

Iron Ivan Scenario Contest #2: Western Front

Scenario: Flanking Fauxville

Setting: Normandy, June 1944

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Intro:

“Get up here, Lieutenant!” Captain Hanks growls at you. Moving cautiously to his side, you follow his grimy finger as it points out across 200 yards of open ground down a dirt lane to a crossroad. “See that hedgerow up ahead? Germans have a Tiger set up in there covering the road. We lost two tanks already. That’s not all the bad news- First and Second platoon got chewed up by mortars trying to cross the field. I think they have a spotter in that farmhouse but we can’t get the tanks up here to take a shot at him. This French farmer here says there’s a cow-path and a creek on the east and west sides of that farm that should let us get some infantry around their flanks. Yours is the only fresh platoon so you get the job. Take the bazooka teams and get around the sides. Knock out that tank, the mortars too and hold that farmhouse till we get the rest of the company up the road. We’ll make enough noise here to keep ‘em distracted. Get to it- we’re running out of daylight!”

Forces needed:

US

Type	Quantity
Command	1
Rifle Squad	4
Bazooka team	2

Axis

Type	Quantity
Command	1
Infantry Squad	2
Light mortar team	2
HMG	1

Other props: a German tank, a farm building and barn, sandbag pits for the mortars, stone walls, bushes/hedgerows, roads

Setup: (see map)

US setup: US forces may start on either side (or both sides) of the east or west table edges up to 6”.

Axis setup: German set up in the center of the table (see map). The mortars go in the mortar pits and the tank must go in either of the spots marked on the map. Since the Germans often dug trenches and foxholes into the hedgerows the German player may mark such positions with suitable objects (strips of brown felt, etc)

Turn limit: 6

Objectives:

1: The farmhouse. Unpinned units inside the farmhouse on the last turn have it captured. The farmhouse should never be contested- if 2 opposing units are inside they should duke it out till one wins.

2: The “Tiger” tank. If the tank is destroyed, abandoned or the main gun is destroyed by the end of the game the objective goes to the US. If not, it goes to the Axis.

3: The mortars. If the US player occupies the mortar pits (unpinned and no nearby unpinned Axis units within 6”) at the end of the game the objective goes to the US. If the Axis forces possess them in similar fashion it goes to the Axis. If it is contested, no one claims it. (Killing the mortar teams is not sufficient as they could be re-manned later. The position must be occupied)

Special rules for the Tiger:

The Tiger is on the table as an objective only. It will not be used to engage the US player’s forces. The Tiger can’t move- it has a job to do keeping the off board tanks at bay. If the crew abandons it they will flee and take no part in the combat. (Cowards!)

Substitutions:

The “Tiger” does not have to be a Tiger tank at all. Feel free to use any German tank at your disposal, but keep in mind lighter tanks will be easier to knock out with the bazookas. (This is a great way to get your totally overpowering Jagpanther on the table.)

