

BOLT ACTION SUPPLY DROP SCENARIO

This is a tweaked version of a scenario posted by Warlord games, written by Rob Cook – both sides are racing for a supply drop full of ammunition and supplies!

The scenario was play tested and slight modifications made to it as a result.

Played lengthwise on a 6 x 4 . see Turn 3 for placement of objective



THE SCENARIO

Low on supplies, you spot a friendly aircraft in the sky making a supply drop. Trouble is, so has the enemy! Can you secure the cargo before they do?

SETUP

Both players roll a die. The highest scorer picks a long table edge to attack from. The other player takes the opposite edge. Both players must leave half of their units (rounding down) in reserve.

Reserves may only enter the table from the start of turn 3 onwards (with normal reserve morale modifiers)

Outflanking is not allowed. All other units are in the player's first wave. No units are set up on the table at the start of the game. No forward deployment of any kind is allowed. Units that can make a pre-game move, such as US Rangers, may do so.

OBJECTIVES

Each player is trying to secure the supplies dropped from the plane.

FIRST TURN

The battle begins. Both players must bring their first wave units on to the table, giving them either an *advance* or *run* order. Note that no order test is required to bring on units that are part of the first wave.

THIRD TURN

At the start of turn 3, before any other action is taken, roll to determine where the supply drop occurs using the steps below.

1. Place an objective marker in the centre of the table.

2. Roll a D6. On a result of 1 or a 2 move the marker 24" to the left of the Axis player, on a 3 or 4 leave it where it is, on a 5-6 move the marker 24" to the right.
3. Move the objective marker if needed – e.g. to the left or right
4. Roll another D6 AND an Order die. On a result of 1,2 or 3 the marker moves 6" in the direction of a roll of an Order die. On a 4,5 or 6 leave it where it is.

If the marker ends up on a building, impassable terrain or obstacle, place it as close as possible beside the obstacle instead. If the players can't agree on where this should be, both should roll a D6. The highest scorer decides where the objective is placed.

GAME DURATION

The game lasts for 7 turns. At the end of the 7th turn, roll a die. On a result of 4+ an 8th turn is played, otherwise, the game ends.

VICTORY!

If a player has at least one infantry unit within 3" of the objective, and there are no enemy infantry units within 3", they have won a victory. If both players have infantry units within 3" of the objective, or no player does, the game is a draw.