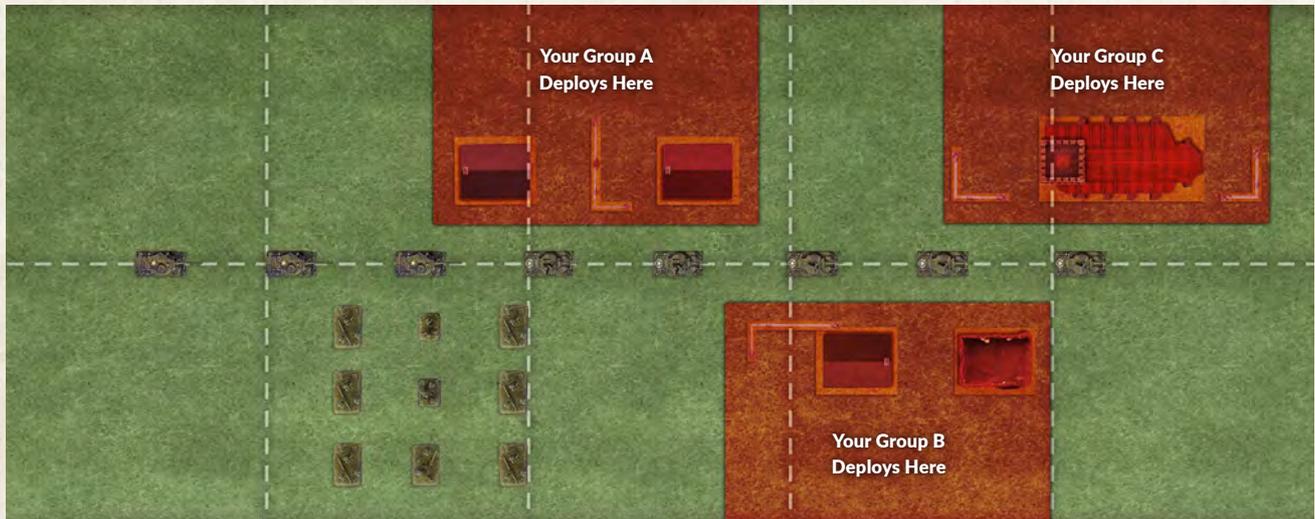


GERMAN SCENARIO THREE • DELAYING ACTION

The Americans have broken through. You must delay their advance so that you can form a new line of defence.

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 Tank Company HQ



Sherman (75mm) Tank Platoon



Sherman (76mm) Tank Platoon



OBJECTIVE

You must Destroy at least three American Platoons before they exit the table to the right to win the game.

SETUP

1. Set up the terrain on a 6'x2' (182cm x 60cm) area and place the American Sherman Tank Company along the road and the Parachute Rifle Platoon as shown on the map.
2. Divide your force into three groups, each having one or two platoons.
3. Pick one of your groups and deploy it in one of the grey areas (A, B, or C) at least 4"/10cm from all American teams.
4. You have the first turn.

5. At the start of your second and third turns, pick one of your remaining groups and deploy it in one of the areas that you have not yet used.

AMERICAN TACTICS

1. The Sherman Tank Company HQ and the Sherman Tank Platoons will drive towards the right edge of the table at Tactical Speed, shooting on the move. If close enough, they will move off the table (but still counting as still on the table for Last Stand tests).
2. The Parachute Rifle Platoon will move towards the right edge of the table at Dash Speed unless that would take them within 8"/20cm of any of your troops, in which case they will move at Tactical Speed, shooting on the move. If they start their turn within 12"/30cm of any of your troops that are between them and the right table edge, they will either:
 - If your troops are either Pinned Down or have at least one tank Bailed Out, they will fire on the move then assault to push you out of their path.
 - Otherwise, they will halt and shoot at the troops blocking their path (the Bazooka will shoot at your tanks if it can), or if possible move around them to continue advancing.

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 and add the M10 as a separate platoon. The M10 will stay with the paratroopers. 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.