

CRUEL SEAS™

BEACH ASSAULT



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6th June 1944

The report of thousands of artillery pieces splits the sky, and landing ships disgorge a swarm of heavily laden landing craft that immediately make a beeline for the beach.

Gun boats and rocket armed bombardment vessels unload their payloads, targeting bunkers and emplacements up and down the coast.

Coastal artillery batteries return fire, and great plumes of spray erupt around the fragile landing craft.

As the vessels get closer to shore, a trio of shark-like E-Boats erupt from the morning mist, their weapons blazing. If they can get in amongst the landing craft, they might be able to disrupt the whole course of the invasion.

Amphibious landings were particularly perilous operations for the attacker. The Allies had learned this the hard way during their campaigns in Northern Europe and the Mediterranean.



Their first test was at Dieppe, where Canadian and other Commonwealth forces attempted a lightning assault on a fortified French port city. The subsequent failure of this operation became a textbook "not what to do" for future amphibious operations.

Most notably, the failures at Dieppe highlighted the need for:

- Preliminary artillery support, including aerial bombardment;
- a sustained element of surprise;
- proper intelligence concerning enemy fortifications;
- avoidance of a direct frontal attack on a defended port city;
- proper re-embarkation craft.

Over the course of the next two years, with major amphibious landings in North Africa, Sicily and the Italian mainland, Allied planners came up with schemes and strategies to overcome these challenges, culminating in the gargantuan Operation Overlord.

Specialist teams of Commandos surveyed the landing beaches, huge numbers of landing craft were amassed to assault areas some distance from major ports, supported by a vast squadrons of warships, bombers and ground attack aircraft.

Special Rules:

Rough Seas

Despite the Met Office's best predictions, the swells were far from tranquil at H-Hour. At the start of each turn, roll 1d6 on the table below.

Roll:	Result:
1	Smooth: +1 to all gunnery rolls this turn.
2-4	Average: No additional effect.
5	Rough: -1 to all gunnery rolls this turn. All vessels of small size or more smaller move at half speed this turn.
6	Swamped: All vessels of small size or smaller take 1d6 damage and move at half speed this turn. -2 to all gunnery rolls.

Bombardment

Allied warships are pounding away at the French coast with their main batteries. On the first turn of the game, roll 1d6 on the table below.

Roll:	Result:
1-2	Near Miss: No Effect
3-5	Glancing Hit: Battery takes 2d6 damage.
6	Direct Hit: Battery destroyed.

Duplex-Drive Shermans

Designed by maverick military engineer Percy Hobart, the Duplex-Drive modification was designed to allow Sherman tanks to "swim." They could be launched from landing craft, and in theory would give immediate armoured support to any invasion force.

We've provided some appropriately scaled tokens to represent the DD Sherman on your tabletop.

Ship	Turn	Ship Size	Slow	Combat	Fast	Hull	Equipment
DD Sherman	Y	T	2	4	6	20	Armoured (Ignore 1st Critical Hit). Shallow Draft (Immune to Torpedoes)





US Navy

- 3x LCI(L) with Veteran Crews.
- 6x LCM 3 Landing Craft
- 1x LCG(L) (Rockets) with Veteran Crew
- 3x Duplex-Drive Shermans

Deployment

Place the entire US Navy force in the marked area, moving at Combat speed.

Place the entire Kriegsmarine force in the marked area, moving at Fast speed.

Kriegsmarine

- 3x E-boat S-100 class with Veteran crews
- 2x Shore Batteries

Victory

The Kriegsmarine win if they can sink the tanks and landing craft.

The US Navy win if at least 50% of their tanks and landing craft make it to the beach.

Game Length

The game lasts until all the landing craft and tanks have hit the beach or been sunk!

Objectives

Kriegsmarine: Destroy the LCM 3 Landing Craft and Sherman DDs before they hit the beach.

US Navy: Protect the Landing Craft and Sherman DDs until they make landfall.



"Try playing this scenario before any of the beach landing scenarios in the Campaign: D-Day: Overlord supplement. Any infantry units or tanks that were sunk during the scenario begin the infantry battle with 1d3+1 pin markers.

