CRUEL SEAS

PLYWOOD SLEIGH

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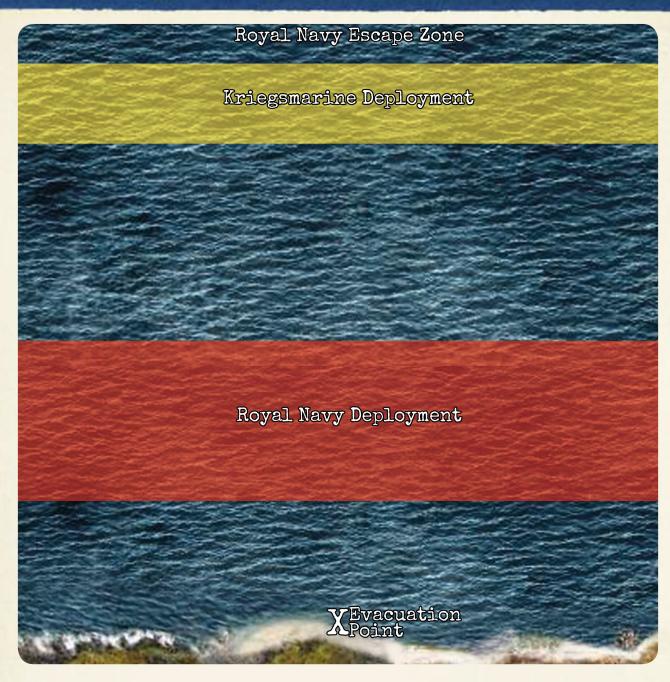
The commandos cannot be extracted until they are in position. At the start of each turn, roll 1d10 on Evacuation table, adding the turn number to the result.

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 immediatelty increase its speed.

Royal Navy Escape Zone

Kriegsmarine Deployment

Royal Navy Deployment

X Evacuation Point

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

Kriegsmarine
- 1x Armoured S-38 class with Veteran crew

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

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.

Royal Navy: Evacuate the commandos and run for home!

Victory
Kriegsmarine: Sink the Vosper!
Royal Navy: Escape!