

AMERICAN SCENARIO TWO • BREAK THE LINE

You've defeated the German counterattack. Time to take the battle to them. Break their line to open the way to Paris and the Rhine.

In this scenario, you are the American player. When it is the German turn, you will play them as well, using the German Tactics section below as a guide.

This scenario uses the *Hit the Beach: The Complete WWII Starter Set* and the terrain from the *Fury: WWII Tank Combat* box. If you don't have the Fury set, use small household items for terrain instead or download and print out the terrain sheet from the *Flames Of War* website. You can also use the tanks in the *Fury* set to alter the balance of the scenario to make it harder for a greater challenge or easier if you want to.



GERMAN TROOPS

Panzergrenadier Company HQ (with *Panzerfaust*)  Unit Leader

Panzergrenadier Platoon 1 (with *Panzerfaust*)
 Unit Leader  MG42 Teams

Panzergrenadier Platoon 2 (with *Panzerfaust*)
 Unit Leader  MG42 Teams

7.5cm Tank-Hunter Platoon 

OBJECTIVE

You must hold the Church, the Ruins, and all three other buildings to win. See *page 102* for the rules for Holding Objectives.

SETUP

1. Set up the terrain on a 3'x3' (75cm x 75cm) area and place the German Panzergrenadier Company in Foxholes as shown on the map. The German 7.5cm Tank-Hunter Platoon is in ambush and the German Panzer IV tanks are in reserve.
2. Deploy your Sherman Tank Company and Parachute Rifle Platoon at the top of the map.
3. You have the first turn.

GERMAN TACTICS

1. The Tank-Hunter Platoon will deploy at the start of the first German turn. Place the two guns in any two adjacent positions from those shown on the map so that both guns can see the most of your tanks. The 7.5cm guns will shoot at your tanks and move to get shots if all of the tanks move out of their line of sight.
2. The Panzergrenadier Company will hold their positions in the town. The infantry will shoot at your paratroopers and will counterattack if attacked.

3. If your tanks assault the infantry, the 7.5cm guns will shoot in defensive fire if they can and the infantry will use their Panzerfaust in defensive fire and counterattack to hold their positions.
4. Roll a die at the start of each German turn. On a roll of 5+, the Panzer IV tanks arrive and move to a point where they can shoot your tanks.
5. After that, the Panzer IV tanks will stay halted and shoot if they are Concealed by the buildings and can shoot your tanks. Otherwise, they will use a Blitz Move order to get Concealed and gain a Line of Sight. Then they will shoot at your tanks (remember they will have a +1 penalty if they failed their Blitz Move).

ADJUSTING DIFFICULTY

Add Panzerschrecks to the German Panzergrenadier Platoons to make the game more difficult. If you have the Fury set, place the StuG in ambush alongside the 7.5cm guns to increase the difficulty further. Add the Tiger as a second tank platoon using the same tactics for even more difficulty. Add the extra Sherman tanks to your tank platoons to make it easier for you. Add the M10 as a separate platoon for extra firepower.