

THE LAST CROSSING

A Scenario for *Hit the Deck!*

Introduction

The Last Crossing is a fictional scenario for up to 11 players for the *Hit the Deck!* skirmish rules published by OCULUS.

The scenario is set in France at the end of August 1944. Following the D Day landings Allied forces have been advancing across France. The German army is withdrawing and attempting to slow the Allied advance at every possible opportunity. The bridge at St. Everoult over the Touques river is the last one intact in the area. The retreating German forces are also taking every opportunity to ensure their financial security on the way home!

Umpire Notes

The various units have differing victory conditions in order to add a little interest. Players should be encouraged to role play their parts and take heed of their specific victory conditions. If appropriate you may like to type cast the "parts" to suit the players' styles.

If less than maximum number of players are to be involved either remove parts or place them under Umpire control.

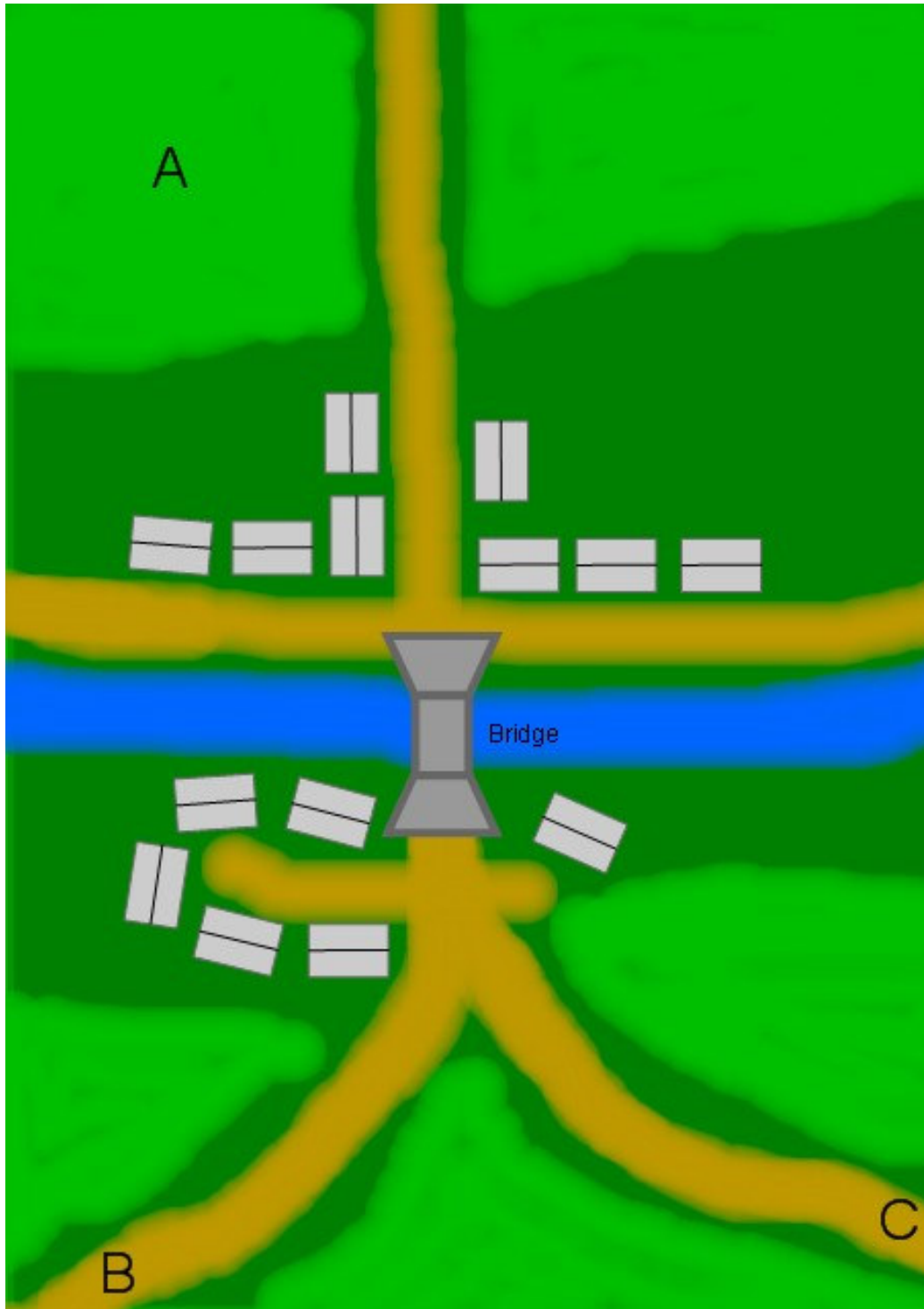
When attempting to detonate the bridge explosives they will fail on a 1-4 on a d6 and require d4 turns to repair the faulty wiring before you can try again. Each repair reduces the chance of failure by 1.

Units

| | Figures | Vehicles | Entry Pt. | Enter on Turn |
|---------------------------------|---------|------------|-----------|---------------|
| <u>German</u> | | | | |
| • SS Motorcycle detail | 2 | Motorcycle | Road C | 2 |
| • SS Command Group | 3 | Staff Car | Road C | 2 |
| • 1 st SS Unit | 5 | Truck | Road C | 2 |
| • 2 nd SS Unit | 5 | Truck | Road C | 2 |
| • 1 st Bridge detail | 5 | - | Bridge | - |
| • 2 nd Bridge detail | 5 | - | Bridge | - |
| <u>US</u> | | | | |
| • Command Group | 4 | Jeep | Road B | 3 |
| • Fire Team One | 3 | Truck* | Road B | 3 |
| • Fire Team Two | 4 | Truck* | Road B | 3 |
| • Sherman | - | Sherman | Road B | 3 |
| *Same vehicle | | | | |
| <u>French</u> | | | | |
| • Resistance Group | 5 | | Woods A | - |

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Bridge Security Detail Briefing

You are the Hauptmann in charge of a small force deployed at St. Everoult near the river Touques. The Allied invasion forces are forcing Army Group B to withdraw. The bridge has been mined and you have been ordered to destroy it rather than let it fall into enemy hands intact. You and you men are demoralised after General von Kluge was removed from command of Army Group B by the Führer and committed suicide 5 days ago. You understand that Feldmarshall Model is to take command but your loyalty was with von Kluge. Your unit is mostly conscripts and few are natural born Germans. You were given orders yesterday by an SS Standartenführer to keep the bridge open until he returns with his convoy. He is apparently assisting in the withdrawal of troops and wounded. The bridge has already been wired for demolition; however you are concerned regarding the reliability of the wiring used.

Victory Conditions

Prevent the bridge falling intact into enemy hands.

| Name | Weapon | Class | Core Skills | | | | Reloads |
|---------------|------------------------|---------------|-------------|-------|-------|---------|------------------------|
| | | | Shoot | Throw | Melee | F/Craft | |
| Hauptmann | MP38 | SMG | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Unteroffizier | MP38 | SMG | 4 | 4 | 4 | 4 | [1] [2] [3] |
| | | | 2 | 2 | 2 | 2 | |
| Soldat | Grenade [1] | Rifle | 4 | 4 | 4 | 4 | [1] [2] [3] |
| | | | 2 | 2 | 2 | 2 | |
| Soldat | MG42 | LMG | 4 | 4 | 4 | 4 | [1] [2] [3] |
| | | | 2 | 2 | 2 | 2 | |
| Soldat | | Rifle | 4 | 4 | 4 | 4 | [1] [2] [3] |
| | | | 2 | 2 | 2 | 2 | |
| Feldwebel | MP38 | SMG | 6 | 6 | 6 | 6 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Unteroffizier | MP38 | SMG | 4 | 4 | 4 | 4 | [1] [2] [3] |
| | | | 2 | 2 | 2 | 2 | |
| Soldat | Panzerschreck Luger | A/T Pistol | 4 | 4 | 4 | 4 | [1] [2] [1] [2] [3] |
| | | | 2 | 2 | 2 | 2 | |
| Soldat | Grenade [1] | Rifle | 4 | 4 | 4 | 4 | [1] [2] [3] |
| | | | 2 | 2 | 2 | 2 | |
| Soldat | Grenade [1] | Rifle | 4 | 4 | 4 | 4 | [1] [2] [3] |
| | | | | | | | |

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SS (LAH) Briefing

You are a Standartenführer in the 1st SS Panzer Division Liebstandarte Adolf Hitler. Your Division has been heavily involved in the fighting with the Allied invasion forces. After having lost almost all your armour your unit has been ordered to withdraw to Aachen for rest and rebuilding. You, however, have decided that you and your men have made a substantial contribution to the Reich and deserve some compensation. You have therefore, decided to "liberate" as many works of art from the locality as possible and take them back to Germany. Once you have collected them your only escape route from the advancing Allies is over the river Touques at St. Everoult. You have ordered the Hauptmann in charge of the bridge to keep it open until you return (he has assumed your trucks will contain evacuating troops etc.)

Victory Conditions

Escape over the bridge with your "compensation".

| Name | Weapon | Class | Core Skills | | | | Reloads |
|------------------|----------------------------------|--------------|-------------|-------|-------|---------|--------------------------|
| | | | Shoot | Throw | Melee | F/Craft | |
| Standartenführer | Walther P38 | Pistol | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Stürmbannführer | Walther P38 | Pistol | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] Drive 5/3 |
| | | | 3 | 3 | 3 | 3 | |
| Hauptstürmführer | MP44 | SMG1 | 6 | 6 | 6 | 6 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Rottenführer | MP38 | SMG1 | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k Panzerfaust | Rifle A/T | 5 | 5 | 5 | 5 | [1] [2] [3] [1] [2] |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] Drive 5/3 |
| | | | 3 | 3 | 3 | 3 | |
| Unterscharführer | MP44 | SMG1 | 6 | 6 | 6 | 6 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Rottenführer | MP38 | SMG1 | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k Panzerfaust | Rifle A/T | 5 | 5 | 5 | 5 | [1] [2] [3] [1] [2] |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] Drive 5/3 |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] Drive 6/3 |
| | | | 3 | 3 | 3 | 3 | |
| Schütze | Mauser K98k MG42 (on sidecar) | Rifle LMG | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |

Transport: Motorcycle combination, Staff car, 2 x Truck

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US Briefing

Following the successful landings in June you have been involved in heavy fighting with the Nazi occupying forces. They have now started a general withdrawal and you are following up. Initial orders to destroy all the river crossings to prevent the enemy withdrawal have been withdrawn. You have now been ordered to capture as many bridges intact as possible to facilitate the Allied advance. Your specific objective is the bridge over the river Touques at St. Everoult, a small bridge but, nevertheless important (to you anyway!) Previous bombing may mean the bridge has already been destroyed. But, if not, you are informed that you are unlikely to encounter any serious resistance.

Victory Conditions

Capture the bridge intact.

| Name | Weapon | Class | Core Skills | | | | Reloads |
|--------------|------------------------------|-------|-------------|-------|-------|---------|--------------------------|
| | | | Shoot | Throw | Melee | F/Craft | |
| Captain | Grease Gun | SMG1 | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| PFC | M1 Garand Radio | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Private | M1 Garand Grenade [1] [2] | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] Drive 5/3 |
| | | | 3 | 3 | 3 | 3 | |
| Private | M1 Garand Grenade [1] [2] | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Sergeant | Grease Gun | SMG1 | 6 | 6 | 6 | 6 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| PFC | M1 Garand Radio | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Private | M1 Garand Grenade [1] [2] | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] Drive 5/3 |
| | | | 3 | 3 | 3 | 3 | |
| Corporal | Grease Gun | SMG1 | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| PFC | Grease Gun Radio | SMG1 | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Private | BAR | LMG | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Private | M1 Garand | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| Sherman Crew | 30 Cal. Main Gun | MMG | 5 | | | 5 | Drive 5/3 |
| | | | 3 | | | 3 | |

Note: Sherman is medium armour, its MMG effectively has unlimited ammo. Main gun has 3AP, 4HE and 3 Smoke rounds.

Transport:

Jeep

Truck

Sherman

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Resistance Briefing

Spurred on by the success of Operation Overlord you have formed a small resistance cell to "do your bit". You have discovered that an SS Colonel is currently looting at the valuables from the locality. This includes the complete collection of paintings from the nearby Chateau which are mostly by French artists.

Since the only route that the SS can take is through the village of St. Everoult and across the river Touques at the bridge there. If you can destroy the bridge you will, hopefully, delay the SS sufficiently for the advancing allied forces to capture them.

Victory Conditions

Prevent the works of art from being looted from France by destroying the bridge, if necessary.

| | | | Core Skills | | | | |
|----------|-----------------------------------|---------|-------------|-------|-------|---------|-------------|
| Name | Weapon | Class | Shoot | Throw | Melee | F/Craft | Reloads |
| (Leader) | Mauser K98k | Rifle | 5 | 5 | 5 | 5 | [1] [2] [3] |
| | | | 3 | 3 | 3 | 3 | |
| | MP38 | SMG1 | 4 | 4 | 4 | 4 | [1] [2] |
| | | | 2 | 2 | 2 | 2 | |
| | Sten | SMG1 | 4 | 4 | 4 | 4 | [1] [2] |
| | | | 2 | 2 | 2 | 2 | |
| | Double barrelled 12 bore/gauge | Shotgun | 4 | 4 | 4 | 4 | [1] [2] [3] |
| | | | 2 | 2 | 2 | 2 | [4] [5] [6] |
| | Luger Explosives | Pistol | 4 | 4 | 4 | 4 | Demolition |
| | | | 2 | 2 | 2 | 2 | 3 / 2 |