

# CRUEL SEAS™

## CAMPAIGN PACK



## Introduction

This is one of several campaign packs produced for the Warlord Games 75th Anniversary D-Day Campaign.

Inside, you'll find four unique scenarios written specially for the campaign. Each one presents a variety of different challenges for players, chronicling the actions of Axis and Allied coastal forces during the invasion of Normandy.

**Plywood Sleigh** follows a Vosper captain on his mission to recover a team of commandos from a Dutch beach while being menaced by an armoured S-Boat.

**Monitor Mayhem** centres around the illustrious HMS Roberts - a Roberts-class Monitor engaged on bombardment duty off the Sword Beach.

**Beach Assault** tackles the kind of landing operations seen across Utah, Omaha, Juno, Gold and Sword beaches on 6th June.

**Storm in a Teacup** pits a flotilla of PT Boats against some marauding S-Boats against a backdrop of the worst storm in 40 years!

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*This product is not intended for use as part of any organised play or tournament scheme. It requires a copy of the Cruel Seas rulebook - any rules queries should be adjudicated using the book and common sense.*



# 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 sub-machine 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.

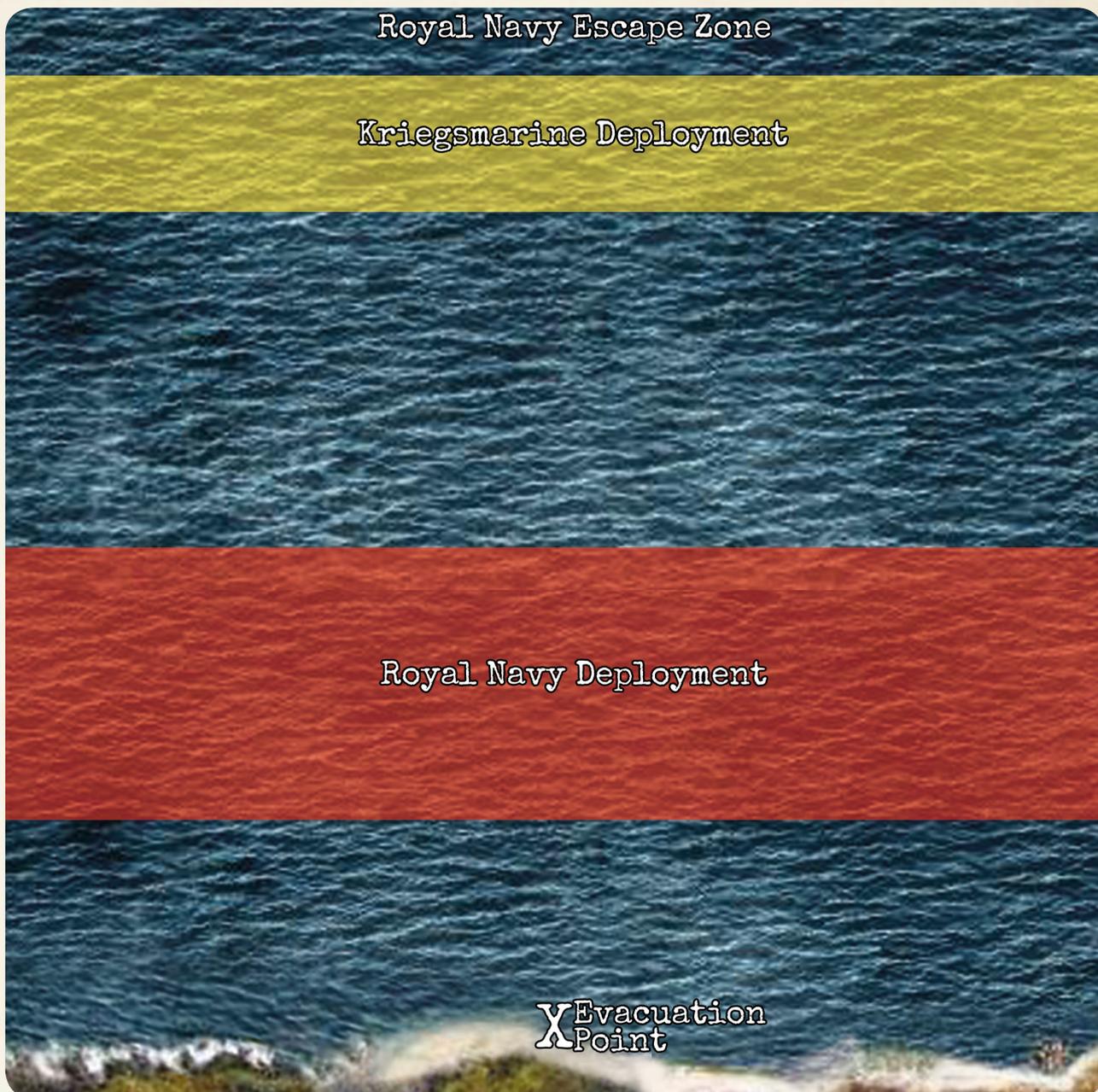
If the commandos completed *Christmas Hardtack* without raising the alarm, they are assumed to be on the beach awaiting extraction.

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	<b>Empty Strand:</b> The commandos have failed to materialise at the evac point.
4-6	<b>Hot Pursuit:</b> 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	<b>Taxi!:</b> The commandos have arrived on the beach and require immediate evac.
10	<b>Military Precision:</b> 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!



# MONITOR MAYHEM

**6th June 1944**

The bombardment began at 7:25 in the morning on June 6th. On the eastern end of the Allied landing zone, the battleships HMS Ramilles, HMS Warspite and the monitor HMS Roberts, assisted by five cruisers blasted the German fortifications from suicidally close range.

Like an army of ants, landing craft swarmed towards Sword Beach, the ungainly duplex-drive Sherman tanks interspersed between them.

Huge shells screamed overhead, carving huge craters out of the beach and cliff face.

Out to sea, shark-like shapes scythed through the morning mist towards the armada. These sleek, predatory vessels were the last remaining S-Boat flotilla on the Atlantic coast. Their orders were to interdict the Allied landing and cause as much damage as possible.

Strung out at the far end of the line, HMS Roberts was too tempting a target to pass up. Shaking out into a loose V formation, the S-Boats began their attack!

## Special Rules:

**Off-Shore Bombardment:** To soften up the German forces on Sword Beach, HMS Roberts must maintain a set course to keep its guns trained on its designated target.

The monitor must be moving at slow speed along the table centreline to bombard Sword Beach. Each turn, HMS Roberts may choose to fire its guns at the beach, resolving the attack as if it were firing at a shore battery.

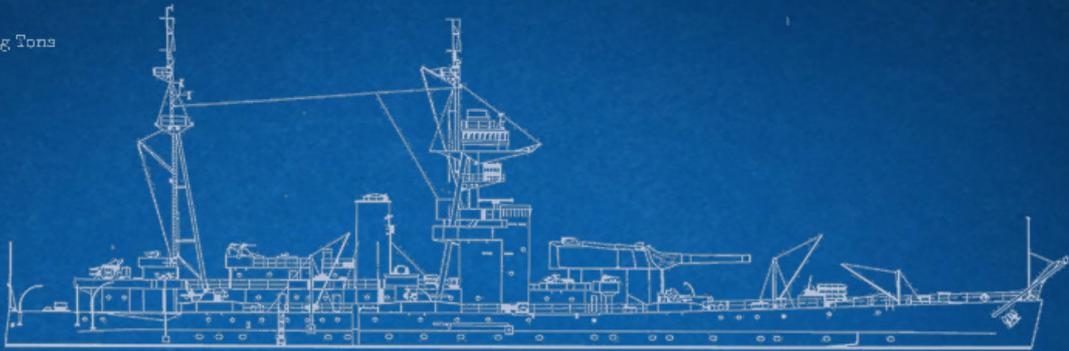
Once Sword Beach has taken 100 points of damage it is free to engage other targets with its main battery guns.



33 capital ships and over 60 destroyers bombarded the French coastline on D-Day. As part of the Eastern Force, HMS Roberts bombarded the batteries at Houlgate, some miles east of Sword Beach. Posted at one end of the line, it was particularly vulnerable to a lightning assault by what remained of the Kriegsmarine's coastal forces.

## HMS Roberts

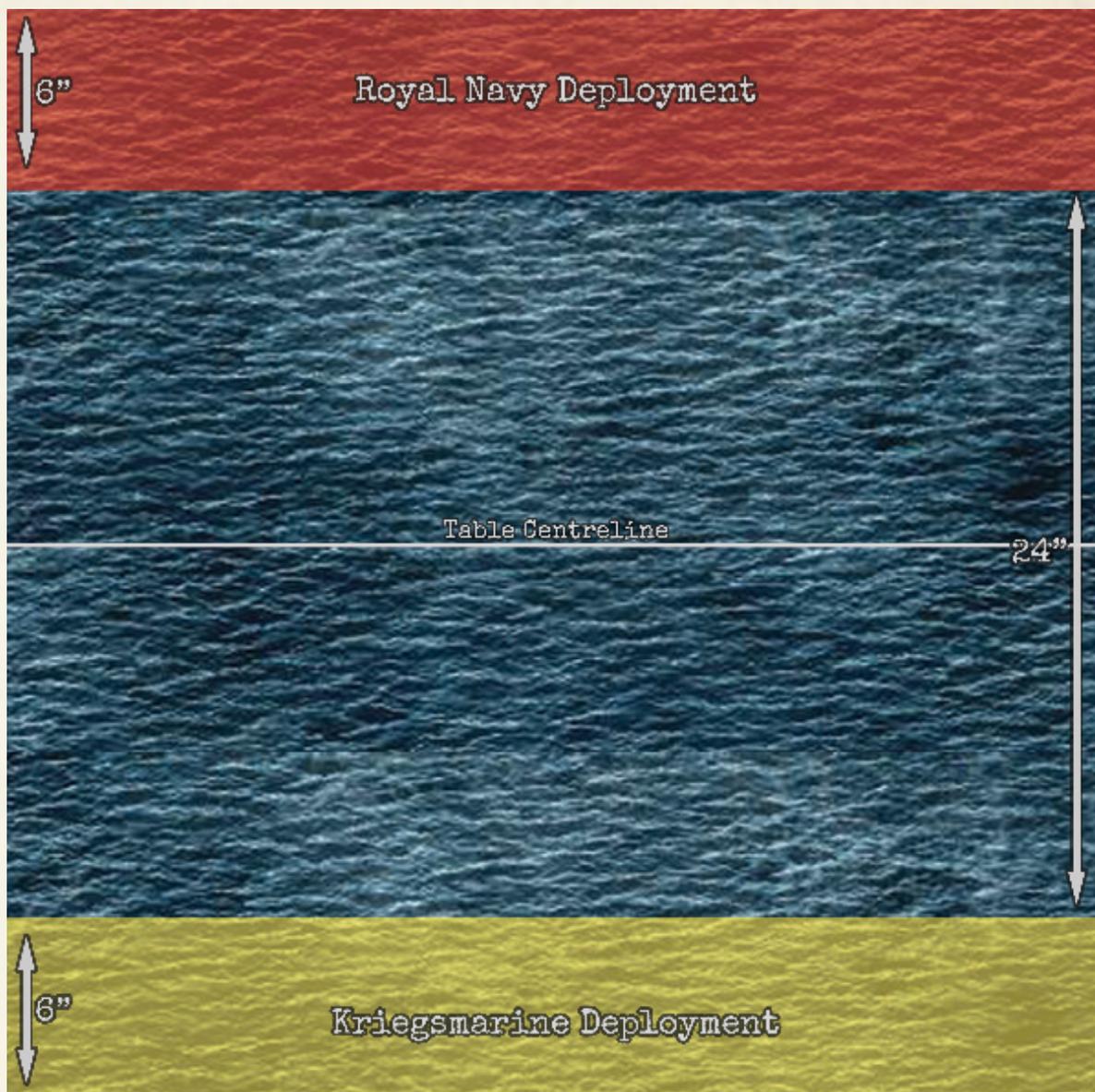
Displacement: 7,970 Long Tons  
Length: 373ft 3in  
Beam: 88ft 9in  
Draft: 11ft



**Armour**  
Turret: 13in  
Barbette: 8in  
Belt: 4-5in

**Armament**  
2x 18-inch/42 Mk 1 guns  
4x 4in AA guns  
16x 2-pdr AA guns  
20x 20mm AA cannons





### Royal Navy

- HMS Roberts (HMS Abercrombie) with Regular Crew.

### Kriegsmarine

- 3x E-boat S-100 class with Veteran crews

### Game Length

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

### Objectives

**Kriegsmarine:** You must sink that monitor before it can finish bombarding the landing zone!

**Royal Navy:** You must keep up the bombardment and drive off the attacking E-Boats.

### Deployment

Place the Royal Navy Monitor anywhere in the marked area moving at Combat Speed.

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

### Victory

The Kriegsmarine win if they can sink the Monitor - bonus points if they can manage it before Sword Beach takes 100 points of damage.

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



“Try playing this scenario before a Bolt Action game set on Sword Beach - if the Monitor gets sunk, any Forward Naval Observers must pass an Order Test to successfully call for a strike package!”

# BEACH ASSAULT

## 6th June 1944

The report of thousands of artillery pieces splits the sky, and landing ships disgorge a swarm of heavily laden landing craft that immediately make a beeline for the beach.

Gun boats and rocket armed bombardment vessels unload their payloads, targeting bunkers and emplacements up and down the coast.

Coastal artillery batteries return fire, and great plumes of spray erupt around the fragile landing craft.

As the vessels get closer to shore, a trio of shark-like E-Boats erupt from the morning mist, their weapons blazing. If they can get in amongst the landing craft, they might be able to disrupt the whole course of the invasion.

Amphibious landings were particularly perilous operations for the attacker. The Allies had learned this the hard way during their campaigns in Northern Europe and the Mediterranean.



Their first test was at Dieppe, where Canadian and other Commonwealth forces attempted a lightning assault on a fortified French port city. The subsequent failure of this operation became a textbook “not what to do” for future amphibious operations.

Most notably, the failures at Dieppe highlighted the need for:

- Preliminary artillery support, including aerial bombardment;
- a sustained element of surprise;
- proper intelligence concerning enemy fortifications;
- avoidance of a direct frontal attack on a defended port city;
- proper re-embarkation craft.

Over the course of the next two years, with major amphibious landings in North Africa, Sicily and the Italian mainland, Allied planners came up with schemes and strategies to overcome these challenges, culminating in the gargantuan Operation Overlord.

Specialist teams of Commandos surveyed the landing beaches, huge numbers of landing craft were amassed to assault areas some distance from major ports, supported by a vast squadrons of warships, bombers and ground attack aircraft.



## Special Rules:

### Rough Seas

Despite the Met Office’s best predictions, the swells were far from tranquil at H-Hour. At the start of each turn, roll 1d6 on the table below.

Roll:	Result:
1	<b>Smooth:</b> +1 to all gunnery rolls this turn
2-4	<b>Average:</b> No additional effect.
5	<b>Rough:</b> -1 to all gunnery rolls this turn. All vessels of small size or more smaller move at half speed this turn.
6	<b>Swamped:</b> All vessels of small size or smaller take 1d6 damage and move at half speed this turn. -2 to all gunnery rolls.

### Bombardment

Allied warships are pounding away at the French coast with their main batteries. On the first turn of the game, roll 1d6 on the table below for each Shore Battery

Roll:	Result:
1	<b>Near Miss:</b> No Effect
2-5	<b>Glancing Hit:</b> Shore Battery takes 2d6 damage.
6	<b>Direct Hit:</b> Shore Battery is destroyed.

### Duplex-Drive Shermans

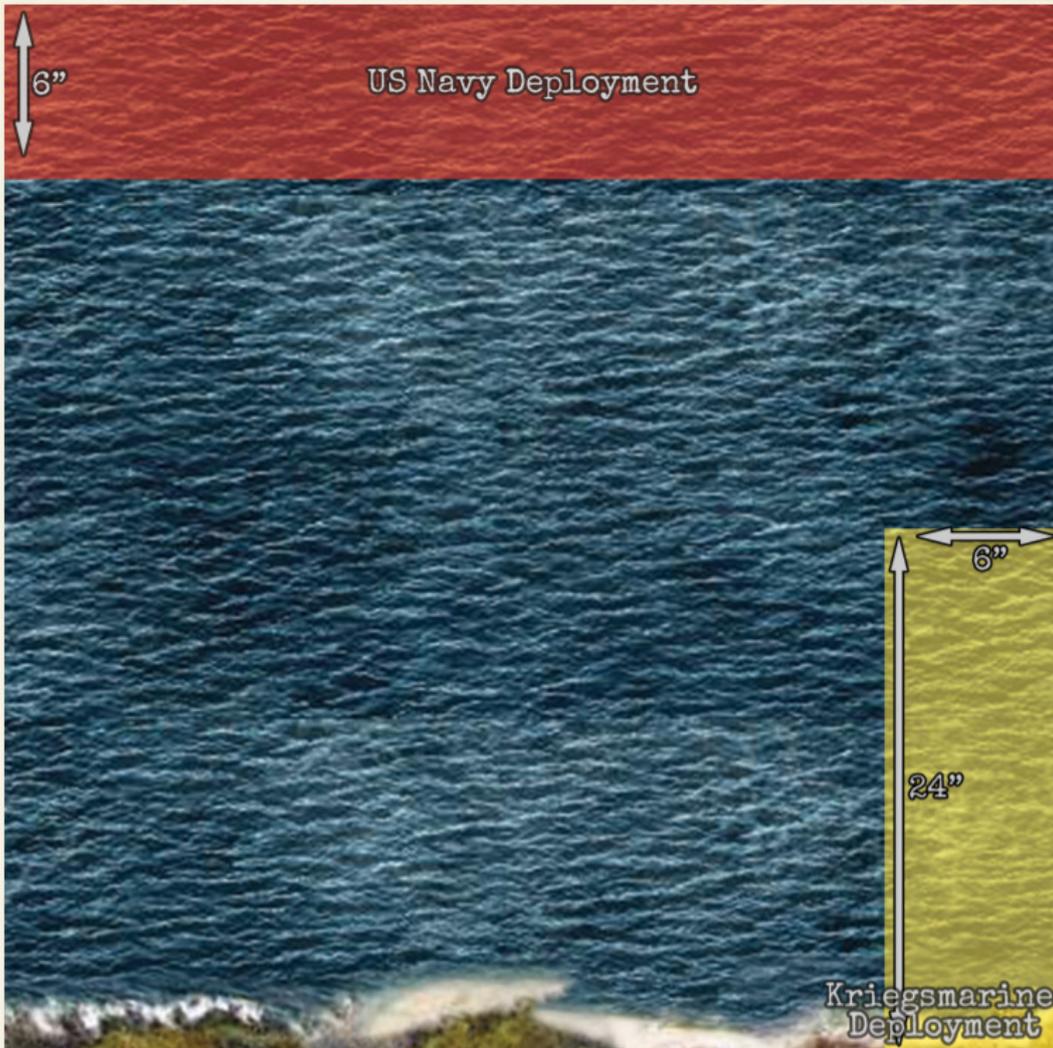
Designed by maverick military engineer Percy Hobart, the Duplex-Drive modification was designed to allow Sherman tanks to “swim.”

They could be launched from landing craft, and in theory would give immediate armoured support to any invasion force.

We’ve provided some appropriately scaled tokens to represent the DD Sherman on your tabletop.

Ship	Turn	Ship Size	Slow	Combat	Fast	Hull	Equipment
DD Sherman	Y	T	2	4	6	20	Armoured (Ignore 1st Critical Hit). Shallow Draft (Immune to Torpedoes)





### US Navy

- 3x LCI(L) with Veteran Crews.
- 6x LCM 3 Landing Craft
- 1x LCG(L) (Rockets) with Veteran Crew
- 3x Duplex-Drive Shermans

### Deployment

Place the entire US Navy force in the marked area, moving at Combat speed.

Place the entire Kriegsmarine force in the marked area, moving at Fast speed.

### Kriegsmarine

- 3x E-boat S-100 class w/ Veteran crews
- 2x Shore Batteries

### Victory

The Kriegsmarine win if they can sink the tanks and landing craft.

### Game Length

The game lasts until all the landing craft and tanks have hit the beach or been sunk!

The US Navy win if at least 50% of their tanks and landing craft make it to the beach.

### Objectives

**Kriegsmarine:** Destroy the LCM 3 Landing Craft and Sherman DDs before they hit the beach.

**US Navy:** Protect the Landing Craft and Sherman DDs until they make landfall.



“Try playing this scenario before any of the beach landing scenarios in the Campaign: D-Day: Overlord supplement. Any infantry units or tanks that were sunk during the scenario begin the infantry battle with 1d3+1 pin markers.”

# 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.

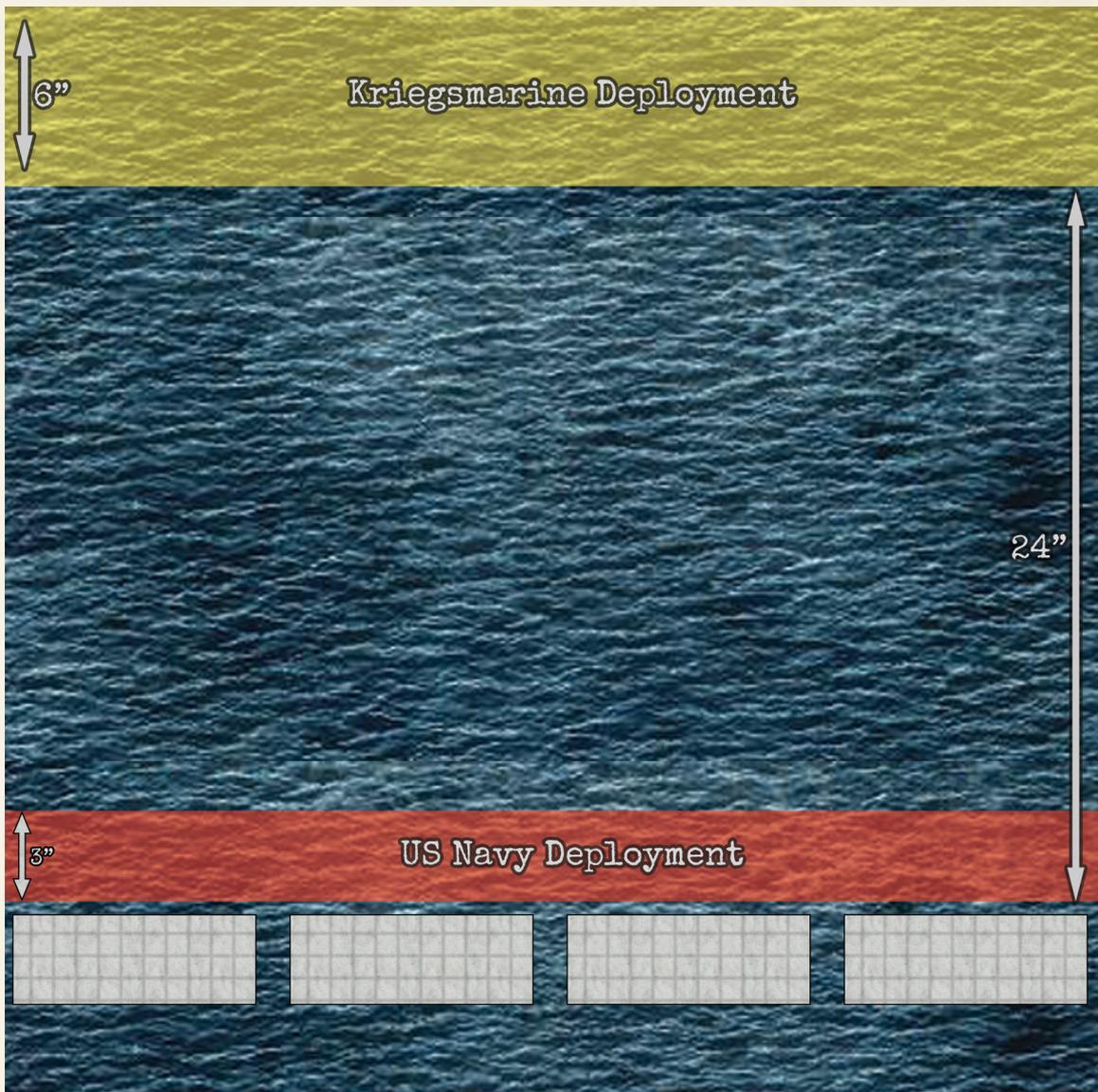
Place four 8" by 3" sections of harbour as per the map. These harbour sections can take 50 damage each. Each harbour section carries 2x 20mm cannons.

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!”