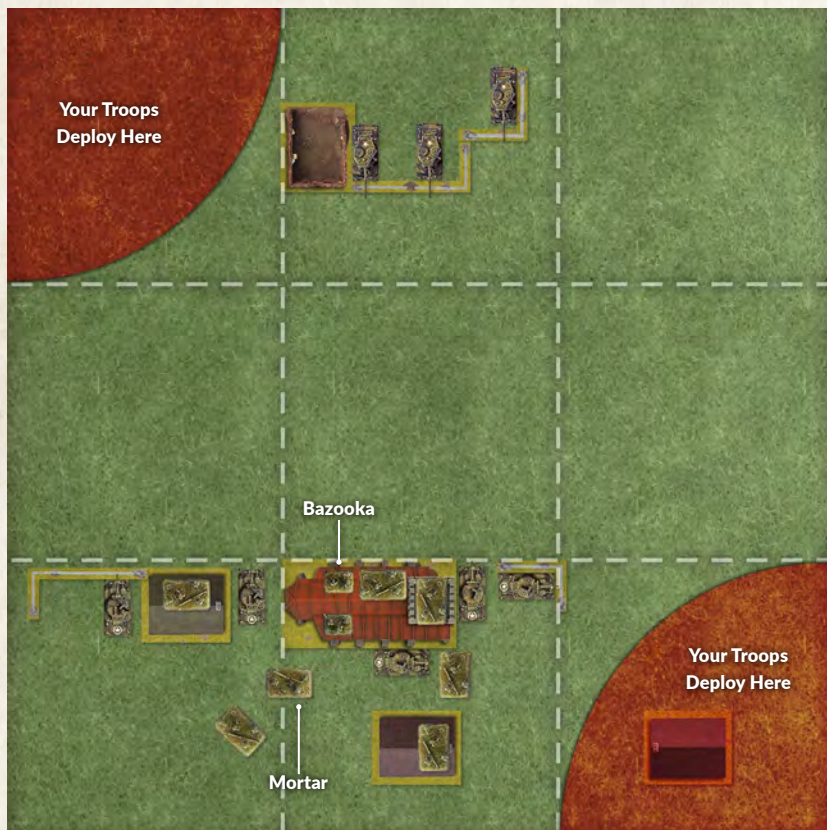


GERMAN SCENARIO TWO • HOLD THE LINE

The Americans have successfully established a bridgehead and are now trying to break out. You must stop them from doing so with an immediate counterattack on their vulnerable flanks before they are ready.

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 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 Sherman (76mm) Tank Platoon in the farm at the top of the map, and the rest of the Sherman Tank Company and the Parachute Rifle Platoon in Foxholes around the town as shown on the map.
2. You have surprised the Americans, so their Sherman tanks are Bailed Out and the Parachute Rifle Platoon is Pinned Down.
3. Deploy your Panzergrenadier Company, 7.5cm Tank-Hunter Platoon, and Panzer IV Tank Platoon split between the upper left corner and lower right corner as you wish.
4. 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. Any Sherman tanks that have Remounted (see page 61 of the rules) will remain in place and shoot if they can see your tanks or 7.5cm guns. If not, they will move to another Concealed position where they can, shooting as they go. If your tanks and guns have been destroyed, they will move until just over 8"/20cm from your infantry and machine-gun them.

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 a Panzerschreck to each of your Panzergrenadier Platoons to make the game easier. Add the StuG to the Panzer IV platoon to make the game even easier. Add the Tiger as a second tank platoon for a much easier game.