are chosen from the Bastogne army list on page 74 of *Armies of the United States* and have a 20% point advantage over German forces (e.g. 1,000pts versus 1,200pts).

A German anti-tank gun team plays havoc with US armour

The American player cannot include vehicles or artillery in his force. German reinforced platoons are chosen from the Operation *Watch on the Rhine* army list on page 98 of *Armies of Germany 2nd Edition*, but cannot include any vehicle with a damage value higher than 9+ or any Veteran infantry squads.

## SET UP

This scenario is played on a 6' x 4' gaming surface with the playing surface divided into three zones as depicted below.

Each zone measures 2' x 4'. Zone 1 is mostly open ground with some scattered trees. Zone 2 consists of cover such as walls, hedges and rubble. Zone 3 represents the edge of the built up area and is made up of buildings.

## DEPLOYMENT

The German player deploys first. Half of the German units must be deployed in Zone 2 and the other half in Zone 3. The American player must designate at least half of his units as the first wave. The remainder are in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook). The first wave must be deployed in the first 12" of Zone 1. Outflanking may be attempted and any units designated as attempting to outflank are given a 12" head start, i.e. they move 12" along the flanks before the game has begun.



**The Battle of Foy**

ZONE 1    ZONE 2    ZONE 3

GERMAN SET-UP ZONE
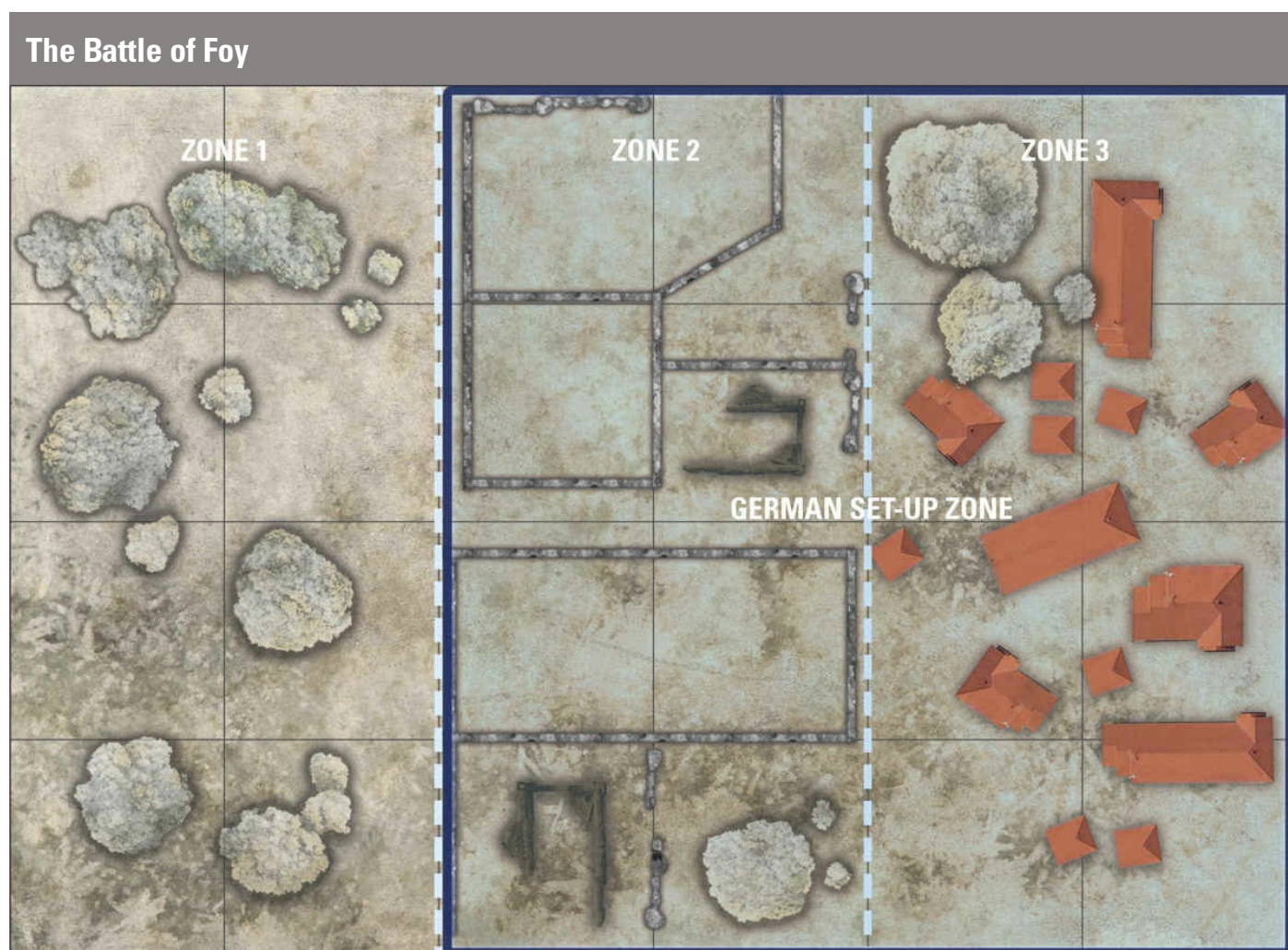
## SPECIAL RULES

### HIDDEN SET UP

German units begin the game as hidden using the rules on page 131 of the *Bolt Action 2nd Edition* rulebook.

### FROSTBITE

This action sees both sides still suffering the effects of a particularly harsh winter. Both players' forces are subject to the Frostbite rules. Cold weather clothing is available for both sides; see the Cold Weather Clothing section for more details.

## OBJECTIVE

The American player's objective is to remove German resistance from the town. The German player's objective is to stall the American advance and then retreat, saving as many units as possible.

## GAME DURATION

The game lasts for 8 turns.

## VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The American player scores one victory point for each unit in Zone 2 at the end of Turn 4 (not including any unit which outflanked), and a further one victory point for each unit in Zone 3 at the end of the game. The German player scores two victory points for each enemy unit eliminated.

## THE AFTERMATH

The attack on Foy would become famous many years later after being highlighted in the book and HBO television series *Band of Brothers*. Historian Stephen Ambrose's account of the battle detailed some 100 German soldiers of the 9th Panzer Division's 10th Panzergrenadier Regiment surrendering after Easy Company's assault, with a platoon escaping alongside three Tiger tanks. Casualties were also sustained from a particularly persistent sniper who was eventually neutralized.

TOP SECRET

# FIRST LIEUTENANT RONALD SPEIRS

Born in Edinburgh, Scotland in April 1920, Ronald Charles Speirs was the son of an engineer who emigrated his family to the United States in 1924. Speirs grew up and was educated in Boston, graduating from high school in 1938 before studying accounting in college.

With America's entry into World War II in December 1941, Speirs soon put his accounting career on hold and volunteered for military service. With a college background, he was selected for commissioned entry into the US Army and began basic training at Camp Shelby, Mississippi in April 1942. Before graduating from training he was selected for service with the embryonic Parachute Infantry and sent to Camp Toccoa, Georgia. After advanced training, Speirs graduated and would become one of the platoon leaders in the newly formed 101st Airborne Division in June 1943.

Speirs led his platoon into combat for the first time on the morning of 6 June 1944, parachuting into occupied France as part of the precursor for the amphibious assault at dawn: Operation *Overlord* and the invasion of Normandy. It was during the Normandy fighting that Speirs quickly gained a reputation for fearlessly leading from the front and for brutality. Two controversial episodes would follow Speirs for the rest of his career: rumours circulated of Speirs being directly involved in the execution of German POWs, and an incident where he shot a drunken American NCO for disobeying his orders and turning a weapon on him. Whilst the exact origins of both stories may never be confirmed, it was clear that Speirs did not object to the hushed whispers that circulated.

After Normandy, Speirs and his men also saw action in Holland during Operation *Market Garden* and at Bastogne during the bitter Christmas of 1944. On 9 January 1945, Easy Company of the 506th Parachute Infantry Regiment was ordered to recapture the town of Foy to the northeast of Bastogne. The attack stalled in open ground and heavy casualties were being sustained. Speirs was ordered to take command of the situation. Sprinting forwards he quickly took charge of the chaos and confusion and assembled the attackers into a firing line.

His next action passed into legend – a platoon had been ordered to the far side of the town on a flanking manoeuvre. Speirs ran directly through the centre of the town – and the German defenders – to link up and give them instructions on how he wished the assault to proceed. If his survival was not miraculous enough, he then repeated the feat to sprint back to the main body of Easy Company and lead them to victory.

Ronald Speirs also served during the Korean War and the Laotian Civil War, finally retiring from the US Army in 1964 with the rank of lieutenant colonel. He passed away in 2007 at the age of 86.

| Cost | 175pts (Veteran Captain) |
|---|---|
| Composition | 1 officer and up to 2 other men |
| Weapons | Speirs is equipped with a submachine gun. Any other men may carry a submachine gun, pistol or rifle/carbine as depicted on the model |
| Options | - Speirs may be accompanied by up to 2 men at a cost of +13pts per man |
| | - Natural leader: Speirs is treated as a Captain, even though his actual rank was that of Lieutenant. |

| | |
|---|---|
| **Special Rules** | - A man with a reputation: Stories of Speirs' courage, killer instinct and brutality are rife within the US Airborne. Speirs inspires confidence in many, even fear in some. He may remove one pin marker per turn from a single friendly unit within 12" when he is activated each turn.<br>- Unkillable: Speirs has survived many encounters, including a grenade explosion which only blasted apart his boot and his legendary runs through Foy. Whether it is skill, tenacity, raw strength or just luck, if Speirs is killed, roll a single D6 – on a 4+ he remains in play, unscathed. |

Whilst the 9th Panzer Division did have a Heavy Panzer Battalion of Tiger tanks attached to it for the Ardennes campaign, the presence of Tigers has proved difficult to verify, as have reports of 88mm artillery. German records do not make much mention of the actions around Foy as they were relatively small, but the town was initially taken by Kampfgruppe von Böhm of the 2nd Panzer Division. If it was the 2nd Panzer Division who still held Foy in January, or the volksgrenadiere which followed them in, then it is likely that the vehicles seen fleeing were Panzer IVs, Stugs, or possibly Panthers.

Taking Foy allowed the American advance to continue to Noville. Speirs' actions at Foy would become near legendary within the 506th Regiment, and he would take command of Easy Company after the engagement – much to the approval of the men. 2nd Battalion was put into reserve to the south of Foy but the following day the first of two German counter attacks struck, the second of which would cause Foy to change hands yet again. 3rd Battalion retook Foy, and the advance to Noville continued with 2nd Battalion back in the line.

# MONTY ENTERS THE FRAY

Field Marshall Bernard Montgomery, commander of the British 21st Army Group, was at his headquarters in Zonhoven, Belgium when he first heard of the German offensive on 17 December. Although Montgomery and his armies were under the command of General Eisenhower, the British Field Marshall was unwilling to wait for orders and immediately reacted by placing his 43rd Infantry Division and Guards Armoured Division on alert and at six hours readiness to move.

Identifying the threat to the key port of Antwerp, Montgomery continued to take matters into his own hands by preparing some 50,000 British soldiers to defend crossing points over the River Meuse. On 19 December he dispatched a number of liaison officers to the American front lines to ascertain exactly what was going on and keep him better informed as to what his next moves should be. Whilst Montgomery continued to act under his own initiative, there were at least some efforts from the American chain of command to inform the British commander of their intentions, but by the time official news reached Montgomery that Patton would be leading a three division counter attack in the Ardennes, he was already well aware of this fact.

A British Airborne section on patrol

Montgomery complained to Field Marshall Brook that he thought the situation was 'ugly'; the German offensive had cleaved American forces in half and now threatened the Meuse. Montgomery was frustrated by the fact that he sat back with no orders and a painful awareness that General Bradley, commanding the 12th US Army Group, had been isolated from the entire offensive in his HQ in Luxembourg. From Montgomery's point of view, he personally was the only man who could save the entire situation. With this mindset firmly adopted, Montgomery made the decision to begin issuing orders to American units which were not under his command, beginning with General Hodge's 1st US Army on 20 December. By the next day, British infantry, armour and engineers were in position along the River Meuse.

When Eisenhower heard of Montgomery's actions he was faced with a difficult decision. On the one hand, the arrogant British general had brought some order and structure to the defence of the northern shoulder but, weighing heavily against this, he had done so without a shred of tact or diplomacy in a situation that was already politically fragile. Despite facing outright fury and a very real threat of resignation from General Bradley, Eisenhower transferred command of Bradley's 1st and 9th Armies to Montgomery. Meanwhile, Montgomery continued his personal tour of US headquarters giving out orders, which met with a range of responses from relief and approval that somebody was taking charge, to outright hostility that a foreign general had forced his

own way into legally overstepping his own authority.

German forces continued their seemingly relentless advance towards the River Meuse, whilst the heroic and bloody American defence continued at the vital choke points of Elsenborn Ridge, St Vith and Bastogne. On Christmas Eve, the first British shots were fired when Shermans of the 3rd Royal Tank Regiment stopped an advance towards Dinant by Kampfgruppe von Böhm, destroying two Panthers and two Panzer IVs without taking any losses. The final days of December 1944 would see more action for British forces in the Ardennes as support for American forces became more direct, such as Churchill Crocodiles of the British 29th Armoured Brigade forcing a complete German surrender at the village of Humain.

By the end of the year a full-scale counter attack was being planned, and British forces were in position to play their part. The 51st Highland Division, 53rd Welsh Division, 29th and 33rd Armoured Brigades, 43rd Wessex Division and 6th Airborne Division were all in theatre.

# SCENARIO 9: BANDIT COUNTRY

British forces have been involved in supporting the American defence of the Ardennes from the earliest days of Field Marshall Montgomery's intervention in the northern shoulder. However, aside from limited skirmishes erupting along their own defensive positions, British soldiers have largely been confined to a supporting role.

All this would change in the first week of January 1945. On 3 January, the British XXX Corps advanced eastwards from their defensive positions on the River Meuse, bisecting the American counter attacks from the US 1st Army to the north and the US 3rd Army to the south. The brunt of the fighting would fall to the 53rd (Welsh) Infantry Division and 6th Airborne Division.

With atrocious weather hampering the advances and causing steadily mounting casualties throughout the ranks of all armies involved, British forces pushed through the snow to close with and engage the stalwart German defenders. Combining a strong defensive position with protection from the elements, many German defenders took to digging in across the myriad of small towns and villages across the area. Savage building-to-building fighting became the order of the day.

## FORCES

This scenario is designed to be played with unequal forces. The British player receives a 20% point advantage over the German player (e.g. 1,000pts versus 1,200pts).

The British reinforced platoon is selected from the 1945 Into the Reich list detailed on page 85 of *Armies of Great Britain*. German reinforced platoons are chosen from the Operation *Watch on the Rhine* army list on page 98 of *Armies of Germany 2nd Edition*.

## SET UP

This scenario is played on a 6' x 4' gaming surface. The table should include as many buildings as possible. A 10" x 10" town square is situated in the centre of the table, furnished only with small amounts of cover such as a fountain or statue. A single main road curves in to the town square from two opposite corners; smaller roads may interlace the built up area as agreed by the players. All ground apart from the buildings and roads are snow (see Snow section). Each player must choose two buildings within their set up zone, but not within 6" of their table edge. These, along with the town square itself, are the five mission objectives.

**German Sd.Kfz 234/2 Puma armoured car**

# DEPLOYMENT

The German player deploys first. Half of the German force (rounding down) is deployed within 24" of the German table edge. The remainder are in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook). The British player now deploys. At least half of the British force is deployed within 12" of the British table edge. The remainder are in reserve.

Outflanking may be attempted by either side, but due to the poor weather and snow covered terrain, each outflanking unit will only advance 6" per turn off table, not 12".



# SPECIAL RULES
## FROSTBITE

This action sees both sides still suffering the effects of a particularly harsh winter. Both players' forces are subject to the Frostbite rules. Cold weather clothing is available for both sides; see the Cold Weather Clothing section for more details.

## POOR WEATHER
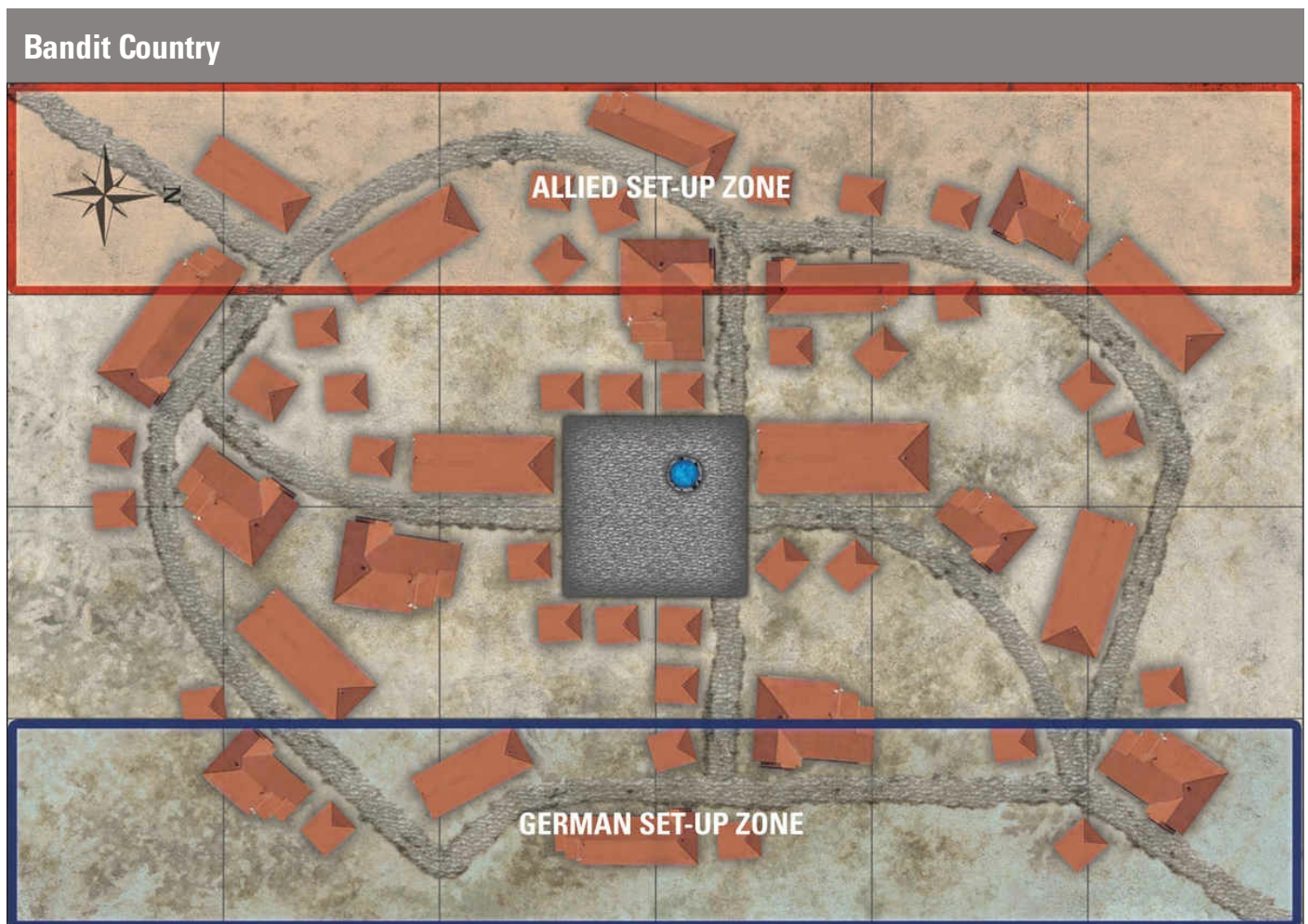
Due to low cloud cover and falling snow, air support is unavailable for both players and visibility ranges are reduced. See the Poor Weather section for full details.

## FOG

Weapon and visibility ranges are limited to 18". See the Fog section for further details.

# OBJECTIVE

Both sides are fighting to control the built up area. This is achieved by capturing objectives from the enemy whilst simultaneously defending their own objectives.

# GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 8, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

**German Leig 18 Infantry Gun**

A British Airborne sniper picks his next target

## VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

Players score one victory point for each enemy unit destroyed, and five victory points for each objective controlled. To control an objective there must be one of your units and no enemy units in it at the end of the final turn.

**British Crocodile Flamethrower Tank**

# NEW UNITS

Rules for Intelligence Officers and Military Police have been detailed earlier in the book. As this scenario sees the entry of British forces, the units detailed below are presented here for parity.

## GREAT BRITAIN

### BRITISH INTELLIGENCE SECTION

The organization of the British Army called for intelligence officers to be employed not only at divisional and battalion level, but also down to company level. These officers ran a section of up to 10 men whose duties would not only include acting as the subject matter experts on enemy units, tactics and weapons, but would also set up and man observation posts for gleaning first hand information about the enemy.

| Cost | 53pts (Inexperienced), 74pts (Regular), 95pts (Veteran) |
|---|---|
| Composition | 1 intelligence officer and 4 men |
| Weapons | Officer as depicted on the model, men have rifles |
| Options | - Add up to 6 additional men with rifles at +8pts (Inexperienced), 11pts (Regular), or 14pts (Veteran) each - Up to 2 men can replace their rifles with submachine guns for +3pts<br>- If the section is a Paratroop Intelligence section, it must be Veteran and pay +1pt per model to become stubborn. The force must include a Paratroop section to upgrade the Intelligence section in this manner.<br>- If the section is a Commando Intelligence section, it must be Veteran and pay +1pt per model to become tough fighters. The force must include a Commando section to upgrade the Intelligence section in this manner. |
| | - Intelligence: As detailed in the Intelligence Officers section on.<br>- Behind enemy lines: When outflanking as described on page 132 |

| Special Rules | of the *Bolt Action 2nd Edition* rulebook, Intelligence sections ignore the −1 modifier to the order test for coming onto the table.<br>- Tough fighters (if taken)<br>- Stubborn (if taken) |
| --- | --- |

## Selectors

See Selectors for details of which forces may use an Intelligence Officer.



**The Red Devils pass through the British lines, covered by a Vickers medium machine gun team**

## CORPS OF MILITARY POLICE SECTION

Within the British Army, the Corps of Military Police could trace its lineage back to the Provost Marshalls of medieval times through the more modern Military Mounted Police and Military Foot Police of the 19th century. When mobilized in the lead up to war, the Corps of Military Police consisted of only 584 officers and men; this was increased to over 4,000 with the addition of reservists and territorials. By 1945 the CMP had grown to over 50,000 officers and men; this is testament to the vital role it served. With dozens of decorations for bravery in the course of their duties, the 'red caps' carried out a variety of roles from traffic direction to security patrols in hostile theatres. They were in amidst the first waves on D-Day and parachuted in with British airborne forces at Arnhem. In recognition of their service, they were granted the 'Royal' prefix in 1946.

| Cost | Inexperienced Infantry 32pts |
| --- | --- |
| Composition | 1 NCO and 3 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles at +8pts each<br>- The NCO can have a submachine gun for +3pts<br>- The squad can be given pistols for +1pts per man |

| | |
|---|---|
| | - If the squad size is not increased beyond its initial 4 men, it can be equipped with motorcycles for +5pts per man |
| **Special Rules** | - Traffic direction: If a British force includes a Corps of Military Police section in reserve it does not suffer the −1 penalty for attempting to bring vehicles onto the table.<br>- 'Get back in the fight!': If any British unit fails an attempt to rally it can immediately roll a second attempt if within 6" of a Corps of Military Police section.<br>- Motorbikes: A mounted squad use the motorbikes rules (see the *Bolt Action* rulebook). |

## Selectors

If a British army includes Inexperienced or Regular infantry as an option, one of these sections can be replaced with a military police unit from the entry above.

## THE FREYNEUX DUEL

The area around Manhay saw regular clashes between armoured vehicles of the US 3rd Armored Division and the German 2nd SS-Panzer Division in late December 1944. Task Force Kane had been ordered to hold the village of Dochamps against the 560th Volksgrenadier Division; they were initially equipped with 12 Sherman tanks, 9 M5A1 tanks, 6 M7 105mm howitzer gun carriages and a squad of engineers.

Initial attempts to take Dochamps on 23 December were unsuccessful, and Task Force Kane retreated to the villages of Lamormenil and Freyneux. An attack by Volksgrenadiers against Freyneux the following morning was successfully repulsed, but just behind them was a kampfgruppe of the 2nd SS-Panzer Division, consisting of a panzergrenadier regiment and two companies of Panther tanks.

The lead platoon of four Panthers, under the command of Untersturmführer Fritz Langanke, was sent to clear Freyneux to secure the kampfgruppe's line of advance. Approaching the village from the northeast, the Panthers were engaged by a solitary Sherman armed with a 76mm gun, commanded by the tank's gunner as the vehicle commander was away at a command brief in the village. The gunner, Sergeant Jim Vance, succeeded in destroying two of the advancing Panthers before a second Sherman opened fire, hitting a third Panther but failing to destroy it.

Langanke ordered his vehicle into a hull down position and frantically scoured the terrain for any signs of the enemy; he sighted a Sherman and hit it in the rear, setting it ablaze. The Panther fired on the two remaining Shermans without hitting either before retreating from the village, its front glacis cracked after sustaining some ten hits.

As Langanke retreated, a second column of Panthers moved up to engage the Shermans. From its position hidden in the village, Sergeant Graham's Sherman was able to destroy two of the Panthers as they attempted to move into position. Meanwhile, a third platoon of Panthers under the command of regimental commander Alfred Hargesheimer, moved to the village outskirts and destroyed one of the light M5A1 tanks. His Panthers were hit by return fire and his own vehicle's weapon was jammed whilst a second Panther was knocked out. A second M5

was destroyed by panzergrenadiers armed with a panzerschreck.

Unaware of the fighting which raged in the village to the southeast of them, a platoon of four Shermans from the 14th Tank Battalion, 9th Armored Division moved across an open field in front of Langanke's Panther. His gunner destroyed all four American tanks as they moved across open ground. By nightfall five Panthers, five Shermans and two M5s had been destroyed or disabled but Task Force Kane had succeeded in holding Freyneux and slowing the German advance.

# SCENARIO 10: FOGGED OUT

As the Allied counter offensive continued throughout January, more men were lost not only to enemy action but also to the uncharacteristically harsh winter, with temperatures plummeting below –20 degrees Celsius. On the higher ground, where the terrain rose to meet the low cloud, hill fog would regularly envelope wooded hills and the defensive positions set up within them.

Several accounts exist of Allied forces slowly slogging their way up through the fog, snowstorms, hills and trees only to find that they had inadvertently wandered right into the middle of a German defensive position, unknown to both attacker and defender until the first man fired his weapon.

## FORCES

This scenario is designed to be played with unequal forces. The Allied player receives a 20% point advantage over the German player (e.g. 1,000pts versus 1,200pts).

The Allied force may be American, British or Free French. A US force is selected from the 1945 Rhineland list on page 76 of *Armies of the United States*; a British force is selected from the 1945 Into The Reich list on page 85 of *Armies of Great Britain*; a Free French force is chosen from the Free French in Europe, Late 1944/Early 1945 list.

German reinforced platoons are chosen from the Operation *Watch on the Rhine* army list on page 98 of *Armies of Germany 2nd Edition* or the Late-War Fallschirmjäger reinforced platoon detailed below.

Only Infantry units are allowed for both forces. Once forces are selected, both players must equally divide their own forces into three teams: A, B and Reserve.

**German Sd.Kfz 251/16 Flammpanzerwagen**

Flank shot! This US Sherman's day is about to take a turn for the worse…

## SET UP

This scenario is played on a 6' x 4' gaming surface. The table is divided into four triangular zones by drawing two lines across the board from corner to corner. The left and right quadrants are Allied Zone A and Allied Zone B whilst the top and bottom quadrants are German Zone A and German Zone B. The table is heavily wooded and all ground is snow (see Snow section).

## DEPLOYMENT

The German player deploys first. The German player may place two slit trenches, each 12" long, one in German Zone A and one in German Zone B. Both players then take turns deploying one unit in each of their zones, matching deployment zones to their respective teams. So, the first unit deployed will be a unit from German Team A into German Zone A, followed by an Allied Team A unit into Allied Zone A, then the same process for Team B units into their zones. This process is repeated until all units from both players' Teams A and B are deployed. Units may not be deployed within 6" of a table edge and must be within 18" of an enemy quadrant.

   After all Team A and B units are deployed, each unit is moved 6" in a random direction – even if this places the unit in an enemy set up zone.
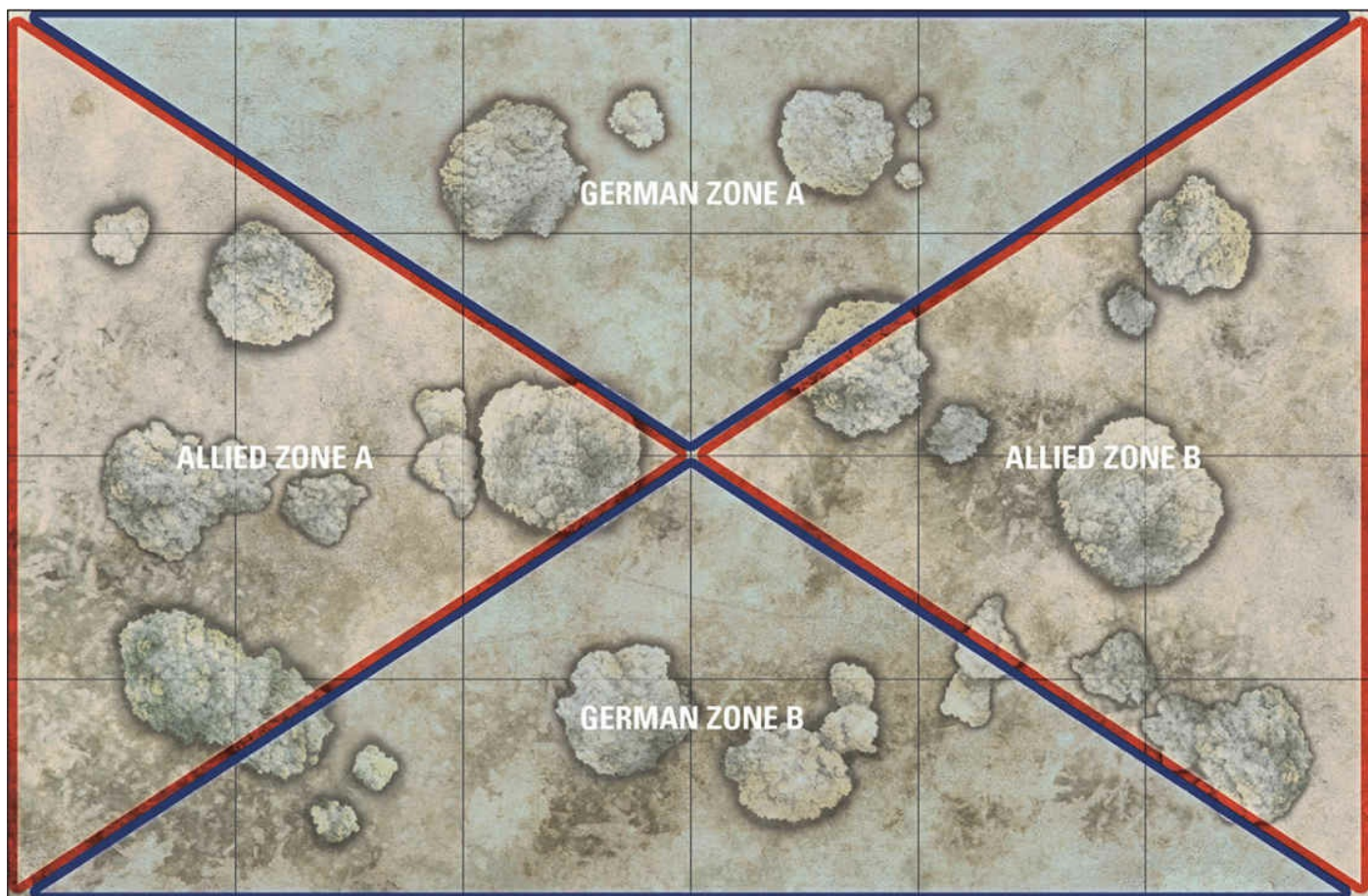
## SPECIAL RULES

### FROSTBITE

This action sees both sides still suffering the effects of a particularly harsh winter. Both players' forces are subject to the Frostbite rules. Cold weather clothing is available for both sides; see the Cold Weather Clothing section for more details.

### POOR WEATHER

Due to low cloud cover and falling snow, air support is unavailable for both players. See the Poor Weather section for full details.

### FOG

Weapon and visibility ranges are limited to 18". See the full rules on Fog for further details.

### HIDDEN SET UP

All units begin the game as hidden using the rules on page 131 of the *Bolt Action 2nd Edition* rulebook.

### RESERVES

Each player's reserve units represent men who have become lost in the poor weather and detached from the main force. From Turn 3 onwards reserves may enter play from either

of their player's table edges.

## OBJECTIVE
Both players are aiming to eliminate enemy opposition.

## GAME DURATION
Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

## VICTORY!
At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

Each side scores two victory points for each enemy unit eliminated.

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**TOP SECRET**

### ROOM SERVICE?

1 January 1945 saw Major Michael Brennan and Captain Guy Radmore of the British 5th Parachute Brigade, 6th Airborne Division looking to find somewhere to celebrate New Year in style before returning to the front lines. Their unit had been sleeping in field conditions in the bitter sub-zero outdoors for several days, and the pair wandered aimlessly through the snow in the hopes of stumbling upon a decent location for food and drink.

By chance, Brennan and Radmore stumbled upon the Chateau Royale d'Ardennes, once one of the ancestral palaces of the Saxe-Coburgs and now the second most expensive hotel in all of Europe. Jaws agape, the two scruffy British officers wandered into the building to find it as resplendent and luxurious as it must have been in peacetime. Astoundingly, the two were met by a receptionist and a head waiter in tail coat before being served wine and shown to their rooms for baths. Reconvening downstairs soon afterwards, Major Brennan asked the hotel staff how long ago the Germans had retreated from the area.

'They went through the garden just ten minutes ago, gentlemen,' came the reply.

## US mortar teams soften up the enemy lines



## A British medium machine gun team covers the armoured advance

# THEATRE SELECTORS

## FREE FRENCH IN EUROPE, LATE 1944/EARLY 1945, REINFORCED PLATOON

This force selector gives the French player the option to field all of the new Late-War Free French units included in this book, plus some other units detailed in separate publications. It is intended as a generic Free French in Europe force selector, rather than being concentrated specifically on the Free French role at the Franco-German border during the winter of 1944/45.

1 Sous-Lieutenant or Lieutenant
2 Infantry squads: Late-war Inexperienced Infantry squads, Late-war Regular Infantry squads, FFI squads or Late-war Tirailleurs squads

plus:

### Headquarters
0–1 Capitaine or Commandant
0–1 Medic team
0–1 Forward observer (either Artillery or Air)
0–1 Chaplain

### Infantry
0–4 Infantry squads: Late-war Inexperienced Infantry squads, Late-war Regular Infantry squads, Late-war Moroccan Goumiers, FFI squads, Late-war Tirailleurs, Brigade de choc section, French SAS section, D'Eclaireurs Skieurs section or a maximum of 1 Prévot Militaire squad
0–1 Medium machine gun teams
0–1 Light or medium mortar team
0–1 Bazooka team
0–1 Sniper team
0–1 Flamethrower team

### Artillery
0–1 gun from:
Artillery gun: Light, medium or heavy
Anti-tank gun: 57mm M1
Anti-aircraft gun: 40mm Bofors

### Armoured cars
0–1 Armoured car or Recce vehicle: M8 Greyhound, Free French SAS Jeep

### Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles
0–1 vehicle from: M3A3 Stuart light tank, M5A1 Stuart light tank, M4A1 Sherman 75mm medium tank, M4A1 Sherman 76mm medium tank, M8 Scott, M10 Tank Destroyer, M7 Priest

**Transports and Tows**

0–1 Transport vehicle per infantry squad in the reinforced platoon from: M3 White Scout Car, 1½ ton truck, 2½ ton truck, Dodge ¾ ton truck, M5 Half-track, Jeep

0–1 Tow from: M4/M5 artillery tractor, 2½ ton truck, Dodge ¾ ton truck, Jeep, Mule team

# LATE-WAR FALLSCHIRMJÄGER REINFORCED PLATOON

By the closing stages of the war, Germany was on the defensive and there was no scope for aggressive, large-scale parachute drops or glider assaults. The majority of the Fallschirmjäger were deployed as conventional – albeit elite – infantry units on the front line, facing both the advancing Soviet forces and Western Allies. Still lavishly equipped by the Luftwaffe, they were equipped with a dedicated anti-tank troop equipped with panzerschrecks. The army list here may be used to represent a Fallschirmjäger force deployed in the role from mid-1944 through to Germany's defeat, together with artillery and armour support.

Whilst Fallschirmjäger options already exist in several force selectors in the *Armies of Germany* book, this option is intended to give the player a choice to field a more bespoke Fallschirmjäger unit rather than including them as support options. Depending on the scenario, the reinforced platoon can be supported either by its own support options or, if representing a force which is working alongside a panzer division, heavier options in the second part of the selector. If the scenario does not specify which to use, both players must agree on which of these options are open to the German player.

1 Leutnant or Oberleutnant
2 Fallschirmjäger (Late-war) squads; Veteran or Green

plus:

**Headquarters**
0–1 Hauptmann or Major
0–1 Medic team
0–1 Forward observer (either Artillery or Air)

**Infantry**
0–4 Infantry squads: Fallschirmjäger (Late-war) squads; Veteran or Green
0–2 Medium machine gun teams
0–1 Light or medium mortar team
0–1 Panzerschreck teams
0–1 Sniper team
0–1 Flamethrower team

**If operating as an independent unit:**
**Artillery**
0–1 gun from:
Anti-tank gun: PaK 40

Artillery gun: Light or medium

Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

## Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: StuG III Ausf F, G or H, Marder III Ausf H or M, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2

## Transports and Tows

0–1 Transport vehicle per infantry squad in the reinforced platoon from: Truck, Kubelwagen, Schwimmwagen, Heavy field car

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Kettenkrad, Heavy field car

## If supported by a panzer division
## Artillery

0–1 gun from:

Anti-tank gun: PaK 40, PaK 43

Artillery gun: Light, medium or heavy

Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36 or 88mm AA/AT Flak 36

## Armoured cars

0–1 Armoured car or Recce vehicle: SdKfz 222, SdKfz 234/1, SdKfz 234/2 Puma, SdKfz 234/3, SdKfz 250/9, SdKfz 250/10, SdKfz 250/11

## Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

0–1 vehicle from: Panzer II Ausf L, Panzer IV Ausf H or J, StuG III Ausf F, G or H, StuG IV, StuH42, Marder III Ausf H or M, Panther Ausf A or G, Tiger I, Tiger II, Grille, Wespe, Hummel, SdKfz 251/2, SdKfz 250/7, Jagdpanzer IV, Hetzer, Brummbar, Sturmtiger, Jagdpanther, SdKfz 251/9 Stummel, SdKfz 251/16 Flammpanzerwagen, SdKfz 251/17, SdKfz 250/8 Stummel, SdKfz 10/4 with Flak 38, SdKfz 7/1 or 7/2, SdKfz 7/2 armoured cab, Flak Panzer 38(t), Mobelwagen, Wirbelwind, SdKfz 251/22 Pakwagen, SdKfz 251/1 Stuka zu Fuss

## Transports and Tows

0–1 Transport vehicle per infantry in the reinforced platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kubelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy field car, a maximum of one SdKfz 251/10

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, SdKfz 4, Raupenschlepper Ost, Kettenkrad, Heavy field car



**German Fallschirmjäger Squad**

## SPECIAL RULES

### Combined HQ

The early war practice of combining larger HQ units for ease of transportation was still present in Late-war Fallschirmjäger platoons. Whilst in practice medics would often be dispatched to wherever needed, the actual organizational structure placed them in their platoon and company HQs. Therefore, a Late-war Fallschirmjäger reinforced platoon may combine its medic unit with the platoon Leutnant, Oberleutnant or company officer (Hauptmann or Major) to form one unit which combines the benefits of officer leadership bonuses and medic saves. Note that this does not combine the two roles in one individual; a separate officer and medic are still present in the same unit.

### From Norway to North Africa

Whilst the quality of many Late-war Fallschirmjäger units had deteriorated due to rushed training, there were still veterans who had served within this elite fraternity since the early days of the conflict. Any veteran Fallschirmjäger infantry or HQ unit (Medics, MMG teams, Mortar teams, etc.) may be stubborn for +1pt per model.

# NEW UNITS

## GERMANY
### GREEN FALLSCHIRMJÄGER SQUAD (LATE-WAR)

These soldiers represent the hurriedly recruited and trained teenagers who were rushed to the front line to bolster the ranks of the Luftwaffe's elite fighting force. Whilst still equipped with the best weaponry Germany had to offer, training was only a fraction of that which Fallschirmjäger had to complete earlier in the war.

| Cost | Inexperienced Infantry 35pts |
|---|---|
| Composition | 1 NCO and 4 men |
| Weapons | Rifles |
| Options | - Add up to 5 additional men with rifles at +7pts each<br>- The NCO and up to 6 men can have submachine guns instead of rifles for +3pts each<br>- The NCO and up to 4 men can have assault rifles instead of rifles for +5pts each<br>- Up to 2 men can have a light machine gun for +20pts – for each light machine gun included another man becomes the loader<br>- Up to 4 men can have a panzerfaust in addition to other weapons for +5pts each |
|  | - Green Fallschirmjäger squads are (rather as the name implies!) |

| | |
|---|---|
| **Special Rules** | Green. |

## Selectors

Green Fallschirmjäger squads count as Infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are an Infantry choice for any army selector that includes a Fallschirmjäger Squad (Late-war) option.

## FELDSTRAFGEFANGENENABTEILUNG GUARD FORCE

Whether duties called for convicts to construct roads or to charge straight into enemy fire, a guard force was required to ensure that the convicts would carry out their assigned task and received some armed support. Given the danger associated with some of their tasks, it was imperative that convicts feared their guards even more than the enemy, and were left in no doubt that even though death was *nearly* certain when facing the enemy, their guard force would ensure it was *completely* certain if they broke and ran.

| | |
|---|---|
| **Cost** | Regular Infantry 50pts |
| **Composition** | 1 NCO and 4 men |
| **Weapons** | Rifles or pistols |
| **Options** | - Add up to 6 additional men with rifles or pistols at +11pts each<br>- Up to 1 man can replace his rifle with a light machine gun for +20pts – another man becomes the loader |
| **Special Rules** | - Guard force: each Feldstrafgefangenenabteilung Guard Force allows you to add up to two Feldstrafgefangenenabteilung Convict squads to your force.<br>- 'Not one step back': If a Feldstrafgefangenenabteilung Convict squad fails an order test within 6" of any model from a friendly Feldstrafgefangenenabteilung Guard Force then immediately remove one model and re-take the test. The second result stands as normal. If the order test is failed from greater than 6", a friendly Guard Force that has not been activated that turn may elect to fire on the Convict squad – the unit receives a *Fire* order taken from the dice cup and the fire is resolved as normal. Any successful hit results in a re-test. |

## Selectors

A Feldstrafgefangenenabteilung Guard Force counts as Infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are an Infantry choice for the following Theatre Selectors in *Armies of Germany:* Operation *Blue*, Stalingrad, Operation *Citadel*, Anti-Partisan Security Patrol, Defence of the East, Normandy, Operation *Watch on the Rhine*, Holding the West Wall, Operation *Spring Awakening*, Last Levy.

## FELDSTRAFGEFANGENENABTEILUNG CONVICT SQUAD

Whilst Field Convict Department units were mainly used for manual labour in highly hazardous areas, they were also used on the battlefield for some of the most dangerous tasks. These included mine clearance, frontal assaults and attacking enemy tanks. Whilst they were sometimes issued anti-tank weapons, they were very rarely trusted with any weapon that they could easily turn on their captors. All rank and decorations were removed from convicts and food and living conditions were very poor; only the chance of surviving their sentence with evidence of good conduct could result in a reward of sorts – a return to a normal front line unit.

| | |
|---|---|
| **Cost** | 15pts (Inexperienced) or 30pts (Regular) |
| **Composition** | 5 men |
| **Weapons** | None |
| **Options** | - Add up to 10 additional unarmed men at +3pts each for Inexperienced, or +6pts each for Regular<br>- The entire squad may have anti-tank grenades for +2pts per model |
| **Special Rules** | - Tank hunters (if anti-tank grenades taken)<br>- Unarmed: Unarmed models cannot shoot, but fight in close quarters normally.<br>- No NCO: Convict squads that are more than 6" away from a Feldstrafgefangenenabteilung Guard Force squad count as having no NCO.<br>- Himmelsfahrt: Without the correct levels of supervision, convicts will see little point in carrying out orders that all but guarantee their death. If a Convict squad that is more than 24" from all Guard Force units fails an order test, it routs and is removed from play. |

### Selectors

Feldstrafgefangenenabteilung Convict squads count as Infantry for the purpose of the generic Reinforced Platoon Selector from the *Bolt Action* rulebook. They are an Infantry choice for the following Theatre Selectors in *Armies of Germany:* Operation *Blue*, Stalingrad, Operation *Citadel*, Anti-Partisan Security Patrol, Defence of the East, Normandy, Operation *Watch on the Rhine*, Holding the West Wall, Operation *Spring Awakening*, Last Levy.

# THE AFTERMATH

The effect of British reinforcements arriving along the front line has garnered mixed accounts from historians in the decades that have followed. On the one hand, there is no denying that in terms of pure numbers, the British contribution to the defence of the

Ardennes was only a fraction of the American response, in both forces involved and those who paid the ultimate price. However, for the part they played, the British still suffered well over 1,000 casualties.

Accounts on the degree of cooperation between the British and Americans vary wildly. For every narrative describing a cordial relationship between Allies there are nearly as many telling of one nation's soldiers digging in to bravely hold the defensive line as they watched their allies flee in panic. This is echoed at the upper echelons, where Montgomery's handling of the situation was met with praise by some American generals, and anger and resentment by others.

On 7 January, Montgomery gave a press conference for various Allied newspapers. Montgomery began well; following Churchill's instructions to observe the fragile political situation he gave praise to the bravery of the American GI, in particular at St Vith, Elsenborn Ridge and Bastogne. He followed up with further praise for the leadership of General Eisenhower. However, now believing he had complied with Churchill's wishes, Montgomery set about his more pressing issue of self publicity by describing in detail how the might of the German army had smashed through the American line, and only his leadership and genius had prevented disaster by taking control.

The effects of Montgomery's full 30 minutes of self-praise would backfire catastrophically. Even those high ranking officers of the US Army who had been supporters of Montgomery were upset; for those who already detested him, the point marked an all time low. General Bradley spoke to Eisenhower and threatened to resign his command, and pointed out that Patton felt the same. Winston Churchill himself attempted to reduce the damage by addressing the British parliament and referring to the Battle of the Bulge, clearly as a direct response to Montgomery's blunder:

*'Care must be taken in telling our proud tale not to claim for the British Army an undue share of what is undoubtedly the greatest American battle of the war, and will, I believe, be regarded as an ever famous American victory… Only one British Army Corps has been engaged in this action. All the rest of the 30 or more divisions, which have been fighting continuously for the last month are United States troops. The Americans have engaged 30 or 40 men for every one we have engaged, and they have lost 60 to 80 men for every one of ours.'*

Churchill took care not to antagonize his own military by pointing out that horrific British losses and sacrifices had been made at other points in the war, but that this was an American victory. But for many, the damage was already done and Montgomery was responsible for it.

## FELDSTRAFGEFANGENENABTEILUNG

A number of different organizations existed for the German military to make best use of individuals who had committed offences within the armed forces or, in some cases, individuals considered politically problematic and with no connection to the military whatsoever. Some of

these individuals were utilized within the ranks of the Bewährungseinheiten (nicknamed 'Strafbataillone') where they had a chance to prove themselves worthy of regaining their place within a regular unit. These units are covered by the Strafbattalion rules in the *Ostfront* book.

However, for those soldiers convicted of more serious offences there was another possibility – the Feldstrafgefangenenabteilung, or 'Field Convict Department'. This organization was set up in 1943 to help address the growing problem of high casualties on front line units. Personnel convicted of serious offences, typically involving a prison sentence of greater than three months, could find themselves forced within the ranks of a Field Prison Division, of which there were 19 by March 1943. Originally these units served on the Eastern Front but were also active against the Western Allies by 1944.

Duties included mine laying and mine clearance, engineering and construction tasks – predominantly in very high risk areas such as partisan-controlled zones or the front line itself. Feldstrafgefangenenabteilung units also took part in himmelsfahrtkommando ('journey to Heaven missions'), such as frontal assaults on enemy defences with a very low chance of survival. These units were normally unarmed as the men within them were sometimes so dangerous or unreliable that they could not be trusted with a weapon.

# OPERATION NORTH WIND AND THE COLMAR POCKET

Some 200 miles to Bastogne's south–southeast, the old town of Colmar would soon become a landmark in French military history. Whilst the US Army had borne the brunt of the German offensive in the Ardennes, events to the south would be inextricably linked.

On 28 December, Hitler announced a new offensive, Operation *North Wind* ('Unternehmen *Nordwind*') to his divisional commanders. The plan would see a major advance through Alsace-Lorraine, specifically the Vosges mountains and Alsatian Plain, to attack the US 7th Army and French 1st Army. Whilst Hitler made it abundantly clear that the primary objective of Operation *North Wind* was the destruction of enemy forces in the region, there was also a secondary purpose. Alsace-Lorraine had been a bitterly contested area between France and Germany, as both nations believed it was their own territory – by attacking French forces in this very province, Hitler would deal a double blow by staking his claim and demoralizing his adversaries. This would also greatly disrupt Patton's advance in the Ardennes. Perhaps of even more surprise to the Allies was the aerial support provided to the assault in the form of Operation *Baseplate* ('Unternehmen *Bodenplatte*'), which saw hundreds of Luftwaffe aircraft employed in an effort to achieve air superiority across the Low Countries.

When the attack began on New Year's Day, the thinly stretched American forces had serious problems to contend with. The US 7th Army had been sending a steady stream of reinforcements and supplies to the Ardennes and was now itself in need of support. Faced with the threat of the overwhelming German advance, Eisenhower gave the order to withdraw US forces to the west, abandoning the recently captured French city of Strasbourg. As the forces of the German 1st and 19th Armies advanced westward, Eisenhower frantically ordered a reversal in the supply chain to now send men and equipment south from the Ardennes to support the battered US 7th Army facing Operation *North Wind.*

The reaction from French command was nothing short of cataclysmic. In Paris, de Gaulle ordered General de Lattre, commander of the French 1st Army, to defend Strasbourg before then appealing directly to Churchill and Roosevelt to intervene. De Gaulle then sent another of his generals, Juin, to deal with US command personally. With tensions already high due to French accusations of insufficient supplies from US forces and American accusations of a lack of results from the French, the situation now deteriorated further: the ensuing meeting between Juin and General Bedell Smith nearly resulted in physical violence.

De Gaulle and Juin visited Eisenhower and Churchill to discuss the situation: de Gaulle threatened to remove all French forces from Eisenhower's command. Eisenhower responded in turn by reminding de Gaulle that his armies were existing on American supplies, weapons and equipment and that would all be removed unless he obeyed orders. He backed this up by pointing out that the problem they now faced would not have existed if the French 1st Army had succeeded in eliminating the Colmar Pocket.

The Colmar Pocket was a bulge in the front line south of Strasbourg. Allied advances had pushed German forces back to the River Rhine from the Vosges all the way down to the Swiss border, but a pocket of fierce resistance had dug in around the town of Colmar.

This German pocket would be an ideal staging post to threaten US forces to the north.

De Gaulle was offended by Eisenhower's response. He explained that whilst strategically his plan made sense, the territory they were discussing was sacred to the French and withdrawal was not an option. This opinion was backed by Churchill, and eventually Eisenhower agreed with the two. Just when it seemed that Franco-American relations were on the rise, de Gaulle then sent a message to Paris to inform the cabinet that the decision was a result of him summoning Churchill to report to him, and allowing Eisenhower to be present. In turn, Eisenhower was forced to report the change in plan to Roosevelt – a man who deeply disliked de Gaulle. Eisenhower would later say that after the weather, the French caused him more problems during the war than any other single factor.

**King Tigers emerge from the woods**



With the immense threat posed by German forces across the region, Allied reinforcements poured eastward from every available command. Amongst these was the 1st Free French Division under the command of General Pierre Garbay. The division had landed in southern France as part of the follow up to Operation *Dragoon* and also had veteran soldiers who had fought in North Africa and Italy. Garbay's men were moved to defend a sector extending from Plobsheim to Sélestat, a 25 mile line running southwest

from Strasbourg.

The German attack reached the French defenders to the south of Strasbourg on the morning of 7 January. Two strong columns, led by heavy tanks and tank destroyers, advanced through the area between the canal du Rhône au Rhin and the canal of Ill, heading for Krafft and Rossfeld– Herbsheim. Elements of the Bataillon de Marche 24 were cut off by a rapid German advance, whilst soldiers of the Bataillon d'infanterie de marine et du Pacifique suffered heavy bombardment whilst defending Rossfeld– Herbsheim.

Faced with a series of bridges across the River Ill and the area's network of canals, the German offensive moved rapidly to take the key bridges that were vital to maintaining momentum. French engineers were ordered to prepare the bridges for demolition, and to destroy them only when enemy forces had closed within 50 metres. This defensive action proved to be a resounding success in the majority of areas, but to the southeast of Erstein a German column was able to cross an intact bridge. German forces continued their seemingly relentless push towards Krafft, but met stiff resistance at Herbsheim where fighting continued into the night.

# SCENARIO 11: DEFEND THE BRIDGE

It is the morning of 7 January, and the lead elements of the German attack are now locked in battle with the defenders of the 1st Free French Division. Although the attack has been anticipated, the poor visibility and rapidity of the German deployment have enabled units to surround and isolate pockets of French resistance.

Some of the key bridges in the area have already been destroyed, but others remain intact and threaten to give the German attackers a clear route of advance. The Allied forces must dig in, hold their line and stop the Germans taking one more step across the sacred ground of Alsace. The German attackers must press home their advantage and punch through the solid French resistance to maintain their offensive.

## FORCES

This scenario is designed to be played with equal forces. The Allied force may be American or Free French. American reinforced platoons are chosen from the Battle of the Bulge army list on page 72 of *Armies of the United States* whilst a French force is selected from the Free French in Europe, Late 1944/Early 1945 list. German reinforced platoons are chosen from the Operation *Watch on the Rhine* army list on page 98 of *Armies of Germany 2nd Edition*.

## SET UP

This scenario is played on a 6' x 4' gaming surface. A bridge large enough for a heavy tank is set up in the middle of the table, crossing a river. The river should be 8" wide (available scenery permitting) and runs from corner to corner. Ruined buildings flank both sides of the bridge. All ground aside from the river, road and bridge is snow (see Snow section).

## DEPLOYMENT

The Allied player must deploy first. At least half of his force must be deployed anywhere on the northeast side of the river. Any units not deployed are in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook).

The German player must deploy one infantry unit and one other unit no closer than 12" to the bridge. He must then nominate at least half of his remaining forces to come onto the board in his first wave. All other units are left in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook). The German player may use pre-deployment but may not deploy any unit on the Allied (northeast) side of the river. No outflanking may be attempted.

## FIRST TURN

Note that no order test is required to move units onto the table as part of the first wave.

## SPECIAL RULES

### FROSTBITE

This action sees both sides still suffering the effects of a particularly harsh winter. Both players' forces are subject to the Frostbite rules. Cold weather clothing is available for both sides; see the Cold Weather Clothing section for more details.

### PREPARATORY BOMBARDMENT

The German player rolls a die; on a 2+ a preparatory bombardment strikes the enemy positions (see preparatory bombardment on page 131 of the *Bolt Action 2nd Edition* rulebook). On a result of a 1 the barrage fails to materialize, but you have your orders and the attack must go ahead as planned.

### POOR WEATHER

Due to low cloud cover and falling snow, air support is unavailable for both players. See the Poor Weather section for full details.

### AMBUSH

Any deployed Allied unit may begin the game in *Ambush*.

### DUG IN
Allied units which begin the game on the table may be dug in. See the Dug In rules for full details.

### THE RIVER AND BRIDGE
The riverbanks are too steep to be negotiated by any vehicles, and so vehicles must cross at the bridge. Infantry can attempt to cross the river but must do so on a *Run* order, but move at half their normal rate whilst in the water. Infantry in the water count as being in soft cover. The bridge cannot be blocked by vehicle wrecks; the remains of any vehicles destroyed on the bridge can be barged out of the way by other vehicles without penalty.

## OBJECTIVE
The German player must move his forces across the river to win the game. The Allied player must stop him.

## GAME DURATION
Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

## VICTORY!
At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least two more victory points than the other, that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The German player receives two victory points for every surviving unit that has crossed the river and one victory point for every enemy unit destroyed. The Allied player receives one victory point for every enemy unit destroyed.

# THE AFTERMATH

The German offensive to the north and south of Strasbourg met with determined defence from battle hardened Americans, and Frenchmen fighting on home soil. To the north, the 25th Panzergrenadier and 21st Panzer Divisions were repelled by the US 14th Armored Division at Haguenau Forest, whilst in the Low Vosges the 6th SS Mountain Division was halted by the US 45th Infantry Division. With his hand forced, Hitler committed the 7th Fallschirmjäger Division and 10th SS Panzer Division Frundsberg, his

final reserves.

To the south, the 1st Free French Division held their ground against the German invaders but suffered heavy casualties. By 25 January the division had suffered some 2,000 casualties, but Operation *Nordwind* had stalled entirely. With the German front weakened considerably, the way had been paved for the push towards Berlin.



**German Panzerschreck Team**

# FLATTENING THE COLMAR POCKET

The French attack against the Colmar Pocket came from the south on 20 January, led by the 2nd and 4th Moroccan Divisions. The 9th Colonial Division reinforced the right flank whilst tank support was provided by the 1st Armoured Division. The French achieved some surprise as they advanced through the bitter snowstorms which engulfed the area, but the defence by the German LXIII Army Corps was well prepared and stoic. Nonetheless, the ferocity of the attack succeeded in drawing German reserves to the area. With weather, terrain and fierce resistance taking the impetus out of the French advance, the assault began to slow.

To the north, the German defenders were attacked on the 22 January by the French 1st March Infantry Division and the US 3rd Infantry Division, supported by the French 2nd Armoured Division and the US 28th Infantry Division. The US 3rd Division bypassed Colmar to seize key bridges to open the way for armoured support, as well as cutting off supply routes to the German defenders. To the east, the French 1st March Infantry Division routed towards the Rhine itself, carving a difficult path through the dug in German defenders who had taken positions in woods and villages across the area. On 1 February, French forces had reached the Rhine.

# SCENARIO 12: THE COLMAR POCKET

The two-pronged Allied offensive has attacked German positions from the north and south in the Colmar Pocket. German forces have the advantage of both pre-prepared defensive positions and uncharacteristically harsh weather which has left the environment less than ideal for a rapid advance. However, the poor weather has also assisted French and American forces in masking their advance to achieve surprise.

With several waterways blocking the paths of advance for the Allies and resupply routes for the defenders, the network of bridges and river crossings is strategically vital for both sides. This scenario sees Allied forces advancing in an attempt to capture one such crossing.

## FORCES

This scenario is designed to be played with unequal forces. The Allied player receives a 25% point advantage over the German player (e.g. 1,000pts versus 1,250pts).

If the Allied player opts for a Free French force, this is chosen from the Free French in Europe, Late 1944/Early 1945 list. A US force is selected from the 1945 Rhineland list on page 76 of *Armies of the United States*. German reinforced platoons are chosen from the Operation *Watch on the Rhine* army list on page 98 of *Armies of Germany 2nd Edition*.



**US and German forces skirmish in a small farm**

## SET UP

This scenario is played on a 6' x 4' gaming surface. A river should run across the length of the table, within 12–24" from the German player's edge. This river is impassable and has a single crossing point near the centre. Two roads lead in from the corners of the Allied player's edge, to join before crossing the river at the crossing point. Surrounding terrain

can be rural or urban depending on what the players agree on, but all ground aside from the river and road is snow (see Snow section).

## DEPLOYMENT

The German player deploys first. Half of the German force (rounding down) is deployed within 12–24" of the German table edge and may be deployed on the river crossing. The remainder are in reserve (see page 132 of the *Bolt Action 2nd Edition* rulebook).

The Allied player's forces are not set up on the table at the start of the game. The Allied player must designate at least half of his units as the first wave. The remainder are in reserve. Outflanking may be attempted, but due to the poor weather and snow-covered terrain, each outflanking unit will only advance 6" per turn off table, not 12".



The Colmar Pocket

GERMAN SET-UP ZONE

## SPECIAL RULES

### FROSTBITE

This action sees both sides still suffering the effects of a particularly harsh winter. Both players' forces are subject to the Frostbite rules. Cold weather clothing is available for both sides; see the Cold Weather Clothing section for more details.

### POOR WEATHER

Due to low cloud cover and falling snow, air support is unavailable for both players. See the Poor Weather section for full details.

## FOG
Weapon and visibility ranges are limited to 18". See the Fog section for further details.

## PREPARED DEFENCES
The German player receives two minefield sections, using the rules in the Minefields section, which can be placed anywhere on the board 0–24" from the Allied player's table edge. The German player also receives two bunkers which are to be placed within 6" of the crossing point; one on each side of the river.

## AMBUSH
Any deployed German unit may begin the game in *Ambush*.

## DUG IN
German units which begin the game on the table may be dug in. See the Dug In rules for full details.

## HIDDEN SET UP
German units which begin the game on the table may be hidden using the rules on page 131 of the *Bolt Action 2nd Edition* rulebook.

# OBJECTIVE
Both sides are aiming to control the bridge across the river.

# GAME DURATION
Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a dice. On a result of 1, 2 or 3 the game ends; on a roll of 4, 5 or 6 play one further turn.

# VICTORY!
At the end of the game the winner is the player in control of the bridge. To capture the bridge there must be a US unit within 3" of the bridge and no German units within 3" of the bridge at the end of the final turn. Any other result is a German victory.

# THE AFTERMATH

The combined efforts of the French and American forces managed to effectively

neutralize German opposition in the Colmar Pocket, but again at a heavy cost – German fighting spirit was far from defeated and resistance was so fierce that, again, Allied forces needed to be diverted south from the Ardennes. The final significant German threat was removed at Chalampé on 9 February, leaving Alsace all but clear of German forces. The Colmar Pocket had been crushed and the Rhine lay ahead, with Germany itself now open for the Allied advance.



**German Stuka zu Fuss**



**Mein Kamerad! A German infantryman drags his wounded comrade to safety**

Hitler's final gamble in committing every military asset he could muster in the west had been defeated. Whilst German forces had achieved almost complete surprise – not only on the battlefield but also in the strength and ferocity they still possessed after Normandy

– the frantic defences at St Vith, Bastogne and Elsenborn Ridge had rallied US forces to hold the line and defeat the time-critical German advance until resources dried up, Allied reinforcements arrived from the west and the weather cleared for the Allies to capitalize on one of their greatest assets – air superiority.

Perhaps committed to Frederick the Great's theory concerning he who throws in his very last forces will win, Hitler pushed his gamble one stage further with Operation *Nordwind.* Again, the ferocity of this German assault caused severe Allied casualties and major delays, but was ultimately doomed to fail. But the failure would be two-fold: a joint statement issued by Generalfeldmarschall Keitel and Generaloberst Jodl after their capture revealed their belief that the success of Allied forces in the Ardennes had given Soviet forces a huge advantage to the east, as so many assets had been utilized on the Franco-German border.

Between 16 December 1944 and 29 January 1945, Germany losses equated to some 80,000 dead, wounded and missing. More precise American records reveal 75,482 casualties – 8,407 of whom were recorded Killed in Action at the time, with a further 20,000 missing. British losses totalled 1,408, of which 200 were killed. The tragic loss of life not only to servicemen on both sides of the fighting, but also to the civilian population caught in the middle, and the fatigue of years of combat no doubt combined to widen the cracks which were appearing in Allied command, with America, Britain and France unable to maintain the façade of a completely united front. Not only did the Battle of the Bulge contribute greatly to the final outcome of the war, it would also help shape the politics of Allied nations in the immediate post-war period.

However, whilst it is only fair to acknowledge the courage and sacrifice made by Britain, France, Belgium and many other nations in the final fight against Germany in western Europe, the aftermath of the Battle of the Bulge is still perhaps best summed up by Winston Churchill:

*'…undoubtedly the greatest American battle of the war… an ever famous American victory.'*

**US Flamethrower Team**

# ARMIES OF FREE FRANCE: LATE-WAR

After the fall of France in June 1940, the French military was drawn in several directions. France was divided into two geographical zones – the Occupied Zone of the north and the Non-Occupied Zone in the south. This gave Germany the resource rich regions in northern France as well as large, modern ports for access to the English Channel and Atlantic. Economic sanctions were also crippling.

For the French Army, a similarly extreme condition of the armistice was imposed. Estimates of up to 1.8 million French servicemen were retained in Germany as POWs, guaranteeing that the army – which only weeks before was one of the most powerful in the entire world – was now all but completely neutralized.

**Free French forces clear enemy stragglers from a town**

For those who remained there were only a handful of potential outcomes. The Non-Occupied Zone would be governed and policed by the French Vichy regime, which included the Armée de l'Armistice – essentially the Vichy Army. Some 10,000 went to Germany as 'Fremdarbeiter', working in industry and as farm workers. Up to 30,000 were active in France in the Carlingue (auxiliaries working for the Gestapo) and in Milice Française anti-partisan units. However, for many the concept of working or fighting for a regime of collaboration was unthinkable and large numbers of ex-servicemen flocked to the various banners of the French resistance movement, and later the Maquis.

For those who were in a position to do so, there was one other option. General Charles de Gaulle was fervently recruiting soldiers for the Free French Army, initially based in Britain. By mid-August 1940 de Gaulle had recruited some 3,000 men, which would form the nucleus of the Free French Army. However, in the next few weeks another 16,000 men would join de Gaulle's forces from French Equatorial Africa. After the success of Operation *Torch* in 1942, closer ties were formed with America through General Giraud, who would eventually take command of the French Army of Africa. Giraud and de Gaulle's forces would amalgamate under one banner in August 1943.

The Anfa Plan would see the beginning of modernization of Free French forces, who were reorganized and re-equipped in line with the US Army. By the time the Free French were gearing up for their part in the Liberation of Europe, eight divisions had been formed: five infantry divisions (including one motorized) and three armoured divisions.

The following lists give details for Late-war Free French forces. Several of these units

are already detailed in previously published *Bolt Action* army books, but if you do not own these books, then the vast majority of these units can be used from their entries in the *Bolt Action* main rulebook.

## SPECIAL RULES

As this selection represents a Late-war Free French force, all of the special rules for French armies which are described in the *Armies of France* book are not to be used. Instead, use the special rules listed here.

### SACRED GROUND

The Frenchmen are fighting for their own homeland against the very invaders which pushed them out in 1940. The stakes are high and the grim determination of the French fighting man is at its zenith. Any Regular or Veteran Infantry unit may be stubborn for +1pt per model.

### LA RESISTANCE

By October 1944, nearly 400,000 Frenchmen and women had flocked to the banner of Free France to stand against the Axis invaders in one of the various resistance movements. Thousands of resistors were drafted into the Free French Army as it advanced. A Late-war Free French force may include a 10-man FFI squad for free if it includes two or more FFI squads of any size. The free FFI squad must pay the points for any upgrades it is equipped with.

### LOCAL AREA KNOWLEDGE

As thousands of French soldiers advanced across their homeland, each town, village or farmstead would be a return home for some. If a unit's own knowledge of each area was not enough, resistance groups would often be on hand to act as guides, delighted to see the French Army back on home soil. A Late-war Free French force does not suffer the –1 penalty for attempting to bring vehicles onto the table.

# INFANTRY

## HEADQUARTERS UNITS

### OFFICER

See *Armies of France and the Allies* page 11 or *Armies of the United States* page 22

### MEDIC

See *Armies of France and the Allies* page 11 or *Armies of the United States* page 22

## FORWARD OBSERVER
See *Armies of France and the Allies* page 11 or *Armies of the United States* page 22

## INTELLIGENCE OFFICER
See the rules in the Intelligence Officer section.

## CHAPLAIN
See the rules in the Chaplain section.

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**TOP SECRET**

### UNIFORMS OF THE FRENCH ARMY

When France entered World War II, the standard uniform of the French fighting man consisted of the 1938 pattern uniform with 1916 pattern individual equipment and the distinctive M26 'Adrian' helmet, an improved variant of the original 1915 French army helmet. As with the world's other leading fighting forces of the time, variations on uniform were theatre and unit specific, with troops in North Africa being issued with kit far more suitable to the climate. Local units also had their own customs and traditions, such as Goumiers adopting the course, woolen 'djellebah' coat with each goum having its own pattern of stripes.

After the fall of France, many French soldiers who followed de Gaulle and opted to ally with Britain were issued with British battledress, often with a badge sewn on the shoulder embroidered with the word 'FRANCE'. Following on from the Anfa Plan in 1943, the situation was confused further still with many French units adopting American uniforms and equipment, often with a French flag sewn on the shoulder or painted on the side of the helmet. With this re-equipping, the British stated that they wished for their equipment to be returned, but the agreement between France and the United States did not cater for US equipment to be issued to every French unit. Thus, by the time French troops were back on home soil in 1944, the majority were seen in American uniform but it was certainly not uncommon for some units to be equipped with original French uniforms and equipment (such as the newly created 'Alp Army' or militarized FFI units) or legacy British kit – used typically by the 1st Free French Division. Some contemporary photos show mixtures of different items of uniform from different nations, old stocks of French World War I items such as 1915 pattern helmets or, in the case of FFI troops, homemade items.

Across several theatres during the war, Frenchman would stand opposite fellow Frenchman as ideological differences clashed. In one case this led to the now famous alleged exchange between General Leclerc and a French soldier who had sided with the Axis. In May 1945, the General was presented with a number of captured members of the SS Charlemagne Division: a Waffen-SS unit which recruited French collaborators. When Leclerc asked the Frenchman why he wore a German uniform, the collaborator replied by asking the General why he wore an American uniform. The Charlemagne prisoners were later executed.

## INFANTRY SQUADS AND TEAMS
With the changing fortunes of France's war, the forces of the Free French were a fluid

organization to put it mildly. After the fall of France in 1940, the first Free French soldiers were assembled from veterans of the Battle of France, legionnaires from Norway, Frenchmen who had settled in Britain before the war and sailors from the French Navy who were reorganized into land units. The numbers of troops available to de Gaulle increased exponentially with the arrival of soldiers from French colonies in Africa.

By the summer of 1944 the Free French were able to field five infantry divisions: the 1st DMI (Div. Motorisée d'Infanterie); the 2nd DIM (Div. d'Infanterie Marocaine); the 3rd DIA (Div. d'Infanterie Algérienne); the 4th DMM (Div. Marocaine de Montagne); and the 9th DIC (Div. d'Infanterie Coloniale). These five divisions all fought through Italy, France and Germany with great distinction.

## LATE-WAR REGULAR INFANTRY SQUAD

After the 1943 reoganization programme, Free French Infantry divisions were, for the most part, organized to replicate their US Army counterparts. With the exception of the 4th DMM they enjoyed the comparative luxury of being completely motorized. Rifle companies and their support at company and battalion level were again organized and equipped in accordance with US Army guidelines, but very often there were not enough of the new American weapons and equipment to completely re-equip units and as such, the white units of Metropolitan France were given priority. Units raised in Africa, including those made up of white 'pied-noir' soldiers descended from mainland France often had to make do with older French weapons and equipment, or British weapons left over from the earliest days of the Free French forces.



| Cost | 60pts (Regular) |
|---|---|
| Composition | 1 NCO and 5 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles for +10pts each<br>- The NCO can have a submachine gun instead of a rifle at a cost of +3pts<br>- Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts, or a light machine gun for +20pts – if the light machine gun option is taken, another man becomes the loader<br>- The squad can be given anti-tank grenades for +2pts per man |
| Special Rules | - Tank hunters (if anti-tank grenades taken) |

## LATE-WAR INEXPERIENCED INFANTRY SQUAD

Whilst French units were taking an active part in the North African and Mediterranean theatres throughout the mid-war period, an active recruitment drive for fresh manpower was still ongoing. French units deploying to Europe in 1944 still had within their ranks a significant number of new troops, yet to see battle. These units were equipped in exactly the same way as their more experienced counterparts; the latest and best equipment was allocated based on ethnic background rather than experience or role requirement. This way, inexperienced white soldiers often found themselves better armed and equipped than their battle hardened African counterparts.

| | |
|---|---|
| **Cost** | 42pts (Inexperienced) |
| **Composition** | 1 NCO and 5 men |
| **Weapons** | Rifles |
| **Options** | - Add up to 6 additional men with rifles for +7pts each<br>- The NCO can have a submachine gun instead of a rifle at a cost of +3pts<br>- Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts, or a light machine gun for +20pts – if the light machine gun option is taken, another man becomes the loader<br>- The squad can be given anti-tank grenades for +2pts per man |
| **Special Rules** | - Tank hunters (if anti-tank grenades taken) |

## FFI SQUAD

Resistance against German invaders in France had existed from the very first days of the occupation. The number of armed resistors grew markedly in response to the Service du Travail Obligatoire, which forced French men to leave their homes for work in Germany or occupied territories; this was one factor which led to the formation of armed bands of rural guerrillas – the Maquis. By summer 1944 there were an estimated 100,000 armed guerrillas in what was now termed the Forces Francais de l'Interieur. By October there were nearly 400,000. Men and women of the FFI fought alongside Allied units during the liberation of France before then being incorporated into the regular Free French Army. The transition was slow and troop quality varied greatly; even those experienced in guerrilla tactics had a steep learning curve to the new skills as infantrymen on a conventional battlefield. Equipment and even uniforms also varied greatly, with some early FFI units being identified only by armbands; some later units could only be spared French uniforms from before the German occupation and had to retain whatever weapons they had looted or obtained from Allied air drops.

| Cost | 35pts (Inexperienced) |
|---|---|
| Composition | 1 NCO and 4 men |
| Weapons | Rifles |
| Options | - Add up to 5 additional men with rifles for +7pts each<br>- The NCO and up to 2 men can have submachine guns instead of rifles at a cost of +3pts per man<br>- One soldier may have a light machine gun for +20pts – another soldier becomes the loader |
| Special Rules | - FFI units are Green. |

### Selectors

The FFI unit may be added as an additional Infantry squad/section option to the Normandy and Operation *Cobra* force selectors in the *Armies of the United States* book and the Normandy force selector in *Armies of Great Britain.*

## LATE-WAR MOROCCAN GOUMIER

Moroccan Goumier were auxiliary troops attached to the French Army, initially as scouts and irregulars but shortly before World War I they became a permanent addition. The Goumiers served in Morocco during World War I and in various inter-war conflicts and policing actions. It was during World War II, however, that these tough mountain men would gain their notoriety. Almost legendary for their skill and prowess as night raiders, the Goumiers were greatly feared by their German and Italian adversaries; even more so following allegations of mass atrocities (and subsequent convictions carried out by French authorities) committed after the Battle of Monte Cassino, leading to the birth of the Italian term 'marocchinate' – those given the Moroccan treatment. They took part in actions in North Africa, Italy, Corsica, France and Germany.

| Cost | 84pts (Veteran) |
|---|---|
| Composition | 1 NCO and 5 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles for +14pts each<br>- The NCO and up to 2 men can have submachine guns instead of rifles at a cost of +3pts per man<br>- One soldier may have a light machine gun for +20pts – another soldier becomes the loader |

| | - The squad can be given anti-tank grenades for +2pts per man<br>- The squad may be mountain troops for +1pt per man |
|---|---|
| **Special Rules** | - Tough fighters<br>- Mountain troops (if taken)<br>- Tank hunters (if anti-tank grenades taken) |

## LATE-WAR TIRAILLEURS SQUAD

Since the mid-nineteenth century the French army had been utilizing units raised from soldiers recruited in African colonies. The term 'tirailleur' became synonymous with them, and regiments were recruited from Senegal, Morocco, Tunisia, Algeria, Madagascar and French West Africa. With such a huge recruiting pool the quality of soldier also varied greatly, although the determination to face fascist opposition was very positive in response to Hitler's overt policies against and opinions regarding the peoples of North Africa, particularly after the treatment of black POWs following the Battle of France.

| Cost | 42pts (Inexperienced), 60pts (Regular), 78pts (Veteran) |
|---|---|
| Composition | 1 NCO and 5 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles for +7pts (Inexperienced), +10pts (Regular) or +13pts (Veteran) each<br>- The NCO can have a submachine gun instead of a rifle at a cost of +3<br>pts - One soldier may have a light machine gun for +20pts – another soldier becomes the loader<br>- A Regular or Veteran squad may be tough fighters for +1pt per man<br>- A Regular or Veteran squad may be mountain troops for +1pt per man |
| Special Rules | - Tough fighters (if taken)<br>- Mountain troops (if taken) |



**French Tirailleurs Squad**

## BRIGADE DE CHOC SECTION

From the earliest days of the Free French forces establishment in Britain, the most elite French troops trained and fought alongside their British counterparts in the Commandos and Airborne Divisions. Units of the Régiments de Chasseurs Parachutistes (RCP) and French Commandos had fought across several theatres and established a fearsome reputation by the time of the liberation of France. In November 1944 the Brigade de choc amalgamated several of these elite units for the push towards Germany. The rules below may be used for any Late-war Free French Commandos, Airborne, Brigade de choc or Foreign Legion units.

| Cost | 70pts (Veteran) |
|---|---|
| Composition | 1 NCO and 4 men |
| Weapons | Rifles |
| Options | - Add up to 7 additional men with rifles for or +14pts each<br>- The NCO and up to 4 other soldiers can have a submachine gun instead of a rifle at a cost of +3pts each<br>- Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts, or a light machine gun for +20pts – if the light machine gun option is taken, another man becomes the loader<br>- The squad can be given anti-tank grenades for +2pts per man |
| Special Rules | - Tank hunters (if anti-tank grenades taken)<br>- Stubborn: If forced to check their morale when reduced to half strength, they always test on their full morale value, and ignore any pin markers. |

## D'ECLAIREURS SKIEURS SECTION

The French Army's SES (Section d'Eclaireurs Skieurs, or 'ski-scouts') were an elite unit which specialized in deep reconnaissance missions in mountain or snow covered environments. They formed part of Chasseur Alpins units and were made up of volunteers. Their missions included scouting enemy positions, carrying out raids and capturing prisoners from enemy units.

| Cost | 84pts (Veteran) |
|---|---|
| Composition | 1 NCO and 5 men |
| Weapons | Rifles |
| Options | - Add up to 6 additional men with rifles for or +14pts each<br>- The NCO and up to 3 other soldiers can have a submachine gun instead of a rifle at a cost of +3pts each<br>- Up to 1 man can have a BAR automatic rifle instead of a rifle for +5pts, or a light machine gun for +20pts – if the light machine gun option is taken, another man becomes the loader<br>- The squad can be given anti-tank grenades for +2pts per man |
| | - Tank hunters (if anti-tank grenades taken) |

| | |
|---|---|
| **Special Rules** | - Mountain troops<br>- Ski troops: Ignore movement penalties for snow and other winter conditions. |

## FREE FRENCH SAS INFANTRY SECTION

The British Special Air Service first saw action in North Africa in 1941 as one of modern warfare's first special forces units. In January 1942 the SAS's first Free French squadron was formed, made up of elite volunteers from de Gaulle's Free French forces. By the summer of 1944, two entire regiments of the Free French SAS were in operation, and served with distinction during the campaigns in Normandy, France, Belgium, the Netherlands and Germany itself.

| | |
|---|---|
| **Cost** | 72pts (Veteran) |
| **Composition** | 1 NCO and 3 men |
| **Weapons** | Rifles and pistols |
| **Options** | - Add up to 4 additional men with pistol and rifle for +18pts each<br>- Any man can replace his rifle with a submachine gun for +2pts<br>- Up to 2 men may have a light machine gun for +20pts – for each LMG, another man becomes the loader<br>- Light machine guns can be upgraded to Vickers K LMGs for a further +5 points each<br>- The squad can be given anti-tank grenades for +2pts per man |
| **Special Rules** | - 'Qui ose gagne!': To represent their special training and motivation, units of Free French SAS have the fanatics special rule.<br>- Behind enemy lines: When outflanking as described on page 132 of the *Bolt Action 2nd Edition* rulebook, units of Free French SAS ignore the –1 modifier to the order test for coming onto the table.<br>- Tank hunters (if anti-tank grenades taken).<br>- Vickers K gun: A Vickers K gun shoots with +1 dice compared to a regular LMG. |

## PRÉVOT MILITAIRE SQUAD

During World War II, the French military did not make use of a military police force as such. Instead, it utilized the Gendarmerie – a branch of the French armed forces in itself, which was charged with executing law enforcement duties amongst the civilian population, mostly in rural areas. The Gendarmerie had existed in one form or another in France since medieval times, and had a long connection with the front line fighting arms: by the beginning of World War II the Gendarmerie already had four battle honours on its flag.

Small units of Gendarmes who acted in the military police role within the Free French Forces were known as Prévot Militaire. A small team, typically of one NCO and three

soldiers was attached to each French battalion, with another small units at divisional level. Their duties were centred around the enforcement of law and order; traffic control was carried out by the Unités de Régulation Routiére.

| Cost | 20pts (Inexperienced) |
|---|---|
| Composition | 1 NCO and 3 men |
| Weapons | Rifles and pistols |
| Options | - Any member of the squad can be given a rifle for +3pts per man, or a submachine gun for +6pts per man |
| Special Rules | - 'Get back in the fight!': If any French unit fails an attempt to rally it can immediately roll a second attempt if within 6" of a Prévot Militaire squad. |

## Selectors

If a French army includes Inexperienced or Regular Infantry as an option, one of these sections can be replaced with a Prévot Militaire Squad from the entry above.

## FRENCH INTELLIGENCE SQUAD

Intelligence within French infantry divisions was again handled at various levels. NCOs would be responsible for intelligence dissemination at company and battalion level, whilst an officer and a small staff were appointed at regimental level.

| Cost | 45pts (Inexperienced), 63pts (Regular), 81pts (Veteran) |
|---|---|
| Composition | 1 intelligence officer and 3 men |
| Weapons | Officer as depicted on the model, men have rifles |
| Options | - Add up to 3 additional men with rifles at +8pts (Inexperienced), 11pts (Regular), or 14pts (Veteran) each<br>- Up to 2 men can replace their rifles with submachine guns for +3pts<br>- If the squad is a Brigade de Choc Intelligence Section (an Intelligence section of the elite Free French fighting force, see Brigade de Choc entry), it must be Veteran and pay +1pt per model to become stubborn. The force must include a Brigade de Choc section to upgrade its Intelligence section in this manner. |
| Special Rules | - Intelligence: As detailed in the Intelligence Officer section.<br>- Behind enemy lines: When outflanking as described on page 132 of the *Bolt Action 2nd Edition* rulebook, Intelligence squads ignore the −1 modifier to the order test for coming onto the table.<br>- Stubborn (if taken) |

## Selectors

See the Intelligence Officer section on for details of which forces may use an Intelligence

Officer.

## MEDIUM MACHINE GUN TEAM

Each company of the new infantry division structure contained a machine gun platoon equipped with three M1919 Browning machine guns. Two platoons of four M1917 Brownings were also present within the battalion's support company. Whilst this was – on paper – a significant increase over the number of guns available at company level for most armies, in practice French forces were not as well equipped as their US counterparts. For this reason, a Free French force has 2 MMGs available per selection rather than the 3 available to American forces.

| Cost | 35pts (Inexperienced), 50pts (Regular), 65pts (Veteran) |
|---|---|
| Team | 3 men |
| Weapons | 1 medium machine gun |
| Special Rules | - Team weapon<br>- - Fixed<br>Extra selection – you may take up to 2 medium machine guns as 1 selection in each reinforced platoon |

## BAZOOKA TEAM

See *Armies of the United States* page 28

## SNIPER TEAM

Whilst the French military had a long history of employing sharpshooters with great effect, the pre-war period did not see the same focus and doctrinal advances with regards to sniping as employing by some other nations. Depending on weapon availability, a scope-fitted rifle would be issued to the best shot in a squad or platoon. The marksman would then often fight alongside his unit but could also detach to carry out a role more akin to that of a sniper.

| Cost | 37pts (Inexperienced), 52pts (Regular), 67pts (Veteran) |
|---|---|
| Team | 2 men |
| Weapons | Both the sniper and assistant have rifles |
| Special Rules | - Team weapon |

## FLAMETHROWER TEAM

See *Armies of the United States* page 28

## LIGHT MORTAR TEAM

See *Armies of the United States* page 28

**Resistance Squad**

## TOP SECRET

## FRENCH COLONIAL SOLDIERS IN EUROPE

France, like several other European nations, had a long history of employing Colonial troops within its armies. Tirailleurs had been recruited from African nations since the nineteenth century and had served with distinction in front line units during several conflicts. Goumiers were originally tribesmen recruited as allies to French forces in North Africa, and likewise had a history of fighting alongside French forces although World War II would be the first time units of this type would fight in mainland Europe.

French colonial soldiers again showed their mettle in the opening rounds of the war, fighting in key actions during the Battle of France in 1940. Their perceived racial inferiority, which was well publicized in Nazi doctrine, led to several instances of black POWs being separated from white French POWs and then executed. By the fall of France in June 1940, some 17,000 Colonial troops had been killed. Colonial troops fought both for and against the Vichy regime in North Africa, and were also utilized by the thousands during the campaigns of Italy, Corsica and Southern France. However, the military success of these units was tarnished by mass reports of war crimes committed by Goumiers during the Italian campaign, resulting in numerous Goumiers being tried and executed by French authorities.

With the rearmament of Free French forces being predominantly in the hands of the US military, racial tensions again came to the fore – particularly with the rearmament of the French 2nd Armoured Division under General Phillippe Leclerc – as the initial French plan was to crew new lend-lease US armoured vehicles with colonial troops; a plan which ran contrary to the US policy of confining black soldiers to supporting roles. Colonial soldiers made up the majority of the forces of Free France who advanced up from the south of the country, through the Vosges mountains and into the Colmar Pocket. Unfortunately, despite their pivotal contribution to France's remilitarization and part in the final Allied victory, they would never achieve anything even close to parity in treatment from their superiors when compared to white soldiers.

De Gaulle insisted on French soldiers leading the liberation of Paris – this was only agreed to after he agreed to a recommendation from Allied command that it was 'more desirable' that

French units be composed of white troops, despite Free French forces being made up of some 65% black soldiers. In the closing rounds of the war, more and more FFI fighters were drafted into the ranks of the Free French Army and colonial troops were gradually phased out. In addition to the pressures of the 'blanching' policy, this was also a political move to appease the communist-heavy resistance fighters who possessed enough strength to phase a coup if their own views were not represented.

Post war, pensions for French servicemen were paid at rates based on the conditions in their country of birth leading to colonial troops receiving only a fraction of their white French counterparts. Pensions for colonial troops were then frozen in 1959. Many of these issues were brought to light by the French 2005 movie *Indigènes* (*Days of Glory* in its British release) which was a huge step in raising awareness of the contribution made, and treatment of, French colonial soldiers during World War II.

Free French troops, 1944: (L–R) Commando de France, Brigade de Choc; SAS French paratrooper; Fusilier marin-commando, by Mike Chappell © Osprey Publishing. Taken from Men-at-Arms 318: The French Army 1939–45 (2).

# ARTILLERY

## FIELD ARTILLERY

The French army had a long history of effective use of artillery, and a good deal of expertise within its ranks. However, following on from the Battle of France, most of the French army's stock of surviving artillery was now in Axis hands. Some French artillery guns survived in colonial units and were used to equip Free French units following the 1943 reorganization but the majority were supplied by the United States.

### LIGHT, MEDIUM AND HEAVY ARTILLERY
See *Armies of the United States* page 32

## ANTI-AIRCRAFT GUNS
### 40MM BOFORS
See 37mm M1A2 Medium Anti-Aircraft gun in *Armies of the United States* page 33

## ANTI-TANK GUNS
### 57MM ANTI-TANK GUN M1
See *Armies of the United States* page 33

# VEHICLES

With the vast majority of the French army's vehicles being lost to the Germans in 1940 – and in some cases now used by their enemies – de Gaulle's Free French forces now relied almost entirely on lend-lease vehicles being supplied by the United States.

## TANKS
### M3A3 STUART LIGHT TANK
See *Armies of the United States* Tanks page 36

### M5/M5A1 STUART LIGHT TANK
See *Armies of the United States* Tanks page 36

### M4A1/A2/A3/A4 SHERMAN 75MM
See *Armies of the United States* Tanks page 39

### M4A1/A2/A3 SHERMAN 76MM
See *Armies of the United States* Tanks page 40

**US M3 White Scout Car**

# TANK DESTROYERS

## M10 TANK DESTROYER

See *Armies of the United States* page 42

# SELF-PROPELLED ARTILLERY

## M8 SCOTT

See *Armies of the United States* page 44

## M7 PRIEST

See *Armies of the United States* page 44

# ARMOURED CARS

## M8 GREYHOUND

See *Armies of the United States* page 47

## FREE FRENCH SAS JEEP

See *Armies of Great Britain* page 56

# TRANSPORTS AND TOWS

## M3 WHITE SCOUT CAR

See *Armies of the United States* Transports and Tows page 48

## JEEP

See *Armies of the United States* Transports and Tows page 50

## DODGE ¾ TRUCK
See *Armies of the United States* Transports and Tows page 50

## 1½ TON TRUCK
See *Armies of the United States* Transports and Tows page 51

## 2½ TON TRUCK
See *Armies of the United States* Transports and Tows page 51

## M4/M5 ARTILLERY TRACTOR
See *Armies of the United States* Transports and Tows page 51

## M5 HALF-TRACK
See M3 half-track in *Armies of the United States* page 50 or *Armies of Great Britain* page 60

## MULE TEAM
Throughout the ages, mules have proved to be a reliable method of transport. In World War II mules continued to serve all armies in this role, assisting in moving equipment, munitions and wounded soldiers through mountain and jungle terrain. They are treated as a towing vehicle, except that they move as Infantry.

| | |
|---|---|
| **Cost** | 4pts (Inexperienced), 5pts (Regular), 6pts (Veteran) |
| **Weapons** | None |
| **Damage Value** | 3+ (literally soft-skinned) |
| **Tow** | Any light gun or light howitzer |
| **Special Rules** | - Stubborn as a mule: When taking an order test and doubles are rolled, the mules become stubborn and refuse to cooperate even if the order test was passed. Place the order dice to *Down* and add 1 pin marker to the team. This rule does not apply if FUBAR is rolled.<br>- Gun assembly: To simulate the fact that the gun was actually transported disassembled, when the gun is unlimbered the artillery unit suffers 1 pin. When the gun is limbered, the mule team (and consequently the 'transported' artillery unit) suffers 1 pin. |

Sherman tanks prepare to roll out

# APPENDIX: SPECIAL RULES

## SNOW, MUD, ICE AND FROSTBITE

### SNOW

Whilst the Battle of the Bulge was one of the bloodiest campaigns of the war in northwest Europe, combat losses were augmented by thousands of men who fell casualty to the winter itself. Transport was also affected: roads could vanish entirely in the heavy snowfalls of late December and January, and many vehicles simply were not equipped to deal with the harsh climate.

In rules terms, areas of snow are treated as rough ground (see page 46 of the *Bolt Action 2nd Edition* rulebook). This means that infantry and tracked vehicles are limited to making advances moves in snow, while artillery and wheeled vehicles may not move at all.

**German troops scurry through the forest**

## MUD

Many of the most famous images of the Ardennes campaign, be they surviving photos or televised accounts, show the ground to be covered in thick blankets of snow. Whilst this was certainly true for the latter part of the campaign, the opening rounds actually saw the rural region dominated by mud, a legacy of the heavy autumn downpours.

In *Bolt Action,* mud can be treated as difficult ground or, if both players agree, the table below can be used for any vehicle or artillery unit which crosses an area of mud on any part of their move.

| MUD TABLE | |
|---|---|
| **D6 roll** | **Result** |
| 0 | Buried deep: The unit cannot move for the rest of the game. |
| 1–2 | Bogged down: The unit has to stop, losing grip on the ground. The unit moves into the mud and then immediately stops (or does not move at all if it started the move in mud). The unit also suffers an extra –1 modifier to this roll the next time it moves. |
| 3–4 | Struggle: The efforts to cross this section of mud are very trouble for the vehicle's traction. Vehicles continue with their move normally, but can only move through a maximum of 6" of mud as part of their move, after which they must stop. Artillery units can only move up to 2". |
| 5–6 | Fairly solid going: The unit continues with its move normally. |
| **Modifiers:** Fully tracked vehicle: +1 Half-track: +0 Wheeled vehicle or artillery: –1 | |

## FROSTBITE

History is littered with examples of campaigns where the elements have caused more casualties to an army than the enemy. Cold weather and cold temperature exposure are amongst the deadliest of natural conditions a soldier can face.

For any scenario which lists frostbite as a special rule, every unit must make a morale check at the beginning of the game. If the test is failed, an infantry or artillery unit suffers one casualty for each point the morale check was failed by, whilst vehicles which fail the check are immobilized. If a vehicle is immobilized whilst off table (including outflanking) it is considered destroyed – its passengers may arrive on table on foot but suffer an additional –1 modifier for their test for entering the table.

## COLD WEATHER CLOTHING

The hazards of cold weather were well known to every army by the time of the Ardennes campaign. Whilst effective cold weather clothing and protective gear had been developed, the problem lay in the logistical challenge of getting that equipment to the front line where it was needed, in time and in sufficient quantities.

Cold weather clothing may be purchased for any unit in a scenario which includes the frostbite special rule. Cold weather clothing costs 1 pt per model in the unit, and must be bought for the entire unit. Any unit equipped with cold weather clothing may subtract 1 point from their roll for their frostbite check.



**German HQ**

# POOR WEATHER

For the pilot of a ground attack aircraft, if cloud obscures the ground a target cannot be seen and identified and weapons such as cannons, rockets and small bomb loads do not stand a chance of inflicting any damage on enemy units. The terrain which lies beneath clouds also has a huge impact – undulating terrain is impossible to cater for using instrument flying techniques, and even though primitive radar altimeters were in service during World War II these would only tell a pilot how far he was from the ground directly below his aircraft at any given point; there was no warning of the hill side or cliff

face directly ahead of him which was obscured in the fog.

## OPERATION *BODENPLATTE*

Plans for an attempt to seize air superiority from the Western Allies in the skies over the Low Countries were being considered as early as September 1944, with Hitler ordering Luftwaffenkommando West to be bolstered for future operations. The big push from the Luftwaffe was originally intended to support Operation *Watch on the Rhine* but was made impossible by the low cloud and fog which covered the entire area.

However, with better weather forecast for early January, Goering's Luftwaffe took to the skies en masse to support Operation *Nordwind* on New Year's Day 1945. The grand German air offensive – Operation *Bodenplatte* (*'Baseplate'*) – targeted some 16 Allied airfields in France, Belgium and the Netherlands. 12 Luftwaffe fighter wings, mainly made up of Bf109s and FW190s, supported by smaller numbers of night fighters, bombers and close air support units took to the skies in a show of force which came as a complete shock to the Allies, achieving complete tactical surprise.

The success of the attacks against Allied airfields was variable at best. A combination of poor planning and inadequately trained pilots led to the Luftwaffe sustaining crippling losses from which they were simply not capable of recovering. Whilst sources vary the exact numbers will never be known, it is generally acknowledged that 200–250 pilots were killed, missing or captured. Allied losses are again impossible to confirm, but are estimated at 200–300 aircraft lost with a further 100–200 damaged.

Whilst Operation *Bodenplatte* was an impressive achievement given the state of Germany's air power in January 1945, the casualties inflicted on the Allies were comparatively easy to replace whereas the losses sustained were the final nail in the coffin for the Luftwaffe. General Jagdflieger Adolf Galland summed up the failed operation with the words, 'we sacrificed our last substance.'

In short, despite the complaints of many a soldier who had little appreciation of the hazards associated with aviation, there are meteorological conditions which exist when it is both exceptionally dangerous for a pilot to fly at low level and, just as importantly, impossible for ground targets to be visually identified. For this reason, any scenario with the poor weather rule prohibits the use of aircraft in any way, and Forward air observers may not be used.

## FOG

Fog can appear rapidly and cover wide areas of ground, or can be a concentrated and localized feature which builds up as the direct result of a number of relatively unique factors. So how does this affect the soldier on the ground?

It brings similar hazards to aviation as mentioned above under 'Poor weather' and so eliminates the possibility of aerial support.

Then there is the matter of horizontal visibility; just like his aerial colleagues, a soldier cannot shoot at what he cannot see. Even the muzzle flashes which give a good combat indicator of the location of enemy forces during a night firefight will be largely, if not completely, suppressed by a thick blanket of fog.

The modern meteorological definition of fog places visibility at anything less than 1,000 metres; anything more than this is classified as mist. With this in mind, the effects of fog can vary between having no practical effect on the ranges considered in a game of *Bolt Action*, to being unable to see the other members of one's own squad or section.

As standard, any scenario which includes fog as a special rule results in all ranges being limited to 18". Long range remains at over half of the weapon range, not the limited visibility range. Indirect fire can fire at its normal ranges, it is the spotter who has their visibility limited to 18". If both players agree, a different range can be selected as the limit of visibility.

### FOG OPTIONAL RULES

As described above, fog can thicken or clear based on many factors. These might include air temperature, moisture content, wind, sunlight or local geographical disposition. If both players agree and would prefer a more fluid environment, roll a D6 at the end of each turn and consult the following table.

| D6 roll | Result |
|---------|--------|
| 1–2 | Thickening: Reduce the visibility range by 2D6 inches (to an absolute minimum of 12") |
| 3–4 | No change |
| 5–6 | Clearing: Increase the visibility range by 2D6 inches |

# DUG IN: FOXHOLES, TRENCHES AND GUN PITS

Defensive positions can range from complex networks of pre-prepared fortifications, right down to making do with what natural terrain is available if time does not permit more substantial preparation. For any defender, the suitability of the ground for digging in effective defensive positions was a key consideration.

## DUG IN RULES

Where specified in a scenario brief, some units may begin the game dug in. These units have had time to dig foxholes or other defensive positions. Dug in units can also be hidden. If terrain is not available to represent foxholes or trenches, counters can be used to highlight which units are dug in.

A dug in unit counts as being *Down* when shot at, even if it has not been given a *Down*

order. If the unit is issued a *Down* order whilst dug in, the benefits are doubled. Being dug in offers no additional protection against enemy assaults, with the exception of tank assaults as detailed below.

Units are dug in until they leave their positions using an *Advance* or *Run* order. If counters are being used in lieu of scenery, use them as markers to record the positions of the foxholes as they can be used later in the game.



**German PaK-40 Anti-Tank Gun**

## DUG IN VEHICLES

Digging in vehicles to form static defensive positions was common practice in several theatres, particularly when fuel was in limited supply. In *Bolt Action* a dug in vehicle counts as being in hard cover and may not move for the entire game. 'Immobilized' damage results count as 'crew stunned'.

## DUG IN WITH HIDDEN SET UP

If the scenario brief allows defending units may be both dug in and hidden, representing units who have had time to camouflage their defensive positions. Hidden set up takes precedence over the dug in rule, although the dug in unit does count as down against HE. Once the hidden set up rule no longer applies, the unit reverts to using the dug in rule alone.

## DUG IN VERSUS PREPARATORY BOMBARDMENT

Simple foxholes will provide little benefit against the effects of massed, concentrated artillery bombardment. A foxhole will not protect against a direct hit from an artillery salvo, so no additional protection is given.

## DUG IN VERSUS TANK ASSAULT

A foxhole will give some protection for defending infantry against armoured assault, as well as providing some positive effects to morale. However, any soldier unfortunate enough to be caught in his foxhole if a tank elects to stop on top of it and twist in place will suffer a terrible demise.

Models from dug in units automatically pass their morale check and are not moved

aside when assaulted by a tank as they can simply duck down in their foxhole and allow the enemy vehicle to pass overhead. However, if a tank ends its assault move on top of any dug in models, these models are removed as casualties and the unit must make a morale check for tank assault as normal.

## DIGGING IN DURING A GAME

Digging in during a game is normally not permitted, but if both players agree then units can attempt to do so. Units attempting to dig in are given a *Down* order and must make an order test at the end of the turn. If the test is successful then the unit remains *Down* for the next turn, after which they are then dug in.

# CHAOS IN THE RESERVES

The Ardennes Offensive saw similar logistical challenges for both sides. The front line fighting occurred miles away from bases of supply, and the routes leading to the front lines were hugely inadequate for the volume of traffic which they were expected to cater for. Narrow country lanes only just wide enough for a single lane of normal traffic were now home to mile after mile of troop lorries, fuel trucks and the much wider medium and heavy tanks.

Problems were exacerbated by poor weather leading to thick mud or ice, both of which caused huge delays. Retreating troops – sometimes in a full state of panic – would also attempt to move against the flow of traffic along routes which were not wide enough. Add poor communications to the mix and now the situation is further confused by multiple units attempting to use the same routes in the belief that it has been designated for their use alone. There is little surprise, therefore, that accounts of the Battle of the Bulge from both sides detail generals dismounting from their command vehicles to personally direct traffic!

**American defences at Bastogne**

Any scenario involving the chaos in the reserves rule means that players rolling to bring their vehicles onto the table will do so with a −2 modifier rather than the standard −1. If that player has any unit off table which has the traffic direction special rule (i.e. most Military Police units), this modifier is reduced back to the normal −1. The American Traffic Direction rule is cancelled by chaos in the reserves.

# FUEL SHORTAGES

By the last years of World War II, the fuel situation for the forces of Germany and Japan were becoming catastrophic. Allied bombing had targeted key areas of infrastructure resulting in fuel reserves becoming critically low, and what fuel was available was very often in the wrong place at the wrong time.

The situation was better for the Western Allies, but still presented problems. Whilst fuel supplies were certainly healthier, the forces of the Western Allies often had longer routes to negotiate to get the fuel to the front line vehicles which needed it. However, the seemingly endless demand for fuel on the front lines often resulted in the requirement for aerial transportation, which ironically resulted in a greater volume of fuel being used in transportation than was actually delivered – so great was the need for fighting units.

For any scenario which details the fuel shortage rule, each player must roll a single D6 for each motorized vehicle in his force and add 2. For example, three vehicles would result in 3D6+6. This number is the player's fuel units. He can then divide his fuel units between his vehicles in any way he sees fit. The number of fuel units given to each vehicle must be recorded, but does not have to be declared to the opposing player. Every unit of fuel which each vehicle has allows that vehicle to move once per turn. If the vehicle remains stationary, it does not use a unit of fuel. Attempts to enter the game from off table (including unsuccessful attempts) count as movement and use up a unit of fuel. Once any vehicle uses its last unit of fuel, it is immobilized for the rest of the game. Again, this does not have to be declared to the opposing player.

Whilst in reality different vehicles had different consumption rates and might have used petrol or diesel, this gross oversimplification does at least give the player some basic idea of the challenges faced by force commanders over the prioritization of their assets. This

simplification is deliberate as a good game is a fast-paced game!

**German Opel Maultier**

# MINEFIELDS

Mines are explosive devices which are designed to be concealed from the enemy, and then detonated as an enemy unit passes close by or directly over. Mines can come in a variety of forms for a variety of purposes – anti-personnel mines which are designed to kill and injure personnel, for example, are very different from the more concentrated effect of anti-tank mines. Not only do the effects differ markedly but also the triggering mechanisms can be delivered in a variety of forms. Whilst the most common triggering mechanism for mines in World War II was pressure (which again would vary depending on the target), several other mechanisms could be employed such as trip wires or command initiation.

Whilst the term 'mine' is often used to cover Improvised Explosive Devices used by partisans and guerrillas, the rules below are intended to cover factory-built mines designed to be used by recognized military forces.

## MINEFIELD RULES

Unless specifically stated in the scenario or agreed by players beforehand, minefields are either marked or have already been discovered, therefore both players are aware of the locations and dimensions of any minefields.

## MINEFIELD SECTIONS

The default minefield section in *Bolt Action* is a 6" x 6" area. Different sizes may be detailed in a scenario brief or agreed by players. If a scenario defender wishes to use minefields, they cost 50pts per section and up to two may be purchased for every 1,000 points of his force. If minefields have already been issued to the defender as part of the scenario special rules, they do count towards his total allocation, even if they do not cost any points.

## EFFECT OF MINEFIELDS

When any unit (friend or foe) enters a minefield, the opponent can interrupt their movement once at any point within the minefield section, as if an *Ambush* had been carried out. If the unit survives, it may complete its movement after the attack. The attack itself is resolved by rolling one die to hit: a 3+ is required to hit an Inexperienced unit, a 4+ to hit a Regular unit and a 5+ for a Veteran unit. A player can force his opponent to re-roll a successful hit if the target unit are engineers or pioneers, or if a friendly unit is attempting to cross its own minefield. This re-roll is only permitted if the unit crossing the minefield is doing so on an *Advance* order. If any unit attempts to cross a minefield on a *Run* order, three dice are rolled to hit instead of one. A single unit can only be attacked by a minefield section once per turn; however, a section can attack multiple targets if crossed.

Any hits scored by a minefield are resolved with a +2 Pen value against non-armoured targets and +3 against armoured targets. In both cases, the unit suffers D3 pin markers rather than the normal 1.

## ANTI-TANK MINEFIELDS

A player deploying minefields may replace any anti-personnel minefields as detailed above with anti-tank minefields. This should be noted down before the game and does not need to be declared to his opponent until the first *Ambush* is attempted. As a greater pressure is required to detonate an anti-tank mine, infantry and artillery units may cross as normal. However, hits inflicted on a vehicle by an anti-tank mine are resolved at +5 Pen.

## MIXED MINEFIELDS

Anti-personnel and anti-tank mines can be used together in one minefield section. This must again be noted before the game begins, and uses up two minefield sections for each single mixed minefield section deployed – the player may lay a single anti-personnel minefield section and a single anti-tank minefield section, or may combine both into one mixed minefield section. Mixed minefields have a +2 Pen hit against infantry and artillery, and +5 Pen against vehicles.

## DUMMY MINEFIELDS

A minefield section may be replaced with two dummy minefields. These are deployed as normal, and must be noted down before the game commences. Any unit moving through

a minefield must make its normal to hit roll, but if a hit is scored then the minefield is revealed as a dummy section and counts as cleared (see rules below).

## MINEFIELDS IN WATER

Whilst not applicable for the scenarios detailed in this book, some scenarios may call for placing mines in water. These are intended for use against boats and amphibious vehicles and so must be either anti-tank mines or dummy mines.

## CONCEALED MINEFIELDS

Some scenarios give players concealed minefields – in contravention of the Geneva Convention! The location and composition of these minefields must be noted down before the game commences, but cannot be located in the enemy set up zone unless specifically stated in the scenario brief. The minefield section is revealed as soon as any unit moves into it. For scenarios which do not specifically state the allocation of minefields, a concealed minefield counts as two normal minefield selections, in the same way as a mixed minefield.

# CLEARING MINEFIELDS

After a minefield section has hit a unit, the opposing player rolls a single die. On the roll of a 6, the section is now cleared. A roll of only 4+ is required to clear a section if the unit hit by the mines was a vehicle with a damage value of 8 or greater.

A cleared minefield remains on the table, but due to troops having found a path through, or vehicles leaving track marking behind, hits are now scored on a 6 regardless of the quality of the unit crossing it. Only a single die is rolled, even if the unit is crossing using a *Run* order, and re-rolls for friendly units and engineers still apply.

## MANUAL CLEARANCE

Any infantry unit with at least five models inside the minefield may attempt to clear it. The unit must be given a *Down* order and rolls a single die. An unmodified result of 1 will result in the minefield attacking the unit (even if it is an anti-tank minefield) and an unmodified 6 is always a success. The following modifiers apply.

| Veterans | +1 |
|---|---|
| Inexperienced | −1 |
| Engineers | +1 |
| Mine-clearing gear* | +2 |
| Per pin marker on unit | −1 |
| * Any engineer unit may be equipped with mine clearance gear at a cost of +1pt per model | |

## BLOWING IT UP!

Indirect fire weapons may target a visible minefield section. Roll to hit as normal with the normal process for ranging in. Roll for the HE value of the weapon – if 6 hits are scored with a single attack, the minefield section is cleared. When resolving an artillery barrage, roll a die for each minefield section in range of the barrage (including concealed minefields). On the roll of a 6, that section suffers a heavy howitzer hit and is cleared if 6 hits are scored. For preparatory bombardments, roll a single die for each minefield section in the defender's set up zone. On the roll of a 6 the minefield section is cleared.

# MOUNTAINEERS

Whilst certainly not an integral part of the iconic engagements of the Battle of the Bulge, some of the new units presented in this book use the mountaineers rule first presented on the Warlord Games website. This rule is repeated here for ease of use.

All units with the mountaineers rule treat all rough ground as open ground. The players should discuss and agree before the game if the gaming table includes some terrain that they think this rule should not apply to, such as water features and other terrain elements that obviously mountain troops would have no advantage in crossing.

**Germans push through a snow-covered Belgian village**

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## ALSO SEE:

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*Militaria* magazine, various articles.

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US troops make time for a hot meal in the biting cold

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