

Special Operations



Fifteen scenarios depicting raids by Allied Special Forces.

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Allied Units

Special Operations Executive – (SOE) was created in July 1940, to gather intelligence and foster sabotage activity behind enemy lines. They began training agents to be sent into enemy held territory. In September 1942, the American OSS (Office of Strategic Services) merged with SOE London creating the SOE/SO. The SOE sent thousands of agents, and thousands of tons of war matériel overseas, and oversaw the implementation of the Jedburgh teams. Some operations had sizeable forces of commandos and parachutists. At one point the SOE had 13,000 personnel, a quarter of them women, mostly secretaries, drivers, radio operators, and coders. Forty-nine women were sent into France as agents, twelve were captured and sent to camps.

Commandos – (C) were formed in June 1940 after Prime Minister Winston Churchill made a request for a force that could carry out raids on the coast of Europe. By the war's end, 25,000 volunteers had passed through Commando training including Belgians, French, Dutch, Norwegians, Polish, and US Army Rangers. Eventually, the 30 units and four assault brigades served in all theaters of the war. They were usually transported by the Special Boat Service in MTBs (Motor Torpedo Boats). They would make their final approach to the beaches in smaller craft (rubber boats, kyaks, and canoes).

Partisans – (FFI, Forces Francais de l'Interieur) was a network of Resistance groups sponsored by the British and the Free French. They were loyal to De Gaulle and the re-establishment of the Republican government. There were many other partisan groups, the largest in France was the Communist Resistance which went by several names depending on location. Also there were Belgians, Dutch, Italians, Spanish, Yugoslavians, and Russians. However, for ease of reference the term 'FFI' is used here for all independent partisan groups. The Germans called them 'terrorists,' and responded with horrible reprisals including capturing, torturing, and often executing prisoners, many of whom had not been involved. They even created a force of French Militia to hunt them down.

Operation Jedburgh – (OJ) was the brainstorm of Sir Colin McV. Gubbins, a Scot, who had also created the Independent Companies of Commandos. The Jedburghs were named after the small town on the England/Scotland border where they trained. Ninety-nine teams were sent out in all, each composed of three men, two officers, and an NCO/radioman. Each team would have military tasks to perform, distribute arms to local resistance, and establish radio contact. By mid-September 1943, the SOE and OSS began recruiting French speaking officers and NCOs for the program. The NCOs would be radio operators, one officer would be in command, and the second officer would be the Liaison with the local resistance groups. They had to be in top physical condition, so the training process was very rigorous. The Jedburgh training graduates formed their own teams in March and April 1944.

The Special Air Service – (SAS) was founded in 1941 by David Stirling. It was conceived as a commando force to operate behind enemy lines in North Africa. In their first mission 22 men were lost, about a third of the force. But they continued and eventually got the hang of it – they destroyed 60 enemy planes at airfields with only the loss of two men and three jeeps. Colonel Stirling was captured in Tunisia in January 1943. Paddy Mayne took over the squadron and a boat squadron was added. They were sent to Sicily. In 1944, the SAS Brigade was formed from the British 1st and 2nd SAS, the Free French 3rd and 4th SAS, and the Free Belgian 5th SAS. Usually deployed in small units they assisted Allied troops during their advance through France, Belgium, and the Netherlands. Sometimes they were dropped in large groups, one was 200 men, and another 702. The SAS became a permanent fixture in the post-war British army.

Abbreviations

AFA = Armies of France and the Allies

AG = Armies of Germany

AGB = Armies of Great Britain

AIA = Armies of Italy and the Axis

AUS = Armies of the United States

BA II = Bolt Action Rule Book, Second Edition

BE = Battleground Europe, D-Day to Germany

FFI = French Resistance (*French*: "Forces Françaises de l'Intérieur"). Technically, this designation only refers to units loyal to De Gaulle and does not include other affiliations, usually communists or socialists. But for convenience, this designation is used for all Resistance groups regardless of affiliation.

SAS = Special Air Service (British & free allies)

SOE = Special Operations Executive (British Covert Operations)

SS = German Waffen SS

OJ = Operation Jedburgh (a cooperative of the SOE & OSS)

OSS = Office of Strategic Services (United States covert operations)

NW Europe SAS Platoon selector guide

In NW Europe SAS teams were parachuted into Europe in forces sized to meet mission requirements, from a 4-man section to 700 men (2 Brigades). This selection guide is for a platoon sized force. These platoons do not have the British or French national characteristics.

1 Lieutenant – First or Second

2 SAS Infantry Sections

Plus:

0-1 Captain or Major

0-1 Medic

0-1 Forward Observer (Air only, may be mounted in a transport radio jeep)

0-4 Infantry Sections: SAS Infantry Section, Resistance Partisan Section

0-2 Mortar teams: light or medium

0-2 Anti-tank teams: PIAT or bazooka teams

0-3 SAS Jeeps

0-1 Transport vehicle **per** infantry unit from: Jeep (+25 points)

Note: SAS transport jeeps each carry one 4-man section or 2 jeeps may carry an 8-man section (per BA II Transport Units p217). This includes the driver(s). When a section dismounts the jeep or jeeps are left unmanned. During play only use the order die for the infantry section, not the jeep, and when an 8-man section is in two jeeps still only use one order die.

SAS Infantry Section: (BE p10) 4-8 men armed with a pistol and rifle for 18 points each

Any man can replace the rifle with a submachinegun for +2 points

Up to two men may have an LMG for +20 points each; another man becomes the loader

The LMGs may be upgraded to Vickers K LMGs for +5 points each

The section may be given Anti-tank grenades for +2 points each

SAS Special Rules:

Who Dares Wins! – SAS sections are Fanatics (BA II p90).

Behind Enemy Lines – no -1 to the order test to enter the board when outflanking.

Vickers K Gun (p8) – fires with five dice instead of four.

Tank Hunters – if AT grenades are taken (BA II p91).

Air Assault Parachute Jump Rules – (DitS p126)

Units – Each ‘stick’ may include up to 12-15 figures (mortars, bazookas, and machine guns count as figures). Divide your force into sticks; then pick out one order die for each unit in the stick. Place them in the dice bag.

Scatter – (*revised*) when an order die is received roll a d6:

1=the stick lands offboard and takes d6 hits (roll to damage), the survivors are placed in Reserve.

2-3=the stick lands offboard and is placed in Reserve.

4-5=the stick lands onboard; drop the order die onto the table.

6=the stick may land anywhere onboard and facing in any direction.

Place Unit – (*DitS Alternate rule p126*) Place the first figure in base contact with the order die, behind the arrow. After the first figure, place the rest of the figures in the stick with 1” of clear space apart (base to base) following a straight line in the reverse direction of the arrow. Some figures will have a difficult landing: roll damage for each figure that lands on any kind of terrain feature that is not flat and solid (that is, other figures, shallow water, trees, walls, 1-story houses, bocage, etc.). Figures that land in impassable terrain are removed (offboard, deep water, 2nd story roofs). Once all the models in a stick have been placed all the units included receive 1 pin marker each. Then take one order die for each unit in the stick and set it to ‘Rally’ meaning regrouping, not rallying. Units in the stick may then take one free d6” move to regroup.

Enemy Fire – (*DitS p126*) Now, enemy units in Ambush may fire if they wish to. In addition, all flak units with a pen value of +2 or less may fire as if they were in ambush; place an order die set to ‘Fire’ next to the firing unit. Start over for the next stick.

Offboard Sticks – (*Dave*) will enter as Reserves beginning on the 2nd game turn; choose an arbitrary short side of the board to be north. Roll a d6 for each stick to determine from which side they may enter on the: 1=N (select a north side), 2-3=E, 4=S, 5-6=W. They may enter from anywhere along that board edge.

Terrain Special Rules

Barbed Wire – there are two classes of barbed wire, tight and loose. Both types are impassable to infantry and unarmored vehicles. Armored vehicles may drive through (remove a 6” section).

Tight Wire – (*CNG p123*) causes a unit on foot to stop when it makes contact. On the following turn (Down order) a unit may attempt to get through it by rolling a 6+. Add a cumulative +1 on each subsequent turn. A roll of ‘1’ always fails. Units with wire cutters add +2 to each die roll. Engineers are always successful but still must spend one turn Down.

Loose Wire – Subject to the above rule, or, can be bridged by a volunteer who falls on it, allowing the rest of a squad or team to Advance up his back on the same turn; remove one figure as a casualty.

Barriers – players wishing to block an enemy convoy may use demolition charges to blow down a large tree trunk with 6 HE hits; roll a d6: on a ‘1’ it falls the wrong way. Barriers may be pushed aside by medium-plus tanks using an Advance order (if running, apply Minimum Damage).

Bocage – (*BE p64*) blocks LOS unless shooter or target is in base contact or figures are on a higher level; in that case, defenders in base contact receive soft cover and targets behind it receive no cover. Bocage gives hard cover to adjacent targets. It is a difficult obstacle for infantry (Advance only, no shooting); impassable for wheeled and half-tracked vehicles. Bocage is a Tank Trap (p4).

Bonfires – provide clear light in a 6” diameter circle. Normally used to guide supply drops. At night, treat units with at least one figure in a bonfire’s light as having muzzle-flashes.

Bridges – are clear down the center but a superstructure gives soft cover when it intervenes in the LOS; stone or steel parapets give hard cover. Figures under a bridge also have soft cover due to the difficulty of hitting them.

Buildings – (BA II p120-127) Weapons of 2D6 damage or greater will destroy a building on a single hit of 12 hits three-story, 10 hits two-story, 8 hits one-story, 6 hits shack/outbuilding.

Derelicts – block roads and may give hard cover to infantry, artillery, and other vehicles. They may be pushed aside by vehicles that have an equal or higher armor rating (Advance only, no shooting). If any tank makes a run at a derelict, move it 6" and roll for Minimum Damage.

Dug-in Units – (EiF p112/DitS p124) 2-3 man foxholes: 20 points/each; 3-4" barricade or sandbag section: 15 points each; 6" trench sections: 25 points/each; Weapons Pit: 25 points each. These emplacements have the following features:

Cover – provide hard cover to defenders and half-cover against HE (as if a unit is Down). Double the benefits if the unit is actually Down.

Obstacle – emplacements are impassable for wheeled and half-tracked vehicles, and obstacles for infantry and tracked vehicles; they may act as tank traps (see below).

LOS – Sunken works (foxholes, trenches, and redoubts) and the troops inside do not block LOS, indestructible. Built-up works (barricades, berms, and sandbags) are built above ground level so they do block LOS and a section is destroyed by 6 HE hits or when driven over by a tank.

Hull Down – dug-in Vehicles count as having hard cover. When receiving an "Immobilized" damage result use the "Crew Stunned" result instead.

Hidden – dug-in units can use the normal Hidden rules; they count as Down.

Tank Assault – dug-in units automatically pass their morale check when charged by tanks; they hunker down (sunken foxholes & trenches) instead of moving aside. However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

Fences – (BA II p57) Stone yard walls are obstacles; impassable for wheeled or half-tracked vehicles. They provide hard cover when intervening in the line of fire; but no penalty if the shooters are in base contact. A 3-4" section is destroyed on 6 HE hits (before rounding down) or when rolled over by a tank. Tank trap. Wood Fences provide soft cover; are destroyed on 4 HE hits (before rounding down). They are obstacles for infantry, wheeled, and half-tracked vehicles but not tanks.

Forests – Scrub brush and forests provide soft cover; they are obstacles.

Hedges – (ordinary hedges) block LOS for infantry and artillery, not vehicles.

High Tension Wire – may run along the top of a fence. SOE units must cross it without touching it by rolling a d6; if a '1' is rolled the wire has been contacted and one of the squad members is killed; move the other figure into the compound. The noise alerts the guards that something is afoot and they sound the alarm.

Roads – paved roads provide vehicle x2 movement; dirt roads do not.

Tank Traps – (includes anti-tank ditches, bocage, barricades, and redoubts) Roll a die when a tracked vehicle attempts to cross. *DMs: 7-8 armor -1, 10-11 armor +1, inexperienced crew -1, veteran crew +1, bocage +1, barricade -2. Tanks versus bocage with Cullin Hedgerow cutters succeed automatically if Advancing; if Running, roll a die as above with a +1 DM.* d6:

1 or less = dead stop (Minimum Damage).

2 = stuck; try again next turn.

3-4 = hung-up with belly exposed (almost through!); if hit by a natural '6' from the front, the shot hits the exposed belly (same as rear armor); try to move again next turn with an additional +1.

5-6 = pass through.

Visibility – (BA II p220) See Dawn Assault, Flare!, Longest Day, and Reduced Visibility.

Army Special Rules

Attrition Points - In most scenarios, players receive attrition points for each destroyed enemy unit:

- 1 point for a weapon team, inexperienced rifle squad, or softskin vehicle,
- 2 points for a command or FO team, regular rifle squad, or armored car,
- 3 points for a veteran rifle squad or a light tank.
- 4 points for a medium tank.
- 5 points for a heavy tank (including Panthers).

Scenarios may also award special points for objectives met or prisoners captured.

Behind Enemy Lines – (BE p10, AGB p25) British SAS & Commandos do not have a -1 DM to the order test to enter the board when outflanking.

British National Characteristics – (AGB p18) SAS & Commandos may choose one national characteristic for the platoon.

Brittle Troops – lesser grade regular troops, will break and melt away upon receiving half their unit strength in casualties (not just from a single-salvo as per the main rules); remove from play; but if an enemy unit is within 6" they will surrender instead and will become prisoners.

Demolition – Partisans, Commandos, Jedburghs, SOE, and SAS may have Demolition Teams of two to four figures, each figure may carry one demolition charge for +25 points each.

Demolition Charges – To set charges, a demolition figure must Advance into base contact with the selected point and place the charge. While this happens, the other members of the squad may fire their weapons. A unit may set only one charge per turn. At the end of the turn place an appropriate bomb marker. This may be detonated by rolling 2+ on a d6, any time after the current turn: apply a heavy howitzer direct hit.

Disarming Charges – squad or team must move to a point with at least one figure in base contact with an explosive charge and stop to cut the wires. While this happens, the other members of the squad may fire their weapons. Each unit may disarm only one charge per turn. At the end of the turn remove the appropriate bomb marker. If the charges are under a bridge, the teams must move into the river in single file on either side of the bridge (the understructure is Rough Ground), but only one unit may be on a single side of the bridge at a time. Underside units may move directly cross the bridge to the opposite side with an Advance order.

Fanatics – (BE p10) SAS units are Fanatics (BA II p90).

Fieldcraft – (AFA p98) Partisans may start the game Hidden (BA II p131), and on the first game turn they treat rough ground and obstacles as open ground when moving.

Fire and Maneuver – (AUS p20) the Americans placed an emphasis on firing and maneuvering, units with M1 rifles, BARs, and carbines do not receive a -1 to Advance and Fire.

Hidden Bombs – (AFA p98) Partisans, at the start of the game place three bomb markers anywhere outside the enemy deployment zone. The actual explosive device is not actually where the marker is located but is nearby. The first enemy unit to move within 6" of the marker must roll a die; on a result of 3 or less the bomb is revealed to be a dud, on a 4 or 5 nothing happens but the bomb remains active (roll again for the next enemy unit), on a 6 the bomb explodes, hitting the unit with a heavy howitzer effect. After exploding the marker is removed. Bombs never affect Partisan units no matter how close they are to a marker.

Highlander Bagpipes – (Dits p58, modified) one man in a command unit (not the officer) can be a piper for 20pts Inexperienced, 25pts Regular, 30pts Veteran. Units within 6" of a piper model may reroll Morale roll results (once). The piper may melee but cannot shoot.

Hitler's Buzz Saw – (AG p19) German infantry units that have a light or medium machine gun fire one extra die than normal, 5 dice for light and 6 dice for medium.

Infiltration – (AFA book p98) when outflanking, partisans ignore the -1 modifier to the order test when entering the board.

Initiative Training – (AG p19) if an infantry squad's NCO becomes a casualty roll a die. On a result of 4+ another figure takes over without any morale loss.

Liaison Officers – (AFA p99) Jedburghs, SAS, and SOE small teams may support Resistance units. They may act as an Air FO team if it is available in the scenario. Some scenarios allow them to set demolition charges.

Molotov Cocktails – (Partisans, alternate rule) can be carried by one figure in each squad for 20 additional points. This figure needs no assistant and retains use of its main weapon when not throwing a Molotov. Use the flamethrower rules. If the Molotov figure is damaged apply a flamethrower effect to the figure's own unit. Additional DM to penetrate: armored cars -1.

Prisoners are kept with the capturing unit; assume one figure is guarding them. They will move with the unit that captured them. They are worth one victory point each; if they move offboard keep them separate for the tally.

Prisoner Capture – some unit objectives are to capture prisoners for interrogation. Because of surprise, the assaulting unit attacks first even if the defenders are in a house. If a unit assaults a sleeping/off-duty enemy unit, play out the assault as normal but enemy figures are not killed, they surrender instead. Any fanatical survivors may counterattack with a -1 DM; the assaulting unit's figures may be killed. If assaulting active defenders, the Close Combat is performed as normal but if a unit (on either side) is defeated the surviving figures become prisoners.

Prisoner Escape – each time prisoners are moved with their captors roll a d6: on a roll of '5-6' an escape attempt is made and d6 prisoners either attack their captors (with a -1 dm) or attempt to Run off. Those that escape before the end of the game do not give any victory points to the captors.

Sentries

Deploying Sentries – one or two each, if two they must be placed at least 18" apart. They are taken from any sleeping/off-duty unit. Since they are actively searching, they do not need to receive an order die to make a 'Reduced Visibility' spotting roll; they can make one every time the enemy moves. They themselves move without an order die after all the enemy units have taken a turn. The Sentries' other units in the camp may not activate until the alarm is given (place a Down order). After the alarm is given or shots are heard, sentries must try to avoid combat and move to rejoin their original units.

Dispatching Sentries – raider units may dispatch sentries by assaulting (Run order) with only one figure from the unit (the rest remain in place). The unit must be as yet undetected, must be able to see the sentry, and must be in assault range. Assuming the attacker is using a combat knife, this move is a silent attack which takes the sentry unaware. The assault figure makes one Close Quarters attack with a +1 dm. If successful, the sentry is removed from play and the intruder unit remains undetected. If fail, the surviving sentry gives the alarm and returns the attack. After this, the remainder of the raider unit must complete the activation by moving to the sentry's location, either to finish the job, or to rejoin with their successful comrade.

Skittish Troops – skittish units will run 12" directly away or as far as possible from the enemy that fired on them, whenever they receive more than one casualty from a single unit's fire. This is an involuntary move that does not require an order die. But if an enemy is within 6" when this happens, or, if the unit ends its move within 6" of an enemy, it surrenders. Remove them from play and keep the survivors for the tally. Units may not move off-board as a result of a retreat, they just stop at the edge.

Tank Hunters – for +2 points per man most units may become Tank Hunters (BA II p91).

Vickers K-gun LMG – (AGB p25, BE p10) SAS and Commandos may upgrade to Vickers K machineguns for +5 points each; it fires with 5 dice instead of 4.

Who Dares Wins – (BE p10) SAS infantry sections have the Fanatics Rule (BA II p90).

Wire Cutters – one figure in a squad (usually the NCO) can have wire cutters for +10 additional points.

Scenario 1) Operation Josephine, June 7/8, 1941

This scenario is taken from Operation Josephine 'B,' an SOE raid to sabotage of an Pessac Power station in France. The first attempt was made by a six-man Polish team but it failed due to technical difficulties (part "A"). For the second attempt, Sergeant J. Forman, Sub-Lieutenant Raymond Cabard and Sub-Lieutenant André Varnier (aka Jacques Leblanc) were briefed for the operation. Forman had recently returned from Operation Savanna, the first attempt to insert SOE trained Free French paratroops into German-occupied France. That mission had also failed leaving behind some of the agents including one Joël Letac who had then travelled to Paris.

They were dropped into the Bordeaux region of France on the night of 11/12 May; the night was a full moon. They hid their container of equipment and reconnoitered their target. They were dismayed to discover a high-tension wire just inside the top of the 9-foot-high (2.7m) perimeter wall with the sound of people moving about inside. They also failed to obtain bicycles with which they had planned to make a silent get-away. Discouraged, they lost heart and gave up until they met Joël Letac in Paris. Letac had been forced to abandon Operation Savanna, but he would not hear of giving up on Josephine B. He rallied the team and travelled with them back to the target.

On the night of 7/8 June 1941, Forman climbed the perimeter wall and jumped down into the yard while carefully avoiding any contact with the high voltage cable. Then he simply opened the door to his comrades who brought in all their equipment. In less than half an hour, plastic explosives were connected to the magnetic incendiary bombs and placed on each of the eight main transformers. The four men made their get-away, pedaling with all their might, as explosions sounded, and flames rose into the sky. Searchlights vainly probed the sky for bombers.

The team requested evacuation by Lysander. This was not provided and instead they were ordered to return to England via Spain. Which they did, except for Cabard who was captured near the border. However, Cabard later escaped and was back with SOE by November.

Consequences – six of the eight transformers were destroyed. It was assumed that the explosives on two of the transformers must have slipped off – they were all very wet. Work in the Bordeaux submarine base and in numerous factories was held up for weeks. The all-electric trains from south-western France had to be withdrawn and replaced with steam locomotives. All the spare transformer oil in France was needed to effect repairs, and these were not completed for a whole year. The commune of Pessac was fined one million francs, 250 local people were imprisoned and a curfew was imposed from 9:30 pm to 5 am. Twelve German soldiers were shot for failing to protect the station against the saboteurs. This was SOE's first operational success in occupied France and it considerably enhanced the organization's standing.

This scenario is not an open battle such as is normally seen in Bolt Action. It is based on subterfuge and chance.¹

Opposing Forces

The German infantry squads (Heer, Regular) should be taken from the **1940 Battle**

¹ https://en.wikipedia.org/wiki/Operation_Josephine_B.

of France selector in the AG book, no vehicles. They receive two squads of 6 figures each (no LMGs or vehicles).

The SOE teams (Veteran) must be taken from the **1940-44 Raiders!** selector in the AGB book. They are divided into two teams of 2 figures each, essentially forming two demolition teams. One figure in each team is an officer, one 1st Lieutenant and one 2nd Lieutenant.

Neither side has air or artillery support.

Setup

This scenario requires a 4x6 table. The board has a compound in the center, roughly 24"x24" square. The perimeter of the compound is delineated by a fence of some type, either barbed wire or a solid yard wall. Set a building in the center of the compound. Place 4 markers equidistant around the perimeter to delineate the transformer locations. About 6" from one of the long lengths a paved road runs by a gate in the compound. Except for the road, both short ends of the board are forested up to 12" from each short end. The rest of the board is clear. This raid takes place at night.

Special Rules

Terrain Special Rules:

High Tension Wire, Reduced Visibility (BA II p220).

French Special Rules:

Liaison Officers, Demolition Teams and Charges, Demolition Teams, Dispatching Sentries.

German Special Rules:

Deploying Sentries, Hitler's Buzz Saw, Initiative Training.

Objectives

The Germans want to protect the transformers. The SOE team wants to damage the facility as much as possible.

First Turn

The Germans have two men, one member from each squad, on sentry duty, one at the gate and one making the rounds. The remainder of the Germans are billeted in one of the buildings. The sentries are setup first and the SOE teams setup second. They are placed in either or both of the wooded sections.

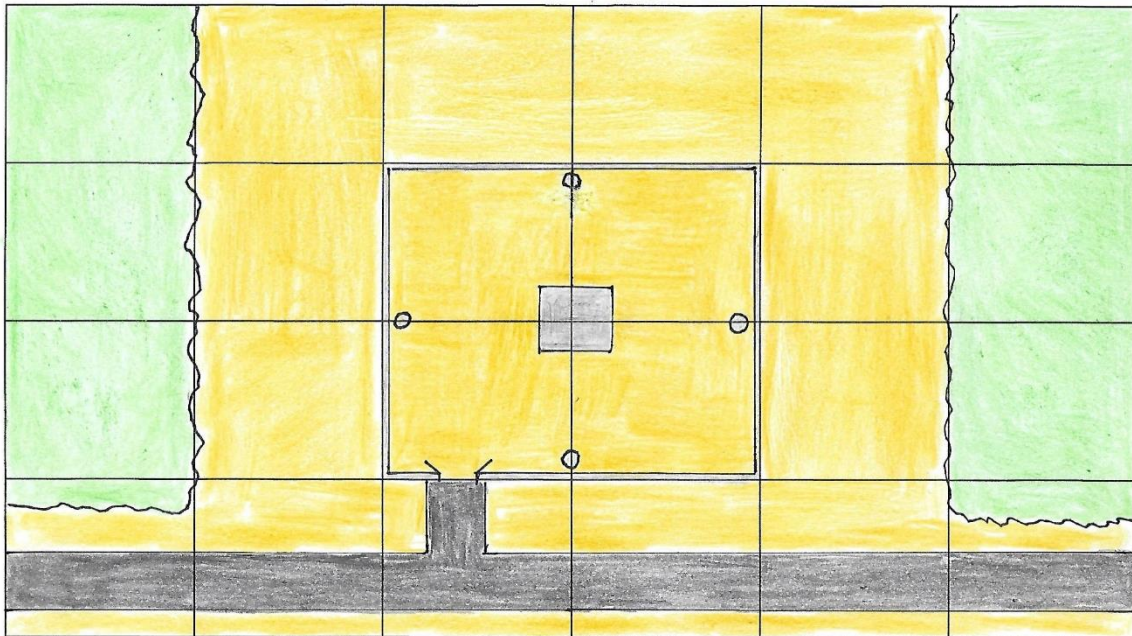
Game Duration

The game will last 6 turns.

Victory

The Germans are awarded 1 victory point for each captured or destroyed SOE

figure and the SOE receive 1 point for each figure that escapes off the board. Players also receive 1 point for each transformer destroyed (SOE) or saved (Germans). If one side scores at least 2 points more than the opposition, then that side has won a clear victory; otherwise, the game is a draw.



Map for Operation Josephine B

Scenario 2) Operation Flipper, November 17, 1941

Operation flipper had four objectives: kill Rommel at his headquarters at Sidi Rafa, destroy the nearby Italian HQ, sabotage the Italian Intelligence office in Appolonia, Conduct sabotage operations behind the Axis' lines. Col. Robert Laycock was selected to command the operation with Lt. Col. Geoffrey Keyes as his second. On November 10, 6 officers and 53 men boarded two submarines, Torbay and Talisman at Alexandria Harbor. Their landing site was Beda Littoria, Cyrenaica, which they arrived at on the 14th. Their guide, Captain Jock Haseldon, and his team met them there. Unfortunately, a squall drove the Talisman aground, only Layton and seven of his men made it ashore. Keyes, meanwhile, landed with all his men.

Because of the depletion of their ranks, the Operational Plan had to be modified into a two-part attack with Keyes hitting Rommel's HQ and Lt. Roy Cooke attacking the Italian HQ. Layton and a few men would guard the beach. The weather did not cooperate. On the 15th the raiders headed inland. Constant rain difficult and they weren't in assault position until the evening of the 17th. At midnight, Keyes and three men entered Rommel's villa. A German officer attacked Keyes, was killed, then they moved down the hall and opened a door to a room where ten Germans were in the process of arming themselves. One of the Germans shot and killed Keyes. The mission went badly, only three German supply Colonels and one soldier were killed. Rommel was not there; his arrival having been held up by the bad weather.

The other assault only destroyed a fuel depot. Thirty-seven days later, only Col. Layton and Sgt. Jack Terry made it back to the Allied lines. Everyone else had been captured or killed. Rommel ordered that Keyes be buried with full honors. His personal Chaplain, Rudolph Dalmrath, officiated the funeral. He also had cypress crosses and wreaths made for the graves of both British and German dead and sent photographs of Keyes' funeral and grave to his parents.²

Opposing Forces

The German infantry platoon (Heer, Regular) should be taken from the **1941-42 Rommel Triumphant** selector in the AG book, no vehicles. They may have 1st Lieutenant, 2 rifle squads, and one heavy weapon, off-duty, with 2 sentries out, one from each squad.

The Commando platoon (Veteran) must be taken from the **1940-44 – Raiders!** selector in the AGB book. They may have one Captain, two sections of eight men, and a four-man demolition team with one explosive charge.

Neither side has air or artillery support.

Setup

This scenario requires a 4x6 table. The board has a compound in the center, roughly 24"x24" square, similar to the map on page 10. The perimeter of the compound is delineated by a fence of some type, either barbed wire or a solid yard wall. Set a residential building or a fuel dump in the center of the compound with some outbuildings.

² <https://www.defensemedianetwork.com/stories/operation-flipper-the-commando-raid-on-rommels-headquarters/>.

About 6" from one of the long lengths a paved road runs by the gate of the compound. Except for the road, both short ends of the board are forested or rocky ground, up to 12" from each short end. The rest of the board is clear. This raid takes place at night.

Special Rules

Terrain Special Rules:

Fences, Reduced Visibility (BA II p220).

British Special Rules:

Behind Enemy Lines, Demolition Teams and Charges, Dispatching Sentries, Tough Fighters (BA II p91), Vickers K-Gun LMG.

German Special Rules:

Deploying Sentries, Hitler's Buzz Saw, Initiative Training.

Objectives

The Germans want to protect both, the fuel dump and Rommel's HQ. The Commandos want to destroy the scenario facility.

First Turn

The Germans have two men, one member from each squad, on sentry duty, one at the gate and one making the rounds. The remainder of the Germans are billeted in one of the outbuildings. The sentries are setup first, then place a card or token to represent one of the German units inside a building. These are Hidden from the opposing player. The commando units setup second. They are placed within 6" of any board edge.

Game Duration

The game will last 6 turns.

Victory

The Germans are awarded 1 victory point for each captured or destroyed Commando figure and the Brits receive 1 point for each figure that escapes off the board. Players also receive 10 points for a fuel dump or HQ destroyed (British) or saved (Germans). If one side scores at least 2 points more than the opposition, then that side has won a clear victory; otherwise, the game is a draw

Scenario 3) Operation Basalt, October 3-4, 1942

Operation Basalt was a small British raid conducted during World War II on Sark Island in the English Channel (La Manche) near Guernsey during the German occupation of the Channel Islands. The objective was to reconnoiter and capture prisoners.

The first attempt took place the night on September 18-19, 1942. After being delayed for a day, it was aborted when strong currents caused the arrival time to be too late for requirements. On the night of October 3-4 twelve men of the SOE's Small-Scale Raiding force and #12 Commando left Portland aboard MTB (Motor Torpedo Boat) #344. After landing they climbed the cliff called Hog's Back, between Dixcart Bay and Derrible Bay. They did not encounter any Germans. Several of the Commandos broke into a house occupied by a Mrs. Frances Noel Pittard who turned out to be very helpful. She informed them that there were about 20 Germans in the annex to the nearby Dixcart Hotel and provided them with documents including newspapers from Guernsey.

The annex was a long building with a lone sentry outside; he was dispatched by Danish Commando Anders Lassen with his knife. Inside, there was a corridor and six room which contained five sleeping German enlisted men. They were roused out and taken outside, when the commandos decided to go into the Hotel and capture more Germans. They tied the prisoner's hands with the 6-foot ropes they all carried and forced the prisoners to hold up their trousers. One of the prisoners happened to be naked. He escaped and ran off shouting. The other prisoners began a great commotion. Expecting the arrival of more Germans the Commandos decided to return to the beach. But on the way, three prisoners tried to escape, one was shot down in the attempt and another wounded, who escaped with the unharmed prisoner (accounts vary). This left one Obergefreiter Hermann Weinreich, who was conveyed safely to England and provided useful information. Three German soldiers had died, the sentry and two prisoners.

It is believed that this raid influenced Hitler to issue his Commando Order requiring all captured Commandos to be executed outright.³

Opposing Forces

The German infantry platoon (Regular) should be taken from the **1942 – Operation Blue** selector in the *AG* book. The Germans have a 2nd Lieutenant, two squads of 7 figures each and one heavy weapon team. They do not have vehicles. One of the squads has one man on sentry duty.

The British Commando platoon (Veteran) must be taken from the **1940-44 – Raiders!** selector in the *AGB* book. They have one 2nd Lieutenant and one Captain; each of which leads a squad of 5 commandos with an NCO; no heavy weapons. The officers are integrated into the squads making two 6-man squads.

Neither side has air or artillery support.

Setup

This scenario requires a 4x6 table, choose one long edge to be the coastal side. The entire board is a small coastal village. A paved road runs down the center of the long length of the board. The rest of the board is clear at least 12" along the edge on all sides.

³ https://en.wikipedia.org/wiki/Operation_Basalt.

This scenario takes place at night.

Deployment

The British start the game within 6" of any edge. The Germans have a squad of 6 figures in the bunkhouse and another squad of 7 more and the command team in the hotel. The heavy weapon team can be bivouacked in any house. Their location is unknown to the British player (place a card or token in any house to mark their location). They are revealed when they receive an order die. One sentry is located at the front door to the bunkhouse. The Germans cannot be activated until the sentry sounds the alarm or shots are fired.

Special Rules

Terrain Special Rules:

Fences, Reduced Visibility (BA II p220).

British Special Rules:

British National Characteristics (artillery and air support are unavailable), Dispatching Sentries, Prisoner Capture.

German Special Rules:

Hitler's Buzz Saw, Initiative Training, Prisoner Escape.

Objectives

The Germans want to protect the village and this section of coastline. The British want to capture prisoners.

First Turn

The British enter the village. The Germans remain in their place until the alarm or gunfire is sounded.

Game Duration

The game will last 6 turns.

Victory

If any British unit leaves with a prisoner off the coastal side of the board they win; otherwise, the Germans win.

Scenario 4) Operation Dingson, Battle of Saint-Marcel, Brittany, France, June 18, 1944

The astonished Germans discover a hornet's nest of resistance in the area:

Command Post la Nouette – A farm called la Nouette was designated as an FFI Command post. Just to the north of la Nouette *la zone de largage* (drop zone), codenamed “Baleine” (*Fr.* whale), was selected as a drop zone for gliders bringing SAS paratroopers, weapons, and supplies, which were being stockpiled at la Nouette. In the days leading up to ‘Jour J’ (D-Day Normandy) the local resistance groups, had been recruiting, arming, and training thousands of Maquisards with the assistance of former French soldiers and Free French SAS troops. There were three battalions of FFI there, the 2nd Battalion under Commandant Le Garrec (7 companies), the 8th Battalion commanded by Commandant Caro (10 companies), and Commandant La Gouvello with two Companies of the 9th Battalion. The Allies were commanded by Commandant Bourgoin (SAS) and Colonel Morice (FFI). Eventually, the FFI camp would extend for over more than 800 hectares including at least six farms.

All went well until the night of June 17-18 when a drop of munitions and supplies landed at the train station of Chapelle-Caro. At the time, it was lit up for the boarding of a Wehrmacht unit leaving for Normandy. The RAF airmen must have thought the lights were the location markers for drop zone Baleine. As a result, the Germans were now on the lookout for Allied forces in the area. They had no idea that a fortified camp defended by approximately 2,300 FFI men and women, plus 200 SAS paratroopers of the 4th Battalion existed right under their noses. This level of secrecy could not have been maintained without cooperation of every single local in the area. Later that day, at 0430 a patrol of two German Feldgendarme cars from Feldgendarmerie 790 unknowingly drive into the FFI camp. The first car was stopped at the first guard post by machine gun fire. The second car accelerated and was stopped at the second guard post by a PIAT projectile fired by a paratrooper. He missed the vehicle, but the blast stopped the car. During the ensuing firefight, four Feldgendarmes were killed and three were captured. One, however, escaped and made his way to Malestroit where he gave the alarm. The FFI had one killed and two seriously wounded. The camp began to prepare for an imminent assault.

First Attack – At 0900 hours the Germans deployed a company to the south of the camp on a 500-meter front. They advanced in the direction of Bois-Joly Farm. They have seriously underestimated the strength of the Maquis. One German squad, equipped with a machinegun, crawled unseen along the ditches and hedges until they arrived at the FFI post near Bois-Joly. They setup their gun and opened fire, killing several FFI. Other troops assaulted the farmhouse and killed four occupants including a young shepherdess. This infuriated the French and a combined counter-attack by an S.A.S. platoon supported by the FFI drove them off leaving many German dead and wounded. The Germans retreated under the cover of smoke grenades and didn't stop until they reached Saint-Marcel.

Second Attack – At 1000, still unaware of what they were up against, the Germans deployed two companies towards the manor of Sainte-Geneviève which they now believed to be the FFI command post. But this time they fired mortars and rifle grenades at the French defensive line at the edge of the woods. When the French called for reinforcements and ammunition SAS Commandant (Major) Bourgoin sent a section of railway workers. Soon he also sent a unit called Guillas Corps Franc, composed of 40 young volunteers, and 3 paratroopers. Meanwhile farmers of the area ran back and forth carrying ammo. The Germans advanced to within ten meters of the farm but were repelled with heavy loss by submachineguns. At la Nouette Commandant

Bourgoin called England by radio for orders and air support. Taking advantage of the lull, the wounded were evacuated by jeep. Then the civilians of the camp were also ordered to leave.

Third Attack – The Germans were reinforced by 300 Paratroopers of the 2nd “Kreta” Parachute Regiment and they deploy on a two-kilometer front. The 275th Infantry Division also sent two companies with a third on standby. At 1400 the assault was renewed. At Sainte-Geneviève fierce fighting soon took place by machine gun, grenade, and knife. At about 1530 three “Thunderbolt” fighter-bomber squadrons of the USAAF (the 505th, 506th, and 507th) arrived and assaulted the Germans with fragmentation bombs. Then they strafed their columns and assembly points for about an hour. One pilot reported that he had never seen so much ordnance thrown at one target. The panicked Germans dispersed in all directions, allowing their prisoners to escape. At 1800 hours another company of the 275th Division deployed to the south and proceeded towards Hardys-Béhélec. The attack was fierce and proceeded up until 500 meters of the farm as the FFI were forced back. At the same time, the German Engineers launched another attack from the direction of the Claie River. They advanced to a crest located 700 meters from la Nouette but a violent counterattack by the Guillas Corps Franc dislodged them, losing only one killed and one wounded. Outside Sainte-Geneviève SAS Captain Larralke at the head of his paras and supported by the Caro Battalion, counter-attacked and retook the area surrounding Sainte-Geneviève but still could not dislodge the enemy near Bois-Joly.

Towards nightfall the 275th Division dispatched a unit of the 298th Georgian Battalion and two battalions of the 3rd Artillery Regiment in preparation for a dawn assault. The Germans now numbered about 5,000 men. In addition, reports came in that they were also bringing up heavy armor. In the FFI camp it was obvious that they could not hold out much longer without risking total destruction or capture. Commandant Bourgoin and Colonel Morice decided to disperse their troops while they were still not yet completely surrounded. Throughout the night FFI troops fell back to their rendezvous point at Callac Castle where they could reform and disperse into the night. Captain Puech-Samson, commander of the company covering the retreat, gave the order to two paratroopers to blow up the remaining several tons of arms and ammunition. Even so, the Germans were astounded by the massive cache of matériel they found at la Nouette when they finally move in.

Aftermath – In all 28 FFI and 6 Paratroopers were killed, 60 were wounded, and 15 captured. The losses on the German side are unknown, but in their reports they noted that the resistance was tenacious and stubborn. In retaliation, the Germans burned the town of Saint-Marcel and launched a huge manhunt by the Georgians and the French Milice. The various FFI units scattered and continued fighting by making hit-and-run independent raids. Although they could not fight the Germans head on, one Allied intelligence report noted that the FFI “like termites, caused the whole German edifice to crumble.” By the end of July Bourgoin and the 4th Battalion of 400 SAS men had more than 30,000 Maquisards (some estimates are much higher), and when the Americans broke through to Avranches, Brittany rose to meet them.⁴

Opposing Forces

This scenario may be played as a two, four, or six-player game on a 6'x4' or 8'x6' game

⁴ <http://lesamitiesdelaresistance.fr/lien16-bretagne.php> (translated by David Poulin);
<http://www.cheminsdememoire.gouv.fr/en/battles-saint-marcel>

board. One Gestapo HQ team with a mixed Infantry platoon of Ostruppen (Inexperienced, Shirkers) and Milice (Inexperienced and Green), a second German platoon of Heer Grenadier (Regular), and the third of Fallschirmjager (Veteran). These must conform to the **1944 Normandy** selector in the AG book. The Milice squads should be taken from the **Milice** Selector, *BE* book, p64. All units must be mounted in vehicles, but no enclosed armored cars or tanks are allowed. The Germans are attacking and should have 30% more troops.

The French FFI platoons should be taken from the **Liberation 1942-45** selector in the *AFA* book. They may have Molotov Cocktails. The British SAS platoon should be taken from the **NW Europe SAS Platoon** selector on page 3 of this book; the rifle sections should be taken from the **SAS Infantry section** on the same page; they may bolster the FFI platoons or may remain in a separate platoon. No vehicles other than civilian French cars and trucks and SAS jeeps.

The SAS FO team may call for two air strikes, one after the other. The Germans do not have air or artillery support.

Setup

This scenario is played on a 6'x8' board, setup with terrain per the map below, including paved roads, dirt roads, bocage, fields, and forest. Seven farms are placed per the map and a few buildings that mark the outskirts of Saint-Marcel. All French units and the supply dump start the game Modified Hidden Rule. This is a daytime scenario.

Special Rules

Terrain Special Rules:

Bocage, Fences, Hedges, Roads, Tank Traps.

Allied Special Rules:

Who Dares Wins (SAS), Vickers K-gun, Fieldcraft (FFI), Hidden Setup (BA II p131), Molotov Cocktails.

German Special Rules:

Green Troops (BA II p90), Hitler's Buzz Saw, Initiative Training, Multiple Activations (BA II p218), Shirkers (BA II p91).

Objectives

The Germans are attempting to stamp out the Bretagne Maquis. The Maquis and SAS are attempting to inflict as much damage to the Germans as possible; they must hold out to the end of the game to have time to evacuate the wounded and noncombatants, then to disappear into the night.

First Turn

The SAS and FFI squads, and teams are already setup at any farmhouse or bocage line Hidden and in Ambush. Because of good communications (lots of radios), all SAS and French command teams can serve as spotters for the mortar and the FO Air Team.

On entering the board, the German player uses the Multiple Activations Rule; i.e., the player brings his entire platoon on board. On subsequent turns play resumes as normal. The

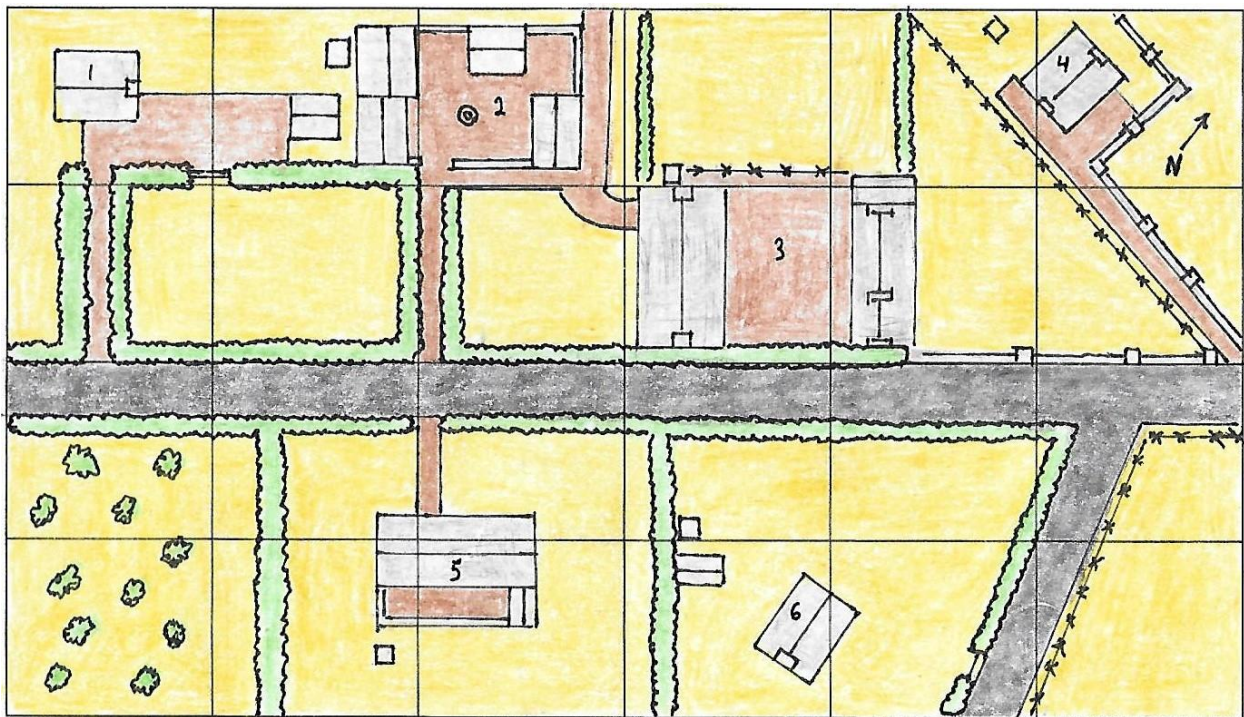
German platoons must enter the board using any single road, one platoon per turn, beginning with the weaker platoons first: Gestapo (1st turn), Heer Grenadier (2nd turn), and Fallschirmjager (3rd turn).

Game Duration

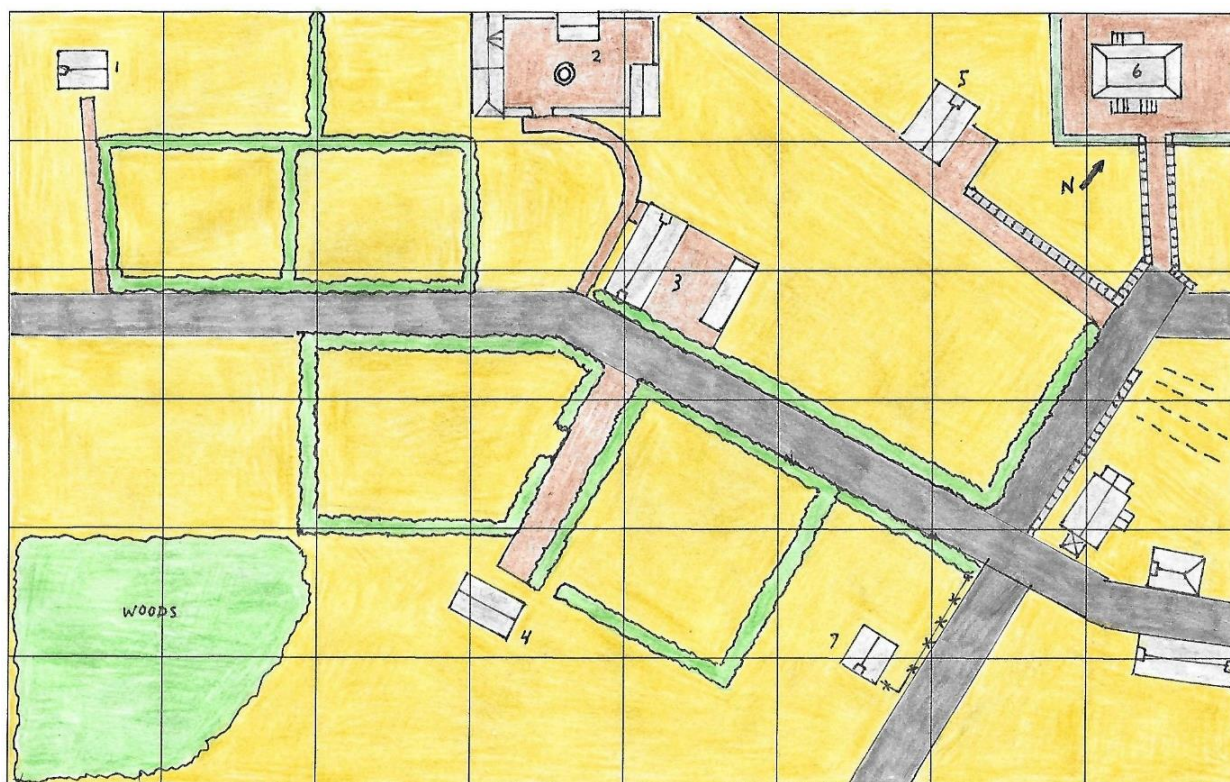
The game will last 8 game turns.

Victory

Players receive attrition points (p3) for units destroyed. In addition, the Germans receive 10 extra points if they capture the supply dump. The dump is captured if any German unit ends the game within 6" of it and no Allied unit is within 6" of it. The Allies receive the ten extra points if the supply dump is not captured. The side that scores 2 more points than the other has a clear victory, otherwise it is a draw.



Small, twoplayer map for Battle of Saint Marcel. 1= la Nouette, 2=Grand Hardys, 3=Petite Hardys, 4=Bois-Joly, 5=Hardys Béhélec, 6=la Bouie. The supply dump may be placed near any of these locations. The village of Saint-Marcel is located to the east.



Large, multiplayer map for Battle of Saint Marcel. 1= la Nouette, 2=Grand Hardys, 3=Petite Hardys, 4=Hardys Béhélec, 5=Bois-Joly, 6=Chateau Sainte Genevieve, 7=la Bouie. The supply dump may be placed near any of these locations. In the lower right corner are the cemetery, church, and a few buildings on the outskirts of Saint-Marcel.

Scenario 5) Ambush at Madeleine, Convoy Ambush, August 24, 1944

The Allied landings in southern France, codenamed Operation Anvil, executed beach landings at the French Riviera (Cavalaire-sur-Mer, Saint-Tropez, and Saint-Raphaël beaches) on August 15. Hindered by total Allied air superiority and a large-scale uprising by the French Resistance, the weak German forces were swiftly defeated. The remaining troops decided to withdraw towards the north through the Rhône valley to establish a stable defense line at Dijon. One column was attacked at la Madeleine on August 24th, by a Spanish *Agrupación de Guerrilleros Españoles (AGE)*, a communist detachment under the command of Cristino Garcia, attacked one column of 1200-1500 men, 60 trucks, 3 guns, and 5 tanks.

The small group of 31 Spaniards of the 21st Brigade was assisted by 4 French acting as guides. They selected a section of road that was hemmed in on both sides by forest. They took position on a high ground adjacent to the Castle of Tomac, which had been evacuated, while Cristino and the demolition teams placed explosives at the road and nearby RR bridge. Cristino also placed mines at the position near the spot where rear of the column would be. He placed the first mine and others were set every ten yards from his. These explosives were to be detonated by electronic wires in a way that would detonate the mines one after the other.

At 1500 hours the column was seen approaching. Everyone had been ordered to remain in position until the head of the column was on the bridge. First, Cristino detonated the bridge, then began to blow the mines at the rear of the convoy. Other Maquisards created a barrier behind the column after it passed (probably a fallen tree trunk). Now the column could not advance or retreat. When the firing started the Guerillas had been ordered to fire and run alongside the column and fire again. This gave the Germans the illusion that they were being attacked by a much larger force. Just after nightfall the five tanks attempted to break out by breaking the barricade at the rear. They were attacked by four engineers armed with anti-tank mines who succeeded in disabling four of the five. One of the resistance members shouted from atop an embankment for them to surrender since they were outnumbered. A German officer shouted, "Capture him!." But when a group of Germans advanced, they were cut down by machinegun fire.

Finally, the German officers decided to surrender. But when they discovered that they were fighting 'terrorists' they stated that they would only surrender to officers of the regular army. The Guerillas proposed that they conduct them to the office of the French Border Patrol of Anduze, the closest place in the area. Both parties agreed on a two-hour cease fire and two officers went with the Resistance officers to Anduze. Once there, the Germans insisted that they be allowed to pass on the condition that they would not attack the guerillas, but the Patrol Officer would only agree to an unconditional surrender.

Meanwhile, the German troops at the column decided to attack the Guerillas with artillery, tank, and machinegun fire. This continued for two hours until 70 more FTP Maquisards arrived. At mid-morning, the Germans asked for another truce and then broke it again by initiating a third attack. However, two small Guerilla planes arrived and pelted the Germans with make-shift bombs. They set vehicles on fire, destroyed an artillery tractor, and killed many of the troops.

By this time, about 100 Germans had been killed and 171 more were wounded. The Germans raised a white flag for the fourth time but this time they accepted unconditional surrender. Eleven hundred men surrendered with large quantities of arms and munitions. The Spanish and French had only suffered three wounded. The German Commander, Lieutenant

Colonel, Konrad A. Nietzsche, took off his uniform and burned it and his documentation. Then he doused himself with gasoline, lit himself on fire, and shot himself in the head.⁵

Opposing Forces

The German infantry units (regular) should be taken as Heer from the **1944 Normandy** selector on page 88 of the AG book. The troops must be mounted in vehicles and can be supported by one medium tank. They have just suffered a defeat and are shocked by the ambush so they are Brittle Troops.

The Spanish platoon (all regular) should be taken from the **Liberation 1942-45** selector in the AFA book. The platoon may include two demolition teams (2 figures per team, 1 charge each), the rifle squads should have anti-tank grenades anti-tank grenades.

The Germans are caught in an ambush and should be allowed 30% more points; neither side has air or artillery support.

Setup

The 6x4' board is oriented with the long sides N to S with a road running down the long center. Place a river perpendicular to the road 12" from the north edge and a bridge where the road crosses it. The road is paved. The rest of the board is covered in woods. The FFI have picked a location where the woods along both sides of the road are impassable to vehicles. Select another spot near the south end of the road where a tree can be blown down to block any attempt to flee. Mark this spot clearly with a temporary marker and place up to three mines (demolition charges) anywhere in the road. This is a daytime scenario.

Special Rules

Terrain Special Rules

Barriers, Fences, Derelicts, Roads.

Allied Special Rules

Demolition Teams & Charges, Hidden Bombs, Liaison Officers.

German Special Rules

Brittle Troops, Hitler's Buzz Saw, Initiative Training, Multiple Activations (BA II p218).

Objectives

The FFI objective is to stop the column and inflict as much damage as possible. The German objective is to get off the board and to defend the column as necessary.

The First Turn

Begin the game using the Multiple Activations rule (BA II p218). On the turn after the column is stopped, use of this rule ends.

Bring the entire German platoon on board from the south end, in column, on the road. Vehicles must travel in the center of the road and remain at least 2" apart. Suspecting foul play,

⁵ <http://holocaustoenespanol.blogspot.com/2010/05/la-batalla-de-la-madeleine-y-el-final.html> (translated by Davin Poulin).

they are not using full double movement, but all are using a Run order and moving at the rate of 24" per turn. The first vehicle must stop on the bridge of within 6" of a barrier if there is one.

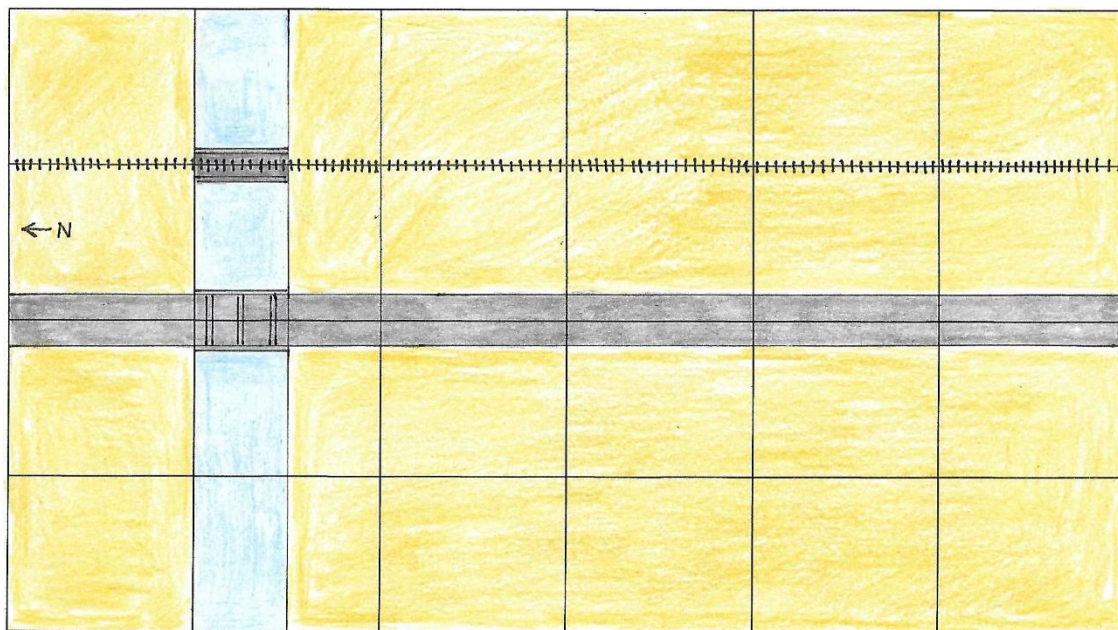
The entire French platoon is setup on the board, Hidden (*BE II* p131), with the demolition teams at least 6" from their objectives. One team is placed where the leading tree must be blown down and one team at the rear. The remainder of the platoon is setup in the woods at least 12" from the road.

Game Duration

The game will last 9 game turns.

Victory Points

Players receive attrition points (p4) for units destroyed. The French also receive 2 points for each vehicle that does not exit the north end. The Germans receive 2 points for each vehicle that exits off the north end and 1 point for each vehicle that leaves by the South end. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise the game is a draw.



Map for Battle of la Madeleine

Scenario 6) Team Aubrey, Open Battle, August 26, 1944

The FFI ambush a motorized column of elements of the Panzer Lehr and the 9th Panzer divisions. This scenario is designed to be an assault on dug-in positions so the Germans should have 30 percent more points than the Allies.

Background

Team Aubrey including Captain Godfrey Marchant (British, leader), Captain J. Chaigneau (French, Liaison), and Sergeant Ivor Hooker (radioman), jumped in civilian clothes from a modified B-24 bomber at 0015 on the night of August 12th into the Seine et Marne region east of Paris. They were followed by two more B-24s carrying weapons, ammunition, and equipment. They were greeted by Major René Dumont-Guillemet, leader of the SPIRITULIST circuit and a large reception committee from the village of St. Pathus. The following day, Sergeant Hooker developed the mumps, and for the rest of the mission he operated his radio from his sick bed. On the 14th SFHQ approved their relocation to the suburbs of northern Paris where Major Dumont-Guillemet had identified some 1500 volunteers. On the 25th the Major instructed his forces to rise up.

The following day, Team Aubrey put on their uniforms and awaited the arrival of the troops who mustered the following morning in some twenty-odd vehicles. They setup an ambush near Rougemont, between Oissery and Forfry. They set up on a sunken dirt road at the top of a rise with a good field of fire on the paved road to the south. Their position was protected on the west by a heavy wood and to the east by a marsh, both impassable to armored vehicles. They only had two Bren guns and only the Jedburghs knew how to operate the four PIATs. Furthermore, the FFI were inexperienced. Even as they unloaded, a German armored car opened fire on a couple of their vehicles. Seconds later a light tank also opened fire. When German infantry arrived later Major Dumont-Guillemet set up a covering force so the remainder could disperse. Captain Marchant remained, ordering Hooker to leave the field. Still another German tank approached and opened fire. Captain Chaigneau was killed by an HE shell. The covering force also gave way. They had to crawl through mud for two kilometers until they could reach the cover of woods. Hooker discarded his codes. The Germans they had faced were remnants of the Panzer Lehr and the 9th Panzer Divisions. Marchant reckoned they had lost 86 FFI men and women in the battle. They awoke the next morning, the 29th, in a safe house to the sounds of machinegun fire by a column of the US Seventh Corps.⁶

Opposing Forces

The German infantry platoon (Veteran) should be taken from the **1944 Normandy** selector in the *AG* book. The infantry must be mounted; the platoon may include up to three armored vehicles, preferably an enclosed armored car, a light tank, and a medium tank.

The French infantry platoon (Inexperienced and Green) must be taken from the **Liberation 1942-45** selector in the *AFA* book. The Jedburgh team (Veteran) must be

⁶ *Jedburgh Team Operations in Support of 12th Army Group, Team Aubrey*, page 22.

taken from the Liaison entry of the same book on page 99. Two of the Jedburghs may form a PIAT team if desired.

Neither side has air or artillery support.

Setup

This scenario requires a 4x6 table oriented east to west. The entire board is open ground. A dirt road on the north side runs down the length of the board opposite a paved one on the south. Both roads are set 12" from their inside edge to the board edge. The dirt road is sunken and gives dug-in cover. The rest of the board is clear. This scenario takes place during the day.

Special Rules

Terrain Special Rules:

Sunken Road – gives Dug-in cover to defenders.

The Hill – the side of the hill between the roads is rough ground for infantry moving north towards the dirt road, normal movement moving E, S, & W, and impassable for vehicles.

French Special Rules:

Dug-in Units, Liaison Officers, Green Troops (BA II p90).

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The Germans want to clear the area for traffic heading east. The French want to harass them as much as possible.

First Turn

The FFI troops are setup first and are placed along the edge of the road. The Germans enter the board on the paved road from the west by the following schedule (without order tests).

Game Turn 1 – an armored car.

Game Turn 2 – a light tank.

Game Turn 3 – infantry command and 1st rifle squad in vehicles.

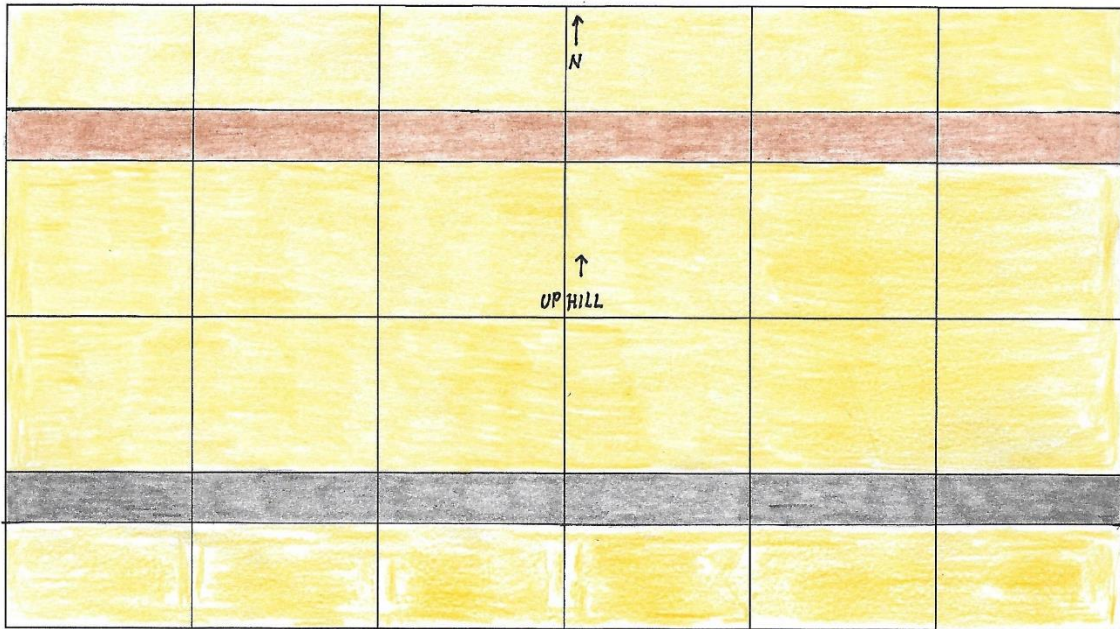
Game Turn 4 – 2nd rifle squad in a vehicle and a medium tank.

Game Duration

The game will last 7 turns.

Victory

If any FFI/Jedburgh unit remains on the road after game turn 6 the French win, otherwise the Germans win.



Map for Team Aubrey Open Battle

Scenario 7) Team Andrew, Attack on an FFI HQ, August 26, 1944

Due to a premature attack on the Germans the previous day, the location of the hideout for the Ardennes Resistance has been discovered. This scenario is designed to be a two-player game of equal forces.

Background

Team Andrew consisted of Major A. H. S. Coombe-Tennant (Leader, British), Lieutenant Edouard Comte d'Oultremont (Assistant leader, Belgian), Sergeant Frank Harrison (Radioman, British). They parachuted into the Ardennes Forest on the Belgium-France border on the 15th of August and made contact with a Colonel de Bolladière, codenamed Citronelle. On the 25th of August, the Bolladière group received a request of support from a Belgian FFI group that had attacked a German convoy about five miles to the east, but they couldn't get to them in time to help. The following day, near noon, a German company from Belgium attacked the Citronelle group as they were having lunch. The German's use of 60mm mortars proved particularly effective and the Citronelle group lost eight men killed and twelve wounded, including Colonel de Bolladière, and Lieutenant d'Oultremont. The Germans, however, had not expected such firepower, and both forces simultaneously retired – the Citronelle group relocated to a camp south of Tourbillon. The following day Coombe-Tennant and the FFI returned to the scene and observed that the Germans had not removed their dead.⁷

Opposing Forces

The German infantry platoon (Regular) should be taken from the **1944 Normandy** selector in the AG II book. The command team may be a Gestapo unit (3, Veteran, 2nd Lt.), but the remainder are Skittish. All units must be mounted.

The French infantry platoon must be taken from the **Liberation 1942-45** selector in the AFA book. One squad may be Veteran and one must be Inexperienced and Green; the remaining units are Regular. A Jedburgh Team (Veteran) counts as a Liaison Officer team.

Neither side has air or artillery support.

Setup

The 6x4 board is oriented with the long sides N to S. The FFI HQ building (approximately 12" x 12" or less) is located in the center of the board. A road runs right by it. Place 3-4 other houses or farms around the board. The remainder of the board is covered with wooded copses, scrub brush, and wood fences, and a few stone walls. The roads may be paved or dirt. The French player places three bomb markers anywhere on the board. This is a day raid.

Special Rules

Terrain Special Rules:

Buildings (BA II p120), Fences, Roads.

⁷ Jedburgh Team Operations in Support of 12th Army Group, Team Andrew, page 29.

French Special Rules:

Fieldcraft, Hidden Bombs.

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The German objective is to capture the HQ and destroy the FFI units. The FFI objective is to protect it if possible. They must hold the HQ for 6 turns while the noncombatants and wounded escape.

First Turn

The entire German force enters on foot from the long sides of the game board or is setup 12" from either short side, but no closer than 13" from any French unit.

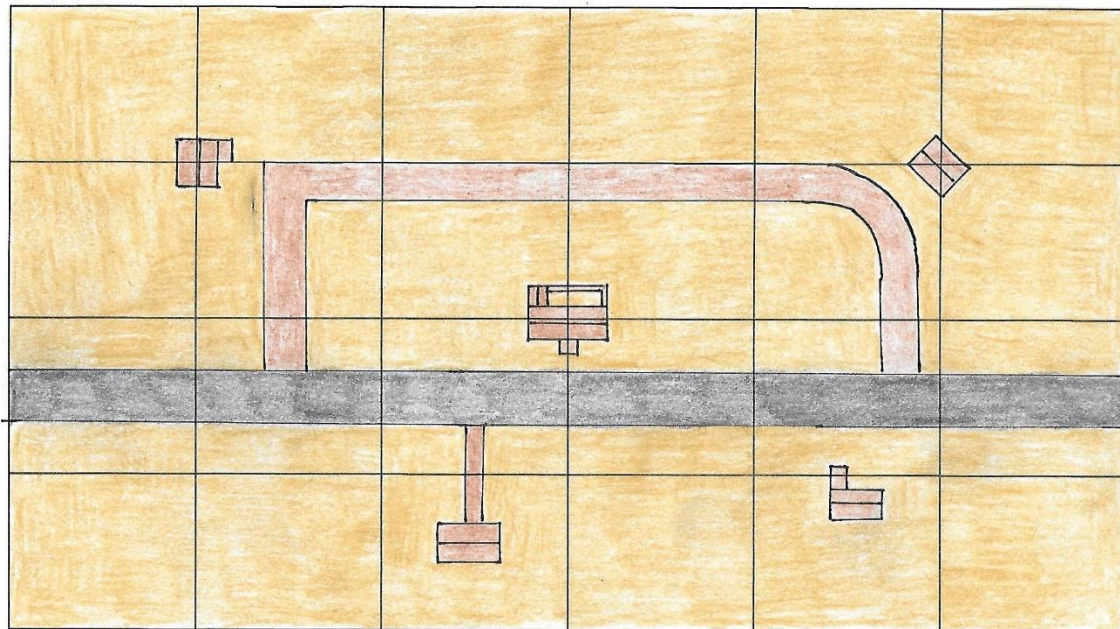
All of the French platoon's units are already setup onboard. They may be in the main building or any other location and may start the game Hidden.

Game Duration

The game will last 6 game turns.

Victory Points

Players receive attrition points (p4) for units destroyed. The side that holds the HQ receives 5 additional points. The HQ is held if one side has a unit inside the building with no enemy unit inside. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise, the game is a draw.



Map for Attack on FFI HQ

Scenario 8) Team Jacob, Drop Zone Debacle, August 27, 1944

The FFI are ambushed at a supply drop. In this two-player scenario, players should have equal troop points.

On the night of 12th August, 1944, SFHQ (Special Forces Headquarters) dispatched Jedburgh Team Jacob to the Vosges area north of Epinal as the twenty-sixth Jedburgh team to go to the continent. Team Jacob consisted of Captain Victor Andrew Gough (Leader, British), Captain Maurice Boissarie (Liaison, French), and Sergeant Ken Seymour (Radioman, British). They landed at about 0100 on the 13th near the village of la Petite-Raon. Team Jacob's mission was to assist the local Maquis, while avoiding open offensive action against Axis forces. Sergeant Seymour injured his ankle in the drop and the radio was broken, so the team had to use the radio of a nearby SAS unit. On August 15, Team Jacob radioed SFHQ reporting that they had landed safely, but Sergeant Seymour had injured his ankle. They had made contact with an FFI unit two kilometers south of Vexaincourt. Of the 800 FFI members in the area only 50 were armed. On the 26th the team requested a large supply drop. When it came, numerous Axis troops attacked them on the drop zone. The French lost many casualties. In the days that followed Captain Gough was captured and executed, and Captain Boissarie was killed in a skirmish along with about 100 Maquis. Sergeant Seymour was captured and sent to a prison camp. He survived the war. In this scenario, the Germans have received good intelligence and have setup an ambush for the French at the drop zone.⁸

Opposing Forces

The German infantry platoon should be taken from the **1944 Normandy** selector in the AG book. The command unit is Gestapo (Veteran), and two rifle squads are Osttruppen (*Regular, Shirkers*), and two are French Milice (*Inexperienced and Green*). The entire platoon is also *Brittle*.

The French infantry platoon must be taken from the **Liberation 1942-45** selector in the AFA book. The FFI are *Inexperienced* and *Skittish*. They may include a Jedburgh team (Veteran).

Neither side has air or artillery support.

Setup

This scenario requires a 4x6 table. The entire board is covered in light woods (soft cover) except for an 18" diameter clearing in the center. The clearing is the Drop Zone. Along the perimeter are four bonfires, evenly spaced. The woods are no impediment to movement but do provide soft cover. There may be a few patches of rough ground (no running). Place a wooden crate to represent the supply drop in the center of the board. This scenario takes place at night.

Special Rules

Terrain Special Rules:

Bonfires, Fences, Reduced Visibility (BA II p220).

French Special Rules:

Liaison Officers, Skittish.

⁸ Jedburgh Team Operations in Support of 12th Army Group, Team Jacob, page 20.

German Special Rules:

Brittle Troops, Hitler's Buzz Saw, Initiative Training, Shirkers (BA II p91), Green Troops (BA II p90).

Objectives

The Gestapo wants to capture as many prisoners as possible for interrogation; the French want to escape by moving off either of the short sides of the board.

First Turn

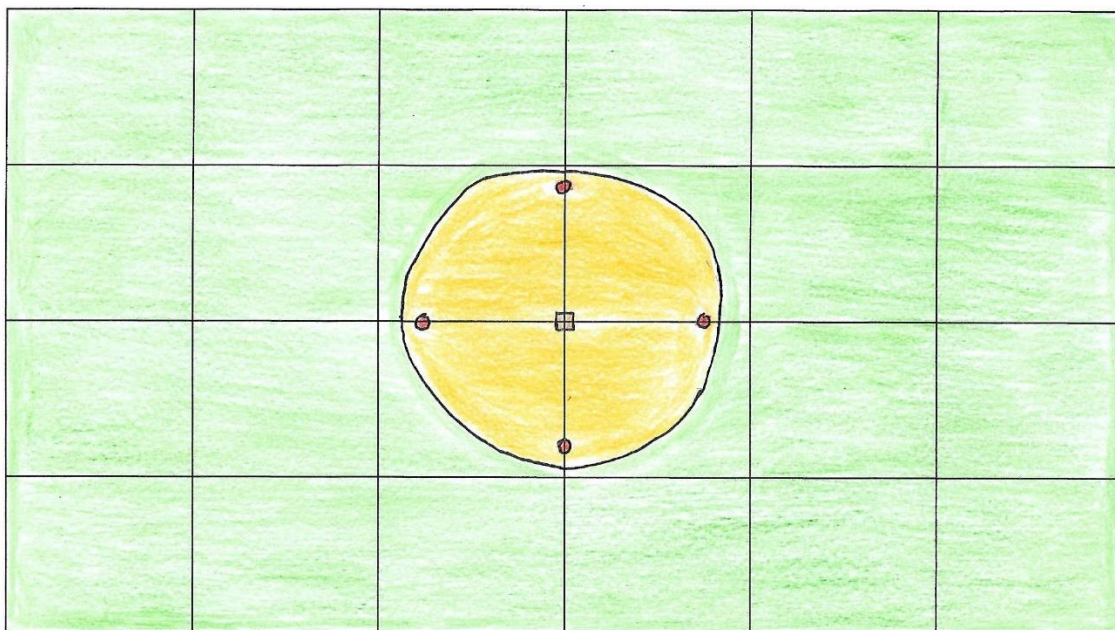
The FFI troops are setup first and are placed equidistant along the edge of the circle. They are awaiting the supply drop. The Germans setup second and are placed anywhere in the forest, at least 13" away from any French unit.

Game Duration

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

The Germans are allotted 1 victory point for each captured French figure and the French get 1 point for each figure that escapes off the board. Both sides may get an extra 5 points for control of the crate; this is done by having a unit within 3" with no enemy unit within 3". Players also receive attrition points (p4) for units destroyed. If one side scores at least 2 points more than the opposition, then that side has won a clear victory; otherwise the game is a draw.



Map for Drop Zone Debacle

Scenario 9) Teams Benjamin and Bernard, Bridge at Verdun – August 31, 1944

This scenario is intended to be a four-player game of equal points.

Background

Team Benjamin consisted of Major A. J. Forrest (British), Lieutenant Paul Moniez (French), and 2nd Lt. H. Kaminski (radioman, French). They were to operate east of the Meuse River. Team Bernard included Captain J. de W. Waller (British), Captain Etienne Nasica (French), and Sergeant Cyril M. Bassett (Radioman, British). They were to operate west of the Meuse. On August 18, 1944, the two teams parachuted into the Meuse-Argonne area. But after key FFI leaders were captured the two teams decided to remain together and began to organize FFI patrols to search for German stragglers, killing or capturing about fifty men. During this time, they received orders to capture and hold bridges in the area to assist the advancing American Army.

However, the Germans had already destroyed all the bridges except the main bridge at Verdun, which was rigged for demolition and defended by a rearguard supported by two Panther Tanks. No doubt, they had orders to keep it open for retreating units. Soon, the Jedburghs made contact with the US XX Corps. On the 31st of August Combat Command A of the 7th Armored Division advanced to Verdun to capture a bridgehead over the Meuse River. The Americans didn't know it, but the FFI were ahead of them. Shortly after noon, as units of the CCA entered the town, a number of FFI volunteers ran under the bridge and managed to cut the wires to the explosive charges before the German sentries could set them off. Minutes later, US tanks arrived at the bridge, knocked out the two Panthers, and crossed the river to secure the bridgehead.⁹

Opposing Forces

The German infantry squads should be taken as Heer Grenadier (Regular) from the **1944 Normandy** selector in the AG book. They must purchase defenses. The armor platoon may have up to two tanks (Regular) and may include a flak unit. The German players can divide the forces as desired. The platoon has artillery support.

The French platoon (Regular) should be taken from the **Liberation 1942-45** selector in the AFA book. The FFI should have a command, three squads that carry Molotovs and wire cutters, and a weapon team. A Jedburgh Team (Veteran) counts as a Liaison Officer team. They may call for one air strike.

The American CCA Task Force (Regular) must be taken from the **1944 - Operation Cobra** selector in the *Armies of the United States* book. They may have up to three M4A1 Sherman tanks and the rest should be armored infantry.

⁹ Jedburgh Team Operations in Support of 12th Army Group book, page 33: *Teams Benjamin and Bernard, 25 August, 1944.*

Setup

This scenario requires a 6'x4' table, oriented E to W along the long sides. The bridge is in the center of the table with the 8" impassable river running N to S. Place four small tokens equidistant in the water beside the bridge, two along each side, about 5" apart. These tokens represent the location of explosive devices the Germans have set under the bridge. On both sides of the river there are a few farmhouses and cultivated fields. There is some scrub brush along the western side of the river bank, wooden fences, and clumps of trees. The Germans have built two redoubts & sandbag defenses 5" from the river's edge and have cleared the brush along their side of the river. This scenario takes place during the day.

Special Rules

Terrain Special Rules:

Bridges, Fences, Dug-in Units.

Allied Special Rules:

Disarming Charges, Fire and Maneuver, Liaison Officers, Molotov Cocktails.

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The Germans will blow the bridge on game turn 6, attempting to deny the Allies a quick bridgehead over the Meuse River. The French player must disarm as many explosive charges as possible before then. The German player must try stop them as well as prevent Allied units from crossing the bridge before it blows.

First Turn

The German infantry platoon is setup on the board before the game starts. They are the First Wave. They must make a spotting roll before they can open fire. The two Panthers are the Reserve, and they may enter from the east road beginning on game turn three.

For the Allies, the French platoon and the Jedburghs are the First Wave. They enter on game turn one from any point west of the river.

At the beginning of each subsequent turn, make a spotting roll for the Germans (assume the French are taking all available cover). If a single die result is equal to or less than the current game turn, the French have been seen, and the Germans may begin firing. The US CCA is the Reserve. They enter only from the road on the west side beginning on game turn three.

Game Duration

At the end of turn 6 the remaining charges on the bridge are blown and the game ends.

Victory

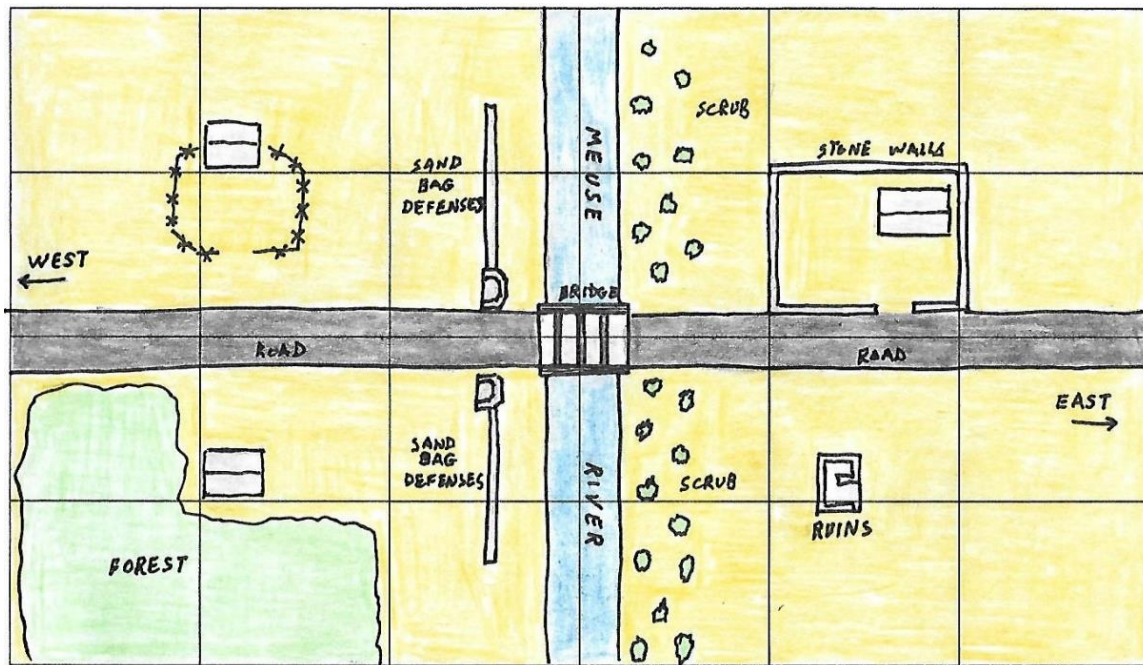
The final state of the bridge depends on how many charges explode:

4 charges: the bridge is completely destroyed; total Axis victory.

2-3 charges: the bridge is damaged; use attrition points (see below).

1 charge: the bridge is still open for business; total Allied victory.

Players receive attrition points for units destroyed. In addition, the Allied players receive 2 points for each unit that steps off the bridge onto the east side. The side that scores two more points than the other wins.



Map for Bridge at Verdun

Scenario 10) Team Alfred, Prisoner Rescue, August 31, 1944

The FFI rescue 30 American prisoners. Team Alfred consisted of Captain L.D. Macdougall (British, leader), Lieutenant G. Herenguel (French, Liaison), Sergeant Albert W. Key (British, radioman). After an aborted drop the night before, they were inserted on the night of the 24th into the Oise sector. They were to assist the local FFI in providing an additional radio contact and to assist in the delivery of arms. On the 26th Captain Macdougall traveled to Clermont where he met the FFI leader, Commandant Dupont-Montura. He was informed that the area contained six thousand partisans, poorly organized but very enthusiastic. Only about 400 were armed, mostly with hunting rifles and shotguns. On the 28th MacDougall reported the non-arrival of their arms drop, and that large groups of disorganized Germans were moving through Montdidier towards Lille. When a drop was finally made the next night, it was off-course and a local Communist resistance group retrieved it. German activity in the area continued to increase and the Team was forced to stay on the move. Then they received word they were to secure bridges at Amiens, Moreuil, Boves, Fiquigny, Conde, and Longpre, and to hold them for about four days. On the 31st, still without fresh arms, the team conducted two raids. Lt. Herenguel and Sergeant Key went on the raids while MacDougall attempted to contact the FFI in Amiens. At Francieres, they shot up a German column with few losses, and then they killed a small group of Germans that were guarding 30 American prisoners of war. The following day, large forces of Americans overran the area.¹⁰

Forces

The German infantry platoon (Regular) should be taken from the **1944 Normandy** selector in the AG book.

The French infantry platoon (Regular) should be taken from the must be taken from the **Liberation 1942-45** selector in the AFA book. The Jedburgh Team (Veteran) counts as a Liaison Officer team. Units may be given wire cutters. The French are attacking and should have 30% more points.

Neither side has air or artillery support.

Setup

The 6x4 board is oriented with the long sides N to S. The prison compound (approximately 12" x 12" or less) is located in the center of the board. Place 10 Allied figures inside it. A road runs right by the compound. About 3-4 houses or farms may be scattered around the board. The remainder of the board has patches of woods, scrub brush, and wood fences. The road is paved. The German defenders are placed onboard, each unit in a separate house. One figure is detached from each rifle squad and placed outside as sentries, on opposite ends of the compound and within 12" of it. This is a night raid.

¹⁰ *Jedburgh Team Operations in Support of 12th Army Group, Team Alfred*, page 39.

Special Rules

Terrain Special Rules:

Barbed Wire (tight), Fences, Reduced Visibility (BA II p220), Roads, Wire Cutters.

French Special Rules:

Dispatching Sentries, Fieldcraft, Wire Cutters.

German Special Rules:

Hitler's Buzz Saw, Initiative Training, Deploying Sentries.

Objectives

The German objective is to defend their prisoners. The French object is to cut the wire and free the prisoners while holding off the Germans.

First Turn

The game starts using the Sentry rules; the sentries are the First Wave. The remainder of the German force are the Reserves; they may be activated after the alarm is given.

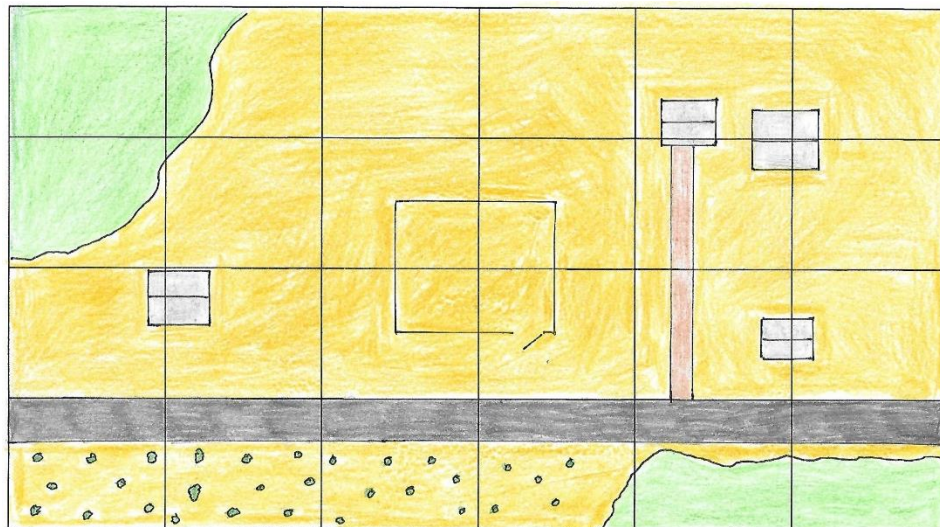
All of the French platoon's units enter the board on the first turn from any side.

Game Duration

The game will last 6 game turns.

Victory Points

Players receive attrition points (p4) for units destroyed. Also, each side gains two points for each prisoner freed (allies) or retained (axis). If one side scores at least two points more than the opposition then that side has won a clear victory; otherwise, the game is a draw.



Map for Prisoner Rescue.

Scenario 11) Team Archibald, Bridge at Bayon – September 2, 1944

On August 26th a Jedburgh Team, codename Archibald, jumped into the Forêt de Charmes in Lorraine ahead of Patton's speeding columns. The team consisted of three men, Major Arthur du Pré Denning (British), Lieutenant François Coste (French), and radioman Master Sergeant Roger L. Pierre (U.S.). After landing, they hooked up with the local FFI Company, known as the Forêt de Charmes Maquis, under Captain Noel, a former French officer. Together, they moved their operations to an area called Lemenil-Mitry in the Bois de Chivoiteux, close to the town of Bayon. In the days that followed the team arranged supply drops and the FFI Company grew to a strength of 300 armed men with 200 still unarmed. Denning received word that the US 3rd Army was only 35km away so he resolved to make contact with them. He encountered the 42 Cavalry Squadron. Since the Germans were demolishing bridges on the Moselle River as fast as they could, and Patton was needing a way to quickly get across it, the Compagnie de Forêt de Charmes was ordered to take and hold a bridge across the Rhône River. On the way back Denning ran into a skirmish and received a slight wound in the thigh.

One evening, the group managed to capture the bridge, driving off the small garrison in a coup de main. The U.S. Third Army, however, ran out of gasoline and they were unable to make it as far as the bridge. The Germans subsequently retook the town and destroyed the bridge. With the Americans temporarily out of fuel and German reinforcements now available, the front soon stabilized along the Moselle River.¹¹

Opposing Forces

The German infantry platoon (Regular) should be taken from the **1944 - Normandy** selector in the AG book. They may not include tanks. The first two squads have 5 figures each, and the remainder can be full squads; the reserve must be mounted in vehicles.

The French infantry platoon should be taken from the **Liberation 1942-45** selector in the AFA book. One rifle squad may be Veteran and one must be Inexperienced and Green; the remaining units are Regular. They may have anti-tank grenades. A Jedburgh Team (Veteran) counts as a Liaison Officer team described on page 99 of the same book.

Neither side has air or artillery support.

Setup

This scenario requires a 6'x4' table oriented east to west along the long sides. The bridge is setup in the center of the table with the river (impassable) running N to S. On the east side of the river there are a few farmhouses and cultivated fields, the outskirts of the village of Bayon. On the west side, the NW quadrant formed by the road and river is light forest. In the SW quadrant, there is a ruined farmhouse surrounded by fields. The Germans have built two redoubts, one at each end of the bridge. The bridge is not mined. The attack takes place at dusk.

Special Rules

¹¹ *Jedburgh Team Operations in Support of 12th Army Group* book, page 47, *Team Archibald*, 25 August, 1944.

Terrain Special Rules:

Fences, Dug-in Units, Longest Day (BA II p220).

French Special Rules:

Green Troops (BA II p90), Infiltration, Molotov Cocktails.

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The French player must capture the bridge; the German player must protect it.

First Turn

Two German squads (5 figures each) are setup in the redoubts. They are the First Wave. The remainder become the Reserve; they will enter the board on the road from the east mounted in vehicles (no outflanking).

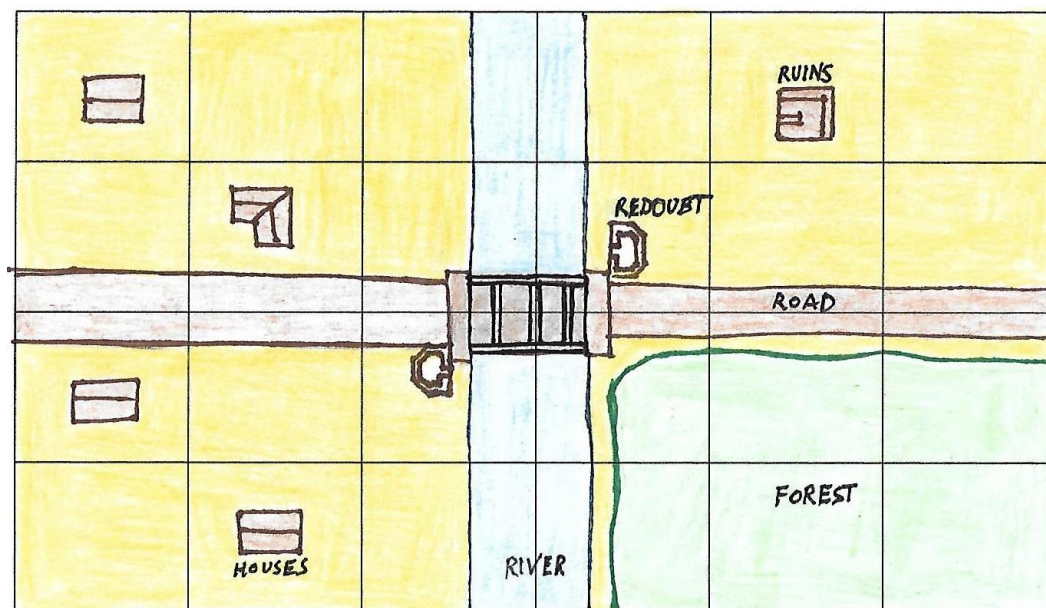
The French player selects two squads and one team to be the first wave. They enter on game turn one from any point west of the river. The remainder are the reserve. They may also enter at any point west of the river beginning on game turn 2.

Game Duration

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

Players receive attrition points (p5) for units destroyed. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise the game is a draw.



Charmes Bridge, ←E/W→.

Scenario 12) Operations Hardy and Wallace, Battle of Chatillon – September 2, 1944

On July 26 Operation Hardy dropped 55 men and 7 jeeps from the 2nd Air Service under Captain Grant Hibbert near Châtillon-sur-Seine. This town had a strong German garrison. Hibbert soon realized that German troops would be retreating through the town after the Allied breakout in Normandy. Reinforcements and supplies were dropped throughout August. On August 19 Operation Wallace landed 60 men and 20 jeeps at Rennes Airfield under Major Roy Farran. In four days, they reached Hibbert's position. They had lost 13 jeeps and 8 men on the way. After ambushing a train and destroying a radar station they made it to Hibbert at the Hardy Base. Major Farran now had 60 men and 10 jeeps.

He decided to attack the German headquarters in the town of Châtillon-sur-Seine. After a meeting and a dinner with much wine, the local Resistance agreed that they would support the SAS. In the early hours of September 2, the SAS were in position, but the Resistance didn't show. Farran decided to go ahead anyway. They positioned themselves at all the entry/exit roads in to town with jeeps, machineguns, and mortars. Then at 0630 a 3-inch mortar opened up on the chateau and a huge firefight broke out. Outside town, a reinforcement column of 30 vehicles was scattered. Farran broke off the engagement after seven and a half hours of fighting. A hundred Germans were killed and many more wounded, the SAS lost one killed and two wounded. The Germans grabbed fifty hostages, but when the body of SAS trooper William Holland was found they realized who had made the attack and they were released. The following night Farran received a large drop of supplies and eight more jeeps.

After a move to the Vosge area and several more successful skirmishes the Operation was closed on September 17. In a month of activity Farran and his men had caused more than 500 German casualties along with destroying 23 staff cars, 6 motor-cycles, and 36 miscellaneous vehicles including trucks, half-tracks, and troop carriers, 100,000 tons of petrol, and a burned-out train. Seventeen SAS troopers and 16 jeeps were lost. Mistaking them for the lead elements of the Patton's 3rd Army, the Germans withdrew from Chatillon earlier than necessary.¹²

Opposing Forces

The German infantry platoon (Regular) should be taken from the **1944 – Normandy** selector in the AG book.

The British SAS platoon should be taken from the **NW Europe SAS Platoon** selector on page 3 of this book; the rifle sections should be taken from the **SAS Infantry section** on the same page. All units should be mounted in jeeps.

Neither side has air or artillery support.

¹² https://en.wikipedia.org/wiki/Operations_Wallace_and_Hardy.

Setup

This scenario requires a 6'x4' table oriented. A village is setup in the center of the table with four roads north, south, east, and west crossing in the center. Place a chateau in a compound anywhere in town. The attack takes place at dawn.

Special Rules

Terrain Special Rules:

Dawn Assault (BA II p220).

British SAS Special Rules:

Behind Enemy Lines, Fanatics (BA II p90), Vickers K gun, Who Dares Wins!.

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The German player must secure the town (the board); the British player must inflict as much damage as possible.

First Turn

The entire British force enters from any single side of the board on the first turn. They may choose to select half their force as reserves. The reserves may enter from any other single road on game turn 3.

The German first wave starts the game in the Chateau compound. The reserves may enter from any single unused road on game turn 4.

Force reserves may not enter on the same road (whichever force begins to enter on a road first has right of way on that road).

Game Duration

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

Players receive attrition points (p5) for units destroyed. If one side scores at least 2 points more than the opposition then that side has won a clear victory, otherwise, the game is a draw.

Scenario 13) Operation Tombola – March 27, 1945

Two days before the operation, two young women on bicycles cycled into Albinea and surreptitiously studied the layout and cycled out the way they had come, unnoticed by the guards. By March 26 one hundred men were hiding in an ox shed in Casa del Lupo, ten miles from Albinea. They wore mis-matched uniforms, Russians in German feld-grau, Italian partisans from several groups, and 40 SAS men in their British para uniforms. TO try to gain some semblance of a united group, leader Roy Farran, had ordered red SAS berets for all. Weapons were just as diverse. The Russians were led by Victor Pirogdov who called himself Victor Modena. Though their bravery was unquestionable their performance on an operation would be unpredictable. It helped that some of the Italians were veteran mountain fighters, but the remainder were “absolutely useless.” To add a bit of color Farrans had brought in a bagpiper, David Kirkpatrick of the Highland Light Infantry.

The object of the raid was the German Headquarters of LI Corps in Albinea. They left the ox shed before dawn heading out in small groups of three main sections: two assault teams of 10 Brits and 20 Italians and one group of 10 Brits, 20 Italians, and 30 Russians. Once in Albinea the Russians broke off to form a cordon across the road from the guard barracks 400 yards down the road. Hundreds of Germans were billeted there. The Corps HQ element (two generals and thirty-seven officers and men) was billeted in a large house called Villa Rossi and the ops rooms and staff officers were setup across the road at Villa Calvi. Four sentries were placed in front of each villa and six sandbag machinegun emplacements were setup around the village. Farran, with the blocking force would send up a flare in twenty minutes to signal everyone to withdraw.

A burst of gunfire accompanied by the wail of bagpipes broke out just after two a.m. The sentries in front of the villas were taken out immediately. At Villa Rossi the raiders ran in firing weapons and throwing grenades. A siren on the roof wailed out a general alarm, light went on all over. The battle in the hallway was intense. Two attempts to gain the stairs were repulsed with casualties, two SAS men were lost. The Germans tried to fight their way out but failed with six killed on the stairs and two surrendered. The Italians killed them. When the raiders left twenty minutes later a fire was burning in the kitchen.

Across the road at Villa Calvi the raiders were stalled when they found the front door locked. They had to use a bazooka and a sten gun to blow off the lock, then they rammed the door, threw a few grenades and charged in. Defeated in close quarters fighting the remaining Germans withdrew up the stairs, leaving the chief of staff and eight men dead. While this was occurring the raiders outside fired into the upper floor windows. Those inside set fire to flammable items.

Predictably, the German guards poured out of their barracks and ran into the Russian line. “The Russians returned fire very accurately and their ring was never broken,” wrote Farran. Seeing the flare the raiders ran west, then south, circling widely to get back to Casa del Lupo. As dawn was breaking Cilla Calvi exploded. Twenty-two

and a half hours later they reached their base campo where they threw a party with fried eggs, bread, and gallons of vino as the piper played.¹³

Opposing Forces

The German infantry platoon (Regular) should be taken from the **1944-45 – Operation Watch on the Rhine** selector in the AG book. They may have transports but no armored vehicles. They must be split into three groups: Villa Rossi (one squad with a general and staff), Villa Calvi (captain and one squad), and Barracks (command LT and three squads). They also need 6 sentries and at least two machinegun teams.

The British SAS platoon should be taken from the **NW Europe SAS Platoon** selector on page 3 of this book; the rifle sections should be taken from the **SAS Infantry section** on the same page without machineguns, mortars, or vehicles. The Italian and Russian partisans may be selected from the **Armies of France and the Allies** book. The raiders must divide into three groups with one officer in charge of each.

Neither side has air or artillery support.

Setup

This scenario requires a 6'x4' table oriented. A road runs down the centerline of long length of the table. Players place houses, trees, and other types of terrain as shown on the map. This scenario takes place at night.

Special Rules

Terrain Special Rules:

Fences, Forests, Reduced Visibility BA II p220, Roads.

British SAS Special Rules:

Behind Enemy Lines, Dispatching Sentries, Fanatics (BA II p90), Vickers K gun, Who Dares Wins!

German Special Rules:

Hitler's Buzz Saw, Initiative Training, Sentries.

Objectives

The German player must defend the two houses from the surprise attack; the SAS player must inflict as much damage as possible on the German force.

First Turn

The German force starts the game with each unit in their designated building. They may not begin to take actions until the turn after the alarm is sounded. The raiders may enter the board from the east side within 3' of the north corner.

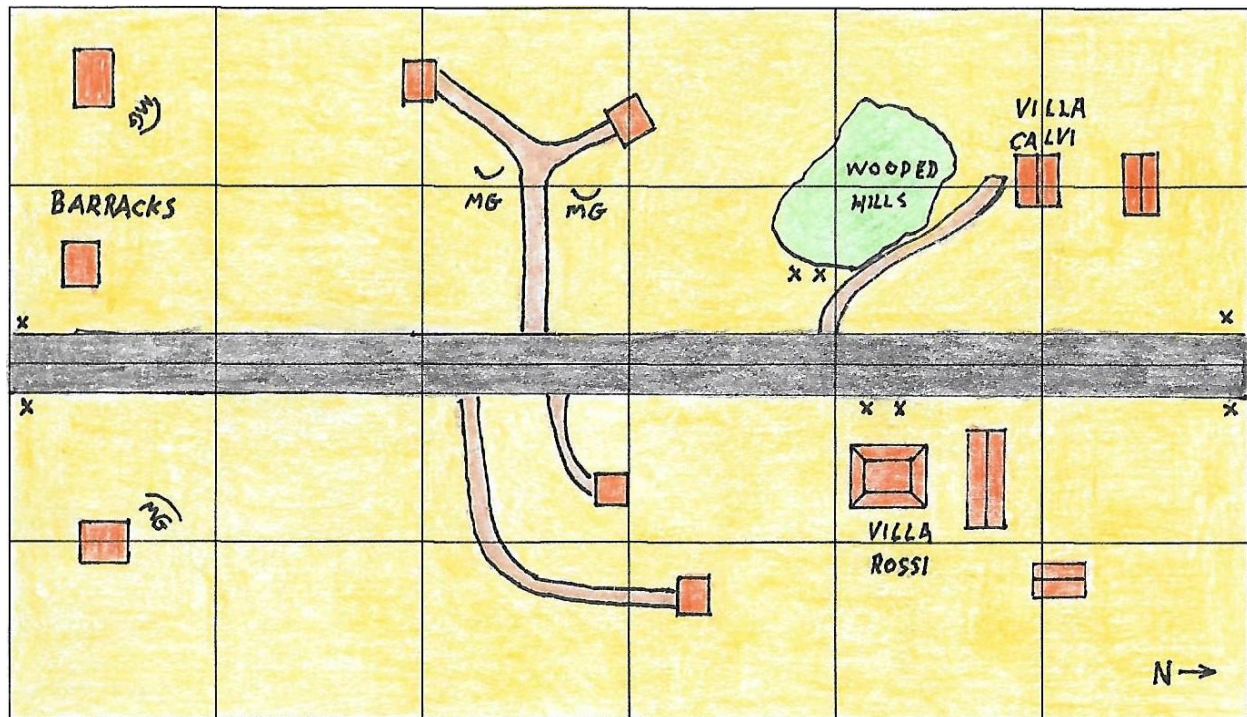
Game Duration

¹³ Macintyre, *Rogue Heroes*, 300-309.

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

Players receive attrition points (p6) for units destroyed. The raider player receives 5 points per target house destroyed, the Germans receive 5 points for each house saved. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise, the game is a draw.



Scenario 14) Operation Amherst – April 7-13, 1945

In support of the Canadian 1st Army's Operation Keystone, an offensive to liberate northwestern Holland, on April 7, 1945, between 23:45 and 01:30 two Free French SAS Battalions and one Jedburgh team were dropped all over northern Holland. Their main objective was to disrupt German communications, identify troop dispositions and movements, capture 18 bridges and two airfields. These units included the 3rd and 4th Battalions one four-man Jedburgh team. In all seven hundred and two men were dropped on 19 drop zones from 46 aircraft. A 47th plane had engine trouble and was forced to make the drop the following night. The 3rd Battalion (*Troisième RCP*) was dropped west of the Groningen-Assen-Hoogeveen railroad line and the 4th Battalion (*Deuxième RCP*) east of the railroad line. Each stick was composed of 15 men, 2 officers, 2 noncoms and 11 corporals and privates. 219 containers of weapons, ammunition, and supplies, including 30 for the Dutch resistance were also dropped as well as 150 "dummies," similar to the 'Ruperts' of D-Day, to help confuse the enemy. Because of low cloud cover they had to jump at 2,000 feet instead of their usual 800. The altitude and the 15mph wind caused the men to spread out over a larger area than expected. Heavy fog on the ground made it difficult to regroup quickly. Hours were lost and four sticks never regrouped completely. The weather also cancelled the drop of 18 jeeps. The paratroopers were supported overland by the 5th Battalion Belgian SAS who traveled in jeeps. Fighting commenced quickly in Drenthe and southeast Friesland. Several sticks landed on a German convoy. The Jedburgh team landed at Hooghalen, losing two men. Major Harcourt was captured and sent to the Wesermunde POW camp where he was liberated on the 30th. Captain Bestebreurtie broke his ankle on landing. Captain Ruysch-van-Duchteren and the radio operator, Sergeant Somers, made contact with the resistance and were able to coordinate a weapons drop for them. The two battalions enjoyed considerable success before they were 'overrun' by the advancing elements of the Canadian 8th Reconnaissance Regiment. They lost 29 dead, 35 wounded and 29 missing in exchange for German losses of 270 killed, 220 wounded and 187 captured.¹⁴ There are seven scenarios in this operation.

Opposing Forces

The German infantry platoon (Regular) should be taken from the **1944-45 – Operation Watch on the Rhine** selector in the AG book. They may have transports and an armored car but no tank.

The British SAS platoon should be taken from the **NW Europe SAS Platoon** selector on page 3 of this book; the rifle sections should be taken from the **SAS Infantry section** on the same page.

Neither side has air or artillery support. Several scenarios present themselves from this large operation.

¹⁴ <https://www.tracesofwar.com/articles/2621/Operation-Amherst.htm?c=gw>. This information was researched after the war by Colonel Roger Flamand who had participated in the operation. <https://codenames.info/operation/amherst/>.

Scenario 14A) Parachute Landing on a German Convoy

Setup

This scenario requires a 6'x4' table oriented. A road runs down the centerline of long length of the table. Players may place houses, trees, and other types of terrain as desired. This scenario takes place at night.

Special Rules

Terrain Special Rules:

Buildings (BA II p120), Fences, Forests, Reduced Visibility (BA II p220), Roads.

Free French SAS Special Rules:

Air Assault Parachute Jump Rules, Behind Enemy Lines, Vickers K gun, Who Dares Wins!

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The German player must defeat the SAS force; the SAS player must inflict as much damage as possible on the German force.

First Turn

The German force starts the game mounted in their transport vehicles. Their column is centered on the road in the middle of the board. Before the first turn the entire French SAS force drops on the board. Then game starts as normal.

Game Duration

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

Players receive attrition points (p6) for units destroyed. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise, the game is a draw.

Scenario 14B) Capture a Bridge

A small group of paratroopers under Capitaine Henri Sicaud was dropped in the south-eastern part of Friesland close to the border of Drenthe. Under the cover of heavy clouds several sticks each comprising some 10 paratroopers each managed to land without being detected by the Germans. Sicaud landed in a pine tree and his eye was pierced by a branch, seriously limiting his eyesight. Sicaud and his paratroopers managed to occupy an important bridge, seriously frustrating German troop movements. A series of running battles between the French, the Germans and Dutch Nazi collaborators was fought near the bridge.

Setup

This scenario requires a 6'x4' table oriented. A road runs down the centerline of long length of the table. A canal runs perpendicular to the road on the short length centerline with a bridge in the center of the intersection. Players may place houses, trees, and other bits of terrain as desired. This scenario takes place during the day.

Special Rules

Terrain Special Rules:

Bridges, Buildings, Fences, Forests, Roads.

Free French SAS Special Rules:

Behind Enemy Lines, Fanatics (BA II p90), Vickers K gun, Who Dares Wins!.

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The German player must defeat the SAS force; the SAS player must inflict as much damage as possible on the German force.

First Turn

Half the German force is deployed guarding the bridge; they may pay for defensive emplacements. The remainder of their force enters the game from along the road (from either direction) as reserves beginning on game turn 2.

Game Duration

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

Players receive attrition points (p6) for units destroyed. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise the game is a draw. The side in possession of the bridge gains an additional 10 points; i.e., if one side has a unit within 3" of it and no enemy units are within 6" of it.

Scenario 14C) Raid on a German HQ

In a forested area near Witteveen southeast of Westerbork Major Puech-Samson, commander of the 4th Battalion, with his staff landed with two other sticks. He directed them to attack a German command post, which they did on the following day with the assistance of agent Willem van der Veer at about 13:30. A number of German officers and troops were killed, putting the command post temporarily out of action. General Major Karl Bottger was seriously wounded. The French lost three men.

Setup

This scenario requires a 6'x4' table oriented. A road runs down the centerline of long length of the table. Players may place houses, trees, and other bits of terrain as desired. One large building in the center serves as the German HQ building. This scenario takes place during the day.

Special Rules

Terrain Special Rules:

Buildings, Dug-in, Fences, Forests, Roads.

Free French SAS Special Rules:

Behind Enemy Lines, Fanatics (BA II p90), Vickers K gun, Who Dares Wins!.

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The German player must defeat the SAS force; the SAS player must inflict as much damage as possible on the German force and blow up the HE if they can.

First Turn

Before the first turn the entire French SAS force enters from offboard. Half the German force is deployed guarding the HQ; they may pay for defensive emplacements. The remainder of their force enters the game from along the road (from either direction) as reserves beginning on game turn 2.

Game Duration

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

Players receive attrition points (p6) for units destroyed. If one side scores at least 2 points more than the opposition then that side has won a clear victory; otherwise, the game is a draw. The side in possession of the HQ gains an additional 10 points, i.e., if one side has a unit within 3" of it and no enemy units are within 6" of it.

Scenario 14D) Assault on a German Transport Depot

To the north in Gasselte four sticks attacked the NSKK (*Nationalsozialistisches Frafrahrer Korps*) command post, a transport unit often manned with Dutch volunteers. Eighteen Germans were captured and taken to nearby woods. One French was lost. That evening more Germans arrived in town and locked up the entire male population inside the church. They made preparation to commence executing them, but instead, only locked up sixteen at Assen; they were liberated by Canadians on the 13th.

Setup

This scenario requires a 6'x4' table oriented. A road runs off-center down the long length of the table. One large compound in the center serves as the German transportation depot. There should be several transport vehicles in the yard. Outside it, players may place houses, trees, and other bits of terrain as desired. This scenario takes place during the day.

Special Rules

Terrain Special Rules:

Buildings, Dug-in, Fences, Forests, Roads.

Free French SAS Special Rules:

Behind Enemy Lines, Fanatics (BA II p90), Vickers K gun, Who Dares Wins!

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The German player must defeat the SAS force; the SAS player must inflict as much damage as possible on the German force.

First Turn

Before the first turn the entire French SAS force enters from offboard. Half the German force is deployed guarding the compound; they may pay for defensive emplacements. The remainder of their force enters the game from along the road (from either direction) as reserves beginning on game turn 2.

Game Duration

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

Players receive attrition points (p6) for units destroyed. If one side scores at least 2 points more than the opposition then that side has won a clear victory, otherwise, the game is a draw.

Scenario 14E) Capture a Mined Bridge on the Drentse Hoofdvaart

One stick captured Veenhoopsbrug (bridge) on the Drentse Hoofdvaart (main Channel), an important objective for the advancing Canadians. It was undamaged. Two resistance members named Voortman, a father and son team, had already twice cleared the bridge of demolition charges. This feat allowed the Canadians to quickly move north.

In this scenario the SAS can capture a mined bridge. Use Scenario number 9 the Bridge at Verdun and substitute the Dutch Partisans for the FFI and the French SAS for the Americans. No Jedburgh team is present.

Scenario 14F) Repel a counterattack in Appelscha

Other sticks that had landed in the area by accident captured the Stokersverlaatbrug (bridge) across the Opsterlandse Campagnonvaart (canal) in Appelscha undamaged. Some of the paratroopers were discovered by a band of Dutch resistance fighters who had made their shelter in the forest south of the village of Appelscha. Led by an agent of the Dutch government-in-exile in England, the paratroopers were able to regroup and start a series of attacks on German troops retreating through the area to Germany.

In this scenario the SAS can assault a retreating German convoy. Use Scenario number 5 The Battle of La Madeleine scenario and substitute the French SAS for the Spanish Partisans. At least one squad should be Dutch Partisans.

Scenario 14G) Firefight in Appelscha

One group was dropped too far from Captain Sicaud and landed on the outskirts of Haulerwiik, ten kilometers north of Appelscha. German troops discovered them in the early morning on the 8th and a fire fight broke. One SAS trooper was killed, others were captured but managed to escape and join their comrades fighting in and around Appelscha. Eventually the disordered Germans managed to counterattack. Some SAS and civilians were killed but the remaining troops forced the Germans to withdraw. This skirmish was referred to as "the last Amherst". Part of the town was destroyed, and a huge conflict ensued.

In this scenario the game board is covered with a small town. The German garrison starts the game in the town and the SAS units may enter from any side on the first turn.

Scenario 15) Operation Herring – April 19-20, 1945

The Allies were bent on wrapping up operations in northern Italy. It was decided to drop paratroopers behind enemy lines to facilitate the Allied advance. Their mission was to attack German communications, vehicle columns, prevent German engineers from blowing up bridges, and otherwise create havoc in the German rear. Twelve 9-man squads (114 men) of the Italian “F” Recce Squadron commanded by Captain Carlo Gay and 12 squads of volunteers (112 men) from the Nembo Paratroop Regiment led by Lieutenant Guerrino Ceiner were dropped in eight locations south of the Po River on the night of April 19-20 in Ferrara, Mirondola, Poggio Rusco, and the Modena-Mantua highway areas. Each paratrooper was armed with the Italian Beretta MAB 38 submachinegun. They were given rations for 48 hours. One British paratrooper accompanied them. During the drop they were scattered about but were still able to regroup quickly. A few were captured upon landing, but the remainder proved to be very aggressive. Sixteen paras in a farmhouse were surrounded and all but two were killed, only after the last round was spent. Two F Squadron squads captured two small towns, Ravarino and Stuffione, capturing 451 Germans. They held out until Allied forces arrived. Some overzealous Paras killed a few prisoners which caused German reprisals on some Italian prisoners and civilians. The operation lasted 72 hours instead of the planned 36. According to some sources 481 German soldiers were killed and 1083 captured. Forty-four vehicles were destroyed and many captured, including tanks, armored cars, and guns. 31 Italian paras were killed (including the British volunteer) and 10-12 were wounded. One Lieutenant and one private were posthumously awarded the Gold Medal for Valor.¹⁵

Opposing Forces

The German infantry platoon (Regular) should be taken from the **1944-45 – Operation Watch on the Rhine** selector in the AG book. They may have transports and an armored car but no tank.

The Italian Airborne platoon should be taken from the **NW Europe SAS Platoon** selector guide. The rifle sections should be taken from the **Paracadutisti Infantry section** in the AIA book. The Paracadutisti are Stubborn.

Neither side has air or artillery support.

Setup

This scenario requires a 6'x4' table. Setup a village in the center of the board. Place houses, trees, yard walls and other types of terrain as desired. This scenario takes place during the day.

Special Rules

Terrain Special Rules:

Buildings, Dug-in, Fences, Forests, Roads.

¹⁵ https://en.wikipedia.org/wiki/Operation_Herring; http://www.wikiwand.com/en/Operation_Herring.

Italian Special Rules:

Stubborn.

German Special Rules:

Hitler's Buzz Saw, Initiative Training.

Objectives

The German player must defeat the Italian paratroopers; the Italian player must inflict as much damage as possible on the German force.

First Turn

Before the first turn the entire paracadutisti force enters from offboard from any board edge. Half the German force is deployed in the village. The remainder of their force enters the game from along any road as reserves beginning on game turn 2. They enter from the opposite side the paratroopers entered.

Game Duration

At the end of turn 6 roll a die; on a result of 4+ play one more turn.

Victory

Players receive attrition points (p6) for units destroyed. If one side scores at least 2 points more than the opposition then that side has won a clear victory, otherwise, the game is a draw.

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