

SERIES REPLAY

RAID ON ST. NAZAIRE

British: Don Greenwood
Neutral Commentary: Rex A. Martin

This marks something of an unusual event in our series of replays—the playing and analysis of a solitaire game. Of course, RAID ON ST. NAZAIRE is a most unusual solitaire game. It challenges the player to better the exploits of the British combined force in that famous action. As the reader will see, and hopefully come to appreciate, the solitaire system devised to handle the German (your “opponent”) reacts with an intelligence and purposefulness rarely found in solitaire games. It demands a mixture of skill and luck to defeat that shadowy figure sitting opposite. Don Greenwood, the game’s developer and a fine player in his own right, takes up the challenge.

0128

HARBOR DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|--------------|----------------------------------------|
| — | — | — | Campbeltown* | 10/MC [crew: 3, Roderick: 3] |
| 1 | 5 | 466 | Wynn | 7/Evade, MC [crew: 1] |
| 2 | 5 | 223 | Falconar | 8/Evade, C [crew] |
| 3 | 5 | 421 | Platt | 9/Evade |
| 4 | 5 | 462 | Rodier | 2/Sinking |
| 5 | 5 | 343 | Stephens | 6/Turn Away, KO |
| 6 | 6 | 644 | Stephens** | 4/Fire, KO |
| 7 | 5 | 255 | Fenton | 7/Evade, MC [crew: 2, Hooper: 1, ammo] |
| 8 | 5 | 266 | Wynn | 9/Evade [Turn Away] |
| 9 | 5 | 212 | Campbeltown | 9/— |
| 10 | 5 | 641 | Boyd | MISS |

* Pre-designated target; no To Hit DR necessary
** Caught in Searchlight; -1 TH drn

COVERING FIRE

| Shot # | DRM | Triad | Target | Effect |
|--------|-----|-------|--------|---------|
| 1 | 0 | 443 | 336 | Disrupt |
| 2 | +1 | 266 | 342 | MISS |

Gun 336 is my first target because it has the potential of wreaking the most havoc. Historically, this was the position that stymied the landings at the Old Mole. If functioning when the troops hit shore, it can do great damage. Having disrupted it, I hope it stays that way long enough for my commandos to get ashore and eliminate it. Despite its importance, I couldn't afford a second shot at it now. My second target was the 342 searchlight which will be effective in the upcoming Dockside Defensive Fire Phase.

DOCKSIDE DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|----------|--------------------------------------|
| 1 | 5 | 342 | Boyd | 6/Turn Away, KO |
| 2 | 5 | 534 | Horlock | 8/Evade, C [crew] |
| 3 | 5 | 354 | Tillie | 7/Evade, MC [crew: 1, Pennington: 1] |
| 4 | 5 | 215 | Irwin | 7/Evade, MC [crew: 3] |
| 5 | 6* | 644 | Stephens | 5/—, MC [crew: 2, Burn: 2, ammo] |
| 6 | 6** | 623 | Falconar | 10/MC [crew: 3, Hodgson: 2, ammo] |
| 7 | 5 | 653 | Tillie | MISS |

* target hit because it was on fire + in 644 442
** target caught in Searchlight 442 342

NAVAL MOVEMENT PHASE

To B: Campbeltown, Ryder, Collier, Wallis, Henderson, Burt, Beart

Remaining boats stay in the Approach Zone while Nock picks up six survivors from Rodier and Irwin picks up six from Stephens.

The German fire either sank (Rodier), Turned Away (Boyd), or forced to Evade (Irwin and Fenton) all four of my TMLs. Therefore, I am unable to attack the Sperrbrecher this turn. That being the case, it seemed pointless to venture into Zone A this turn with my seven remaining boats capable of doing so as such a move just leaves them open to more devastating Dockside Defensive Fire. Hopefully, my three remaining TMLs will be able to enter Zone A next turn and torpedo the Sperrbrecher. Nock, with neither troops to land nor torpedoes to fire, stays behind to rescue survivors; but as he doesn't want to carry them all, Irwin helps out. Stephens, with his movement halved and on fire, had little chance of landing his commandos. I usually abandon any boat that is on fire; they draw too much attention to survive and their presence can actually turn a Phase-ending Miss into a hit.

GERMAN ACTIVATION PHASE

A dice roll of 6 activates three Stosstrupp units: “2” in 433, “4” in 654, and a “2” in 354.

END OF TURN: 0 Victory Points

As usual, British losses begin to mount from the very beginning. Rodier's and Stephens' boats are in trouble after the German Harbor Defensive Fire. By the end of the turn, the commando groups of Haines and Burns are already gone. At this point in the game, the player's decisions are rather limited. I can't fault Don's choice of targets for his covering fire. I will only call attention to his decision not to commit his boats to the killing field in A, and to his decision to use Nock to evacuate survivors. Both are eminently logical, as discretion is the better part of valor. It is too bad that none of his TMLs got into range this turn to fire torpedoes, since they are nicely used to also evacuate survivors once these are spent and might help pick up a few more points for returning to England with passengers. Losses among the British are about average—so far.

0134

GUN/SEARCHLIGHT RESTORATION/ ILLUMINATION PHASE

| Unit | DR/(dr) | Zone Illuminated | Effect |
|------|---------|------------------|-------------|
| 336 | 7 | — | Restored |
| 342 | (5) | A | ineffective |
| 142 | (4) | C | ineffective |
| 412 | (3) | Z | ineffective |

HARBOR DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|--------------|-----------------------------------------------|
| — | — | — | Campbeltown* | 4/Fire, KO |
| — | — | — | Campbeltown* | 6/—, KO |
| 1 | 5 | 554 | Tillie | 4/Fire, KO |
| 2 | 6 | 453 | Tillie | 10/MC [crew: 2, Pennington: 1, Dead-in-Water] |
| 3 | 5 | 132 | Wallis | 7/Evade, MC [crew: 3, Bradley: 3, ammo] |
| 4 | 5 | 636 | Henderson | MISS |

* Destroyer is Pre-Designated target—no To Hit DR necessary

COVERING FIRE

| Shot # | DRM | Triad | Target | Effect |
|--------|-----|-------|--------|--------|
| 1 | +1 | 211 | 336 | MISS |

DOCKSIDE DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|-------------|-------------------------------------------|
| 1 | 5 | 145 | Burt | 6/Turn Away, KO |
| 2 | 5 | 545 | Burt | 7/—, MC [crew: 2, Woodcock: 1] |
| 3 | 6* | 312 | Campbeltown | 4/—, KO |
| 4 | 5 | 534 | Henderson | 12/C |
| 5 | 5 | 214 | Ryder | 10/MC [crew: 1, Newman: 1] |
| 6 | 5 | 345 | Burt | 9/— |
| 7 | 5 | 113 | Ryder | 9/Evade |
| 8 | 6* | 211 | Campbeltown | 10/MC [crew: 3, Brett: 2, ammo] |
| 9 | 5 | 152 | Beart | 9/Evade |
| 10 | 5 | 132 | Wallis | 3/Fire, MC [crew: 3, Bradley: 2, sinking] |
| 11 | 5 | 425 | Collier | 7/Evade MC [crew: 2, Walton: 2] |
| 12 | 5 | 551 | Beart | 4/Fire, KO |

* TH# is increased due to fire on board.

NAVAL MOVEMENT PHASE

Campbeltown rams caisson at Speed 2

To C: Ryder

To B: Horlock, Burt, Platt, Falconar, Boyd, Fenton, Wynn, Beart
Landing at 336: Collier, Henderson (after evacuating 1 from Wallis)

To A: Irwin (torpedoes and sinks Sperrbrecher)

Approach: Nock (evacuates 6 from Tillie and moves to Near Approach)

Phew! A real pasting—had to hold my breath—one more crew casualty to the Campbeltown and she would have sunk before reaching the Caisson. As it is, about the only good thing that can be said for this turn is that Irwin polished off the German AA ship on the first shot and Nock is in position to take an early powder with a full load of survivors. It's hard to be optimistic about scoring Victory Points for survivors on Turn 2! Boyd moves into B to help dilute Dockside Defensive Fire away from the troop-carrying boats and to back up Wynn's efforts against the Lock Gates at 212.

Streaming flames, with most of the crew dead or dying at their stations, the Campbeltown gallantly crashes into the caisson. Actually, the losses Don took are serious. Chances are that he will never have the chance to scuttle the destroyer. One of his valuable demolition parties is shot up, losing a charge in the process, aboard Wallis' boat; and then is lost forever. Another disappears into the maelstrom in the harbor. So Don is already down two assault parties and two demolition parties before he ever gets ashore. In return, his own covering fire has been ineffective. Only his shot on the flak ship brings him any luck—first in avoiding hits on his TMLs and then a 33% roll to sink it.

GERMAN ACTIVATION PHASE

An “8” dice roll activates five Stosstrupp units: “2” in 414, “4” in 662, “2” in 121, “2” in 225, and a “2” in 345.

LAND MOVEMENT PHASE

BRITISH: Roy (6), Smalley (6) to 216; Roderick (3), Purdon (6) to 203; Chant (6), Brett (4) to 111; Swayne (6), Walton (4) to 336. [All demolition units are listed in italics. The current strength of British units is listed in parentheses.]

I don't envy Swayne and Walton the task of taking out restored Gun 336 without Assault troops, but they have little choice. If they were to run, they could only reach 335 where they would be subject

to fire from 344 and 336 anyway. Although the survivors could then head toward their targets, I'm inclined to stay and try to knock out Gun 336 to help the lads in the remaining boats. The move from the Southern Caisson is made to maximize the number of attacks against the two guns in the Pump House. The old adage about the best defense being a good offense is especially true in this game.

GERMAN: The Movement die roll is a "2", "2"/121 to 116, two "4's"/641 to 155; "2"/225 to 221.

LAND COMBAT PHASE

| Attacker | Target | TH # | TH dr | DR/Effect |
|--------------|----------|------|-------|----------------------|
| Swayne (6) | 336 | 6 | — | 4/— |
| Walton (4) | 336 | 4 | 5 | |
| Roy (6) | 222A | 6 | — | 2/— |
| Roderick (3) | 222A | 3 | 1 | 2/— |
| Chant (6) | 222A | 4 | 5 | |
| Brett (4) | 222A | 2 | 4 | |
| Purdon (6) | 222A | 4 | 4 | 5/Disrupts Gun |
| Smalley (6) | 222B | 4 | 1 | 4/— |
| 222B | Roderick | 5 | 5 | 5/Eliminates unit |
| 336 | Swayne | 6 | — | 4/Eliminates 4, ammo |
| 344 | Walton | 4 | 2 | 2/Eliminates 2, ammo |

DEMOLITION PHASE

Smalley (6) prepares his charges in the Southern Winding Station, but his attack has no effect and the charges are now at risk.

END OF TURN: 1 Victory Point

Two "4" in 155 consolidate into a "6" and a "2".

I don't necessarily agree that Swayne and Walton had little choice about landing. Certainly, staying at sea is dangerous; but coming ashore without protecting parties against a couple of guns is sure to garner casualties among demolition troops. On the other hand, if they had managed to eliminate or silence the gun, dividends would have been obvious for those still to land at the Mole. But, this is the first crucial decision that Don has to make—a definite gamble, but that's the "name" of this game.

Meanwhile, the rush against the Pump House guns has become almost standard play for those who survive the wild ride of the Campbelltown. It's what happens afterward in this region that decides if the player has a chance at victory. Note how Don put Roderick on top of Purdon to absorb casualties. This highlights the need for support for Swayne and Walton before they go ashore.

0140

GUN/SEARCHLIGHT RESTORATION/ILLUMINATION PHASE

| Unit | DR/(dr) | Zone Illuminated | Effect |
|------|---------|------------------|-------------|
| 222A | 7 | — | Restored |
| 432 | (3) | 4 | ineffective |
| 412 | (1) | Z | ineffective |
| 342 | (5) | A | Effective |
| 142 | (3) | D | ineffective |

HARBOR DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|-------------|----------------------------------|
| — | — | — | Campbeltown | 5/—, MC [Sinking] |
| — | — | — | Beart | 9/Evade |
| 1 | 5 | 521 | Platt | 5/Turn Away, MC [crew: 1, speed] |
| 2 | 6* | 212 | Campbeltown | 4— |
| 3 | 6** | 615 | Irwin | 7/Evade, MC [crew:1] |
| 4 | 5 | 644 | Burt | MISS |

* TH# increased due to fire on board.
** TH# increased due to being caught in SL 342.

COVERING FIRE

| Shot # | DRM | Triad | Target | Effect |
|--------|-----|-------|--------|---------------|
| 1 | +2* | 113 | 336 | Gun destroyed |
| 2 | +3 | 664 | 222B | MISS |

* Flotilla has been reduced to 23 Gun Factors.

DOCKSIDE DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|--------|----------------------------------|
| 1 | 4* | 1— | Irwin | 5/Turn Away, MC [crew: 1, speed] |
| 2 | 4* | 1— | Irwin | 6/—, KO [Sinking, Passengers: 3] |
| 1 | 3 | 4— | Ryder | MISS |

* Caught in Searchlight; only possible target in Zone A.

Things could have been worse. At least the commandos have kept three guns (344, 222A & B) too busy to add to the mayhem in Dockside Defensive Fire. Having no guns drawing down on Zone B is a big plus. Knocking out Gun 336 with Covering Fire is a Godsend. Now Swayne and Walton may survive to reach their targets.

Actually, I'm not sure how they could be worse—short of the Campbelltown sinking on the run in (in which case, I concede victory to the German and set up the game again). Many of his small boats are in dire straits and his commandos have been badly shot up already. Most importantly, the destroyer has not been scuttled; and getting a scuttled Campbelltown against the Caisson is the single most important thing you can do toward victory in this game. As is, the lack of this die roll modifier often marks the difference between victory and defeat.

NAVAL MOVEMENT PHASE

Landing at 366: Ryder, Burt, Fenton
Landing at 336: Falconar, Horlock
To B: Beart, Platt, Wynn (after entering C and torpedoing 212), Henderson, Collier
To Z: Boyd
To Open Sea: Nock

After firing his delayed-action torpedoes at Lock Gate 212, Wynn returns to B at high speed to dilute fire aimed at Platt and Beart who are still trying to land their troops. Collier and Henderson, unable to reach Irwin in time to take off his passengers, remain in Zone B for the same reason. Nock is at full capacity so he heads home. This leaves only Boyd to save Irwin's passengers, but he still has a torpedo to deliver against the Lock Gates in 313 and that, regrettably, must take precedence. By venturing alone into the Avant Port, Boyd also fills another task performed last turn by Irwin—that of sacrific-

cial lamb—drawing the fire of several guns (311 and 312) which otherwise could be brought to bear on Platt and Beart. Normally I evacuate any boat on fire, but Beart is otherwise in relatively good shape and the need for his troops ashore is great so we'll try to gut it out against the reduced shore defenses.

GERMAN ACTIVATION PHASE

An Activation dice roll of 10 brings on six German units: "2" at 563, "6" at 362, "6" at 454, "4" at 361, "6" at 533, and a "4" at 465.

LAND MOVEMENT PHASE

BRITISH: Hodgson (4) to 335, Wilson (6) to 335, Swayne (2) to 326, Walton (2) to 334, Hooper (5) to 364, Woodcock (5) to 365, Newman (5) to 364, Roy (6) to 222, Smalley (6) in 216, Purdon (6) to 226, Chant (6) to 222, Brett (4) to 216.

I'd like to take out SL 342 but Swayne and Walton have been shot up too badly to tangle with any more Germans. Although it is important to knock out the Power Station as soon as possible to shut down the searchlights, I need Wilson as a backup for Hodgson's grenade attack on Gun position 344. This is a highly debatable gamble. With only two MF remaining after landing, Hodgson is unable to enter 344 for a grenade attack on the gun. Discretion would probably be the better part of valor here! A smarter move might have been to bypass this Gun position entirely and move on into 344, but that would be leaving Moss and Birney to their fate at sea. With my high losses to date and the continuing resistance of the guns at the Pump House threatening a disaster over there, I need every commando ashore. So I'm gambling here in an effort to help them land.

Over at the Old Entrance, Hooper and Newman are setting a trap for Jerry in 364. With any luck, the "6" in 362 will blunder with the "4" in 361 into 364 where we can polish them both off with grenade attacks. Woodcock remains behind to add a third shot should the "6" only reach 339 or our grenade attacks go badly.

Everything hangs in the balance at the Pump House. If our attack fails to take out those guns this time, there may not be enough of us left to attempt it next time. This move maximizes our attack poten-

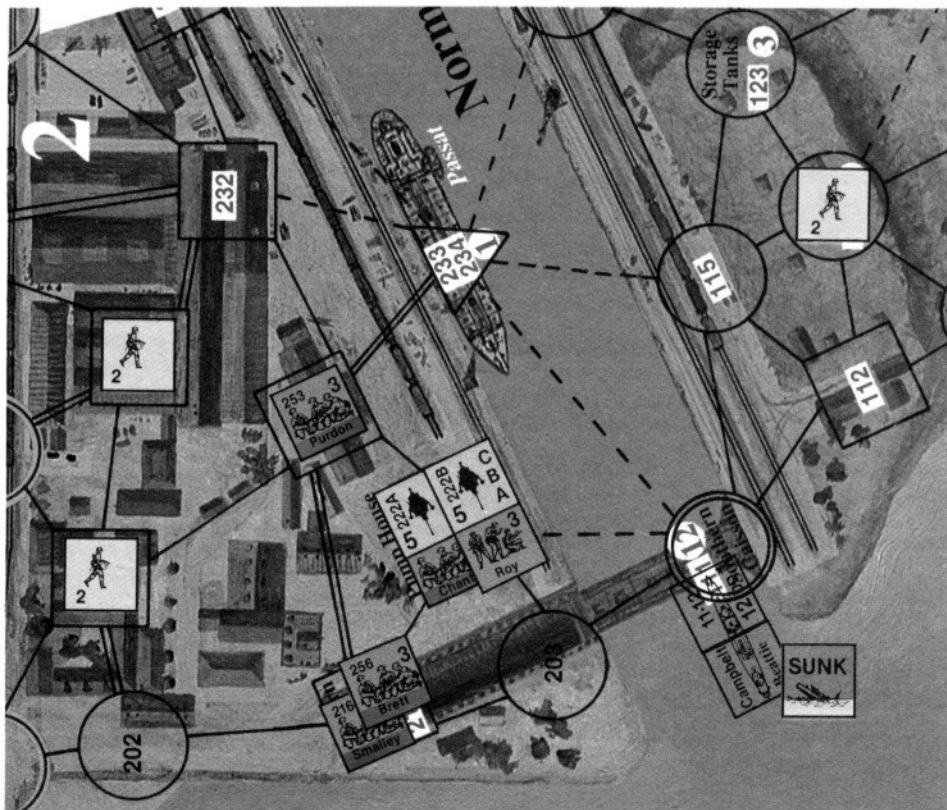


Figure 1: The situation near the Pump House immediately prior to the Land Combat Phase of 0140.

tial against the guns while also moving to better defensive terrain. Brett and Purdon are not moved to the Pump House because such a move deprives me of two shots versus those guns. While the guns do not have to be taken out to blow the target, their presence detracts from the Preparing Charge die roll, and I can ill afford a continuing exchange with those guns while trying to get my charges in place on the machinery.

My first real disagreement with Don on his operations comes with the action around the Pump House. He has already mentioned the pros and cons of taking on the gun at 344, but I think he gives short shrift to his other crucial decision this turn. The guns in the Pump House are secondary; once the target itself is destroyed, you can usually avoid fire from them by moving away. With Smalley ready to take out the Winding Station, I'd go for the quick double strike. And that means insuring that Chant is not fired on and does not fire. Thus, besides stacking Roy above Chant in 222, why not add Brett as well? He can better spare a charge than Chant, and will leave Chant to concentrate on destroying the target—not non-VP guns. If it works, then all three units can move away next turn, with Chant ready to operate against further targets or supply fire-power to protect other demolition parties carrying out their primary operations. Instead, as readers will see, Chant is tied up for yet another turn just when every moment counts—before German resistance begins to gel. Of course, if it doesn't work, Chant will have to stick around—with an increased likelihood of company from the Germans. But, if willing to gamble in one spot, why not here as well?

GERMAN: The Movement die roll is a "3", "6"/511 to 408, "6"/454 to 461, "4"/465 to 492, "6"/362 to 364, "6"/155 to 207, "4"/361 to 364.

German units are going to make getting to the Northern Caisson rather tough unless die rolls tie them up with low movement allowances. In any case, as is obvious, every turn here may be crucial. Don needs to get moving against the targets at the north end of the Normandie Dock. And other large German units have appeared near the 261 Swing Bridge and between the Old Mole and the Old Entrance. Don only has Roy, Newman and Hooper to expend in challenging them, with Moss and Birney still at sea.

LAND COMBAT PHASE

| Attacker | Target | TH # | TH dr | DR/Effect |
|-------------|---------|------|-------|------------------------|
| Hodgson (4) | 344 | 4 | 3 | 1/— |
| Wilson (6) | 344 | 5 | 6 | |
| Newman (5) | 364 | 3 | 3 | Grenades eliminate 10 |
| Roy (6) | 222A | 3 | 2 | Grenades eliminate Gun |
| Chant (6) | 222B | 5 | 2 | 4/— |
| Brett (4) | 222B | 2 | 1 | 6/Gun Out of Action |
| Purdon (6) | 221 | 4 | 1 | 3/eliminates 2 |
| Gun 344 | Hodgson | 4 | 4 | 4/eliminates Hodgson |

Two out of three isn't bad I suppose, unless you're in a boat trying to land at the Old Mole. The Old Town forces now have no Assault troops to tackle the defenses on the Old Mole.

DEMOLITION PHASE

Chant uses a Demo Charge to destroy Gun 222B before it can be revived; Smalley destroys the Southern Winding Station.

END OF TURN: 5 Victory Points

0146

SEARCHLIGHT ILLUMINATION PHASE

| Unit | dr | Zone Illuminated | Effect |
|------|-----|------------------|-------------|
| 412 | 3,2 | Z | ineffective |
| 432 | 6,2 | Z | Effective |
| 342 | 4,1 | A | ineffective |
| 142 | 4,2 | C | Effective |

HARBOR DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|-----------|-----------------------|
| — | — | — | Beart | 4/Fire, KO [Explodes] |
| 1 | 4 | 243 | Burt | 2/Sinking [crew: 1] |
| 2 | 4 | 352 | Burt | 9/— |
| 3 | 4 | 636 | Henderson | MISS |

COVERING FIRE

| Shot # | DRM | Triad | Target | Effect |
|--------|-----|-------|--------|--------|
| 1 | +3* | 123 | 344 | MISS |

* Flotilla has been reduced to 15 guns with Nock out in the Open Sea.

DOCKSIDE DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|--------|------------------------------|
| 1 | 5 | 6— | Boyd | MISS |
| 1 | 3 | 231 | Ryder | 2/Sinking [crew:2] |
| 2 | 4* | 461 | Fenton | 7/Evade, MC [crew: 2, speed] |
| 3 | 3 | 443 | Burt | MISS |

* TH# is increased due to being caught in SL 142.

With the loss of Moss, Don's force ashore is even more imbalanced.

NAVAL MOVEMENT PHASE

To C: Fenton

To B: Wynn (after entering C at high speed and evacuating 3 from Ryder and 2 from Burt)

To A: Horlock, Falconar, Boyd (after torpedoing and destroying Lock Gate 313)

Landing at 336: Platt

To Approach: Henderson, Collier

To England: Nock

Discretion seems the better part of valor, all boats are now heading for England. Things have been too bleak at the Old Mole to expect much chance of a pickup in the Avant Port. The commandos are on their own. Fortunately, Nock's passage of the Open Sea was uneventful so that's 3.6 Victory Points in the bank. Hodgson can at least take solace in knowing that Birney got ashore. Our presence next to Gun 344 did keep it from firing in the Dockside Defensive Fire Phase.

GERMAN ACTIVATION PHASE

A "5" Activation dice roll activates four Strosstrupp units: "4" in 455, "4" in 612, "2" in 236, and a "2" in 125.

LAND MOVEMENT PHASE

BRITISH: Birney (6) to 326, Swayne (2) to 317, Walton (2) to 327, Wilson (6) to 322, Hooper (5) to 337, Newman (5) to 211, Woodcock (5) to 211, Brett (4) to 232, Smalley (6) to 232, Purdon (6) to 245, Chant (6) in 222, and Roy (6) to 245.

There is no point in Wilson continuing to battle Gun 344 alone—especially now that all troops are ashore—and he is needed at the Power Station to shut down those searchlights. Birney can't reach 344 this turn anyway so he just moves out of harm's way and waits for help from Hooper. Together, they should be able to silence Gun 344 next turn. Everyone else heads for their assigned targets. Newman will draw fire from Flak Tower 434B away from Woodcock to aid the latter in placement of his charges. Newman will then be in position to move north across the Swing Bridge to help cover the northern Demo teams who are now protected only by Roy.

As it turns out, Chant remaining behind to blow the Pump House has no immediate effect on the northern push to the Caisson. He could not have reached any firing position to aid Roy in dealing with the German force in 245. However, it was faintly possible for the German "2" in 116 to reach 111 and bring Chant under fire—perhaps delaying his laying in that charge yet another turn. The biggest problem that I foresee arising from Don's actions at the Pump House is the extra distance that Brett and Purdon must cover to reach their targets when covered by only one assault group.

GERMAN: The Movement die roll is a "4", "4"/492 to 261; "6"/461 to 261; "4"/455 to 484; "6"/408 to 410; "6"/207 to 245.

LAND COMBAT PHASE

| Attacker | Target | TH # | TH dr | DR/Effect |
|------------|--------|------|-------|-----------------------|
| Roy (6) | 245 | 6 | — | 2/eliminates 2 |
| Purdon (6) | 245 | 5 | 1 | 5/eliminates 4 |
| Newman (5) | 434B | 1* | 4 | MISS |
| 434B | Newman | 2* | 2 | eliminates 1 and ammo |

* Long Range or Mortar Fire

DEMOLITION PHASE

Chant prepares charges automatically but has no effect and therefore his charges are at risk. Woodcock's charges are prepared on a 2 die roll (needing ≤ 4), but only damage the Swing Bridge.

END OF TURN: 12.6+ Victory Points

0152

SEARCHLIGHT ILLUMINATION PHASE

| Unit | dr | Zone Illuminated | Effect |
|------|-----|------------------|-------------|
| 432 | 6,6 | Z | ineffective |
| 412 | 4,6 | A | ineffective |
| 342 | 5,3 | A | Effective |
| 142 | 2,1 | D | ineffective |

HARBOR DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|-----------|--------------------------------|
| 1 | 4 | 264 | Wynn | 10/MC [crew: 2, Passengers: 1] |
| 2 | 4 | 236 | Henderson | 6/Turn Away, KO |
| 3 | 5* | 541 | Boyd | 4/Fire, KO |
| 4 | 4 | 413 | Wynn | 8/Evade, C |
| 5 | 4 | 556 | Fenton | MISS |

* TH# increased due to being caught in SL 342

COVERING FIRE

The flotilla, reduced to nine functioning guns in Zones A, B and C has a +4 DRM and needs a "3" To Hit dice roll. It rolls a "6".

DOCKSIDE DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|----------|---------------------------|
| 1 | 5* | 261 | Boyd | 7/Evade, MC [crew: 3] |
| 2 | 5* | 162 | Boyd | 6/Turn Away, KO [Sinking] |
| 3 | 3 | 116 | Falconar | 4/Fire, KO |
| 4 | 5* | 642 | Boyd | MISS |
| 1 | 1 | 644 | Wynn | MISS |
| 1 | 3 | 522 | Fenton | MISS |

* TH# increased by two due to being on fire and caught in SL 342

NAVAL MOVEMENT PHASE

Collier to Open Sea, Henderson in Approach, Horlock (after evacuating 1 from Falconar) and Wynn to Approach, Platt to B, Fenton damages Lock Gates 212 in a torpedo attack and remains in C.

I opted for an insurance attack against Lock Gate 212 with Fenton even though Wynn's already hit it with his Delayed Action torpedoes. Fenton's reduced speed and sorry condition make it unlikely he'll survive, so I think it's best to get whatever I can out of him now while he is in a target Zone. The Damage DRM may be the difference when Wynn's torpedoes detonate.

GERMAN ACTIVATION PHASE

An "8" Activation dice roll activates five units: "4" in 523, "2" in 164, "2" in 534, "4" in 536, and a "2" in 114.

LAND MOVEMENT PHASE

BRITISH: Swayne (2) in 317, Wilson (6) to 315, Birney (6) to 317, Walton (2) to 333, Hooper (5) to 352, Woodcock (5) in 211, Newman (4) in 211, Chant (6) in 222, Smalley (6) to 256, Brett (4) to 256, Purdon (6) to 253, Roy (6) to 253.

Walton and Swayne are too weak to proceed to their targets unescorted so they will hang back and wait for help. Birney and Hooper will have to forego the planned attack on Gun 344 to help cover the Demo teams. Actually, there is little point in taking the gun out now anyway as the boats have all bought the farm. Birney and Wilson should be able to ambush the German "6" in 310. To the north, the four units in 253 and 256 not only have reached their Primary Targets but should be able to support each other with a crossfire into 255.

I see no point in attacking the gun in 344; it would be better simply to bypass it and get on with the job

at hand.

GERMAN: The Movement die roll is a "5". "6"/261 to 255, "6"/410 to 310.

LAND COMBAT PHASE

| Attacker | Target | TH # | TH dr | DR/Effect |
|-------------|---------|------|-------|--------------------------|
| Roy (6) | 255 | 6 | — | 4/eliminates 4 |
| Smalley (6) | 155 | 4 | 2 | 4/eliminates 2 |
| Purdon (6) | 255 | 5 | 6 | |
| Brett (4) | 255 | 3 | 1 | 1/eliminates 1 |
| Birney (6) | 310 | 6 | — | 1/eliminates 1 |
| Swayne (2) | 310 | 1 | 3 | |
| Wilson (6) | 310 | 5 | 6 | |
| Newman (4) | 434B | 1* | 4 | |
| "5"/310 | Birney | 5 | 1 | 2/eliminates 2, and ammo |
| "1"/255 | Smalley | 1 | 6 | |
| 434B | Newman | 2* | 3 | |

* Long Range or Mortar Fire

DEMOLITION PHASE

Wilson (6) fails to place charges [4]. Woodcock (5) places charges again automatically but with no effect. Chant's At Risk charges blow, but only damage the Pump House. Purdon (6) fails to place charges [4]. Brett (4) places charges [2] and destroys the Northern Caisson. The number in [brackets] is the number needed for a successful placement.

Don is exceedingly lucky to destroy the North Caisson. There was only a one-third chance to place the charges, and then a one-third chance to destroy the target completely. In other words, he just beat 11% odds.

END OF TURN: 24.6+ Victory Points.

German "4" and "2" in 511 consolidate.

0158

SEARCHLIGHT ILLUMINATION PHASE

| Unit | dr | Zone Illuminated | Effect |
|------|-----|------------------|-------------|
| 432 | 4,2 | A | Effective |
| 412 | 5,4 | 3 | ineffective |
| 342 | 1,5 | B | ineffective |
| 142 | 3,4 | D | ineffective |

HARBOR DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|--------|--------------------------------|
| 1 | 4 | 461 | Fenton | 7/Evade, MC [crew: 2, sinking] |
| 2 | 4 | 166 | Wynn | 9/Evade |
| 3 | 4 | 615 | Platt | MISS |

Covering Fire is now reduced to Platt's remaining two gun factors. The resulting +5 DRM renders all but a "snake-eyes" roll meaningless.

DOCKSIDE DEFENSIVE FIRE

| Shot # | TH # | Triad | Target | DR/Effect |
|--------|------|-------|--------|-------------------|
| 1 | 3 | 2— | Platt | 8/Evade, C |
| 2 | 3 | 1— | Platt | 7/—, MC [crew: 2] |
| 3 | 3 | 5— | Platt | MISS |
| 1 | 3 | 4— | Fenton | MISS |

NAVAL MOVEMENT PHASE

Collier withdraws uneventfully to Britain during the preceding Harbor Defensive Fire Phase. Henderson, Horlock, and Wynn now move to the Open Sea. Platt remains in Zone B—the sole naval target for the coming turn. His chances of survival are somewhere between slim and none, but at least he will distract the searchlights. For that we have Fenton to thank. Had he not kept Gun 131 occupied shooting up his sinking hulk, Platt would have been hit again.

GERMAN ACTIVATION PHASE

A "7" Activation dice roll adds five German units; "2" in 433, "6" in 241, "2" in 564, "4" in 331, and a "4" in 215.

LAND MOVEMENT PHASE

BRITISH: Wilson (6) in 315, Birney (4) to 315, Swayne (2) to 324, Walton (2) to 327, Hooper (5) to 327, Newman (4) to 356, Woodcock (5) in 211, Chant (6) in 222, Roy (6) to 262, Purdon (6) in 253, Smalley (6) to 255, and Brett (4) to 255.

Roy and the Demo teams from the Northern Caisson move to cut off the northern Swing Bridge while avoiding the field of fire of Gun 462. Newman tries to remove the annoying fire from the mine-sweeper in 354 that could hinder future demolition attempts against the Swing Bridge in 343. Walton

falls back to 327 for Hooper's protection from the sudden appearance of Germans on Lock Gates 331. There are too few Demolition units here to risk any of them prematurely. Birney moves to the probable destruction of the German "5" to help Wilson—improving his terrain position in the bargain.

Newman's move to engage 354 seems pointless. That Swing Bridge in 343 looks to come under a great deal of fire—enough that eliminating this "2" is little gain. Better to have kept him safe by staying out of the play of the guns in 434 by moving south. Course, going that way will take longer. Personally, I'd just keep Newman where he is to protect Woodcock, and then accompany Woodcock looking for opportunities when the swing bridge is down.

GERMAN: The Movement die roll is a "2". "4" and "6"/511 move to 408, "4"/484 to 492, "4"/611 to 493, "4"/261 to 262, "2"/164 to 153, "2"/124 to 123, "2"/116 to 112, "2"/113 to 112, "4"/331 to 320, "5"/310 to 315.

LAND COMBAT

| Attacker | Target | TH # | TH dr | DR/Effect |
|-------------|--------|------|-------|----------------|
| Roy (6) | 262 | 6 | — | 6/eliminates 4 |
| Smalley (6) | 255 | 6 | — | —/eliminates 1 |
| Hooper (5) | 320 | 6 | — | 2/eliminates 2 |
| Walton (2) | 320 | 1 | 3 | |
| Newman (4) | 354 | 4 | 3 | 2/eliminates 2 |
| Birney (4) | 315 | 5 | 5 | 2/eliminates 2 |
| Wilson (6) | 315 | 5 | 2 | 2/eliminates 2 |
| "2"/320 | Hooper | 2 | 3 | |
| "1"/315 | Birney | 1 | 5 | |
| 434B | Newman | 2* | 4 | |
| 464B | Roy | 2* | 2 | eliminates 1 |

* Long Range Fire

Again, Don is lucky in the exchange of fire, and Wilson faces no threat now.

DEMOLITION PHASE

Wilson (6) fails to place charges [5]. Woodcock destroys the Swing Bridge. Chant (6) automatically sets charges and destroys previously damaged Pump House. Purdon (6) automatically sets charges and destroys Northern Winding Station.

END OF TURN: 39.4+ Victory Points.

Three pairs of "2"s consolidate in 112, 433, and 541.

0204

SEARCHLIGHT ILLUMINATION PHASE

| Unit | dr | Zone Illuminated | Effect |
|------|----|------------------|-------------|
| 412 | 4 | A | ineffective |
| 432 | 5 | 3 | Effective |
| 342 | 5 | A | ineffective |
| 142 | 1 | D | ineffective |

NAVAL PHASES

The first Harbor Defense Fire shot results in a miss, as does Platt's Covering Fire retorte. The first Dockside Defensive Fire shot scores a "Turn Away, KO" against Platt, but the second misses, so Platt—barely afloat in Zone B—remains around to draw the attention of the searchlights for yet another turn. Henderson, Horlock, and Wynn all withdraw safely to England for another 3.4 Victory Points.

GERMAN ACTIVATION PHASE

A "12" dice roll activates seven Stosstrupp units. An eighth is cancelled when it appears in 255 with Commandos present. The new arrivals are: "4" in 452, "4" in 342, "4" in 656, "6" in 453, "2" in 513, "6" in 656, and a "6" in 464.

LAND MOVEMENT PHASE

BRITISH: Roy (5) to 492, Purdon (6) to 261, Brett (4) to 261, Smalley (6) to 261, Chant (6) to 201, Woodcock (5) to 330, Newman (4) to 327, Hooper (5) in 327, Walton (2) in 327, Swayne (2) to 317, Birney (4) in 315, and Wilson (6) in 315.

Chant is out of charges so he will move south to provide cover for the late attempts against the southern bridges. The Demo teams there are so weak that I dare not expose them to fire, but time is rapidly running out. If the German Movement die rolls improve, the southern bridges will be swamped. This may be the last turn that I have the luxury to voluntarily hold them back from their targets. Roy leads the assault against the Northern

Swing Bridge in what probably amounts to a suicidal charge, but if that bridge is to be blown it is now or never.

Roy is sacrificed. And, with little else available, Chant may as well head for Zone 3—as will the survivors of Smalley, Brett and Purdon when the swing bridge goes down. The reason that this bridge is so important, beyond its obvious point value, is that it will reduce the German influx from Zone 4. Of course, these British in the north may well be cut off by the influx from Zone 1 across the Southern Caisson, but if the swing bridge is down they won't have to watch their backs.

GERMAN: The Movement die roll is a "6". Therefore, only the "6"s move; from 464 to 463, 453 to 456, and 408 to 409.

LAND COMBAT PHASE

| Attacker | Target | TH # | TH dr | DR/Effect |
|-------------|----------|------|-------|------------------|
| Roy (5) | 492 | 6 | — | 1/eliminates 1 |
| Brett (4) | 492 | 3 | 5 | |
| Smalley (6) | 492 | 5 | 1 | 6/eliminates 3 |
| Purdon (6) | 462 | 5 | 3 | 1/— |
| Chant (6) | 215 | 4 | 2 | 6/eliminates 4 |
| Hooper (5) | 320 | 6 | — | 6/eliminates 2 |
| Birney (4) | 315 | 5 | 4 | 1/eliminates 1 |
| 462 | Roy | 5 | 1 | 1/eliminates 1 |
| "6"/463 | Roy | 6 | — | 5/eliminates Roy |
| 464B | Purdon | 2* | 4 | |
| 434B | Woodcock | 2* | 6 | |

* Long Range Fire

DEMOLITION PHASE

Smalley places charges [3], but with no effect and those charges are now at risk. Wilson places charges automatically and blows up the Power Station, thereby shutting down all searchlights.

END OF TURN: 45.8+ Victory Points

0210

NAVAL PHASES

Platt is finally dispatched in Zone B by the first shot of Harbor Defense Fire. The naval segment of the game is now over. Any searchlights which are restored will now be looking to shore for their targets.

GERMAN ACTIVATION PHASE

A "6" Activation dice roll brings on five Stosstruppen: "6" in 666, "6" in 253, "6" in 563, "2" in 412, and a "6" in 516.

LAND MOVEMENT PHASE

BRITISH: Birney (4) to 410, Wilson (6) to 321, Swayne (2) to 321, Newman (4) to 343, Hooper (5) to 448, Walton (2) to 343, Woodcock (5) to 320, Chant (6) to 365, Brett (4) to 262, Smalley (6) in 261, and Purdon (6) in 261.

The northern Demo teams are going to really catch it this time. If they don't blow the bridge this turn, there won't be any of them left to try. To the south, I've finally bought Swayne and Walton an unmolested turn on their targets, but in their weakened condition, it may take quite a while to set their charges.

Hooper and Birney are sacrificed to buy time for Swayne and Walton to give it their best shot—just as Roy was last time. Newman, meanwhile, gives some cover to Walton. At the other end of the harbor, Brett is obviously trying to cover against the Germans coming up from the rear in 253. I see no reason to write these fellows off yet even though Don just wants the points for the swing bridge in 261.

GERMAN: The Movement die roll is a "3". Germans move: "6"/409 to 410, "4"/409 to 413, "6"/511 to 408, "6"/541 to 439, "4"/452 to 481, "6"/463 to 261, "4"/493 to 463, "6"/456 to 492, "6"/253 to 262, two "6"s in 641 to 155, "4"/112 to 203, and "4"/342 to 336.

LAND COMBAT

| Attacker | Target | TH # | TH dr | DR/Effect |
|-------------|--------|------|-------|----------------|
| Smalley (6) | 261 | 6 | — | 4/eliminates 4 |
| Purdon (6) | 261 | 6 | — | 2/eliminates 2 |
| Brett (4) | 262 | 3 | 3 | 3/eliminates 3 |
| Hooper (5) | 433 | 5 | 4 | 3/eliminates 3 |
| Newman (4) | 433 | 4 | 6 | |
| Birney (4) | 410 | 6 | — | 4/eliminates 4 |

