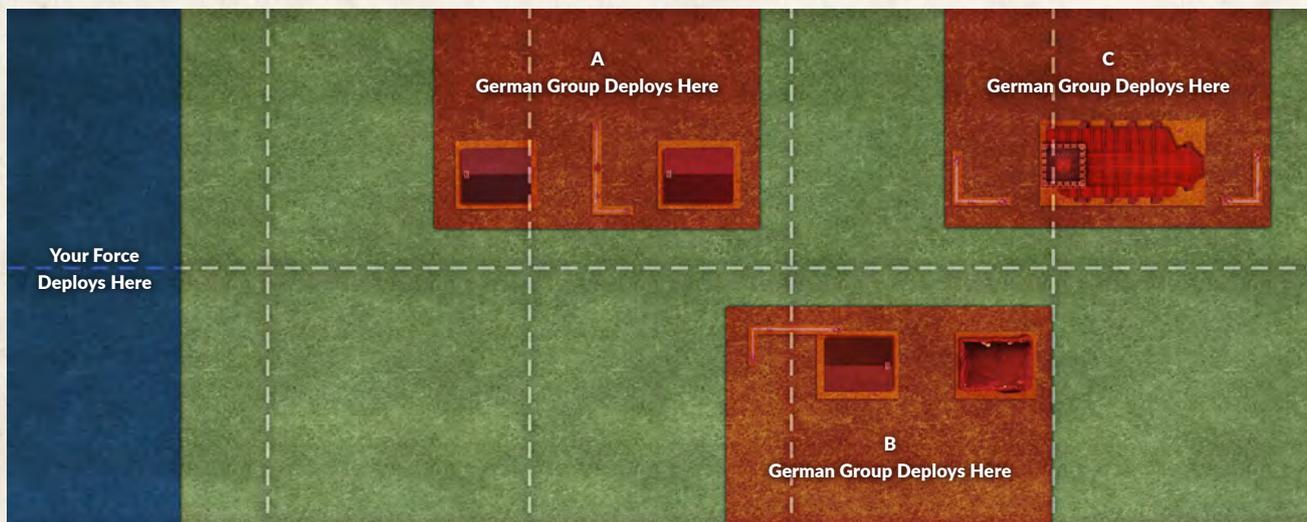


AMERICAN SCENARIO THREE • PURSUIT

You've broken the German line. Chase them hard and don't stop. You must punch through the village quickly. Don't give the enemy time to recover.

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.



OBJECTIVE

You must hold the Church at the right end of the table to win. See *page 102* for the rules for Holding Objectives.

SETUP

1. Set up the terrain on a 6'x2' (182cm x 60cm) area. There are no German troops deployed at the start of the game.
2. Deploy your Sherman Tank Company and Parachute Rifle Platoon on the left of the map.
3. You may not move into a grey area on the map until after the German troops have been deployed there.
4. You have the first turn.

GERMAN FORCES

The Germans have three groups that will be deployed at A, B, and C on the map. You do not know which force will be where at the start of the game. All infantry and guns will be in Foxholes.

Roll a die at the start of the first German turn. On a roll of 1 or 2, Group 1 deploys at A. On a roll of 3 or 4, Group 2 deploys at A. On a roll of 5 or 6, Group 3 deploys at A.

Roll another die at the start of the second German turn. On a roll of 1 to 3, the lower numbered remaining group deploys at B. On a roll of 4 to 6, the higher numbered remaining group deploys at B.

At the start of the third German turn, the last German group deploys at C.

GERMAN TACTICS

- **Group 1. The Panzergrenadier Company HQ and a Panzergrenadier Platoon, both with Panzerfaust and with one Panzerschreck.** This group will deploy to hold the buildings and limit your ability to bypass them. They will remain in place and shoot at any Sherman close enough with their Panzerfausts and Panzerschreck and your paratroopers with their other weapons. If no targets are in range, they move towards the Church. If assaulted, they will counterattack to hold their position.
- **Group 2. A Panzergrenadier Platoon with Panzerfaust and the 7.5cm Tank-Hunter Platoon.** This group will use the same tactics as Group 1. The 7.5cm guns will shoot the Shermans if they can.
- **Group 3. The Panzer IV Tank Platoon.** This group 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

If you have the *Fury* set, add the StuG to Group 1 to increase the difficulty further. Add the Tiger to Group 3 for even more difficulty. These use the same tactics as the Panzer IV Platoon. Add the extra Sherman tanks to your tank platoons to make it easier for you.