

IRON MEN OF METZ

By Ron Howard

Background:

The 95th Infantry Division was activated and made part of the Third Army on October 19th 1944 and sent to the Moselle River area. They were given the job of taking out the numerous forts in the area around the city of Metz.

One of the most defended, Fort Driant was besieged by the 95th on November 11th. They placed satchel charges against doors and stairs to block stairway exits and blow doors open, while thermite charges were placed in ventilation shafts to prevent the sneak attacks the 95th endured when they attempted to take other forts in the area. The German reinforcements were ambushed trying to reach the fort. Cut off, the defenders finally surrendered.

Objective:

The Americans will get one objective medal for taking out one bunker, or two objective medals for taking two or three bunkers by the end of the ninth round. The Germans will win if they can keep the Americans from taking any bunkers by the end of the ninth round.

Rounds 9
Starting Initiative: American

Expansions Needed:
N

Quote:

Reinforcements:

Terrain:	#		#
Barbed Wire	18	Building hexes	2
Entrenchment	2	green hex	1
Minefield	6	Three road hexes	1
Bunkers	3	Curved road hex	1
		Straight road hex	1

Special Rules:

The American squads are all Veteran units. Weather checks are made at the third, sixth and ninth rounds. Place two of every type of rain cards and the four clear skies in the weather deck and shuffle it. Place a Anti-Tank Gun in the two outer bunkers. The guns cannot retreat, but are destroyed if they must retreat. They only fire if there is an active squad in the bunker with them. When a squad fires an anti-tank gun, both are fatigued. The squad can fire it's own weapons or the anti-tank gun. German reinforcements are placed on the two buildings on map 1A with dark grey hexes, they are barracks. Underground tunnels connect the barracks to the bunkers, so German reinforcements can be moved to a bunker that can take a squad without going over staking limit as an advance action. German reinforcements cannot be placed with a truck or half track.

American

Division 1	Dk Green
Squad Bases	4
Infantry	10
Elite Inf	5
Officer	1
M4A1 Tank	2
Specialities:	
Demolitions	2
Flamethrower	1

Actions per Turn: 3
Starting Strategy Cards; 2

Strategy Decks:
American Air Support
American Reinforce 1
Leadership Deck

Operations Cards:
Sieve the Initiative
Satchel Charges

Division 2	Lt Green
Squad Bases	4
Infantry	10
Elite Inf	3
Officer	1
Mortar	1
M4A1 Tank	3
Specialities:	
Demolitions	1
Flamethrower	1
Medic	1

Deployment
Deploy Division One in the dark green hexes on map 12A. Deploy Division Two in the light green hexes on map 3A. The Americans start with the George Patton Commander card. The Americans get four demolition tokens. American reinforcements are placed on the reinforcement hex.

German

Division 1	Dk Gray
Squad Bases	4
Infantry	13
Officer	1
Hvy Mg	1
Flak 36 88mm Gun	1
Specialities:	
Medic	1

Actions per Turn: 3
Starting Strategy Cards; 2

Strategy Decks:
German Reinforce 1
Weather Deck
Leadership Deck

Operations Cards:

Division 2	Lt Gray
Squad Bases	4
Infantry	11
Officer	1
Hvy Mg	1
Mortar	1
Flak 36 88mm Gun	1
Specialities:	

Deployment
Deploy Division One in the black hexes on map 1A. Deploy Division Two on the light gray hexes on map 2B and 11B. The Germans get the Model Commander card.

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