

“Race to Messina”  
An Iron Ivan Western Front Scenario by Combatpainter

Setting: Sicily, 1943

Scenario:

Allies are attacking across the open Italian landscape to dislodge Axis forces from a defensive line. The Allies may be either British or American

Objectives are: 1) the Axis HQ building  
2) the Axis supply position  
3) the village

Time limit: 6 turns

Allied forces: (all standard quality)

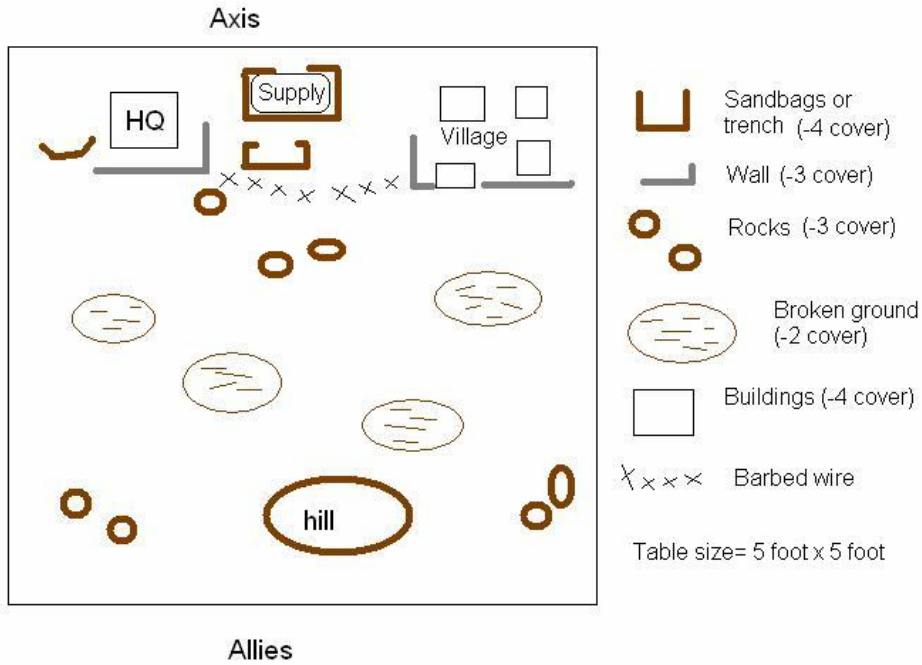
3 Sherman tanks  
1 Bren carrier (or halftrack) Radio Recon  
3 Squads  
2 .30cal HMG  
1 Command  
2 mortars

Axis forces:

1 German Command  
1 panzer 4  
1 88mm AT gun  
1 HMG 34  
1 German squad, standard quality  
1 squad FJ's, elite quality  
1 squad Italian infantry, green quality  
1 Italian Command

Setup: Each side may setup up to 12” from their side of the table.

Victory conditions: Each objective is worth 1 point. In addition, the 88mm gun and the Panzer 4 are worth 1 point each to the Axis if they are still functional at the end of the game (unpinned and on the board) or 1 point each for the Allies if they are destroyed.



**Additional notes:**

Remember the broken ground counts as linear obstacles (-1) to small arms fire across it and to Acquiring checks. This gives the Allies a little better chance at advancing.