

Dev 10 • Rushin' Guns

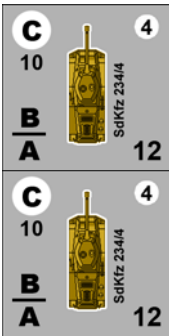
After the D-Day landings, well coordinated attacks by the allies made large inroads into German occupied territory. This sometimes saw the Germans reacting to situations on the fly.

The Germans aware of a US advance are trying to get Flak 36 guns into position. The British have landed some paratroopers to try and cut the Germans off.

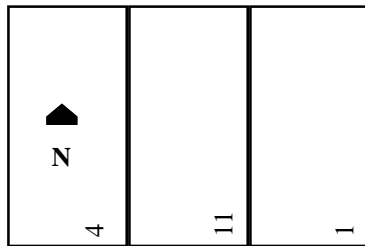


MAP AND UNIT SETUP

German Order of Battle	British Order of Battle	US Order of Battle T3
Group A	4x Paratrooper Squads	4x M4A1
4x SdKfz 251	2x Piat	4x M3A1
4x Flak 36/37 guns	2x Bren Gun	3x M3 Halftrack
4x Rifle Squads	2x Grenades	1x Jeep
1x -2 Leader	1x Minefield	3x US Rifle
2x MG37		1x Half Rifle
2x SdKfz 243/4	German Order of Battle T3	1x -1 Leader
	Group C	4x Grenades
Group B	5x Rifle Squads	3x M1919A6
5x Rifle Squads	1x -1 Leader	2x Heavy Barrage
1x -1 Leader	4x Satchel Charges	4 Smoke Factors
5x Grenades	2x Panzerschreck	
2x MG34		
4x Sandbags		



US



German

British

German Setup

German player states whether he will enter from the right side or the left side of Map 1 before the British set up. Choosing the left side means entering from A4 or F5. Choosing right side means entering from K3 or F5. Group A guns are towed and Infantry transported by the Sdkfz 251s. Sandbags are located in Hexes E1,F1,I2 and J1 on Map 11. These are emplacements meant for the Flak36/37s. Group B are placed anywhere on Map 11 except in the sandbag hexes.

Group C enter Map 11 on turn 3 at hex A4

British Setup

The British set up anywhere on Map 1 and should determine the minefield location which can be on any hex numbered 3 or above.

US Setup

US forces enter at hex F1 or K3 of Map 4 on turn 3

Victory Conditions.

British/US win if they get at least 4 mobile AFVs onto Map 1 otherwise the Germans take the victory.

Special Scenario Rules.

None

Game Length

6 Turns

Germans go first

1	2	3
4	5	6

Designer Notes: This scenario is based on a great article about German reactions to the D-Day landings. I have tried to incorporate as many intricacies as possible. This means the Scenario could have been split into two smaller scenarios, although linking them does add some urgency for both players. If you do not wish to make the SdKfz 234 counters you could use PzKw III instead.

Comments and suggestions would be welcome.