

Raid on St. Nazaire Play Card

4. SEQUENCE OF PLAY (abbreviated)

- 4.1 Gun/Searchlight Restoration (6.1) & Searchlight Illumination (6.2) Phase**
- 4.2 Naval Attack Phase**
- 4.21 Germans attack using Harbor Defense Table. (HDF)
- 4.22 British Boats attack using Covering Fire Table. (CF)
- 4.23 Germans attack using Dockside Defensive Fire. (DDF)
- 4.3 Naval Movement Phase**
- 4.31 Remove sinking boats, "Turn Away"/"Evade" markers
- 4.4 Loading/Unloading Phase**
- 4.5 German Activation Phase**
- 4.6 Land Movement Phase**
- 4.61 Commandos may move
- 4.62 Make German Movement dr
Eligible German units must move
- 4.7 Land Combat Phase**
- 4.71 Commandos may fire
- 4.711 Long Range Fire vs Flak Towers
- 4.72 German units must fire
- 4.721 Long Range Fire by eligible Flak Towers
- 4.8 Demolition Phase**
- 4.81 Perform Preparation dr (12.2)
- 4.82 Resolve Demolition attacks
- 4.9 End of Turn**
- Consolidate German units
Advance Turn marker one space

7.1 HARBOR DEFENSE TABLE

[Hit dr: <= 5 (after 01.40: <= 4)]

drm	CAUSE
-1	Effective Searchlight Beam in the target's Zone or target boat under a Searchlight Beam
-1	Target boat is "On Fire"
-1	Target boat is "Dead-In-Water"

DR	RESULT	
2	Sinking @	@ Treat as "Fire, MC" instead vs <i>Campbeltown</i>
3	Fire, MC	
4	Fire, KO	
5	Turn Away*, MC	* Not applicable to <i>Campbeltown</i>
6	Turn Away*, KO	
7	Evade*, MC	
8	Evade*, C	
9	Evade*	
10	MC	
11	KO	
12	C	

7.2 COVERING FIRE

DR	RESULT
2-7	Target Hit
8+	End of Phase

DRM: +1 per subsequent shot taken during the same Game Turn

+ # Flotilla Gun Display mod

7.4 OPEN SEA ENCOUNTER TABLE

DR	EFFECT
<=2	Attack by Destroyers of 5 th Torpedo Boat Flotilla
3	Attacked by Patrol Boat
4	Attacked by Aircraft
5+	Withdraw Safely

8.4 TORPEDO ATTACK

dr	EFFECT
1-2	Destroyed
3-4	Damaged
5-6	No Effect

DRM: -1 if Target already Damaged

11.31 GERMAN FIRE DOCTRINE

A	Commando in illuminated Area
B	Commando in circular Area
C	Commando is Assault unit
D	Commando unit with most Strength
E	Random dr

11.6 GRENADE ATTACK

dr	RESULT
1-3	Target(s) eliminated
4-6	No Effect

7.21 COVERING FIRE & 11.52 MORTAR HIT EFFECTS

dr	EFFECT
1	Target Destroyed ; Remove the target unit
2-3	Target Out of Action ; mark accordingly
4-6	Target Disrupted ; mark accordingly

11.3 LAND COMBAT TO HIT drm:

drm	CAUSE
-1	Firer is Commando Assault unit
-1	Target is in same Area as Firer
-1	German firer in Hexagonal Area and/or vs Zone containing effective Searchlight Beam marker
-1	Target is under a Searchlight Beam marker
+1	Target is in square, triangular, or hexagonal Area
+1	Firer is Commando Demolition unit

9.1 ACTIVATION TABLE

Final DR	<=1	2	3	4	5	6	7	8	9	10	11	12	13+
# Units	1	2	3	4	4	5	5	6	7	7	8	8*	9*

* The first Stosstrupp is replaced by an Armored Car (Holding Zone 5)

12.2 PREPARATION: dr<= Strength

drm	CAUSE
+2	The placing Demolition unit entered target Area this turn
+1	The placing Demolition unit was attacked this turn
+1	The placing Demolition unit attacked Germans this turn
+1	Per functioning enemy unit in same Area
-1	Primary Target of assigned Demolition unit

12.3 DEMOLITION ATTACK TABLE

dr	RESULT	drm	CAUSE
1-3	Destroyed	-1	Target previously Damaged
4	Damaged	+1	Target is Northern/Southern Caisson*
5-6	No Effect	+1	Charges at Risk
		+1	Detonated by Assault unit

* Not applicable to *Campbeltown*