

# CAMPAIGN: MILLER'S MEN



# FIREFIGHT!



These skirmish rules allow you to play a different game of Bolt Action, one that uses a more limited area and fewer models. Each model acts individually (i.e. it is a unit, as opposed to being part of a unit) and the scope is limited to infantry and soft-skin vehicles. Except for that, these rules can be treated as a light version of the full Bolt Action rules.

## Force Selection:

Players create a force using the generic reinforced platoon selector on page 124 of the Bolt Action core rulebook or one of the many theatre selectors printed in our fantastic supplements.

We suggest keeping this force very small – around 200 points or so should be a good starting point.

The only exceptions to the normal force selection rules are that your force **must** consist of an officer, at least one infantry section, and no more than one specialist team. It **cannot** include:

- » Captains or higher ranks
- » Artillery (i.e. field artillery, anti-tank guns and anti-aircraft guns)
- » Armoured vehicles (i.e. any vehicle with an armour value of 7+ or better)

When purchasing sections, reduce the minimum size from the usual 5 down to 2.

Use this generic squad selector as a guide;

### *Mandatory Selections*

- » 1 Lieutenant - First or Second
- » 1 Infantry Section

### *Optional Selections*

- » 0-2 Infantry Sections
- » 0-1 Medic
- » 0-1 MG Team
- » 0-1 Mortar Team
- » 0-1 Sniper Team
- » 0-1 Flamethrower Team
- » 0-1 Anti-Tank Team

## Units & Order Dice:

For the purpose of this skirmish version, each man from a squad acts as a 'unit' and moves individually. These units do not have to stay in formation. When you prepare to play, your force gets one order die for each model it comprises of.

## Grouping for Orders:

An NCO or Officer can command more than just themselves.

If you choose to activate an Officer then before you choose an action you have the opportunity to activate all the individuals within 12" with one command (pull the correct amount of order dice out the bag) they must all then be given the same order as the officer in question and act simultaneously with the chosen action.

An NCO can issue orders in the same way but has a command range of 6"

## Army Special Rules:

For reasons of balance and fairness, the only safe way to deal with these is to say that in games of Firefight, **no army special rules apply**, unless the players agree otherwise.

We assume that at such small scale, the differences between armies become much less relevant, as these rules often reflect the effects of training and organisation at a much higher organisational level.

## Engaging Small Targets:

As every man is obviously a small target, there is a -1 penalty to all shooting attacks.

The only exception if the designated target is a vehicle.

## Machine Guns:

If a weapon with multiple shots successfully hits an enemy soldier, it may resolve another attack against a different target within 6", reducing the number of shots by 1.

The machine gun can keep firing in this fashion until it misses an attack, or it runs out of shots.

## Hand Grenades:

These small explosive devices were often employed to screen an assault, or break the back of an enemy counter-attack. It is assumed that all units in Firefight! have access to hand grenades.

On an Advance or Fire action, a unit may elect to throw a hand grenade instead. Resolve a 1" HE attack against a target within 6".



## Smoke Grenades:

Used primarily as signal devices and to screen attacks, these handy grenades are an essential part of a soldier's gear. It is assumed that all units in Firefight! have access to smoke grenades.

On an Advance or Fire action, a unit may elect to throw a smoke grenade instead. Place a 3" smoke cloud anywhere within 6". This area counts as soft cover and dense terrain.

## Teams:

If a weapon has the Team Weapon special rule, this rule is ignored and replaced by the following:

One model is always operating the weapon, while the other crewmen are armed with rifles or pistols.

When the weapon is fired, if there is a crewman model within 1" of the firing model (or the weapon itself, for the sake of aesthetics) who has not yet received an order this turn, you can declare that the crewman is acting as the assistant gunner or loader.

When the weapon is fired, place the appropriate order die next to the model firing it, and an identical order die next to the crewman that is helping to fire it. This die is taken from the dice bag, and the crewman's action is therefore spent for the turn. If no crewman helps with the firing, then the weapon suffers a -1 to hit.

In addition, if the model carrying the team weapon is killed, any crewman of that team within 1" can pick up the weapon as they would be equally familiar with it (simply swap the models and remove the crewman model instead). If the model carrying the weapon is killed by Exceptional Damage, however, the other crewmen cannot pick up the weapon and so would continue to fight as a rifleman.

## HE:

HE weapons normally inflict a variable number of hits. Instead, in Firefight they inflict a single hit against the model that they are targeted at, and a single hit against all models (friends and foes!), within a certain range of the original target. This range varies with the size of the explosion, using the templates.

## Pinning & Morale:

If a unit is under fire and a hit is achieved, put a pin marker next to the actual man who is the target. If he survives then when he is next activated, he has to take a leadership check at -1 to be issued the order, otherwise he must remain down – If the affected individual is within 6" of an NCO or 12" of an officer then use their leadership, if higher.

## Break Point:

When your force has lost half or more of the models/dice it started the game with, it has reached its breaking point.

Whenever your force suffers a casualty from then on (including the casualty that caused your force to reach the breaking point), you must take a Break test.

This is the same as a Morale check and is always taken by the force's Officer. If the officer is not on the table, then one of the NCOs will do so. If there are no NCOs on the table, then the friendly model with the highest Morale currently on the table will take the test, but with an additional -1 Morale modifier.

This Break Point rule replaces the negative modifier for Morale checks for losing Squad Leaders explained on page 23 of the Bolt Action rules, which does not apply at all in games of this type.

If your force passes the Break test, the game continues as normal. If you fail a Break test, then your force surrenders, disperses or retreats – you immediately lose the game.

Now you're familiar with the Firefight skirmish rules, follow Miller's Men across Normandy on a desperate hunt for a lost paratrooper.

Between games, keep track of your named soldiers and see how many make it to the final showdown at the Alamo!



# DOG WHITE BEACH

*“Keep the sand out of your weapons. Keep those actions clear. I’ll see you on the beach.” - Captain Miller*

Omaha beach featured some of the fiercest fighting seen on D-Day. Due to faulty floatation devices and being launched to far out, the US Rangers had no armour support.

They were attacking up the beach into the teeth of the German defences, flayed by machine gun fire from the cliff tops, while mortars and artillery guns blasted away at them.

This scenario follows the exploits of a single squad, charging headlong up the beach, towards the defile that will allow them to outflank the enemy positions and attack into the town of Vierville beyond.

*“Bangalores up the line! Bangalores up the line” - Captain Miller*

## The Forces:

### US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ SMG)
- » Sgt Horvarth (Veteran NCO w/ Rifle)
- » Pvt. Mellish (Veteran Soldier w/ Rifle)
- » Pvt. Reiben (Veteran Soldier w/ BAR)
- » Pvt. Jackson (Veteran Sniper)
- » Pvt. Caparzo (Veteran w/ Rifle)
- » Medic Wade (Veteran Medic)

### German Heer

- » 2x Regular MMG teams.
- » 1x Regular Sniper
- » 5x Inexperienced Soldiers w/ Rifles

## Special Rules:

**Firefight!:** This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

**The Bunker:** Dominating the centre of the battlefield is a monolithic concrete artillery bunker, packed to the gunwhales with German infantry. The MG-42s emplaced in the bunker are able to savage the American forces attacking up the beach.

At the end of each turn, any American unit within the bunker’s arc of fire (see map) rolls 1d6. On a 6, they immediately take a hit, as if they had been hit by enemy weapons fire.

Units in the area marked in red cannot be targeted by the bunker.

Units that are in any kind of cover (craters, beach obstacles etc) roll 2d6 and pick the lowest result.

Units that are within 1” of an NPC squad do not have to roll, but the NPC squad is automatically reduced by 1 man, in addition to rolling for itself.

**NPC Squads:** At the start of the game, place two 10-man squads of US Infantry in base contact with the ramp of each Landing Craft.

When the US player draws his first order dice each turn, the US Infantry squads move 6” towards the shingle. They must move towards the shingle, but the US player can choose the direction of the move.

These infantry squads can be targeted by normal shooting attacks and will be engaged by the Bunker at the end of the turn. They cannot shoot back.

If a US Infantry squad makes it into base contact with the barbed wire, remove a 6” section. This will allow units to pass through the previously impassable barrier.

**Beach Obstacles:** The Hedgehogs and Hemmbalken all count as hard cover.

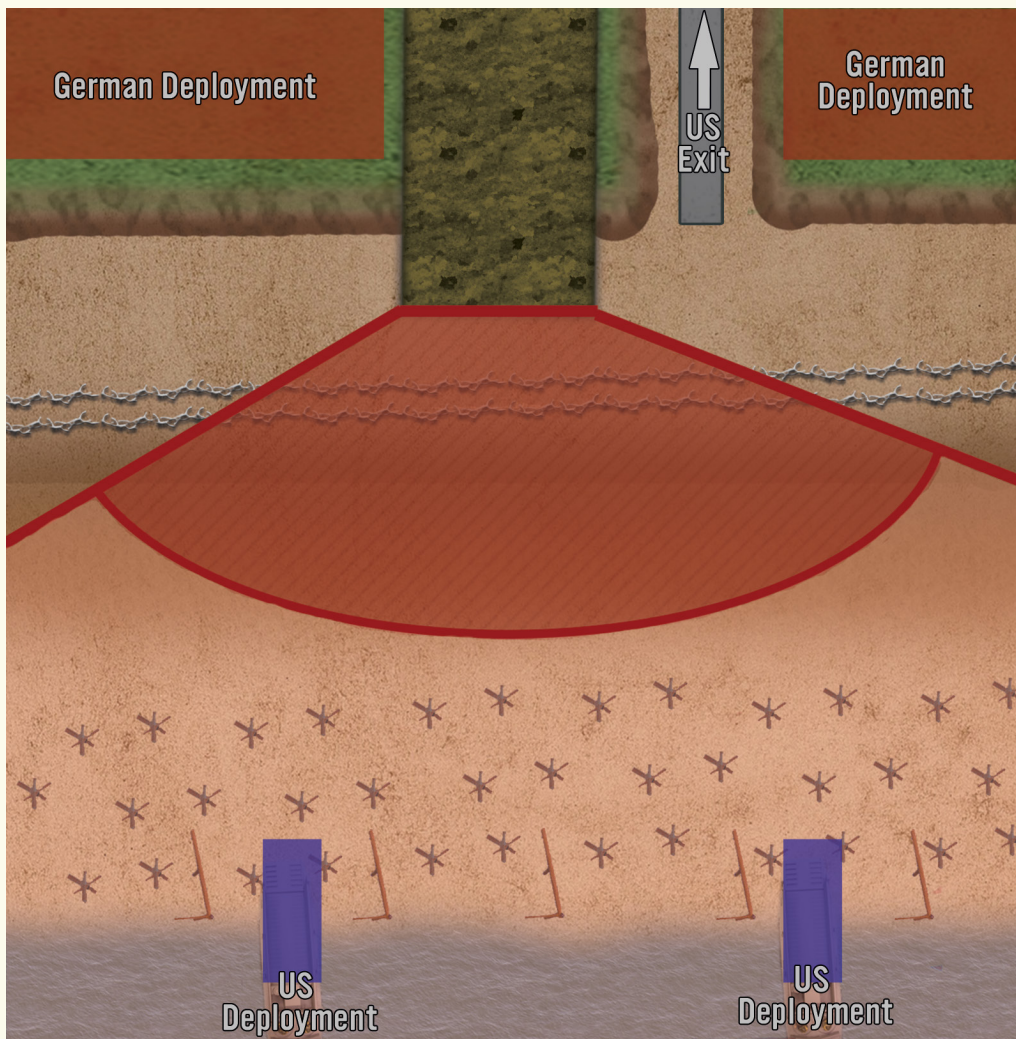
The area of shingle indicated in dark brown counts as light cover.

The barbed wire fences are impassable until one of the NPC US Infantry squads move into base contact with it, at which point remove a 6” section, allowing other units to pass through.

The cliff faces are impassable to all movement.



# The Scenario



## Set-up:

The German player deploys his units in the indicated areas on the clifftop.

The US player places his two 10-man NPC infantry squads in base contact with the landing craft, and the remainder of his force in the marked areas.

## Objectives:

The US player must get his entire force (excluding the NPC infantry squads) across the beach and exit the table via the area marked US exit on the map.

The German player must prevent the US from escaping from the beach.

## First Turn:

The battle begins! There is no first wave or reserves in this scenario, all units must be deployed at the start of the game.

## Game Duration:

The game lasts until the US forces (excluding the NPC infantry squads) have escaped the beach, or have been killed.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The US Player gains 2 Victory Points for each unit that exits the table via the marked beach exit.

The German Player gains 3 Victory Points for each US unit killed.

# NEUVILLE

*“We’re not here to do the decent thing, we’re here to follow fucking orders!” - Captain Miller*

After surviving their ordeal on Omaha beach, Captain Miller and his Rangers have been given a new assignment.

Dispatched deep into enemy territory to rescue a beleaguered member of the 101st Airborne, the Rangers have begun moving inland.

Their breakneck pace has taken them to the American frontlines at Neuville-au-Plain, where an ill-advised attempt to rescue a trapped French child cost Private Caparzo his life.

With blood spurting from a wound in his neck, Caparzo flops like a dead fish, while the rest of the squad frantically hunt for the crack marksman pinning them down.

## The Forces:

### US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ SMG)
- » Sgt Horvarth (Veteran NCO w/ Rifle)
- » Pvt. Mellish (Veteran Soldier w/ Rifle)
- » Pvt. Reiben (Veteran Soldier w/ BAR)
- » Pvt. Jackson (Veteran Sniper)
- » Medic Wade (Veteran Medic)
- » Pvt. Upham (Inexperienced Soldier w/ Rifle)

### German Heer

- » 1x Veteran 1st Lt.
- » 1x Veteran Sniper
- » 1x Fallschirmjager w/ SMG
- » 2x Fallschirmjagers w/ Assault Rifles
- » 4x Fallschirmjagers w/ Rifles

## Special Rules:

**Firefight!:** This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

**Sniper Duel:** Pvt. Jackson and the German marksman are locked in a bitter duel that can only have one outcome.

Snipers do not need to pass an order test to act, regardless of pin markers. They may not target any other units, and may not move. Upon receiving an order dice, the sniper immediately rolls 1d6 on the table below, adding any modifiers from previous turns.

Once the enemy sniper has been vanquished, the sniper may act as normal.

Roll	Result
1	<b>Wild Miss:</b> The sniper receives a -1 modifier next turn.
2-3	<b>Digging In:</b> The enemy sniper receives a -1 modifier next turn.
4-6	<b>Ranging Shot:</b> The sniper receives a +1 modifier next turn.
7+	<b>Clean Kill:</b> Remove the enemy sniper from the battlefield.

**Torrential Downpour:** Driving rain has reduced visibility and made things particularly miserable for everyone involved.

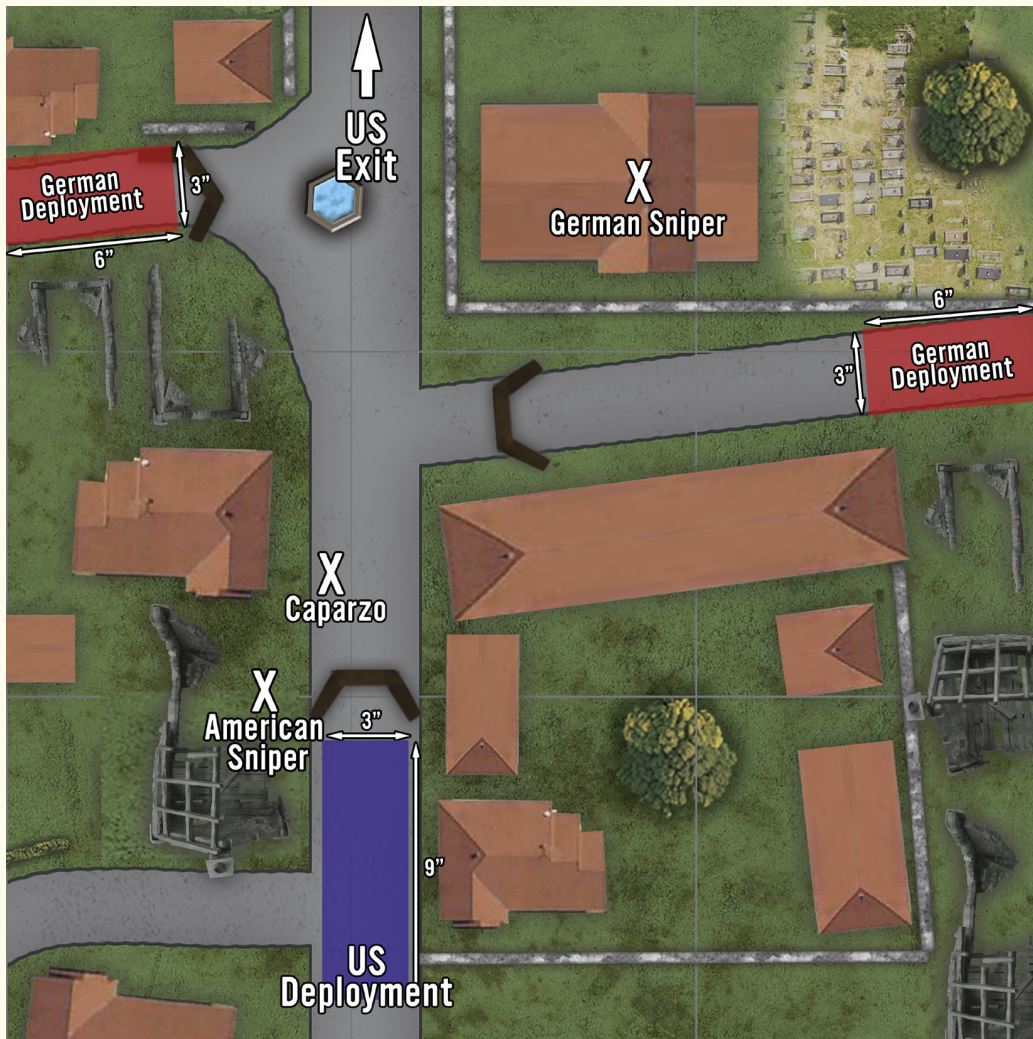
All weapon ranges are halved for the duration of the scenario.

**Private Caparzo:** While attempting to rescue a young girl that reminded him of his niece, Private Caparzo was shot by a German sniper. Place a marker to represent the fatally wounded Ranger on the battlefield at the start of the game.

Any US units within 12” and line of sight of this marker reduce their leadership by -1.



# The Scenario



## Set-up:

The German player places his sniper in the belltower and the remainder of his force in the marked area.

The US player deploys his sniper in the indicated location and places the marker for Private Caparzo in the street, along with the remainder of his force.

## Objectives:

The US player must eliminate the enemy sniper and fight their way across Neuville - exiting the table via the area marked US escape zone.

The German player must prevent the US force from escaping the town.

## First Turn:

The battle begins! There is no first wave or reserves in this scenario, all units must be deployed at the start of the game.

## Game Duration:

The game lasts until the US forces have escaped the town, or have been killed.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The US Player gains 2 Victory Points for each unit that exits the table via the marked escape zone.

The German Player gains 3 Victory Points for each US unit killed.

# RADAR STATION

*“Is that what you want to do, Mellish? Just leave it here so it can ambush the next company that comes along?” - Captain Miller*

Miller's men are deep behind enemy lines, still searching for a missing member of the 101st Airborne.

While crossing the bomb-scarred countryside, they encountered the blasted ruin of a radar station, freshly strafed by Air Force Mustangs. The radar station's defenders were still alive and kicking, using their one remaining machine gun to harrass anyone who gets to close.

Feeling honour-bound to neutralise this threat, Miller ordered his reluctant cadre of battle-weary soldiers into battle.

Leading by example, Miller shrugged off his encumbering webbing and charged towards the gun!

## The Forces:

### US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ SMG)
- » Sgt Horvarth (Veteran NCO w/ Rifle)
- » Pvt. Mellish (Veteran Soldier w/ Rifle)
- » Pvt. Reiben (Veteran Soldier w/ BAR)
- » Pvt. Jackson (Veteran Sniper)
- » Medic Wade (Veteran Medic)
- » Pvt. Upham (Inexperienced Soldier w/ Rifle)

### German Heer

- » 1x Veteran MMG team.
- » Steamboat Willie (Veteran NCO w/ Rifle)
- » 2x Veteran Soldiers w/SMGs
- » 3x Regular Soldiers w/ Rifles

## Special Rules:

**Firefight!:** This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

**The Machine Gun:** Nicknamed “Hitler's Buzzsaw” by the Allies, the MG-42 was used as a general purpose machine gun by all branches of the German armed forces.

Famed for its exceptional rate of fire, the MG-42 was a fantastic defensive weapon, providing it could be supplied with ammunition and spare barrels.

After the German MMG Team has made a shooting attack, roll 1d6, adding +1 for every shooting attack made previously. On a 6+, the machine gun has jammed or run out of ammunition and all members of the team become riflemen.

If the machine gun successfully hits an enemy soldier, it may resolve another attack against a different target within 6”, reducing the number of shots by 1.

The machine gun can keep firing in this fashion until it misses an attack, or it runs out of shots.

**Battle Fatigue:** Miller's men are bone-weary from their relentless march across the Norman countryside and unhappy with their lot - detached from their unit to undertake this pointless public relations assignment to save one man.

The grousing and griping has reached fever-pitch, almost to the point of actual mutiny!

Before the start of the game, roll 1d6 for every Ranger except Captain Miller and Sergeant Horvarth. On a 1, that soldier begins the battle with a pin marker.





# The Scenario



## Set-up:

Deploy the German MMG team, Steamboat Willie and the three soldiers with rifles in the marked location. The remainder of the German force are held in reserve, arriving from turn 2 onwards.

The Rangers move onto the table from the marked table edge.

## Objectives:

The US player must knock out the machine gun and neutralise the German defenders while minimising friendly casualties.

The German player must repulse the US attack.

## First Turn:

The battle begins! The US player moves his force onto the table. They do not need to pass an order test to make this move.

## Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The US Player gains 2 Victory Points for each German casualty caused.

The German player gains 2 Victory Points for each enemy casualty.

# RAMELLE

Captain Miller has recovered the unfortunate Private Ryan, but his Rangers have jumped out of the frying pan and into the fire.

German reinforcements are ploughing across the countryside towards the town of Ramelle - home to a vital bridge across the Merderet river. Private Ryan's unit were tasked with capturing or destroying the bridge to frustrate German movements towards the invasion beaches.

Unwilling to abandon his mission, or comrades in arms, Ryan has refused to accompany Miller back to friendly territory, and his men have joined the Airborne in the defence of Ramelle.

Miller and his team have improvised some anti-tank weapons and constructed rudimentary fortifications to improve their odds.

Will they be able to stop the Germans in their tracks?

## The Forces:

### US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ SMG)
- » Sgt Horvarth (Veteran NCO w/ Rifle)
- » Cpl. Henderson (Veteran NCO w/ SMG)
- » Pvt. Ryan (Regular Soldier w/ Rifle)
- » Pvt. Mellish (Veteran Soldier w/ Rifle)
- » Pvt. Parker (Veteran Soldier w/ SMG)
- » Pvt. Jackson (Veteran Sniper)
- » Pvt. Upham (Inexperienced Soldier w/ Rifle)

### Waffen-SS

- » Veteran Tiger I (See special rules)
- » Veteran 20mm FlaK 38
- » Steamboat Willie (Veteran NCO w/ Rifle)
- » 2x Veteran Soldiers w/SMGs
- » 2x Veteran Soldiers w/ Rifles

## Special Rules:

**Firefight!:** This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

**Saving Private Ryan:** During this scenario, Captain Miller and Private Ryan form a single unit - they are both activated with the same Order Dice and must maintain a coherency of 1" at all times.

**Sticky Bombs:** Made from Comp-B, GI socks and axle grease, these improvised explosives are all Captain Miller's ad-hoc force has for anti-tank weapons.

Any of the American units may be issued with an Advance or Run order to place a bomb on the tank, providing it is within range. They must pass an order test, regardless of pin markers. If a FUBAR result is rolled, that unit is immediately removed from play as the bomb has exploded prematurely. If the test is failed, they may not move.

If the unit passes their order test, it may move into base contact with the tank and plant a sticky bomb. At the start of the following turn, the bomb detonates and the tank is immediately immobilised. If a second bomb is planted and explodes, the crew immediately bails out.

**The Tank:** Rumbling down the rubble-choked streets of Ramelle, the Tiger represents the biggest threat to Miller's impromptu defence of the town.

Place three order dice in the bag representing the driver, radio operator and gunner. You must assign three dice to the tank during the turn.

If an order dice is issued to the driver, the tank must use an Advance order to move. The tank may not fire any weapons after making this move.

If an order dice is issued to the radio operator, the tank must use a Fire order to use the hull-mounted MMG.

If an order dice is issued to the gunner, the tank must use a Fire order to use the coaxial MMG or main gun.

If the tank is knocked out by sticky bombs, place three Veteran crew armed with pistols adjacent to the wreck.

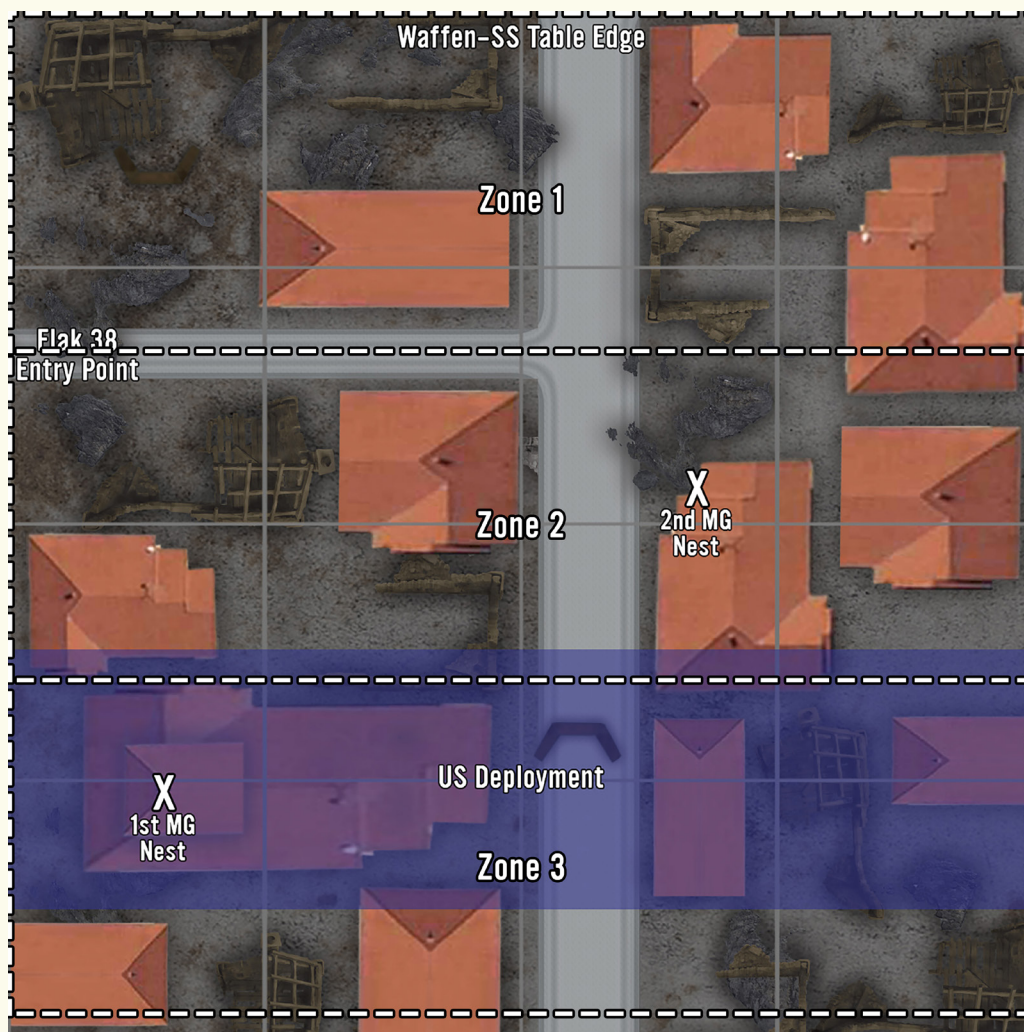
In all other respects, the tank behaves like a normal unit.

**Weapon Positions:** Miller has established two machine gun nests in the ruins of Ramelle.

While any American unit is within 1" of these positions, they count as being armed with a light machine gun. Another model must be within 1" for the firing unit to gain the benefit of a loader.



# The Scenario



## Set-up:

Deploy Jackson and Henderson within 1" of the first MG nest. Deploy Mellish and Parker within 1" of the second MG nest. Deploy the remainder of the American force within the marked area.

The German first wave (consisting of the tank and all the infantry) moves onto the table from the marked table edge. The 20mm cannon may move onto the table using the marked entry point from turn 3 onwards.

## Objectives:

The US player must neutralise the tank and accompanying infantry before they overrun the town.

The Germans must break through the American ambush and advance on the bridge.

## First Turn:

The battle begins! The German player moves his first wave onto the table. They do not need to pass an order test to make this move.

## Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The US Player gains 3 Victory Points for knocking out the tank, and 1 Victory Point for every other casualty.

At the end of the game, check the position of every surviving German unit in relation to the map. Units in Zone 1 gain 1 Victory Point, Units in Zone 2 gain 2 Victory Points and Units in Zone 3 gain 3 Victory Points. Double these values for the tank!



# THE ALAMO

Things have not gone Miller's way. Despite careful preparation, his makeshift defences have crumbled following repeated assaults by fanatical Waffen-SS veterans.

What began as a carefully orchestrated delaying action devolved into a series of brutal hand-to-hand brawls, while artillery fire neutralised his machine gun nests and wiped out several of his best soldiers in one fell swoop.

Miller's men are in full retreat, dashing back through the ruins of Ramelle to their final fallback position - the Alamo.

Behind the Alamo's earthen revetments is a detonator for the Comp-B wired to the bridge supports. If all is lost, someone will have to blow the bridge to prevent the German crossing.

The last stand has begun!

## The Forces:

### US Rangers

- » Cpt Miller (Veteran 2nd Lt. w/ Pistol)
- » Sgt. Horvarth (Veteran NCO w/ Bazooka)
- » Pvt. Reiben (Veteran Soldier w/ BAR)
- » Pvt. Ryan (Regular Soldier w/ Rifle)
- » Pvt. Rice (Veteran Soldier w/ Rifle)

### Waffen-SS

- » Veteran Tiger I (See special rules)
- » Steamboat Willie (Veteran NCO w/ Rifle)
- » 4x Veteran Soldiers w/ Rifles

## Special Rules:

**Firefight!:** This scenario uses the unofficial Firefight! rules for Bolt Action which can be found at the front of this publication.

**Saving Private Ryan:** During this scenario, Captain Miller and Private Ryan form a single unit - they are both activated with the same Order Dice and must maintain a coherency of 1" at all times.

**Final Assault:** The Waffen-SS have overrun Ramelle, funnelling battle-hardened veterans towards the one remaining crossing over the Merderet.

Miller's luck has run out, and his small force has little chance of turning the tide.

Each time the German player takes a casualty roll 1d6. On a 3+, that unit may re-enter the battlefield from the designated table edge, as if it had been held in reserve.

**The Tank:** After grinding over the wreckage of Miller's haphazard defensive positions, a second Tiger tank is bearing down on the bridge!

The Tiger I is held in reserve, and may attempt to enter the battlefield from Turn 2 onwards!

Place three order dice in the bag representing the driver, radio operator and gunner. You must assign three dice to the tank during the turn.

If an order dice is issued to the driver, the tank must use an Advance order to move. The tank may not fire any weapons after making this move.

If an order dice is issued to the radio operator, the tank must use a Fire order to use the hull-mounted MMG.

If an order dice is issued to the gunner, the tank must use a Fire order to use the coaxial MMG or main gun.

In all other respects, the tank behaves like a normal unit.

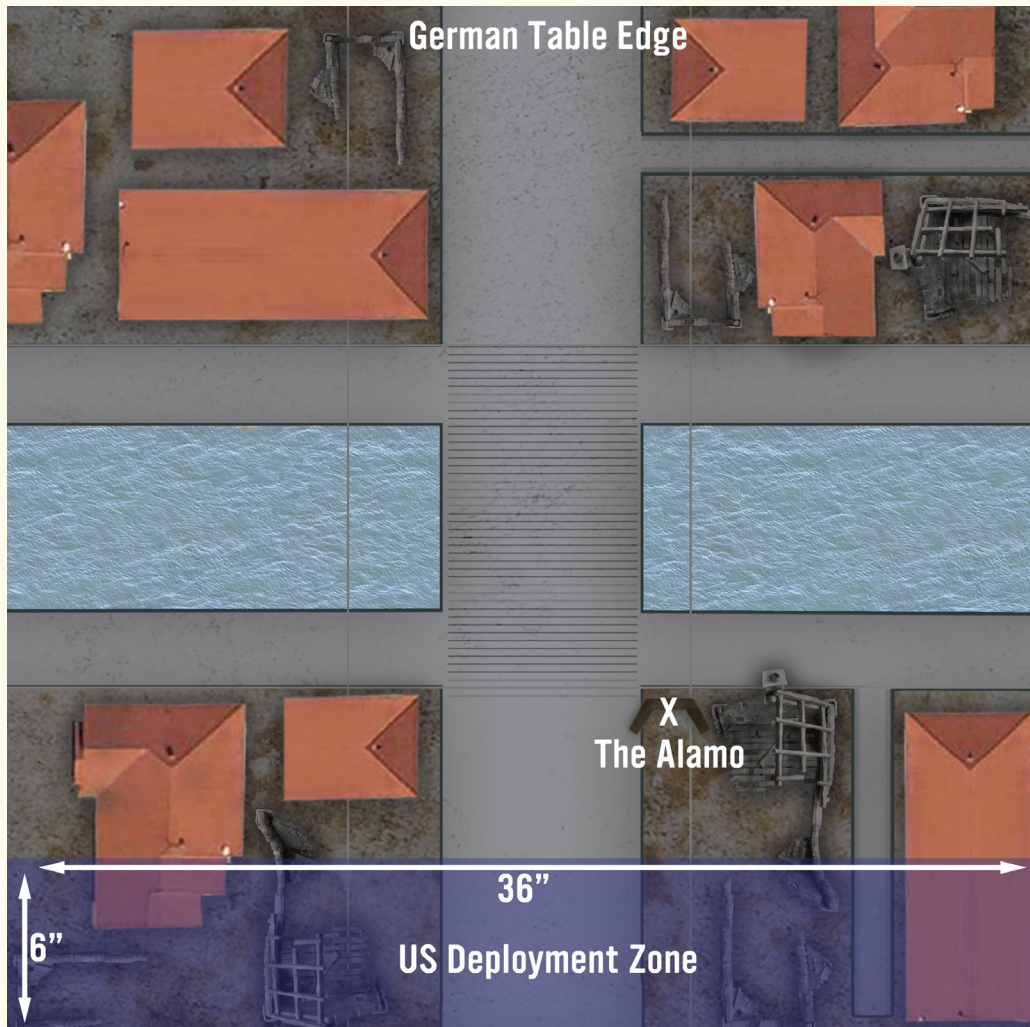
**Blow the Bridge!:** A whole engineering detachment's worth of Composition-B plastic explosive is wired to the underside of the bridge.

Any unit within 1" of the Alamo revetment can attempt to blow the bridge by being issued with a Down order. They must pass an Order Test to press the plunger. If the plunger is pressed, roll 1d6 on the table below.

Roll	Result
1	<b>Disconnected Wire:</b> No effect this turn. Unit may make another attempt next turn.
2-3	<b>Partial Detonation:</b> Resolve a Medium Howitzer hit against all units on the bridge. Unit may make another attempt next turn.
4-6	<b>Kaboom!:</b> Resolve a Heavy Howitzer hit against all units on the bridge. The bridge is now impassable.



# The Scenario



## Set-up:

Deploy the US force anywhere within the marked area.

The German first wave (consisting of all the infantry) moves onto the battlefield from the marked table edge on Turn 1.

The German tank is held in reserve and may attempt to enter the battlefield from Turn 2 onwards.

## Objectives:

The US player must defend the Alamo at all costs - by destroying the bridge and killing as many Germans as possible.

The German player must sweep aside the pathetic remnants of the American defence and cross the Merderet.

## First Turn:

The battle begins! The German first wave moves onto the table. Units do not need to pass an Order Test to make this move.

## Game Duration:

The game lasts until the Tiger tank has crossed the bridge!

## Victory:

At the end of the game, calculate who has won by adding up the Victory Points as follows. The US Player gains 3 Victory Points for destroying the bridge and 1 Victory Point for every other casualty caused.

The German player gains 2 Victory Points for every unit on the other side of the bridge at the end of the game.