

# WHO KILLED THE BLACK BARON?

**August 8, 1944** • To help counter the allied attack known as Operation Totalize, the German tank ace, Michael Wittmann is assigned to take the high ground and destroy as many allied tanks as he can. Lying in wait are the British and Canadians with their best punch, the Firefly. While above the battlefield, the US air force is on call. Wittmann never did make it to his objective but the mystery of who killed the Black Baron remains.

## OBJECTIVE

If the Germans have more VPs at the end of round 5, they win. Otherwise the Allies win.

The Germans earn 3 VP if they control the Objective at the end of Round 5. They also earn 1 VP for each Allied tank destroyed.

The Allies earn 1 VP for each German tank heavily damaged or destroyed. If Wittmann's tank is destroyed the Allies earn 2 VP.



BRITISH  
SETUP



### DIVISION 1

- 1 Firefly
- 2 Sherman M4A1s

### DIVISION 2

- 2 Fireflies
- 1 Sherman M4A1

### • Starting Strategy Cards: 2

#### • Strategy Decks

– American Air Support (remove “Paratroopers”)

#### • Deployment Zone

– Division 1 may set up in any of the hexes on board 8B. Division 2 may set up in any of the hexes on board 11B.



GERMAN  
SETUP



### DIVISION 1

- 4 Tiger Is

### DIVISION 2

### • Starting Strategy Cards: 2

#### • Strategy Decks

– Command I (remove “Heroic Leadership”)

#### • Deployment Zone

– Place one Tiger I in each of the grey bordered hexes. Wittmann's tank should be clearly marked and for historical set up, his tank is the left most.



## SCENARIO DETAILS

- **Rounds:** 5
- **Starting Initiative:** Germans (British for variant)
- **Actions per Turn:** British 2, Germans 1

## REINFORCEMENTS

- British Division 2 receives a Sherman on the 2 Command marker at the end of Round 2.

## SPECIAL RULES

- Combined fire is only allowed from vehicles in the same hex.
- “Strafing Runs” are conducted as Normal attacks, at the printed value.

## TERRAIN FEATURES

- None.

## WEATHER DECK

The weather is considered “Clear Skies” for this scenario. No weather checks are made.

## GAME REQUIREMENTS

- *Tide of Iron*
- *Normandy*

## DESIGNER'S NOTES

This turns out to be quite a tricky battle despite it's plain appearance. With easy set up and few units, players will be able to get into it quickly for multiple plays to explore the different options. While it could easily be played by novices, I think even seasoned players will find a challenge here.



Scenario Design  
 Malcolm Green