



# SCENARIO: CHRISTMAS HARDTACK

Allied Commandos vs German Heer



# 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 Hitler'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!*

