NORTH

Reykjanesbær Reykjavík Blafjoll Hengill Mountain Selfoss

Grindavik Reykjanesfólkvangur Airbase Truman

SOUTH

Those place names are in rough alignment with their actual positions to each other, and I'll use them to describe my thoughts on the battle.

So the Axis forces, in this battle all German, are basically landing in two areas: the far west at Grindavik, and the main force on the beaches south of Airbase Truman and Selfoss, in the east.

The Western force, consisting of the 114th Jager Division and the 914th Assault Gun Brigade, are to invade at Grindavik and strike immediately north towards Reykjanesbær, capturing the airport there and tying up any Allied units that could be used to defend Reykjavik. Once established , they could then begin their own assualt east towards Reykjavik in support of the main force coming from the south and east.

The Allies in this sector consist of British 344th Infantry Brigade with attached armor and recon forces. As the Germans drive north, the Brits have the means to harrass their open right flank. Indeed, this becomes a key fight as the Germans are compelled to defend their right flank and beachhead. Fortunately they have the 914th Assault Gun Brigade to help them.

Of course, the Germans don't have to head north, they do have options east or northeast inland, although it’s almost all cross country in this sector. But with most of the map, I’ve taken liberty to add many roads and paths that normally weren’t there, to add more options and speed to the game. Prepare for ambushes, the coastal road could be very slow going against a competent defense.

Herr General don't forget the Spec Op Brandenburgers on the long coast between the west and east invasions. They can give useful intel and even close the coastal road themselves. And the Brits shant forget their armored reinforcements either, arriving by sea to the north.

The main invasion is in the southeast sector. The Germans come in several waves. From my experience I wanted to be sure to keep the assault craft moving forward, and the empties moving back out to sea. Then there's the matter of getting them off the beach quickly. I designed it so that they would take relatively heavy in the landings. I think the average loss was around 2000-3000 pts. That sounds like alot, but the krauts eventually eat up all the Allied forces, equal to at least a couple regiments. This loss is also factored into the VP's, which I’ve since increased greatly.

Once the beaches are secure, it's the job of the 6th SS Mountain Division on the left to link up with the 1st Fallschirmjager Division further inland. This airborne division drops just outside of the bustling military area called Airbase Truman. The Allies have just enough forces to put up a good fight for it. But what the Germans do with the three airborne regiments is the key. There are many options. You might need two regiments to take the airbase, so what to do with the other? I had to commit one westward to the Reykjanesfólkvangur mountains to parry a major armored thrust. All I can say is that towards the end of the battle, the 1st FS Division is usually a skeleton of its former self. Sort of by design, for they ARE the front line for the first 25 turns.

Further east the 232nd Infantry Division and 208. Panzer Abteilung land into much the same defensive lines, and their mission is to head north to Selfoss, the biggest town in the eastern part of the map. From Selfoss, the road to Reykjavik is thru the Blafjoll Mountains. This is the direct route, and can be expected to be heavily defended by the Ami's. Immediately to the north of this route is Hengill Mountain. If the Americans can hold this area, especially with the help of their northern reinforcements, they can potentially threaten the right flank of the German drive towards Reykjavik. This is a key defensive consideration for the Allies.

The scope of the map is such that the Germans do have options further north, although these operations will take more time and may be prone to being ambushed! Of course, they very well may be forced to deal with a enemy presence on Hengill Mountain.

In the Grand Sceme, I envisioned all of these German forces clearing the path for a fresh and rested Panzer Lehr Division to launch the final, main attack on Reykjavik. This division comes onto shore last, and it's quite the logistical challenge getting it landing, organized, and moving inland.

Being that the eastern and western forces are so far apart, it's up to the German player to decide how they can best work together. No doubt later in the battle, say after turn 30, they can possibly link up or at least work in coordination.

The Americans big challenge initially will be where to deploy the tank battalions of the 10th Light Armored Division. There are innumerable options between the ‘anchors’ of Airbase Truman and Selfoss. Lending help to the 71st Infantry Divsion on the eastern flank can definitely slow up the Germans in that sector. But you’ll also want to help deal with the Fallschirmjager assualting Airbase Truman.

The regiments of the 2nd Armored Division are positioned around Reykjavik, and are released by turn 15. This prevents their active use in the first stage of the battle, but they are available once the battle enters the central mountains, and again, the options for their use are endless. Help build an impenetrable wall around the capital? Make large flanking movements to threaten the German rear? Send some help to the Brits far to the west (this could prove decisive there)?

To save a lot of playing time, I’ve moved the American seaborne reinforcements (the 913th Armored Infantry Division, almost a third of which were lost at sea by roaving U-boat packs) much closer to shore. I’ve fixed them until turn 20 so that they arrive at about the same time (turns 25-35). They’re primarily for the defense of Reykjavik and the surrounding towns, but they are motorized and have their own integral armor, giving them some range and punch. And at least one of their regiments are veteran infantry.

So I've made the main objective the capture of Reykjavik, the Capital city of Iceland. With a hundred turns, there’s little reason the Axis can’t make it to the city. I've been able to adjust the victory conditions several times after playtesting, including the latest making the Reykjavik VP hex worth 2000 pts. Capture it and the Germans should win. I’ve since raised all of the other VP hex totals, caputuring all of these, and with the right kill-loss ratio, could also bring victory or a draw.

I’ve also thought about playing the scenario with the simple objective of Reykjavik in mind (i.e. without victory points). Whoever finally controls the city main victory point hex after a hundred turns wins! Of course, this would best be decided prior to the start of the game.

Lastly, turns 40-50 are NIGHT turns. Prepare accordingly. All motorized movement is halved. Infantry moves normally. USE YOUR STARSHELLS. If used properly, they can assist with both offense and defense. For the couple of turns prior to and after the night turns, there is reduced visibility (from 12 to 5 hexes) to reflect dawn and dusk. In fact, the game starts with limited dawn visibility (5 hexes).

Thanks again to Zap and Jesse for helping me playtest. Everyone is welcome to give recommendations, critiques, or suggestions to Tankertony at the Blitz.org.

Tankertony

11/16/21, updated 8/20/22

Notes:

When selecting the spotting aircraft, don’t bother using the ‘how far can I advance button’, it takes the computer a while to process this. (those can move very far)