**Bolt Action Scenario**

**Von Ryan’s Express**

**Background**

A top-secret RAF pathfinder mosquito bomber has been shot down over Europe. The Germans have recovered some of the complex electronic equipment from the wreck, as well as one of the crew members, a Flight Lt. Ramsey Hortense Bigglesworth The Germans need to debrief this POW ASAP and have ordered that he be transported to Berlin.

Oberleutnant Von Ryan has been tasked to escort the prisoner on his trip. Von Ryan’s specific order was to keep the prisoner in one piece and ensure that no harm comes to him. Von Ryan has chosen a veteran squad of his escort unit. The trip will be made via train, due to the limited air assets at this time.

There is a security leak in the German security apparatus, and the Allies and local partisan units have become aware of the capture of Flight Lt. Bigglesworth and his pending transfer for interrogation in Berlin. A plan has been quickly drafted to thwart the German’s efforts and free the RAF officer from his fate.

The partisans have been tasked with ambushing the train, freeing Rugglesbottom and linking up with special forces units airdropped to assist them.

**Forces**

**Axis**

Maximum 265 points on table (as per notes below)

Remainder up to 1000-point total as reinforcements as per scenario rules

**Allied**

Maximum 360 points including HQ from partisan list

Remainder up to 1000-point total as reinforcements as per scenario rules, from partisan and/or British airborne/SAS

**Special Character**

Flight Lt. Bigglesworth, who is an independent non-player character. He does not have a die in the bag, and cannot shoot, but is controlled as a random action determined at the start of each turn **after** Turn1. At the start of each subsequent turn, an Order die is rolled.

* On a “Down” the character remains static that turn, *regardless* of the move taken by any other unit.
* On an “Advance” 6” in whatever direction that die indicates.
* On a “Run” the character moves 12” in whatever direction that die indicates.
* On all other rolls, he remains with which ever unit he is in custody of.

This unpredictable behavior is as a result of the multiple concussions suffered by the officer in the plane and then train crash.

**The Scenario**

On a 6 ‘ x 4 ‘ table, a train track runs through a rural landscape. The train, consisting of a small engine, coal car, and one or two passenger cars. The train doesn’t have any additional armaments (no armoured turrets, Quad 20mm etc.). It has been derailed by a large explosion on the track. The explosion has caused the train to become immobile. The shock of the derailment has caused D6 pins to all on board.

The designated “on-board” partisans cannot be set up closer than 12” of the track at the start of the game, as they did not want to risk injury in the blast.

**Game set up**

The train is derailed.

Axis forces roll for pins (only units on board are the Officer team, tone veteran escort squad and one squad of inexperienced troops, representing the crew of the derailed train. The total point value of each is

Officer team & veteran squad = 175 combined

Inexperienced sqd = 90 points

The partisans are in hidden positions, no closer than 12” from the train tracks. They can consist of up to four sqds plus their officer team. They can have up to two of those sqds are regular. The rest are inexperienced. They can have up to 2 fausts and additional light weapon teams. The total points for these units on the board at the start are 360 points

The table set up should resemble the attached sketch.

Players can move around either end of the train, through the train by “Running” into the car and running or advancing out the other side THE NEXT TURN.

Players CANNOT move units under units under the train.

The train tracks and embankment count as light cover with a unit when abutting it.

The train tracks count as rough ground for vehicles and infantry.

**Reinforcements**

**Axis Reinforcements**

The Axis reinforcements are part of an Anti-Partisan Rapid Response Unit stationed nearby. All reinforcements are motorized/mechanized. As they are second echelon, they have no AFV with more than a +7 armour.

Axis roll for their reinforcements at the regular -1 + extra -2 for Turn 1, the regular -1 + an extra -1 for T2, and no penalty thereafter. This is to reflect an actual potential delay in response to the report from the train. Therefore, in Turn one the Axis are rolling with an additional -3 to the normal Order roll for the specific unit.

The Axis, when the roll onto the board, roll a D6 to see which table edge they enter. They must enter from the road, as they are motorized and responding rapidly to the call. On a roll of 1 or a 2, they roll from the Axis left flank, a 3 – 4 they enter from the Axis rear, and a 5-6 they enter from the Axis right flank.

**Points and restrictions** : 735 points (plus any points not used in train detachment) for a platoon including their transport.

**Allied Reinforcements**

The Allies reinforcements can include any +6 vehicle available to the units chosen. The reinforcements can be from the partisan lists or from SAS/British Airborne

Allied Reinforcements can enter the table at Turn 1 without a roll from the Allied table edge without rolling. If they chose to hold back and enter later, they must roll at a -1 for subsequent turns.

Allied reinforcements can outflank when entering after T1.

**Points and restrictions** : 640 points of partisans and Allied special services forces sent to assist rescue (plus any points not used in initial ambush. The partisans may have any support weapon available in the partisan lists, but the other Allied forces cannot bring anything more than normal infantry light weapons, and can field only +6 for vehicles, if vehicles are chosen

**Special Scenario Rules:**

1. As per partisan rules, the partisans have placed three time bombs anywhere on the map; each will potentially explode at the start of each turn, with the impact of a heavy howitzer- 4” radius, as per their special rules in the Armies of France and the Allies.

As per the rules the bombs are only triggered by Axis troops; they cannot be triggered by Allied troops, but allied troops can be harmed if caught in the blast. Ft. Lt. Bigglesworth, however, is immune from the bomb’s burst and cannot trigger the bombs.

1. Ft. Lt. Bigglesworth, being an incredibly lucky RAF officer, is apparently Teflon coated and can not be harmed, and neither side wish to cause him any harm. He is a compliant if rather oblivious prisoner, but dependent on his roll at the start of each turn staring with Turn, may act entirely on his own.

**Turn 1:**

* Axis roll for pins received by train derailment
* Axis roll for their reinforcements at the regular -1 plus and additional extra -2
* Axis reinforcements, when rolled on, then roll a D6 to determine from which side they enter from.
* Allies reinforcements enter table. If held back, they must roll at -1 in subsequent turns. Allies that are not part of the initial group on the board enter the table from the partisan / Allied edge(s)/corner.
* The Axis will have a designated edge / corner.

**Victory**

At the end of T6, a roll is made for a T7. Victory is automatic to whomever hold Ft. Lt. Bigglesworth at the end of the game. All other factors are secondary.