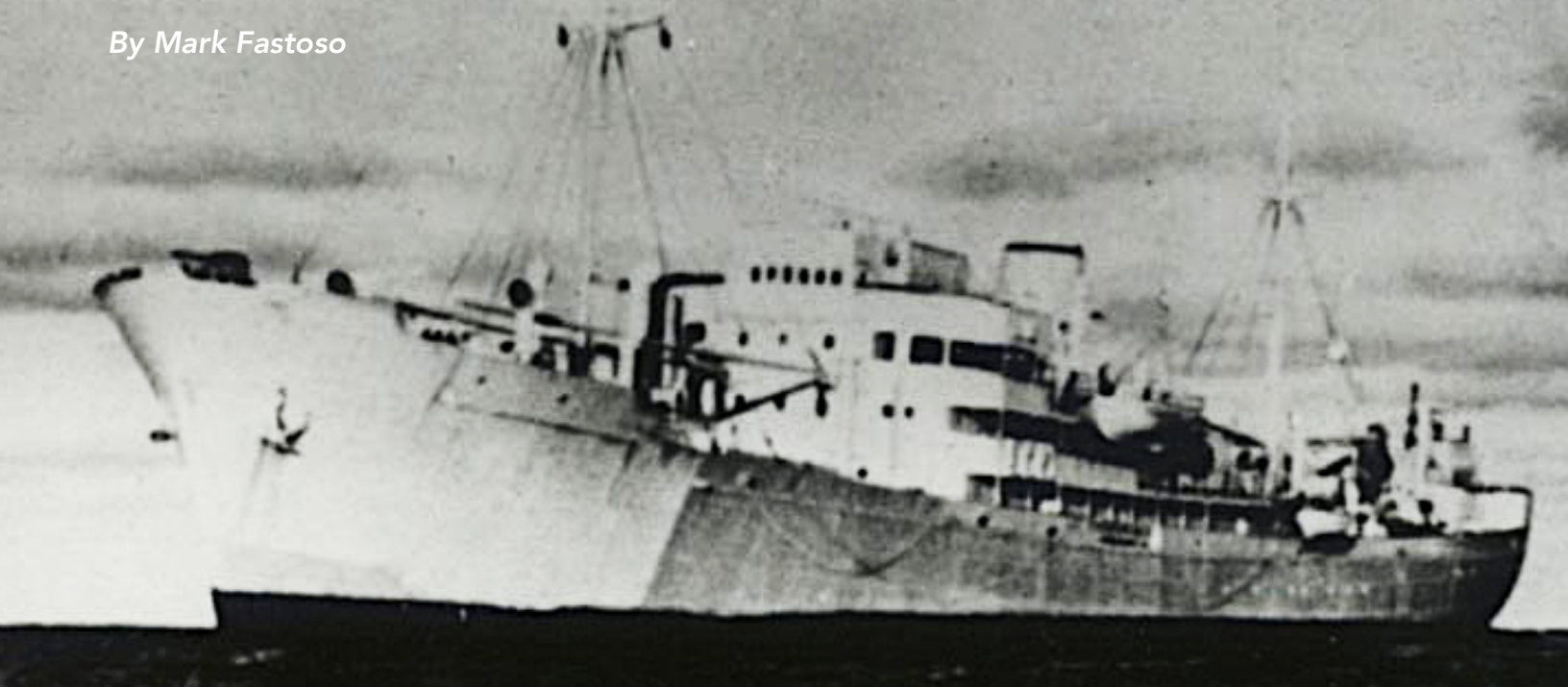


Running the Channel

The Merchant Raider MICHEL

By Mark Fastoso



During the second world war the German Kriegsmarine sent armed merchant ships out into the world's shipping lanes to try and disrupt allied shipping. The Germans called these ships auxiliary cruisers and armed them with 6-inch naval guns and torpedoes. But their greatest weapon was stealth....they were cleverly disguised as allied merchant ships to lull unsuspecting prey into complacency. They sailed across the globe, several even making it into the Pacific Ocean. The Australian cruiser Sydney happened upon the raider *Kormoran* in November of 1941...and being fooled into thinking she was a Dutch merchant pulled up alongside of her. The *Kormoran* opened fire and both ships were sunk.

The last merchant raider to set sail from Germany was the *Michel* who set sail in March of 1942...almost one month to the day after the infamous Channel Dash by the battlecruisers *Scharnhorst* and *Gneisenau*. The *Michel* needed to sail from Germany, through the English Channel to a base in France. From there she could reach the South Atlantic shipping lanes and wreak havoc. But the British received radio intelligence that the *Michel* was on its way and tried to stop her....first with motor torpedo boats and then with older destroyers. The *Michel's* escorting torpedo boats, equivalent to allied destroyer escorts, easily drove off the British motor torpedo boats but a squadron of aged destroyers pressed home a spirited attack and slightly damaged the *Michel* before disengaging. She made it to her base in France and shortly was roaming the world's sea lanes. Over the course of two cruises, she sank eighteen ships before being sunk by an American submarine in October 1943 off the coast of Japan.



MICHEL

SPEED 6

SHOOTING 7

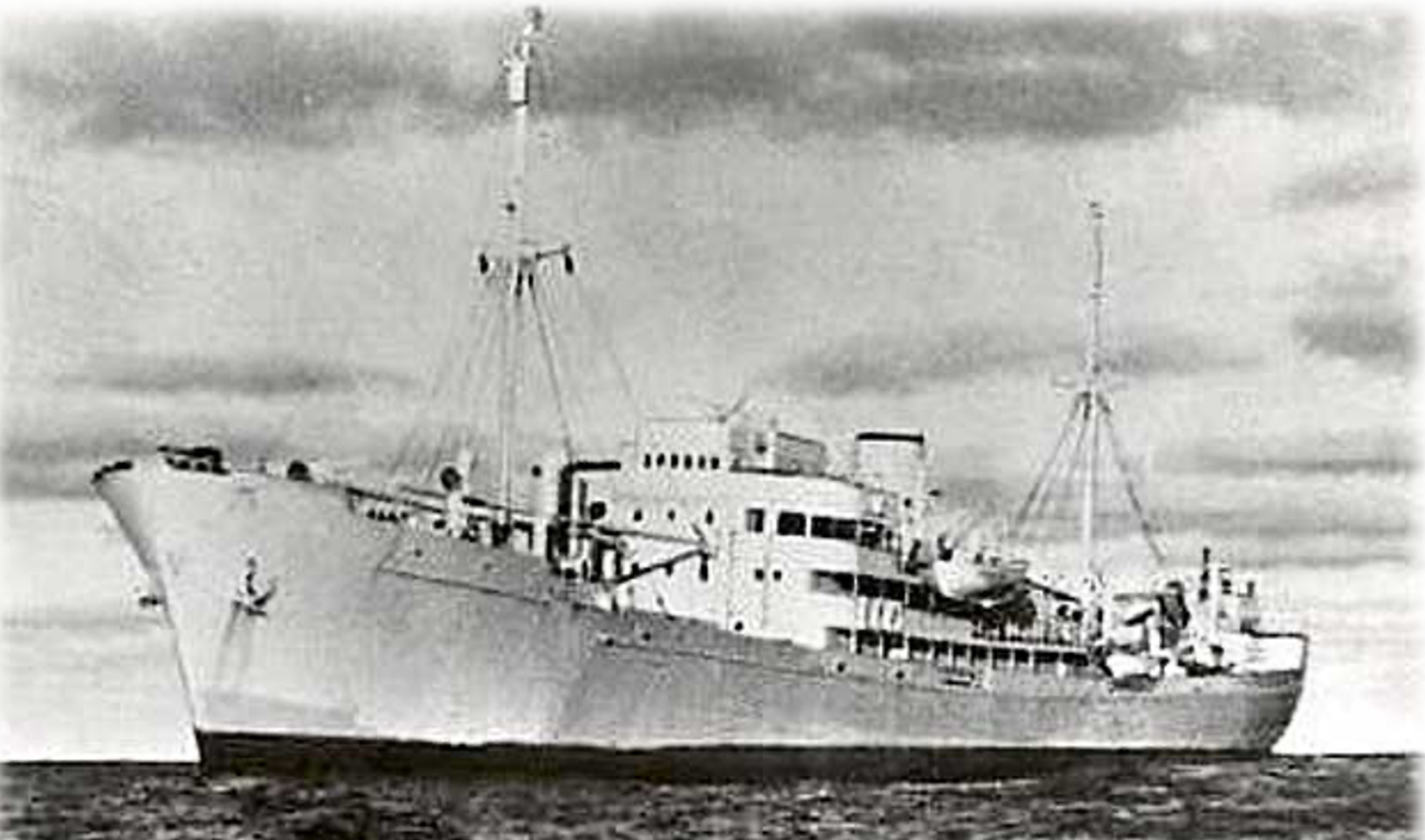
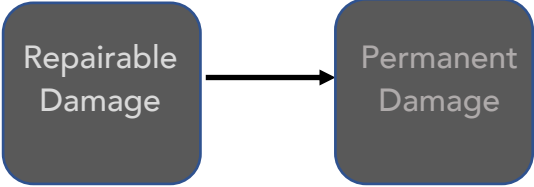
HULL 20

CAPT. POINTS 2

MORALE 5

CARDS THAT PENETRATE MICHEL'S ARMOR:

FIRING SHIP	SPADES	CLUBS	DIAMONDS	HEARTS
BB/BC	ALL	ALL	ALL	NO DAMAGE
CA	ALL	ALL	2-8, J-A	NO DAMAGE
CL	ALL	3-6, Q-A	K-A	NO DAMAGE
DD	3-6, Q-A	3-5, K-A	NO DAMAGE	NO DAMAGE





TORPEDO BOAT FLOTILLA

MICHEL SCENARIO

SPEED

3/9

SHOOTING

8

HULL

12

TORPEDO

10

CARDS THAT PENETRATE TB ARMOR:

FIRING SHIP	SPADES	CLUBS	DIAMONDS	HEARTS
DD	2-9, J-A	2-8, J-A	2-5, K-A	NO DAMAGE
MGB MTB	3, Q, A	3, Q	3	NO DAMAGE

DESTROYER FLOTILLA
COMMODORE
POINTS

3

+1 TO SHOOTING, MORALE CHECK OR
DAMAGE REPAIR FOR EACH COMMODORE
POINT ADDED TO THE DIE ROLL. MAX. OF
ONE POINT MAY BE USED PER SHOT.

SEADLER
Morale: 5

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

Torpedoes:

ILTIS
Morale: 5

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

Torpedoes:

JAGUAR
Morale: 5

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

Torpedoes:

FALKE
Morale: 5

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

Torpedoes:

KONDOR
Morale: 5

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

Torpedoes:



MOTOR BOAT FLOTILLA

SHOOTING – MAY ONLY FIRE AT TORPEDO BOATS.
MAXIMUM RANGE IS ONE SPACE.

SPEED

3/8

MOTOR TORPEDO BOAT

8

HULL

10

MOTOR GUN BOAT

7

TORPEDO

10

MAY NOT FIRE
TORPEDOES AT E-
BOATS.

CARDS THAT PENETRATE MB ARMOR:

FIRING SHIP	SPADES	CLUBS	DIAMONDS	HEARTS
MICHEL	ALL	ALL	ALL	NO DAMAGE
TB	ALL	ALL	J-A	NO DAMAGE

MOTOR BOAT
FLOTILLA
COMMODORE

2

+1 TO SHOOTING, MORALE CHECK OR
DAMAGE REPAIR FOR EACH COMMODORE
POINT ADDED TO THE DIE ROLL. MAX. OF
ONE POINT MAY BE USED PER SHOT.

1ST MTB FLOTILLA
Morale: 4

REPAIRABLE DAMAGE	PERMANENT DAMAGE
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Torpedoes

2ND MTB FLOTILLA
Morale: 4

REPAIRABLE DAMAGE	PERMANENT DAMAGE
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Torpedoes

MGB FLOTILLA
Morale: 4

REPAIRABLE DAMAGE	PERMANENT DAMAGE
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BRITISH DESTROYER FLOTILLA

MICHEL SCENARIO

SPEED

4

SHOOTING

8

HULL

11

TORPEDO

10

CARDS THAT PENETRATE DD ARMOR:

FIRING SHIP	SPADES	CLUBS	DIAMONDS	HEARTS
MICHAEL	ALL	ALL	2-5, K-A	NO DAMAGE
TB	2-9, J-A	2-8, J-A	4-5, J-A	NO DAMAGE

DESTROYER FLOTILLA
COMMODORE
POINTS

3

+1 TO SHOOTING, MORALE CHECK OR
DAMAGE REPAIR FOR EACH COMMODORE
POINT ADDED TO THE DIE ROLL. MAX. OF
ONE POINT MAY BE USED PER SHOT.

HMS FERNIE
Morale: 4

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

HMS WALPOLE
Morale: 4

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

HMS WINDSOR
Morale: 4

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

Torpedoes

Torpedoes

HMS BLENCATHRA
Morale: 4

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE

HMS CALPE
Morale: 4

REPAIRABLE
DAMAGE

PERMANENT
DAMAGE