

# St. NAZAIRE

March 28, 1942  
28mm "Bolt Action" Scenario



**"...an attack on the base would be hazardous and highly improbable."**

**--Herbert Sohler,  
7<sup>th</sup> U-boat Flotilla commander**



## BACKGROUND

In May 1941 the German battleship *Bismarck* shocked the British military establishment by sinking the *HMS Hood* off the coast of Iceland. En route to St. Nazaire for repairs, the *Bismarck* was herself sunk soon after.

The French port of St. Nazaire was the only Atlantic dry-dock capable of repairing large battleships like the *Bismarck*, and her more powerful sister ship, the *Tirpitz*. Terrified of the damage the *Tirpitz* could inflict if she broke out into the Atlantic, the British planned a daring operation to neutralize the St. Nazaire dry-dock. The most practical chance to disable the dry-dock was to sneak several hundred commandos up the Loire River, under the cover of darkness.

The British navy refitted an old destroyer, the *HMS Campbelltown*, to serve as a suicide ship, packed with tons of explosives. The destroyer would ram the dry-dock and explode hours later on a time delay fuse. In the meantime, swarms of commandos would fan out across the port and set demolition charges at key facilities before slipping away on a number of small motor boats. At least...that was the plan. But in the early hours of March 28, 1942 German shore batteries detected the incoming British ships, blowing their element of surprise. A firefight erupted immediately...

## GAME LENGTH

This is an 8 turn scenario, or until the British have planted four demolition charges.

## TABLETOP

The scenario requires a 6'x8' tabletop, representing main port area near the dry-dock. Buildings represent Hard Cover. The tabletop should be set up according to the map below.

## DEPLOYMENT

The British must split their deployment between two possible LZ points, determined before the German set up. Roll a d6 for each British team: on a "1-3," they may land Turn 1, on a "4-5," Turn 2, on a "6," Turn 3. The Germans begin with four patrol teams randomly placed within 12" of an objective. Roll a d6 to determine where each patrol is placed (no more than 1 patrol result per objective, which forces the Germans to spread out). The Germans may also deploy 2 HMGs and their Harbor Garrison command anywhere on the table.

## SCENARIO NOTES

There are 6 possible objectives—the British are required to set demo charges at the Winding Hut and Pump House, but may choose any two of the remaining four objectives. Only a demolition team can plant a charge, and this requires a "Fire" order at the objective location (no actual firing is allowed, as the men are busy setting the charges). Also note that demo teams can only move a maximum of 6" per turn (each man carried 60+ pounds of explosives).

German relief sections enter from the top left corner of the map (they may arrive in trucks). The German commander rolls a d6—on a "1-3" bring on up to two sections this turn, on a "4-6" only bring on one section.

If a German relief section is eliminated by the British, a new section becomes available to enter and replace them. Replacements still must use the arrival rules noted above.

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## GERMAN BRIEFING

There are reports of scattered gunfire across the port and our garrison is scrambling to respond. Protect our key facilities by stopping the British demolition teams.

**Harbor Garrison Command** (Inexperienced) Lt w/ SMG + 2 Riflemen w/ rifle

**(x4) Harbor Patrol Section** (Inexperienced) NCO w/ SMG + 4 Riflemen w/ rifle

**(x2) Garrison MMG:** (Inexperienced) 3 crew w/ rifles

**20mm AA:** (Inexperienced) 4 crew w/ pistols

**88mm AA:** (Inexperienced) 5 crew w/ pistols

**Relief Force Command** (Regular) Lt w/ SMG + 2 Riflemen w/ rifle

**(x5) Relief Infantry Section** (Regular) NCO w/ SMG + 1 Gunner w/ LMG + 8 Riflemen w/ rifle

## BRITISH BRIEFING

Protect our demolition teams as they plant explosives at the key port objectives! We must plant charges at a minimum of four objectives to win.

**(x2) Commando Command Teams** (Veteran) Lt w/ SMG + 2 Riflemen w/ SMGs

**(x5) Demo Teams** (Veteran) 3-man team w/ pistols

**(x4) Protection Teams** (Veteran) NCO w/ SMG + 3 Riflemen w/ rifles

**(x4) Assault Teams** (Veteran) NCO w/ SMG + Bren Gunner w/ LMG + 8 Riflemen w/ rifles

**Sniper Team** (Veteran) Sniper w/ sniper rifle + Spotter w/ rifle

## MAP

