

# "The Iron Crossroads"



**Krefeld, Germany — February 25<sup>th</sup>, 1945**

Easy Company of the 2nd Battalion, led by Sgt. Frank Rock, pushed deep into enemy territory to cut off a retreating German column. Unbeknownst to them, the crossroads they had been assigned to capture had become the fallback point for the infamous Iron Major — a battle-scarred German officer who vowed to hold his position to the last. As the fog lifted that morning, Rock's "combat-happy Joes" found themselves face-to-face with an organized defense led by the Iron Major's hardened remnants. The outcome would hinge on guts, leadership — and who could control "The Iron Crossroads."



25a

**VICTORY CONDITIONS:** The Americans win if they control the crossroads (hexes J11 & J10) at game end.

American Player Moves First	1	2	3	4	5	6
German Player Sets up First						



**Kampfgruppe Eisen (ELR 4) (SAN 4) (Set up: in Hexes numbered < 14)**



**Easy Company, 2nd Battalion, 1st Infantry Division (ELR 5) (SAN 3) (Set up: in Hexes numbered > 16)**



## Special Rules/Notes:

- EC are Moderate with no Wind at start.
- Bore Sighting (C6.4) and Kindling (B25.11) are N.A.
- No Quarter (A20.3) is in effect.
- Sgt. Rock (American 10-3): units stacked with Sgt. Rock's are Fanatic (A10.8). His death causes a +1 Pin Check to all friendly MMCs within 4 hexes.
- The Iron Major (German 10-2): All units stacked with and/or adjacent to the Iron Major are Fanatic (A10.8).
- Heroic Encounters: If Sgt. Rock and the Iron Major end up in Close Combat, then they will conduct a separate Close Combat Challenge. In this challenge, Hand-to-Hand is declared 1 to 1. Three consecutive CC rolls are made. The Player with the most wins defeats the other Player who is considered KIA'd. In the event of a Tie, both Players take a Casualty Reduction/Wound Severity dr (A11.11) and are locked in Melee. If neither Player wins and there is no tie, then both Players withdraw from the CC along with any other MMC's currently in that same hex.



**Aftermath:** Easy Company took the crossroads — but at a cost. The Iron Major disappeared into the ruins, his fate unknown. Sgt. Rock lit a cigarette, staring down the empty road. "War's not over till the last bullet's fired," he muttered. And somewhere in the smoke, a single Iron Cross glinted in the mud.

**Scenario GJ154**