



SCENARIO: TOW TROUBLE

US Infantry vs German Fallschirmjagers



TOW TROUBLE

Fierce fighting rages back and forth across the Cotentin peninsula. Following the capture of Carentan, US forces have begun their advance on the heavily fortified town of Cherbourg.

Bogged down in the claustrophobic hedgerows of the bocage countryside, the American forces are constantly ambushed by small units of German infantry, using the sunken roads and thick hedges to screen their attacks.

At the tip of the American advance, a Sherman tank has hit a concealed anti-tank mine and become immobilized. Not wanting to fall prey to marauding Germans, the crew have bugged out, abandoning their mechanical steed.

The recovery of this valuable armoured vehicle has been given top priority by senior command!

The Forces:

US Army

- » 1x Regular 1st Lt + Attendant
- » 2x Regular Infantry Squad with 1x SMG, 4x Rifles & 1x BAR.
- » 1x Regular M32 Armoured Recovery Vehicle

Fallschirmjagers

- » 1x Regular 1st Lt + Attendant
- » 2x Veteran Fallschirmjager Squad with 1x Assault Rifle, 3x Rifles, 1x Panzerfaust and 1x SMG
- » 1x Veteran Light Mortar Team
- » 1x Veteran MMG Team.

Special Rules:

Armoured Recovery Vehicles: ARVs can only be used to recover vehicles with a damage value of 8 or greater – anything less is not deemed worthy of risking the ARV.

ARVs can only tow immobilized or knocked out friendly vehicles and knocked out enemy vehicles.

To tow a vehicle, the ARV must use an advance order to get into contact with the debilitated vehicle, or begin its activation in contact with it. The ARV must then pass an order test. This is in addition to any test it had to take to do the advance move, and uses the same modifiers. If it fails, nothing happens. The ARV crew is still trying to get the vehicle hooked up to its winches, is having some sort of trouble, or are simply keeping their heads down for the time being.

If it passes, the ARV crew has successfully latched on to the affected vehicle. Turn the ARV 180°, then line up the affected vehicle right behind it to show that it is being towed. While an ARV is towing a vehicle, it may not be given a run order. Also, if it fails an order test or a morale check, it has lost its connection to the towed vehicle and must reattach. Separate the two models by an inch to show this.

At the end of its move, the ARV may voluntarily stop towing; simply separate the two models just like you would if it failed a test. If an ARV touches your table edge while towing a vehicle, remove both of them from the table.



The Scenario



Set-up:

The US player divides their force into two waves - the first containing an infantry squad and the ARV. The rest are held in reserve.

The German player divides their force into two waves - the first containing a Fallschirmjager squad and the MMG team. The rest are held in reserve.

Objectives:

The US player must recover the Sherman from the battlefield.

The German player must interdict the recovery operation.

First Turn:

Both first waves move onto the table (with an advance or run order) from the indicated table edge. They do not need to pass an order test to make this move.

The remainder of the US and German forces begin to arrive from Turn 2 onwards.

Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

Victory:

The US Player gains 5 VP for recovering the Sherman tank. They gain 1 VP for every German squad killed.

The German player gains 3 VP for killing the enemy ARV, and 2 VP for every American squad killed.

Consider using this scenario as part of a campaign - if the US player fails to recover the tank, maybe increase the difficulty of an order test to bring a tank on from reserves in the next game!

