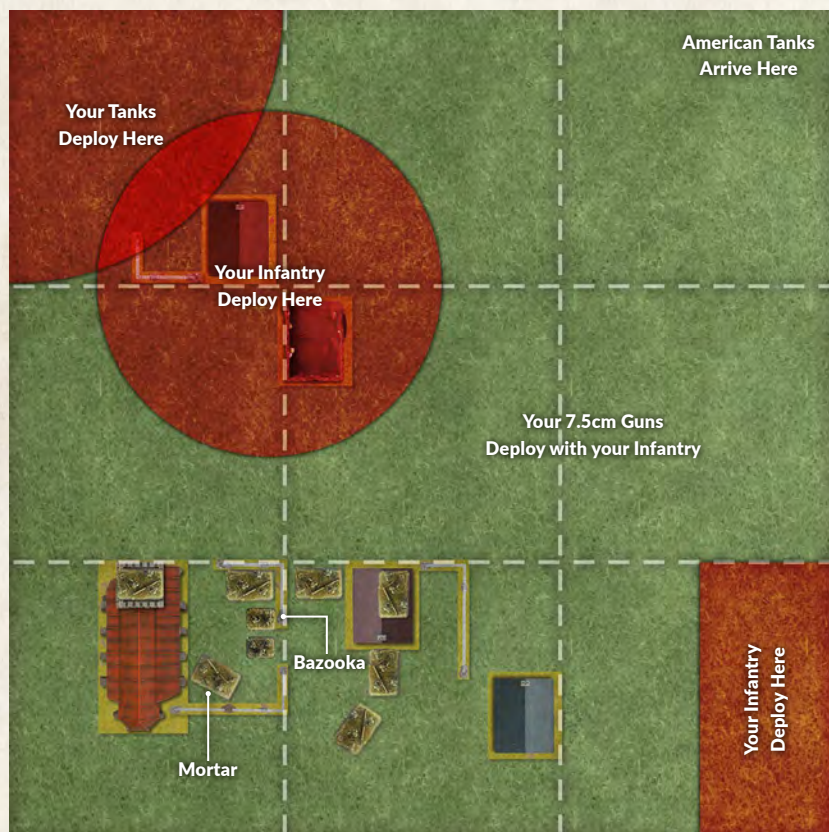


GERMAN SCENARIO ONE • COUNTERATTACK

You have managed to isolate a platoon of American paratroopers. Destroy them before the American tanks can rescue them.

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



Bazooka



Rifle MG Teams



Mortar

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 American Parachute Rifle Platoon in Foxholes as shown on the map. The American Sherman Tank Company is in reserve.
2. Deploy your Panzergrenadier Platoons in the central farm and the lower right corner, and your Panzer IV Tank Platoon in the upper left corner.
3. You have the first turn.

AMERICAN TACTICS

1. The Parachute Rifle Platoon will hold their positions around in the town. 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 entire Sherman Tank Company arrives from the top right corner and moves where they can shoot your tanks.
4. Each turn after that, the Sherman tanks will move towards the paratroopers until they can take up Concealed positions in the town. 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. If they can, the Sherman (76mm) tanks will shoot at your tanks on the move, while the Sherman (75mm) tanks will shoot at your 7.5cm guns. 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.