

# AMERICAN SCENARIO ONE • RESCUE

*Your paratroopers have been cut off by a German counterattack. You must rescue them before they are overrun.*

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 troops in Foxholes as shown on the map. The German Panzer IV tanks are in reserve.
2. Deploy your Parachute Rifle Platoon in Foxholes in the town to the lower left and your Sherman Tank Company in the upper right corner.
3. You have the first turn.

## GERMAN TACTICS

1. Panzergrenadier Platoon 1 and the Tank-Hunter Platoon will hold their positions around the farm building and ruin. The infantry will shoot at your paratroopers and will counterattack if attacked. 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. Panzergrenadier Platoon 2 will stay where it is, shooting at your paratroopers until they start a German turn Pinned Down. Then they will fire on the move then assault to clear the buildings. They will repeat this until they are wiped out or succeed in taking the church.

3. 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.
4. 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).
5. 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.

## ADJUSTING DIFFICULTY

Add Panzerschrecks to the German Panzergrenadier Platoons to make the game more difficult. If you have the *Fury* set, add the StuG to the Panzer IV platoon 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.