


SCENARIO PACK 1



PREPARATIONS ARE
BEGINNING FOR THE
GREATEST INVASION
THE WORLD HAS EVER
SEEN...

ON LAND...



IN THE AIR...



AND BY SEA...

BEFORE THE STORM

INTRODUCTION

Hello to all you gamers out there!

Warlord Games' 75th Anniversary D-Day Campaign is going to be a truly magnificent undertaking. We're hoping to capture the essence of Eisenhower's great crusade to recapture Occupied Europe with lots of fantastic articles and scenarios to help get you involved and excited about playing games!

These packs of scenarios have been designed to give you a flavour of the wider conflict - ranging from small groups of commandos sneaking up deserted beaches, to huge set-piece battles between the armies of the Axis and the Allies.

We're going to cover the whole Bolt Action games family - Bolt Action, Blood Red Skies and Cruel Seas, along with rules to help link your games together and weave a narrative worthy of the silver screen. *(Ed: Keep an eye out for a few surprise appearances from some of our other titles as well.)*

Before the Storm covers some of the key events leading up to D-Day, including a Christmas Eve raid on the Dutch coast, French partisans blowing up railway lines to slow the German advance and a daring reconnaissance mission performed by RAF Mosquitos.

Make sure you follow us on all our social media channels and let us know what you think of the campaign and the material we're putting out to support us. It's so important that we get feedback from you so we can continue to produce some of the best wargames on the market.

John Stallard, May 2019



CONTENTS

CHRISTMAS HARDTACK
VIOLINS OF AUTUMN
FIREFIGHT!
POSTAGE/ABLE
SNAP-HAPPY
PLYWOOD SLEIGH

4
6
8
10
12
14



CHRISTMAS HARDTACK

Twas the night before Christmas, when all through the house, not a creature was stirring. Not even a mouse.

This particular house overlooked Wassenaar beach. On the porch, a German sentry dozed, bundled up in his greatcoat and an egregiously non-regulation colourful scarf. His Mauser rifle was propped against the gatepost, alongside a field telephone and a bandolier of grenades.

Out to sea, the engine of a Vosper motor torpedo boat grumbled unhappily. A section of battle-hardened commandos hunkered down behind the gun-wales, a veritable arsenal of small arms and military paraphernalia hanging from their webbing.

The raid was a standard snatch-and-grab, of the kind they'd practiced up and down the Atlantic Wall since the war began. Get in, have a snout around, grab a prisoner, get back on the boat and get out before the shooting started in earnest.

In the Vosper's pilot house, the captain grimaced as the Dutch shore loomed out of the darkness. He hauled on the wheel, bringing the boat around and the commandos prepared to disembark...

The Forces:

Commandos

- » 1x Veteran 2nd Lt + Attendant with De Lisle Carbine
- » 1x Commando Section with 5x SMGs.
- » 1x Commando Section with 4x Rifles and 1x Vickers K Gun

German Heer

- » 1x Regular 1st Lt + Attendant
- » 2x Green Grenadier Squads with 4x Rifles and 1x LMG
- » 2x Green Grenadier Squads with 1x SMG, 2x Assault Rifles and 2x Rifles
- » 1x Regular MMG Team
- » 1x Regular Medium Mortar Team

"The members of the so-called Commandos behave in a particularly brutal and underhanded manner; and it has been established that those units recruit criminals not only from their own country but even former convicts set free in enemy territories." - The opening of Hilter's infamous Commando Order

Special Rules:

Special Purpose Gear: The 2nd Lt, his attendant and the SMG squad are armed with silenced weapons. Units that are engaged with a silenced weapon cannot take a Down order as a reaction. In addition, silenced weapon fire will not raise the alarm.

Name	Range	Shots	Pen	Special
De Lisle Carbine	12"	1	-	Subsonic: Target takes D2 pin markers



A De Lisle Carbine

The Alarm: The Germans defending Wassenaar are not expecting to be attacked. As such, there is only a token patrol moving along the seafront, with the rest of the platoon snug in their cozy billets.

The German player begins the scenario with his two rifle-armed Grenadier squads on the table. The remainder of his force are held in reserve until the turn after the alarm is raised, at which point they may move onto the table.

When the German player deploys his rifle-armed squads, he must also place a patrol waypoint for each squad. The patrolling squads can only take Advance orders until the alarm is raised, and must pass an order test if they want to move in any direction other than towards a waypoint.

If a Commando unit moves within 6" of a German squad, that squad immediately makes an order test. If they pass, the alarm is raised.

If any unit fires an unsilenced weapon, the alarm is raised.

Taking Prisoners: If a Commando unit defeats an enemy unit in close assault, it is assumed they've kept one alive as a prisoner. That unit may not be issued with Run orders for the remainder of the battle, and one man may not fire his weapons as they have been delegated to guard the captive.

"And now go and set Europe ablaze." - Winston Churchill to Hugh Dalton, head of the SOE

The Scenario



Set-up:

The German player deploys the two rifle-armed Green Grenadier squads and their patrol waypoints in the marked area, with the rest of their force held in reserve, as per the Alarm special rule.

The Commando force advances onto the table from the marked table edge.

Objectives:

The Commando player must take a prisoner and exit the battlefield via their table edge.

The German player must cause as many Commando casualties as possible.

First Turn:

The battle begins. The German player must bring his first wave onto the table. These units can enter the table from any point on the German player's table edge and must be given a run or advance order.

No order test is required to move units onto the table.

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 Commandos gain 3 Victory Points for successfully taking a prisoner. They gain an additional 3 Victory Points if they can do this without raising the Alarm.

The Germans gain 3 Victory Points for killing the Commando 2nd Lt and 1 Victory Point for every other casualty.

The exploits of these plucky Commandos continue in the Cruel Seas scenario Plywood Sleigh, where the commander of the MTB has to pull them off the beach before being caught by marauding E-Boats.

If your Commandos manage to escape, consider bringing them back for future scenarios!



VIOLINS OF AUTUMN

Parlours and kitchens across Normandy are crammed with men and women. They are dressed in peasant's garb, complete with overall trousers and wooden clogs, still covered in the mud of their fields.

They are all gathered around an illegal radio, tuned to the BBC - a crime that would see them shot on the spot for sedition. In the clipped tones of a professional newsreader, the presenter reads a line from a Verlaine poem titled the "Chanson d'Automne."

The broadcast finishes, and the assembled men and women file from their homes. Pistols are loaded and thrust into waistbands. Submachine guns and shotguns are slung over one shoulder, while others cinch bandoliers of grenades around their waists.

As night deepened, the Battle for Normandy began...

Plan Vert called for French Resistance groups to sabotage the railway lines criss-crossing Normandy, forcing German units rushing to reinforce the beaches to travel by road.

On the roads and tracks, the Germans would be more vulnerable to ambushes and marauding fighter-bombers.

The Forces:

Partisans

- » 1x Regular 1st Lt + Attendant
- » 1x Veteran Liaison Officer + Attendant
- » 1x Guerilla Fighters Squad with 5x SMGs
- » 1x Guerilla Fighters Squad with 1x LMG and 4x Rifles
- » 1x Regular MMG Team

German Heer

- » 1x Regular 2nd Lt + Attendant
- » 2x Green Grenadier Squads with 9x Rifles and 1x LMG
- » 1x Heer Grenadier Squad with 1x SMG, 2x Assault Rifles and 2x Rifles
- » 1x Regular MMG Team
- » 1x Regular Medium Mortar Team

Special Rules:

Bombs: One partisan unit is carrying the cell's stock of high explosive, packed into satchels. When that unit is issued a Down order, they can elect to plant the bomb. Place a marker anywhere within 1" of the unit to represent the bomb.

The German player can attempt to disarm the bomb by issuing a Down order to a unit within 1" of the marker. The unit must pass an order test to successfully disarm the bomb. If the order test is FUBAR, the bomb detonates.

The time pencils provided to partisan cells were notoriously unreliable. At the start of each subsequent turn, roll 1d6 and add +1 for each turn that passes. On a 4+, the bomb detonates.

When the bomb detonates, resolve a Medium Mortar hit against all units within 2". If the bomb is adjacent to the railway line, mark a section as broken.

Unsuccessful Ambush: The German platoon commander is attempting to ambush the partisans. His men have no experience of night-fighting and have managed to get separated from one another.

The German force is divided into three waves which deploy as per the table below.

Wave	Composition	Deployment
1	2nd Lt + Heer Grenadier Squad	Move onto the table on Turn 1.
2	2x Green Grenadier Squad	Move onto the table on Turn 2, on the opposite edge to Wave 1.
3	Medium Mortar and MMG	Move onto the table on Turn 3, from the same board edge as Wave 1.

"The only distinguishable difference between the men of the Maquis and the men of the country from they had sprung was the pistol cocked aggressively from the trouser tops, the rifle on the shoulder, the Sten on the back or the string of grenades depending on the belt." - Ian Wellsted, SAS Officer

The Scenario



Set-up:

The German force advances onto the table starting from Turn 1, using the Unsuccessful Ambush special rules.

The partisan force deploys anywhere within the marked area.

Objectives:

The partisan player must blow up the railway line and escape via any board edge.

The German player must cause as many partisan casualties as possible.

First Turn:

The battle begins. The German player must bring his first wave onto the table. These units can enter the table from any point on the German player's table edge and must be given a run or advance order.

No order test is required to move units onto the table. These rules apply for all subsequent waves.

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 German player gets 3 Victory Points for killing the Liaison Officer and 1 Victory Point for every other Casualty.

The partisan player gets 3 Victory Points for blowing up the railway line, and 1 Victory Point for every partisan unit that exits the battlefield.

“Les sanglots longs
Des violons
De l’automne
Blessent mon cœur
D’une langueur
Monotone.”

- *Chanson d’automne, Verlaine*



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, a single 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)



"Andrew is creating a US Ranger force for a skirmish."

He begins by choosing a veteran first lieutenant for 90 points. He then fulfils his mandatory choice with a veteran Ranger squad, costing 70 points.

This leaves him with 40 points to spend. He considers taking a veteran .30 cal machine gun team, but then decides to drop this in favour of a regular bazooka team.

As this pushes the total 20points over, he elects to reduce the officer to a veteran 2nd Lt and with the remaining 5 points adding a BAR to the Ranger squad.

A total of 200 points, for an eight-man strong force."

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.



British Commandos stand by for action!

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 Skirmish 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.

Scenarios:

When playing a Firefight! scenario, you could play any of the scenarios in the Bolt Action rulebook.

However, the type of scenario that best suits these small scale skirmish actions is Scenario 2: Maximum Attrition. Play a few games using this scenario to get to grips with the ins and outs of the new rules.

We'll be releasing plenty of scenarios over the course of our gargantuan D-Day 75th Anniversary Campaign. These scenarios are designed to be tightly focussed and challenging - and will provide a nice interlude between standard games of Bolt Action.

"Enterprises must be prepared, with specially-trained troops of the hunter class, who can develop a reign of terror down these coasts, first of all on the "butcher and bolt" policy..." - Winston Churchill



POSTAGE ABLE

Clouds scudded over the new moon, plunging the beach at Vierville-sur-Mer into pitch darkness. Waves lapped at the shore, washing over the freshly-emplaced Czech hedgehogs and Belgian gates.

A patrol of jack-booted German soldiers paraded along the sand, pausing occasionally to rest their aching feet. Their Mauser rifles were slung on slumped shoulders, illuminated torches brandished carelessly in their hands.

Out to sea, they might have seen a slim periscope emerge from the bobbing swell. If they had continued to watch, they might have also seen two divers slip into the water from a surfaced midget submarine.

The submarine in question was one of the revolutionary X-craft, a tiny submersible designed for special operations in occupied waters. Inside, two Royal Navy officers sweated in the heat while their colleagues from the Royal Engineers swam towards the beach.

Operation Postage Able had begun...

The Forces:

Commandos

- » 2x Commandos armed with pistols and fighting knives.

German Heer

- » 4x Regular Heer Grenadiers armed with rifles.

"At 1555, that familiar Boer war sound, the whip crack of Mauser bullets was heard through the hull. Sporadic shots were hitting the water; some were a long way off but the occasional one was reasonably close. They might have been from small calibre guns. Possibly the natives were hostile so we gently slithered away." - Extract from the report of Lt. Commander H.N.C Willmot, officer in charge of Operation Postage Able.

Special Rules:

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

Skulking & Stealth: At the beginning of the scenario, the British player deploys six markers on the table.

These markers can be poker chips, playing cards, spare bases or figures. On the reverse side of these markers, place a piece of paper or draw an X to differentiate them.

The sea shore at night is filled with odd noises and unusual movement - these markers represent the German sentries jumping at shadows while the Commandos slither up the beach.

When the British player draws a dice from the bag, he can choose any of his six markers to activate. He may move the marker 6" in any direction. Once a marker has been activated, place the drawn dice beside it.

If a German sentry passes within 3" of a marker, it must immediately take an order test. If it passes the test, flip the marker over.

If this would reveal one of the Commandos, and that marker has not been activated this turn, the controlling player may elect to initiate a Close Assault. If they eliminate the sentry, the alarm is not raised.

If the marker does not conceal a Commando, remove it from play.

Patrolling: The patrolling German sentries obey the following rules:

- » They cannot be issued with Run orders.
- » When they are issued with an Advance order, they must move towards the opposite table edge to the one they came on from. When they reach the opposite edge, they may turn around and return towards their starting table edge.

The sentries move onto the table in the following sequence (see the scenario map); Do not add the sentry's dice to the bag until they have moved onto the table.

- » **Turn 1:** 1x sentry moves on from Point A.
- » **Turn 2:** 1x sentry moves on from Point B.
- » **Turn 3:** 1x sentry moves on from Point C.
- » **Turn 4:** 1x sentry moves on from Point D.



Snap-Happy

The RAF's photo-reconnaissance efforts reached their apex in 1944. In preparation for D-Day, with the assistance of the US Army Air Force, RAF pilots would take 3,200 pictures of the French coast and the countryside beyond.

Back in Britain, thousands of analysts pored over the black and white photographs, desperately straining to identify the myriad hazards that would oppose the British and American soldiers due to descend on the beaches of Normandy.

These reconnaissance flights were conducted both day and night, with stripped down and specially-modified Mosquitos and Spitfires roaring over the beaches at suicidally low altitude with ventral cameras whirring away.

Because of its high speed and phenomenal agility for its size, the Mosquito was particularly effective. If they were bounced, pilots would simply turn and run for home, often able to outstrip the Luftwaffe pursuit.

Forces

No. 540 Sqn RAF

1 Squadron of 1 Element comprising:

- » 1x Mosquito PR MkIX (Mosquito FB VI with the photo-reconnaissance conversion). Pilot Skill 3

Theatre Cards

- » Radar Support
- » Clear Skies

Doctrine Cards

- » High Altitude Performance

JG 2 "Richthofen"

1 Squadron of 1 Element comprising:

- » 2x Fw190A. Pilot Skill 4 and 3

Special Rules

Recon: The intruder player's Mosquito has been specially modified for photo-reconnaissance work. This reduces the plane's Firepower to 0, but adds +1" (50mph) to its speed.

In preparation for D-Day, RAF pilots would sometimes fly eight sorties in a single day, capturing hundreds of high-resolution images with every pass. They photographed the invasion beaches, harbours and ports, airfields — anything that could be of use to the planners working frantically to turn Eisenhower's strategic dreams into reality.

These images would be developed and interpreted by RAF and WAAF (Women's Auxilliary Air Force) personnel — these men and women would work punishing 12-hour shifts, poring over the black and white photographs in search of vital military information.

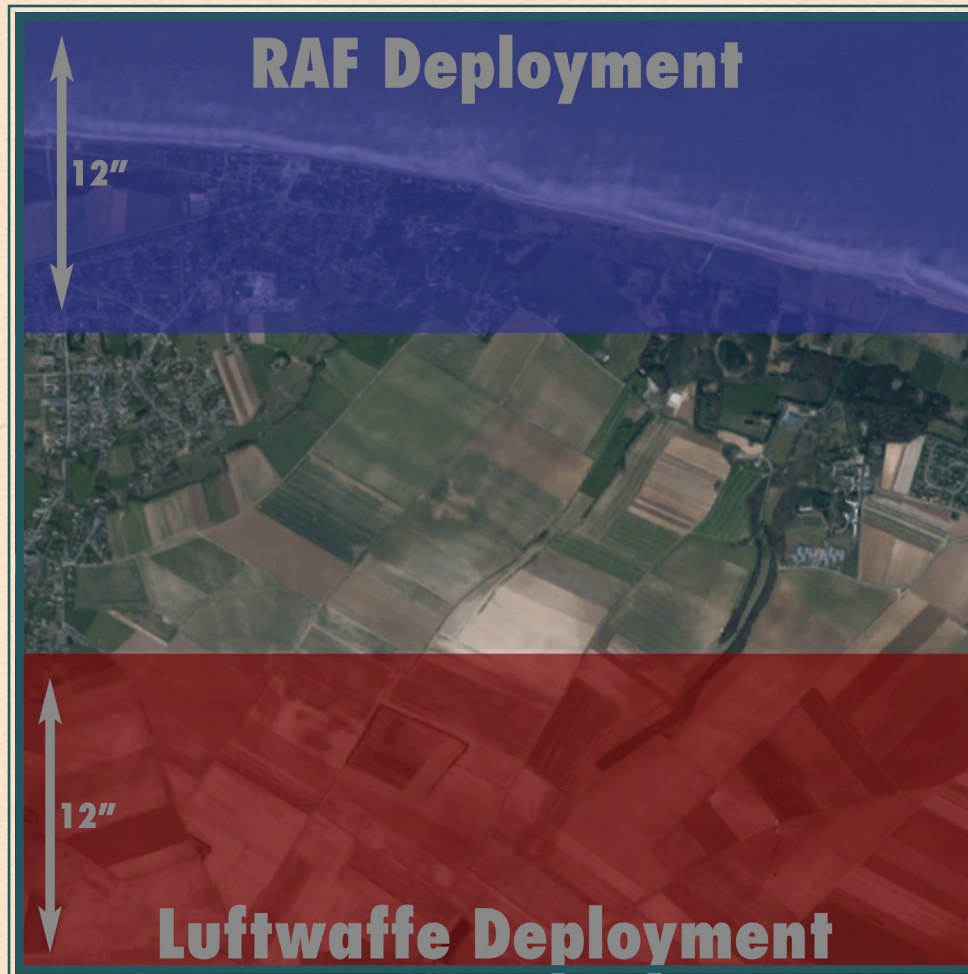
To assist with interpretation, analysts would use rudimentary stereoscopic 3D viewers and scale models. 97 models would be built of the invasion beaches to aid the planners and the flight crews preparing for the extensive aerial bombardment and parachute landings.

"In 1940 I could fly as far as Glasgow in most of my aircraft, but not now! It makes me furious when I see the Mosquito. I turn green and yellow with envy. The British, who can afford aluminum better than we can, knock together a beautiful wooden aircraft that every piano factory over there is building... They have the geniuses and we have the nincompoops." - **Herman Goring**



An RAF Mosquito PR MkIX complete with D-Day invasion stripes.

The Scenario



Deployment Sequence

The player with the least planes deploys first. The RAF element may be deployed anywhere within 12" of one table edge. The Luftwaffe player then deploys their element anywhere within 12" of the opposite table edge.

Starting Advantage Level

Once both players have deployed their elements they roll a D6 for each plane to find its starting advantage level.

Roll*	Result
5-6	Advantaged
3-4	Neutral
1-2	Disadvantaged

* In this scenario, elements of aircraft that do not have the great climb trait, suffer an additional -1 penalty to this roll.

Leaving the Battle Area

If a plane leaves the table, it leaves the scenario altogether and may not return. The RAF plane can win a victory by exiting from the opposite table edge to the one where they deployed.

Game Length

The scenario continues until all planes have been shot down, or have left the table.

Victory

The RAF player wins by exiting his plane from the opposite table edge. The Luftwaffe player wins by preventing this. Victory can also be achieved by driving off the opposing squadron(s) via shot down planes and/or accumulated Boom chits.

PLYWOOD SLEIGH



A flash of red light flickered on the mist-shrouded beach. From the bridge of his Vosper, Captain Stallard strained his eyes to make out the pattern in the blinking crimson light. Beside him, his signals officer pored over the codebook, jotting down notes on his blotter pad.

"It's definitely the evac signal." He muttered, stowing the precious codebook into one of his overcoat's many pockets.

Captain Stallard scowled and emptied his smouldering pipe over the Vosper's rail. "Better clear the guns for action and pass out the small arms. Things might get a little hairy..."

On the foredeck, a crewman cracked open one of the sealed lockers and began distributing Mills bombs and Thompson submachine guns to the crew not busy at the motor torpedo boat's various gun positions.

Gunning the engine as much as he dared, Captain Stallard nudged his Vosper towards the blinking signal lamp, one hand tapping nervously on his instrument panel.

Just as the shadowy shapes on the sand resolved into heavily-laden Commandos, a spotlight slashed out of the fog. Its beam cut across the Vosper's stern, swiftly followed by the chatter of machine guns.

Captain Stallard cursed and ducked behind the armoured pilot house.

"Action stations, lads! Lets give the buggers a taste of their own medicine"

24th December 1943

Loitering just off the Dutch coast, a Royal Navy motor torpedo boat stands by for action. Just over an hour ago, it unloaded two sections of battle-hardened soldiers from the 1st Special Service Brigade.

The raid was an intelligence gathering exercise - the commandos were to go ashore and scout out the German defenses, taking a prisoner if they were able before returning to the boat and high-tailing it for home.

Unfortunately, things don't always go to plan, and Santa's plywood sleigh has been spotted by a prowling E-boat. Throwing caution to the wind, the German torpedo boat charges into action.

This scenario is a direct sequel to the Bolt Action scenario *Christmas Hardtack*, picking up the action as the infantry combat draws to a close.

You'll be attempting to exfiltrate the commandos before the skulking E-Boat can cut off your escape route, dooming the Vosper's crew and the battle-weary commandos to a watery grave.

Special Rules:

Evacuation: The task of exfiltrating the commandos is not an easy one - particularly if the German defenders are hot on their heels.

The commandos cannot be extracted until they are in position. At the start of each turn, roll 1d10 on Evacuation table, adding the turn number to the result.

If the commandos lost *Christmas Hardtack*, roll 2d10 and pick the lowest result, before adding any modifiers.

If the commandos completed *Christmas Hardtack* without raising the alarm, they are assumed to be on the beach awaiting extraction.

When the commandos eventually arrive on the beach, the Vosper must touch his boat to the marked Evac point at slow speed to pick up its passengers.

Players do not need to roll on the Evacuation table once the commandos have arrived on the beach.



Roll:	Result:
1-3	Empty Strand: The commandos have failed to materialise at the evac point.
4-6	Hot Pursuit: The commandos have arrived at the evac point, but the enemy is close behind. The Vosper takes 2d6 damage while the commandos scramble aboard.
7-9	Taxi!: The commandos have arrived on the beach and require immediate evac.
10	Military Precision: The commandos swarm aboard in record time. After picking up the passengers, the Vosper may immediately increase its speed.



Royal Navy

- 1x Vosper MTB Type II (Late) with Veteran crew

Deployment

Place the Royal Navy Vosper anywhere in the marked area. It begins the game stationary.

Kriegsmarine

- 1x Armoured S-38 class with Veteran crew

Place the Kriegsmarine S-38 anywhere in the marked area. It begins the game moving at combat speed.

Game Length

The game lasts until the Vosper has collected the commandos and moved into contact with the table edge marked Royal Navy Escape Zone.

Objectives

Kriegsmarine: Sink the Vosper and send its passengers down into the icy depths of the North Sea.

Victory

Kriegsmarine: Sink the Vosper!

Royal Navy: Escape!

Royal Navy: Evacuate the commandos and run for home!

