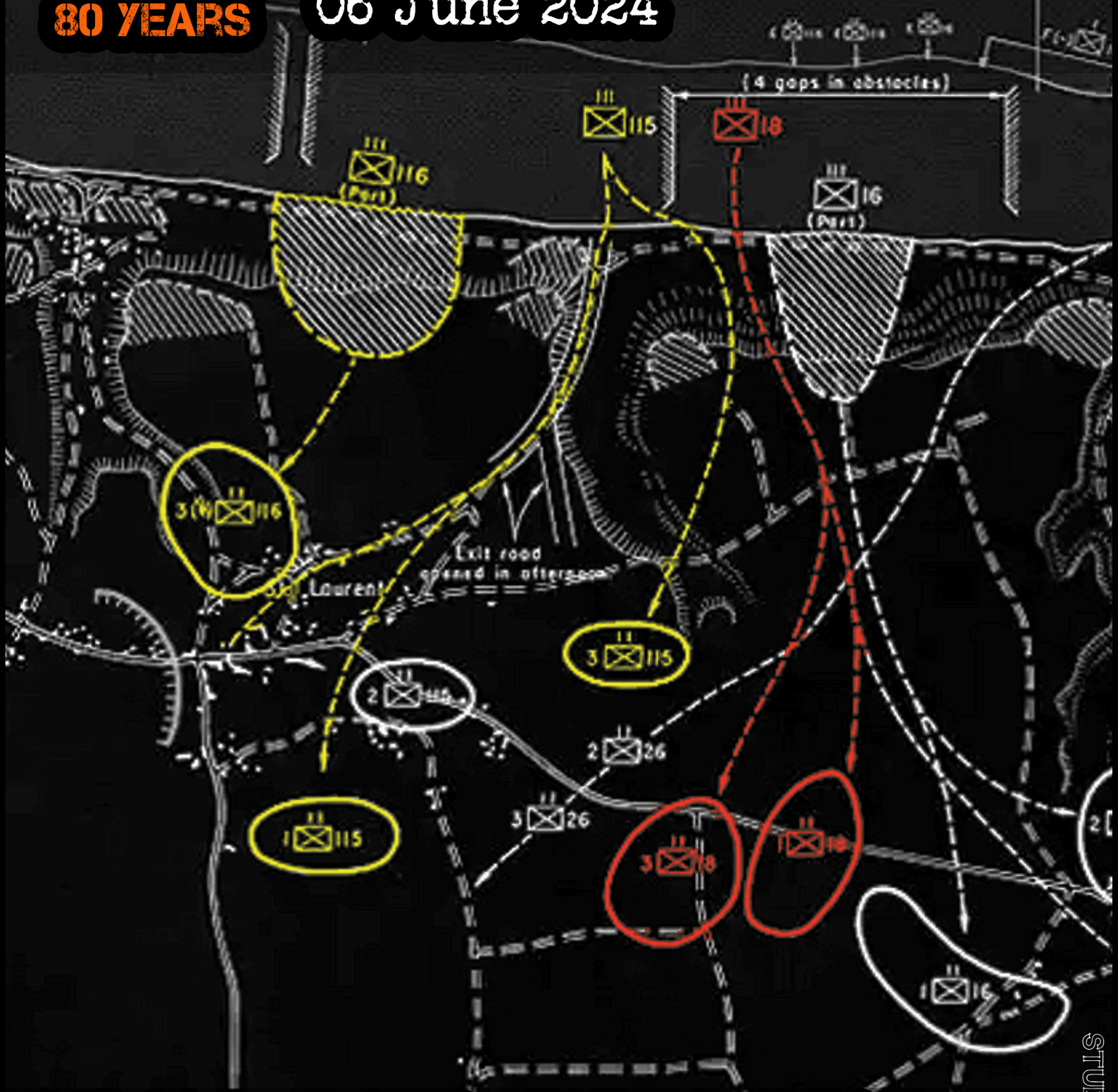# H-HOUR MINUS 5

**D-DAY** 80 YEARS

06 June 1944
06 June 2024

3 Night Scenarios for Rifles in the Ardennes

by Gottardo Zancani

STUDIUM CMLXV

# H-HOUR MINUS 5

**D-DAY 80 Years**

**06 June 1944 / 06 June 2024**

This small expansion has been designed on the occasion of the 80th anniversary of the Normandy landings: you will find here three night scenarios inspired by the Battle of Merville Gun Battery, a series of British assaults beginning 6 June 1944 as part of Operation Tonga. Each scenario can be played individually or you can play them as a short campaign. The scenarios are included in both a full graphic version and a printer-friendly version. Scenario list:

| | |
|---|---|
| **WW2-81: GLIDERS** | Your unit was transported by gliders in the operation area, a few hours before the D-Day. Bad weather forced you to land on an unknown position. |
| **WW2-82: NIGHT ADVANCE** | You must progress toward your objective using the cover of the night. |
| **WW2-83: CASEMATE TWO** | You received the order to immediately attack Casemate Two, even if you have a very limited support available. |

Special rules from "Rifles in the Pacific", related to Close Combat and Night scenarios, are included as well.

## CLOSE COMBAT (Friendly Unit Action)

You may spend one AP to order one Group to attack an Enemy at range 0 in Close Combat. The selected Group must undergo a Morale Check first, with the following DRM:

- +1   one BAP spent to initiate the Close Combat
- +1   Leader present in the Group
- -1   Target Group contains a HMG or Flame Thrower

If the Morale Check is successful, the Group can enter Close Combat. Place the Group adjacent to the Target Group.

To determine the effects of Close Combat, roll 1d6 for both Groups and apply the following modifiers, considering <u>each</u> unit in both Groups:

- -1   Unit is suppressed
- -1   Unit equipped with a LMG, HMG, Mortar, FT or Anti-Tank Weapon
- 0    Unit equipped with a Rifle

+1   Unit equipped with a SMG or Assault Rifle

+1   Unit equipped with a Pistol

+1   Group on a **Pillbox** (Defender only)

+1   Group with more units

+1   Group with more Veteran units

The Group with the highest value is considered the winner of the Close Combat, while the other Group is considered the loser.

If the total of the winner is 2x or more the total of the loser, the loser Group must suffer 2d3 **SUPPRESSED** results (must be distributed as equally as possible). If the total of the winner is simply higher (less than two times the loser result), the loser Group suffers 1d3 **SUPPRESSED** Results (must be distributed as equally as possible).

In the case of a tie, both Groups immediately suffer one **SUPPRESSED** result, to be allocated to a random unit (unsuppressed units first, then **SUPPRESSED** units).


## NIGHT RULES

When playing a "Night" Mission, apply the following rules to the standard game sequence:

•   Each turn, the first time a Unit/ or Group executes an attack, you must roll on the [Night Range Table] (found in on the Mission Sheet) to determine the visibility for the current turn. This roll will determine the maximum range for an attack on the current turn. It is perfectly possible that the attack unit or Group that that triggered the night roll won't be possible able to attack due to the range restrictions: in In such a case the activation is lost (this represents the units firing in the dark).

•   Some events (ex. Flares!) can provide a DRM to this roll.

## Historical Background (source; Wikipedia)

The Battle of Merville Gun Battery was a series of British assaults beginning 6 June 1944, as part of Operation Tonga, part of the Normandy landings, during the Second World War. Allied intelligence believed the Merville Gun Battery was composed of heavy-calibre 150 mm (5.9 in) guns that could threaten the British landings at Sword Beach, only 8 miles (13 km) away.

The 9th Parachute Battalion, part of the 3rd Parachute Brigade attached to 6th Airborne Division, was given the objective of destroying the battery. However, when the battalion arrived over Normandy in the predawn of 6 June, their parachute descent was dispersed over a large area, so instead of over 600 men with heavy weapons or equipment, only 150 with neither arrived at the battalion assembly point. Regardless, they pressed home their attack against an estimated German force of 130 engineers and artillerymen. Reduced to 75 men, the British succeeded in capturing the battery, only to discover that the guns were World War I-era Czech M.14/19 100 mm field howitzers, which only had an effective range of

some 8,400 m (9,200 yd), just over 5 miles. Still, using what explosives they had been able to recover, they attempted, with only partial success, to disable the guns.

## Additional D-Day scenarios

The Rifles in the Ardennes/Pacific Mission Generator found here https://zak965.it/rifles/generator/ includes two missions that will help re-create the D-Day operations:

**D-Day (6 June 1944).** Start your Overlord campaign on the Normandy beach.

**Red Sky.** Start your Overlord campaign reaching Normandy from the sky.

# WW2-81: GLIDERS

Your unit was transported by gliders in the operation area, a few hours before the D-Day. Bad weather forced you to land on an unknown position.

**Objective**: Leave the Map to rejoin your Battalion. You need to reveal E2 or E3 to find the right direction to leave the map.

**Setup**: Roll one d6: place E1 face up in the corresponding Stripe: your glider. E1 represents toll on the [Glider Landing Table] to determine how to deploy your units in the stripe where E1 is located. Units under E1 are considered blocked in the Glider: you must spend 1 AP to release each blocked unit.

**Special Rules**: <u>Night Rules.</u>

**Game turns**: 12

## EVENT TABLE

Initial Setup. Take Event Markers E2-E3 and randomly place one EM on a cup, discarding the other one without looking at it. Take Event Markers E4-E10 and place four additional random EM in the cup. Shuffle the EM in the cup and place one EM on each stripe not occupied by another EM.

| | |
|---|---|
| **2** | You finally find one street signal: you need to leave the map from Stripe #1. |
| **3** | You finally find one street signal: you need to leave the map from Stripe #6. |
| **4** | Nothing. |
| **5** | (Gear and supplies scattered during the landing) You find 1d6 Grenades. |
| **6** or **7** | Enemy: roll on [Patrol Table] in the Army Sheet. Place the Enemy in the current stripe. |
| **8** | (An enemy outpost is spotted in the distance). Keep this marker on the map. Spend 2 AP or 1 BAP to remove this EM: while the EM is on the map add +2 to the Enemy Presence Check roll. |
| **9** | (A small farm with some civilians). Roll on die: on a result of 5+ you gain one RP. |
| **10** | (Send a small team to scout the area for enemy activity). You must spend 1 AP to scout the area. If you don't have any AP left, you will need to spend it next turn. |

## TERRAIN TABLE

| Stripe | Terrain |
|---|---|
| #1 and #2 | (1-3) Open (4-6) Fields |
| #3 | (1-4) Open (5-6) Open with two <u>Trees</u> |
| #4 and #5 | (1) Wood (2-3) Open (4-6) Fields with <u>Building</u> |
| #6 | (1-2) Open with two <u>Trees</u><br>(3-4) Fields<br>(5-6) Fields with <u>Building</u> |

## TARGET TABLE

| Die Roll | Group Selection |
|---|---|
| [1][2][3] | Smaller Group |
| [4][5] | Larger Group |
| [6] | Group with MG, Mortar or Larger Group |

| Die Roll | Unit Selection |
|---|---|
| [1][2][3][4] | Unit with lower TN |
| [5][6] | Unit with higher CF: if attack cannot cause damage then select Unit with lower TN |

## NIGHT RANGE TABLE

| Die Roll | Range |
|---|---|
| [1][2] | Range 0 (same Stripe) |
| [3][4][5] | Range 1 |
| [6] | Range 2 |

## GLIDERS LANDING TABLE

| Die Roll | Range |
|---|---|
| [1][2] | Place 2 random units under E1. |
| [3][4] | Place 1 random unit under E1. |
| [5] | Place 1 random unit under E1 and add a Suppression Marker to a random unit. |
| [6] | One random unit is <u>Killed</u> |

Units not placed under E1 are placed on the E1 stripe

## ENEMY PRESENCE TABLE

| Die Roll | Group Selection |
|---|---|
| [1][2][3][4] | Nothing |
| [5] | Roll on the [Patrol Table] in the Army Sheet. Place the Enemy in Stripe #1 |
| [6] | Roll on the [Patrol Table] in the Army Sheet. Place the Enemy in Stripe #6 |

If EM8 is on the map, always place the enemies there and remove the EM.

## ENEMY ACTIVATION TABLE

| Die Roll | Enemy Orders |
|---|---|
| [1] | If the activated group contains Suppressed units then Rally, otherwise Attack nearest target group. |
| [2] | If there's a Target Group is in range, Attack nearest Target Group, otherwise Cover |
| [3] | If there's a Target Group is in range, Attack nearest Target Group, otherwise Advance |
| [4] | If Target Group at Range 1 or 0: Advance (if needed) then Close Combat, otherwise Cover then Attack Target |
| [5] | Remove Cover counter from Target group (if any). If Target Group is at Range 1: Advance then Attack otherwise Cover then Attack Target |

# WW2-82: NIGHT ADVANCE

## EVENT TABLE

Initial Setup. Take Event Markers E1-E10 and place one random marker on each Stripe.

| | |
|---|---|
| **1** | Flares! This turn add +2 to the [Night Range Table] roll and +1 to the Enemy Presence check. |
| **2** | False sighting; the next unit/group that will be activated must attack this Stripe (spending one AP) even if there are no Enemies here. +1 to the next Enemy Presence check. |
| **3** or **4** | Roll on [Patrol Table] in the Army Sheet |
| **5** | Enemy: LMG on Cover on the previous Stripe. |
| **6** | (Potential enemy presence: maintain silent movement). You must spend 2AP or 1 BAP to leave this stripe. |
| **7** or **8** | Nothing, just silence. |
| **9** | An isolated farmhouse is spotted. Place a Building in this Stripe. If one group enters the Building roll 1d6: (1-2) Empty (3) Some civilians live here, but they cannot help you (4-5) You meet an old man with some useful information: gain 1 RP. (6) Enemy Patrol! Roll on the [Patrol Table] in the Army Sheet and place the enemies inside the Building. |
| **10** | An enemy outpost is spotted in the distance: keep this marker on the map. Spend 2 AP or 1 BAP to remove this EM: while the EM is on the map add +2 to the Enemy Presence Check roll. |

You must progress toward your objective using the cover of the night.

**Objective**: Leave Map from Stripe #1

**Setup**: your units start below Stripe #6.
Special Rules: Night Rules.
**Game turns**: 12

## NIGHT RANGE TABLE

| Die Roll | Range |
|---|---|
| ⚁ | Range zero (same Stripe) |
| ⚂ ⚃ ⚄ | Range 1 |
| ⚅ | Range 2 |

## TARGET TABLE

| Die Roll | Group Selection |
|---|---|
| ⚁ ⚂ ⚃ | Smaller Group |
| ⚃ ⚄ | Larger Group |
| ⚅ | Group with MG, Mortar or Larger Group |

| Die Roll | Unit Selection |
|---|---|
| ⚁ ⚂ ⚃ ⚄ | Unit with lower TN |
| ⚄ ⚅ | Unit with higher CF: if attack cannot cause damage then select Unit with lower TN |

## TERRAIN TABLE

| Stripe | Terrain |
|---|---|
| #1 and #2 | (1-2) Open (3-4) Wood (5) Fields (6) Fields with Building |
| #3 and #4 | (1-3) Woods (4-5) 2x Trees (6) Open |
| #5 | (1) Fields (2-4) Woods (5-6) 2x Trees |
| #6 | (1) Open (2-3) Fields (4-5) 2x Trees (6) Woods |

## ENEMY ACTIVATION TABLE

| Die Roll | Enemy Orders |
|---|---|
| ⚀ | If the activated group contains Suppressed units then Rally, otherwise Attack nearest target group. |
| ⚁ | If there's a Target Group is in range, Attack nearest Target Group, otherwise Cover |
| ⚂ | If there's a Target Group is in range, Attack nearest Target Group, otherwise Advance |
| ⚃ | If Target Group at Range 1 or 0: Advance (if needed) then Close Combat, otherwise Cover then Attack Target |
| ⚅ | Remove Cover counter from Target group (if any). If Target Group is at Range 1: Advance then Attack otherwise Cover then Attack Target |

## ENEMY PRESENCE TABLE

| Die Roll | Group Selection |
|---|---|
| ⚁ ⚂ ⚃ ⚄ | Nothing |
| ⚄ | Roll on the [Patrol Table] in the Army Sheet. Place the Enemy in Stripe #1 |
| ⚅ | Roll on the [Patrol Table] in the Army Sheet. Place the Enemy in Stripe #6 |

If EM8 is on the map, always place the enemies there and remove the EM.

# WW2-83: CASEMATE TWO

## EVENT TABLE

Initial Setup. place EM1 face up on Stripe #6. Take Event Markers E2,E3 and E4 and randomly place two EM on a cup, discarding the other one without looking at it. Take EM E5,E6,E7 and E8 and randomly place two EM on the cup, discarding the other ones without looking at them. Place one random marker on Stripes #2, #3, #4 and #5.

| | |
|---|---|
| **1** | (Minefield area where the Bangalore torpedoes were detonated) EM1 is never removed: when a group attempts to leave the stripe roll 1d6: (1-4) passage is clear, no effecet (4-6) difficult passage: you must spend 2AP or 1 BAP to leave the stripe. |
| **2** | Enemy: LMG on Fox Hole on the previous Stripe |
| **3** | Enemy: roll on [Patrol Table] in the Army Sheet. Place the Enemy on a Fox Hole in this Stripe |
| **4** **5** | Nothing |
| **6** **7** | Flares! This turn add +2 to the [Night Range Table] roll |
| **8** | (You notice a friendly soldier severely wounded still exposed to enemy fire). You must spend 1AP or 1 BAP to put it on a safe place. Lose one XP if you don't help this soldier. |

You received the order to immediately attack Casemate Two, even if you have a very limited support available.

**Objective**: reach Stripe #1 and eliminate the Enemy forces located there.

**Setup**: your units start below Stripe #6

**Support**: add one SMG to your units and freely distribute 6 additional Grenades.

**Casemate Two**: once you reach the Pillbox (Casemate 2) roll one die: on a result of (1-5) the door is open while on a (6) the door is closed. If the door is closed, you can only fire into the apertures or drop your grenades in the air vents/openings: in both cases apply the TN bonus. If the Casemate door is open, you can also attack the units inside the Casemate in Close Combat.

**Casemate Defences**. Roll one die and place the enemies in Stripe #1 inside the Pillbox: (1-3) LMG, 2xRifle (4) LMG, 3xRifle (5-6) 3xRifle. Use the [Casemate Activation Table] to acivate those enemies.

**Special Rules**: Night Rules. Skip the Enemy Presence Check in this scenario.

**Game turns**: 12

## TARGET TABLE

| Die Roll | Group Selection |
|---|---|
| :one: :three: | Smaller Group |
| :four: :five: | Larger Group |
| :six: | Group with MG, Mortar or Larger Group |

| Die Roll | Unit Selection |
|---|---|
| :one: :three: :four: | Unit with lower TN |
| :two: :five: :six: | Unit with higher CF: if attack cannot cause damage then select Unit with lower TN |

## NIGHT RANGE TABLE

| Die Roll | Range |
|---|---|
| :one: | Range zero (same Stripe) |
| :two: :three: :four: :five: | Range 1 |
| :six: | Range 2 |

## TERRAIN TABLE

| Stripe | Terrain |
|---|---|
| #1 | Open with Pillbox |
| #2, #3, #4 and #5 | (1-3) Open (4-5) Open with Fox Hole (6) Open with Barbed Wire |
| #6 | Open |

## ENEMY ACTIVATION TABLE

| Die Roll | Enemy Orders |
|---|---|
| :one: | If the activated group contains Suppressed units then Rally, otherwise Attack nearest target group. |
| :two: | If there's a Target Group is in range, Attack nearest Target Group, otherwise Cover |
| :three: | If there's a Target Group is in range, Attack nearest Target Group, otherwise Advance |
| :four: | If Target Group at Range 1 or 0: Advance (if needed) then Close Combat, otherwise Cover then Attack Target |
| :five: | Remove Cover counter from Target group (if any). If Target Group is at Range 1: Advance then Attack otherwise Cover then Attack Target |

## CASEMATE ACTIVATION TABLE

| Die Roll | Enemy Orders |
|---|---|
| :two: | If the activated group contains Suppressed units then Rally, otherwise no effect (the enemy fire is directed against a different unit) |
| :three: :four: :five: | Attack nearest Target Group |
| :six: | Remove Cover counter from Target group (if any) then Attack |

# WW2-81: GLIDERS

Your unit was transported by gliders in the operation area, a few hours before the D-Day. Bad weather forced you to land on an unknown position.

**Objective**: Leave the Map to rejoin your Battalion. You need to reveal E2 or E3 to find the right direction to leave the map.

**Setup**: Roll one d6: place E1 face up in the corresponding Stripe. E1 represents your glider. At the beginning of Turn 1 roll on the [Glider Landing Table] to determine how to deploy your units in the stripe where E1 is located. Units under E1 are considered blocked in the Glider: you must spend 1 AP to release each blocked unit.

Special Rules: Night Rules.

**Game turns**: 12

## EVENT TABLE

Initial Setup. Take Event Markers E2-E3 and randomly place one EM on a cup, discarding the other one without looking at it. Take Event Markers E4-E10 and place four additional random EM in the cup. Shuffle the EM in the cup and place one EM on each stripe not occupied by another EM.

| | |
|---|---|
| **2** | You finally find one street signal: you need to leave the map from Stripe #1. |
| **3** | You finally find one street signal: you need to leave the map from Stripe #6. |
| **4** | Nothing. |
| **5** | (Gear and supplies scattered during the landing) You find 1d6 Grenades. |
| **6** or **7** | Enemy: roll on [Patrol Table] in the Army Sheet. Place the Enemy in the current stripe. |
| **8** | (An enemy outpost is spotted in the distance). Keep this marker on the map. Spend 2 AP or 1 BAP to remove this EM: while the EM is on the map add +2 to the Enemy Presence Check roll. |
| **9** | (A small farm with some civilians). Roll on die: on a result of 5+ you gain one RP. |
| **10** | (Send a small team to scout the area for enemy activity). You must spend 1 AP to scout the area. If you don't have any AP left, you will need to spend it next turn. |

## TERRAIN TABLE

| Stripe | Terrain |
|---|---|
| #1 and #2 | (1-3) Open (4-6) Fields |
| #3 | (1-4) Open (5-6) Open with two Trees |
| #4 and #5 | (1) Wood (2-3) Open (4-6) Fields with Building |
| #6 | (1-2) Open with two Trees<br>(3-4) Fields<br>(5-6) Fields with Building |

## TARGET TABLE

| Die Roll | Group Selection |
|---|---|
| ⚀⚁⚂ | Smaller Group |
| ⚃⚄ | Larger Group |
| ⚅ | Group with MG, Mortar or Larger Group |

| Die Roll | Unit Selection |
|---|---|
| ⚀⚁⚂⚃ | Unit with lower TN |
| ⚄⚅ | Unit with higher CF: if attack cannot cause damage then select Unit with lower TN |

## NIGHT RANGE TABLE

| Die Roll | Range |
|---|---|
| ⚀⚁ | Range 0 (same Stripe) |
| ⚂⚃⚄ | Range 1 |
| ⚅ | Range 2 |

## GLIDERS LANDING TABLE

| Die Roll | Range |
|---|---|
| ⚀⚁ | Place 2 random units under E1. |
| ⚂⚃ | Place 1 random unit under E1. |
| ⚄ | Place 1 random unit under E1 and add a Suppression Marker to a random unit. |
| ⚅ | One random unit is Killed |

Units not placed under E1 are placed on the E1 stripe

## ENEMY PRESENCE TABLE

| Die Roll | Group Selection |
|---|---|
| ⚀⚁⚂⚃ | Nothing |
| ⚄ | Roll on the [Patrol Table] in the Army Sheet. Place the Enemy in Stripe #1 |
| ⚅ | Roll on the [Patrol Table] in the Army Sheet. Place the Enemy in Stripe #6 |

If EM8 is on the map, always place the enemies there and remove the EM.

## ENEMY ACTIVATION TABLE

| Die Roll | Enemy Orders |
|---|---|
| ⚀ | If the activated group contains Suppressed units then Rally, otherwise Attack nearest target group. |
| ⚁ | If there's a Target Group is in range, Attack nearest Target Group, otherwise Cover |
| ⚂ | If there's a Target Group is in range, Attack nearest Target Group, otherwise Advance |
| ⚃ | If Target Group at Range 1 or 0: Advance (if needed) then Close Combat, otherwise Cover then Attack Target |
| ⚅ | Remove Cover counter from Target group (if any). If Target Group is at Range 1: Advance then Attack otherwise Cover then Attack Target |

# WW2-82: NIGHT ADVANCE

## EVENT TABLE

Initial Setup. Take Event Markers E1-E10 and place one random marker on each Stripe.

| | |
|---|---|
| **1** | Flares! This turn add +2 to the [Night Range Table] roll and +1 to the Enemy Presence check. |
| **2** | False sighting; the next unit/group that will be activated must attack this Stripe (spending one AP) even if there are no Enemies here. +1 to the next Enemy Presence check. |
| **3** or **4** | Roll on [Patrol Table] in the Army Sheet |
| **5** | Enemy: LMG on Cover on the previous Stripe. |
| **6** | (Potential enemy presence: maintain silent movement). You must spend 2AP or 1 BAP to leave this stripe. |
| **7** or **8** | Nothing, just silence. |
| **9** | An isolated farmhouse is spotted. Place a Building in this Stripe. If one group enters the Building roll 1d6: (1-2) Empty (3) Some civilians live here, but they cannot help you (4-5) You meet an old man with some useful information: gain 1 RP. (6) Enemy Patrol! Roll on the [Patrol Table] in the Army Sheet and place the enemies inside the Building. |
| **10** | An enemy outpost is spotted in the distance: keep this marker on the map. Spend 2 AP or 1 BAP to remove this EM: while the EM is on the map add +2 to the Enemy Presence Check roll |

You must progress toward your objective using the cover of the night.

**Objective:** Leave Map from Stripe #1

**Setup:** your units start below Stripe #6.
**Special Rules:** Night Rules.
**Game turns:** 12

## NIGHT RANGE TABLE

| Die Roll | Range |
|---|---|
| ⚁⚃ | Range zero (same Stripe) |
| ⚂⚄⚅ | Range 1 |
| ⚅ | Range 2 |

## TARGET TABLE

| Die Roll | Group Selection |
|---|---|
| ⚁⚃ | Smaller Group |
| ⚂⚄ | Larger Group |
| ⚅ | Group with MG, Mortar or Larger Group |

| Die Roll | Unit Selection |
|---|---|
| ⚀⚁⚂⚃ | Unit with lower TN |
| ⚄⚅ | Unit with higher CF: if attack cannot cause damage then select Unit with lower TN |

## TERRAIN TABLE

| Stripe | Terrain |
|---|---|
| #1 and #2 | (1-2) Open (3-4) Wood (5) Fields (6) Fields with Building |
| #3 and #4 | (1-3) Woods (4-5) 2x Trees (6) Open |
| #5 | (1) Fields (2-4) Woods (5-6) 2x Trees |
| #6 | (1) Open (2-3) Fields (4-5) 2x Trees (6) Woods |

## ENEMY ACTIVATION TABLE

| Die Roll | Enemy Orders |
|---|---|
| ⚀ | If the activated group contains Suppressed units then Rally, otherwise Attack nearest target group. |
| ⚁ | If there's a Target Group is in range, Attack nearest Target Group, otherwise Cover |
| ⚂ | If there's a Target Group is in range, Attack nearest Target Group, otherwise Advance |
| ⚃ | If Target Group at Range 1 or 0: Advance (if needed) then Close Combat, otherwise Cover then Attack Target |
| ⚄ | Remove Cover counter from Target group (if any). If Target Group is at Range 1: Advance then Attack otherwise Cover then Attack Target |

## ENEMY PRESENCE TABLE

| Die Roll | Group Selection |
|---|---|
| ⚀⚁⚂⚃ | Nothing |
| ⚄ | Roll on the [Patrol Table] in the Army Sheet. Place the Enemy in Stripe #1 |
| ⚅ | Roll on the [Patrol Table] in the Army Sheet. Place the Enemy in Stripe #6 |
| | If EM8 is on the map, always place the enemies there and remove the EM. |

# WW2-83: CASEMATE TWO

## EVENT TABLE

Initial Setup. place EM1 face up on Stripe #6. Take Event Markers E2,E3 and E4 and randomly place two EM on a cup, discarding the other one without looking at it. Take EM E5,E6,E7 and E8 and randomly place two EM on the cup, discarding the other ones without looking at them. Place one random marker on Stripes #2, #3, #4 and #5.

| | |
|---|---|
| **1** | (Minefield area where the Bangalore torpedoes were detonated) EM1 is never removed: when a group attempts to leave the stripe roll 1d6: (1-4) passage is clear, no effecet (4-6) difficult passage: you must spend 2AP or 1 BAP to leave the stripe. |
| **2** | Enemy: LMG on <u>Fox Hole</u> on the previous Stripe |
| **3** | Enemy: roll on [Patrol Table] in the Army Sheet. Place the Enemy on a <u>Fox Hole</u> in this Stripe |
| **4 5** | Nothing |
| **6 7** | Flares! This turn add +2 to the [Night Range Table] roll |
| **8** | (You notice a friendly soldier severely wounded still exposed to enemy fire). You must spend 1AP or 1 BAP to put it on a safe place. Lose one XP if you don't help this soldier. |

You received the order to immediately attack Casemate Two, even if you have a very limited support available.

**Objective**: reach Stripe #1 and eliminate the Enemy forces located there.

**Setup**: your units start below Stripe #6

**Support**: add one SMG to your units and freely distribute 6 additional Grenades.

**Casemate Two**: once you reach the Pillbox (Casemate 2) roll one die: on a result of (1-5) the door is open while on a (6) the door is closed. If the door is closed, you can only fire into the apertures or drop your grenades in the air vents/openings: in both cases apply the TN bonus. If the Casemate door is open, you can also attack the units inside the Casemate in Close Combat.

**Casemate Defences**. Roll one die and place the enemies in Stripe #1 inside the Pillbox: (1-3) LMG, 2xRifle (4) LMG, 3xRifle (5-6) 3xRifle. Use the [Casemate Activation Table] to acivate those enemies.

**Special Rules**: <u>Night Rules</u>. Skip the Enemy Presence Check in this scenario.

**Game turns**: 12

## TARGET TABLE

| Die Roll | Group Selection |
|---|---|
| ⚀⚀⚀ | Smaller Group |
| ⚁⚁ | Larger Group |
| ⚅ | Group with MG, Mortar or Larger Group |

| Die Roll | Unit Selection |
|---|---|
| ⚀⚀⚀⚀ | Unit with lower TN |
| ⚁⚅ | Unit with higher CF: if attack cannot cause damage then select Unit with lower TN |

## NIGHT RANGE TABLE

| Die Roll | Range |
|---|---|
| ⚀ | Range zero (same Stripe) |
| ⚁⚂⚃⚄ | Range 1 |
| ⚅ | Range 2 |

## TERRAIN TABLE

| Stripe | Terrain |
|---|---|
| #1 | Open with <u>Pillbox</u> |
| #2, #3, #4 and #5 | (1-3) Open (4-5) Open with <u>Fox Hole</u> (6) Open with <u>Barbed Wire</u> |
| #6 | Open |

## CASEMATE ACTIVATION TABLE

| Die Roll | Enemy Orders |
|---|---|
| ⚀⚁ | If the activated group contains Suppressed units then Rally, otherwise no effect (the enemy fire is directed against a different unit) |
| ⚂⚃⚄ | Attack nearest Target Group |
| ⚅ | Remove Cover counter from Target group (if any) then Attack |

## ENEMY ACTIVATION TABLE

| Die Roll | Enemy Orders |
|---|---|
| ⚀ | If the activated group contains Suppressed units then Rally, otherwise Attack nearest target group. |
| ⚁ | If there's a Target Group is in range, Attack nearest Target Group, otherwise Cover |
| ⚂ | If there's a Target Group is in range, Attack nearest Target Group, otherwise Advance |
| ⚃ | If Target Group at Range 1 or 0: Advance (if needed) then Close Combat, otherwise Cover then Attack Target |
| ⚄ | Remove Cover counter from Target group (if any). If Target Group is at Range 1: Advance then Attack otherwise Cover then Attack Target |

1 2 3 4 5 6 7 8

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9 10

**BARBED WIRE** +1 DRM
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**BARBED WIRE** +1 DRM

? ?

**BEACH**
**BEACH**
**BEACH**
**BEACH**

**BARBED WIRE** +1 DRM

A — RIFLE — Lee Enfield Mk I
B — RIFLE — Lee Enfield Mk I
C — RIFLE — Lee Enfield Mk I
D — RIFLE — Lee Enfield Mk I
E — RIFLE — Lee Enfield Mk I

A — SMG — Sten Mk II
F — SMG — Sten Mk II
G — SMG — Sten Mk II
H — SMG — Sten Mk II
L — LMG — Bren

# COMMONWEALTH

**Army Points:** 10

# UNITS

| Name | Type | Range | Combat Factors (CF) Base | Combat Factors (CF) Armored | TN | Notes | AP |
|------|------|-------|------|---------|----|-------|-----|
| Rifle (Lee–Enfield) | B | **1** | 1 | 0 | 6 | Leader | 1 |
| SMG (Sten) | B | **0** | 3 | 0 | 6 | | 1 |
| LMG (Bren) | B | **2** | 1 | 0 | 6 | Area(2) | 3 |
| Mortar: 2 in | B | **4** | 2 | 0 | 7 | Area(3) | 3 |
| Mortar: 3 in | B | **4** | 3 | 1 | 7 | Area(4) | 4 |
| HMG | B | **3** | 3 | 1 | 6 | Area(3) | 4 |
| PIAT | B | **1** | 1 | 3 | 7 | Anti-tank | 2 |
| Flamethrower | B | **0** | 3 | 1 | 6 | Ignore Cover | 3 |
| Cromwell | A | **2** | 2 | 2 | 6 | Area(3), Vehicle | |
| M4A1 Sherman | A | **2** | 2 | 3 | 7 | Area(4), Vehicle | |

# EQUIPMENT

| Name | Range | Combat Factors (CF) Base | Combat Factors (CF) Armored | Notes | AP |
|------|-------|------|---------|-------|-----|
| Grenades | **0** | 1 | 1 | Area(3) | 5x Grenades: 1 AP. Max two grenades per Unit |

**[Patrol Table] (RP: -1DRM)**

    (1)    Enemy: Rifle on previous Stripe
    (2-4) Enemy: 2xRifle on previous Stripe
    (5) Enemy: Rifle + SMG on previous Stripe
    (6) Enemy: Rifle (with one Grenade) + SMG

**[Tank Table]**

    (1-2)    Cromwell
    (3-6)    M4A1 Sherman

    Place the tank on the previous Stripe

**[Anti-Tank Team]**

    (1-6)    PIAT

**[Full Squad Table]**

Create three groups:

    G1. Squad Leader: Rifle (Lee–Enfield), Gunner: LMG (Bren), Riflemen: Rifle (Lee–Enfield)
    G2. Assistant Squad Leader: SMG (Sten), 2x Riflemen: Rifle (Lee–Enfield)
    G3. 2x Riflemen: Rifle (Lee–Enfield)

# BRITISH COMMANDO

**Army Points:** 8

## UNITS

| Name | Type | Range | Combat Factors (CF) Base | Combat Factors (CF) Armored | TN | Notes | AP |
|---|---|---|---|---|---|---|---|
| Rifle (Lee–Enfield) | B | **1** | 1 | 0 | 6 | Leader | 1 |
| SMG (Sten) | B | **0** | 3 | 0 | 6 | Leader | 1 |
| LMG (Bren) | B | **2** | 1 | 0 | 6 | Area(2) | 2 |
| Mortar: 2 in | B | **4** | 2 | 0 | 7 | Area(3) | 2 |
| Mortar: 3 in | B | **4** | 3 | 1 | 7 | Area(4) | 4 |
| HMG | B | **3** | 3 | 1 | 6 | Area(3) | 4 |
| PIAT | B | **1** | 1 | 3 | 7 | Anti-tank | 2 |
| Flamethrower | B | **0** | 3 | 1 | 6 | Ignore Cover | 3 |
| Cromwell | A | **2** | 2 | 2 | 6 | Area(3), Vehicle | |
| M4A1 Sherman | A | **2** | 2 | 3 | 7 | Area(4), Vehicle | |

## EQUIPMENT

| Name | Range | Combat Factors (CF) Base | Combat Factors (CF) Armored | Notes | AP |
|---|---|---|---|---|---|
| Grenades | **0** | 1 | 1 | Area(3) | 5x Grenades: 1 AP. Max two grenades per Unit |

**[Patrol Table] (RP: -1DRM)**

(1)     Enemy: SMG on previous Stripe
(2-3) Enemy: 2xRifle on previous Stripe
(4-5) Enemy: Rifle + SMG on previous Stripe
(6) Enemy: Rifle (with one Grenade) + SMG

**[Tank Table]**

(1-2)     Cromwell
(3-6)     M4A1 Sherman

Place the tank on the previous Stripe

**[Anti-Tank Team]**

(1-6)     PIAT

**[Full Squad Table]**

Create three groups:

G1. Squad Leader: SMG (Sten), Gunner: LMG (Bren), Riflemen: Rifle (Lee–Enfield)
G2. Assistant Squad Leader: SMG (Sten), 2x Riflemen: Rifle (Lee–Enfield)
G3. 2x Riflemen: Rifle (Lee–Enfield)

**Special Rules**
- **Elite:** Commandos are considered Veteran troops (+1 DRM morale check)
- **Improved Mobility**: Commandos can spend 1BAP to move one Row and then move adjacent to a Terrain feature in the new Stripe.