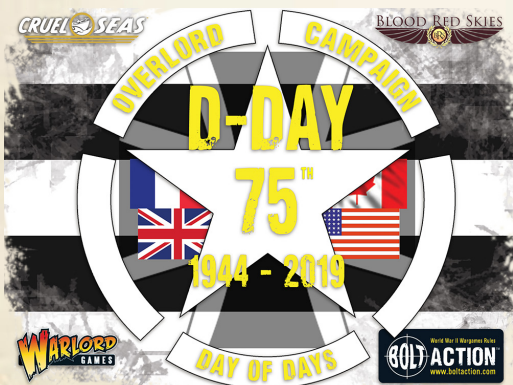


# CRUEL SEAS™

## STORM IN A TEACUP



# STORM IN A TEACUP

**19th June 1944**

The worst storm in 40 years is battering the Normandy coastline. Huge waves crash against the concrete piers of the Mulberry harbour on Omaha beach, driving rain lashing against the tents and shelters of men who have yet to move in land.

All aircraft have been grounded and most ships are penned in their harbours, waiting for the storm to subside.

Out to sea, a daredevil S-Boat captain and his flotilla launch a hairbrained scheme that could change the course of the war.

The Kriegsmarine's surface fleet has been savaged by strafing aircraft - with the storm grounding every aircraft, the S-Boats should be able to operate with impunity (providing they can brave the storm!)

Their target - the vulnerable piers of the Mulberry harbour! If the Kriegsmarine can damage or destroy it, they can prevent the Allies from building up the required supplies to storm the fortified cities of Cherbourg and Caen.



"By the end of June, over 289,827 tons of supplies were offloaded onto the Normandy beaches. Without access to the ports of Cherbourg or Caen, these temporary harbours were vital to the Allied war effort!"



## Special Rules:

**The Storm:** Bolts of lightning flash across the sky, peals of thunder ring out like a hammer on an anvil! Sheets of rain and a tumultuous swell make sailing a ship of any size a particularly difficult prospect.

At the start of each turn, roll 1d6 on the table below to determine the weather conditions for that turn.

Roll:	Result:
1-2	<b>Choppy Seas:</b> Skill test required to go above combat speed.
3-5	<b>Rough Seas:</b> Skill test required to go above Slow speed. No Full speed. -1 to all shooting. No torpedoes. Small boats take 1d3 hits before any dice are drawn.
6	<b>Stormy Seas:</b> Slow speed only. -2 to all shooting. No torpedoes. Small boats take 1d6 hits before any dice are drawn.

**The Mulberry Harbour:** Constructed from concrete caissons and steel breakwaters, these temporary harbours were designed to assist the Allied build-up.

Place four 8" by 3" sections of harbour as per the map. These harbour sections can take 50 damage each. Each harbour section carries 2x 20mm cannons.

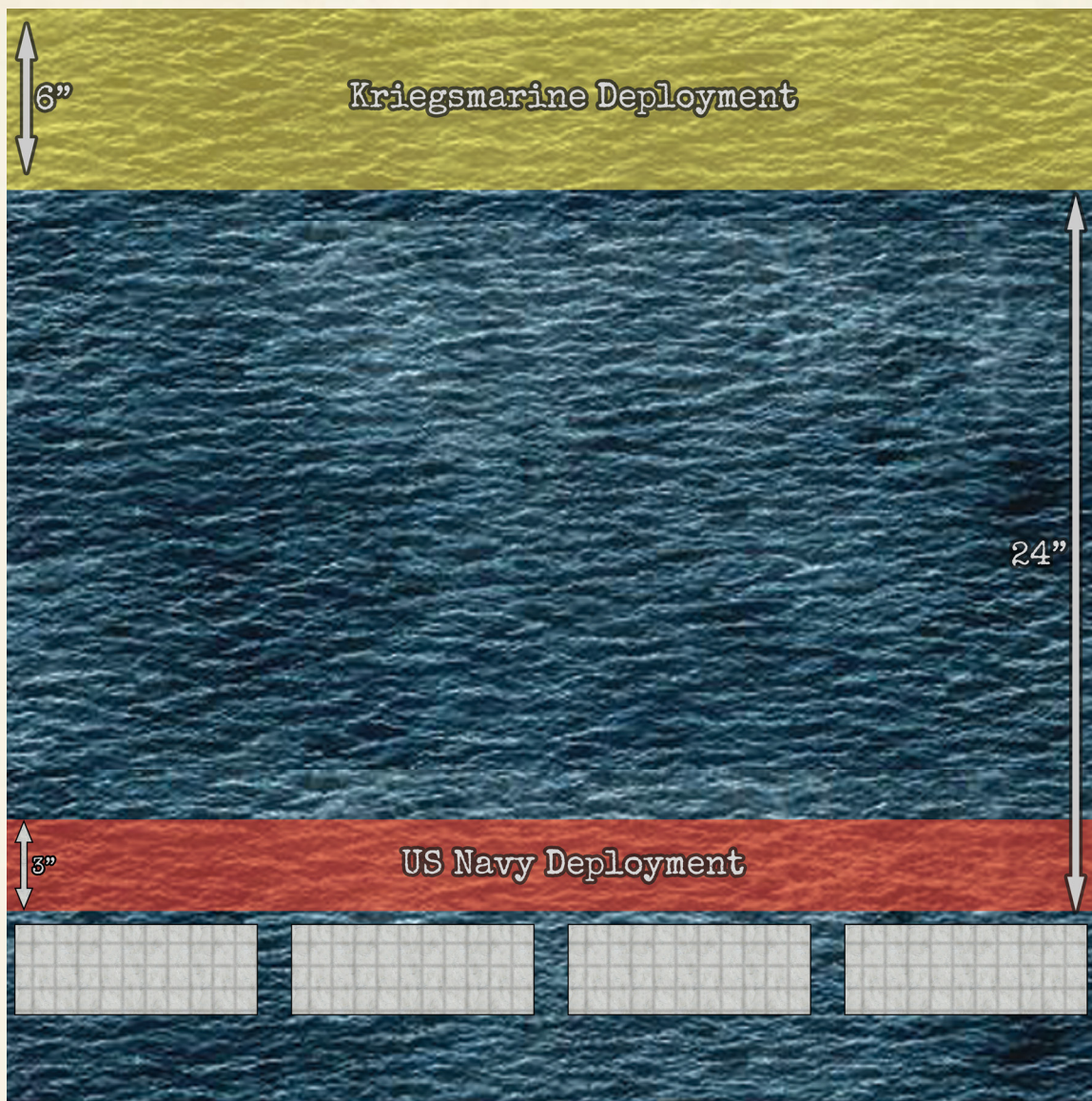
If Stormy Seas is rolled, each harbour section takes 1d6 damage before any dice are drawn.

Place a merchant tanker adjacent to two of the harbour sections. Each can take 85 damage before sinking. These ships may not move, and do not carry any weapons.

Any time a harbour section takes damage from Stormy Seas, deal an equal amount to the tanker.







### US Navy

- 4x PT Boats (Elco) with Regular Crews.

### Kriegsmarine

- 4x E-boat S-100 class with Veteran crews

### Game Length

The game lasts until either side's vessels have been sunk or escaped!

### Objectives

**Kriegsmarine:** You must sink at least half of the harbour sections and escape!

**US Navy:** You must protect the harbour and drive off the attacking E-Boats.

### Deployment

Place the US Navy PT boats anywhere in the marked area. They begin the battle stationary.

Place the four E-Boats anywhere in the marked area moving at Fast Speed.

### Victory

The Kriegsmarine win if they can sink at least two of the harbour sections and escape via any board edge. Bonus points for sinking any of the merchant tankers tied up alongside.

The US Navy win if they can sink the attacking E-Boats.



"Success for the Axis forces in this scenario might have all sorts of consequences in future Bolt Action games. Perhaps ammunition starts to run low, or reserves arrive later as the harbour is out of commission!"

