



# SCENARIO: ATLANTIC STORM

## Canadian Black Watch vs Waffen-SS



# ATLANTIC STORM

The German defences around Caen have been breached! Tenacious Canadian infantrymen have forded the Orne river and smashed into the German flanks, driving deep into the industrial suburbs surrounding the city's medieval heart.

Amongst the smog-blackened factories and ramshackle houses, the battle bogs down into a brutal street fight, punctuated by exploding hand grenades and chattering machine gun fire.

Ferocious Black Watch troopers charge into action, desperate to shift the SS defenders and crack open the city's defences.

Multiple strategic buildings overlook the rubble-strewn road network - if these can be captured, the new occupiers will be able to sally forth and interdict the movement of supplies and reinforcements, changing the course of the battle outside the city!

## The Forces:

### Canadian Army

- » 1x Veteran 2nd Lt w/ Pistol
- » 1x Veteran NCO w/ SMG
- » 2x Veteran Soldier w/ SMG
- » 4x Veteran Soldiers w/ Rifles
- » 1x Veteran Soldier w/ LMG
- » 1x Veteran Light Mortar Team

### Waffen-SS

- » 1x Veteran 2nd Lt w/ SMG
- » 1x Veteran NCO w/ Assault Rifle
- » 2x Veteran Soldiers w/ Rifles
- » 1x Veteran Soldier w/ LMG
- » 1x Veteran Sniper
- » 1x Regular Light Mortar Team
- » 1x Regular MMG Team



## Special Rules:

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

**Command Breakdown:** The Black Watch have surged across the Orne River, becoming separated from the wider advance. Reeling from this knockout blow, the Germans are strung out and unprepared for this close-quarters brawl.

To represent this, the following rules represent the breakdown of communication suffered by both sides!

At the end of the first turn, one of each player's units must remain on Down or Ambush orders and their die is not returned to the bag. If none of a player's units are currently on Down or Ambush orders, the opposing player may select one unit at the end of the turn and change their orders to Ambush or Down (in which case the unit immediately loses a pin marker if it had one), Headquarters units may never be chosen for this purpose as their motivation and communications are generally superior.

This command breakdown effect is cumulative, so at the end of the second turn two units must remain on Down or Ambush orders, at the end of the third turn three units must remain on Down or Ambush and so on.

**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 of firing their primary weapon. 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.



# The Scenario



## Set-up:

Both players may deploy up to half their forces in the marked areas.

The remainder of both forces must be held in reserve, and may attempt to move onto the battlefield from any table edge from Turn 2 onwards.

## Objectives:

Both sides are jockeying for position in Caen's suburbs.

Point X marks a strategic building that commands the main road into the heart of Caen. The objective for both players is to capture this building and fortify it against enemy counter-attacks.

## First Turn:

The battle begins!

## 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 player controlling the building on Point X gains 3 Victory Points.

Players gain 1 Victory Point for each enemy casualty caused!

*We're entering the final stages of the battle for Caen! British and Canadian forces have taken massive casualties but the end is in sight. Keep an eye out for the climax at Verrières Ridge next week!*

*If the Canadians control Point X at the end of this scenario, the German player gets a -1 to all Order Tests in that scenario!*

