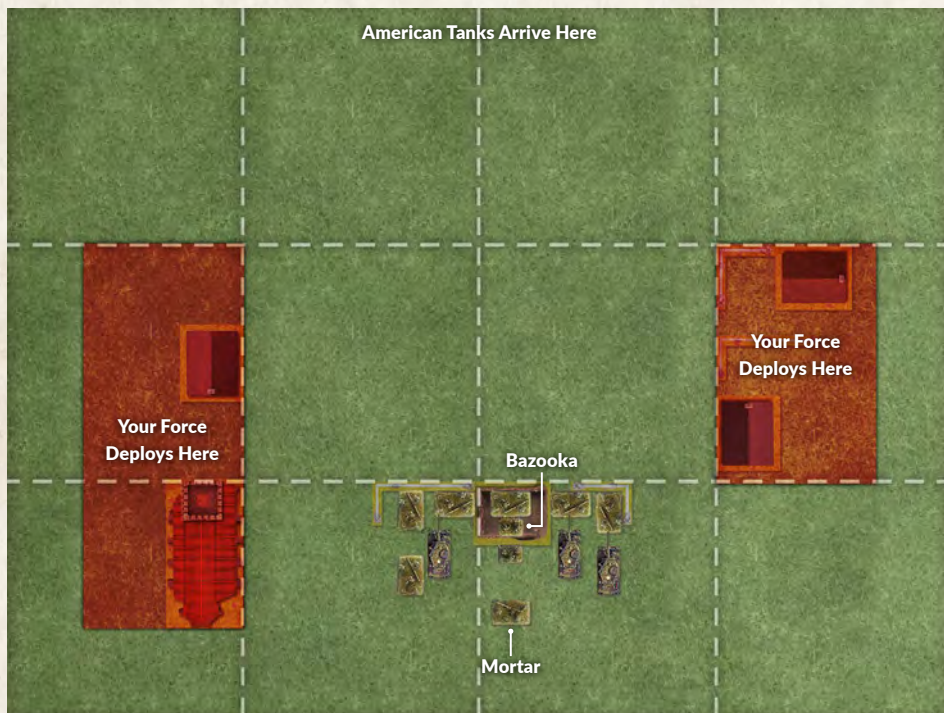


GERMAN SCENARIO FOUR • LAST CHANCE

The Americans have pushed into your final defensive line before the Seine. You must evict them and restore the line.

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



AMERICAN TROOPS

Parachute Rifle Platoon



Unit Leader



Rifle MG Teams



Bazooka



Mortar

Sherman (76mm) Tank 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 4'x3' (122cm x 75cm) area and place the American Sherman (76mm) Tank Platoon and the Parachute Rifle Platoon in the ruins as shown on the map.
2. Deploy your force in the grey areas, with at least one platoon in each area.
3. You have the first turn.

AMERICAN TACTICS

1. The Parachute Rifle Platoon will hold their positions around in the ruins. It will stay where it is, shooting at your infantry. If any of your infantry start an American turn Pinned Down and close enough to assault, the paratroopers will fire on the move and assault, then return to their starting positions.
2. If your tanks assault the paratroopers, they will use their Bazooka in defensive fire, supported by any tanks in the area, and counterattack to hold their positions.

3. Roll a die at the start of each American turn. On a roll of 5+, the Sherman Tank Company HQ and the Sherman (75mm) Tank Platoon arrives from the centre top and moves where they can shoot your tanks.
4. Each turn after that, these Sherman tanks will move towards the paratroopers until they can take up Concealed positions around the ruins. The tanks will attempt to stay more than 8"/20cm from your infantry, but will assault through them if that is the only way to reach the town.
5. If they can, the Sherman (76mm) tanks will shoot at your tanks, while the Sherman (75mm) tanks will shoot at your 7.5cm guns on the move. Otherwise, they will shoot at the best target they can see.

ADJUSTING DIFFICULTY

Add an extra Bazooka and two M1919 LMG teams to the Parachute Rifle Platoon to make the game more difficult. If you have the *Fury* set, add the extra Sherman tanks to the Sherman tank platoons to increase the difficulty. Add the StuG to the Panzer IV platoon to make the game easier. Add the Tiger as a second tank platoon for a much easier game.