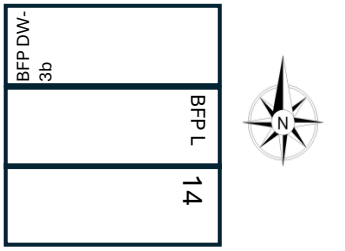
“Devil Dogs on Ice”



Keflavik, Iceland – July 31st, 1941

On July 7th, the United States Marine Corps landed troops on Iceland to augment British forces currently deployed on the island. The Allies had invaded Iceland to deter any German designs on the island. And German plans under the codename “Fall Ikarus” were indeed already in motion. Determined to extend German air and naval power into the North Atlantic, Admiral Raeder had converted captured Icelandic fishing trawlers into German troop ships. With large German manpower reserves serving in Russia, Raeder was allotted newly minted Norwegian Volunteers of the Nordland Regiment for the operation. Additionally, a unit of Brandenburger Commandos would be landed on the island by U-Boat. Their mission was to secure the airfield at Keflavik in order for squadrons of FW-200’s to land the 2. Gebirgs Division and begin a general invasion of Iceland. But there was one problem for the German plan. Having been alerted to the possibility of a German invasion, forward elements of the 6th Marines led by 1st Lt. Donovan were hurrying to Keflavik to throw the Germans back into the sea. Once again, the Germans would face the fury of the Devil Dogs of the United States Marines.



Board Configuration:
Boards 14, BFP DW-3b, & BFP L

VICTORY CONDITIONS: The Allied player wins at game end, if there are no good order German Units in the following Board 14 locations: L5, L7, K8, I7, I9 and H9. Any other result is a German victory.

Allied Player sets up first	1	2	3	4	5	6	7	8
German Player moves first								

Icelandic Defense Force (ELR 3) (SAN: 3) (Setup on Board 14 within 4 Hexes of Hex I7)



2 2

Elements 6th Marines (ELR 5) (Enter on Turn 2 along the North Edge of Board BFP DW-3b)



20 2 4 2 2 10 2

Elements SS Nordland Regiment (ELR 4) (SAN 3) (Setup: Enter on Turn 1 on the West edge of Board 14)



10 4 2

Brandenburgers (ELR 5) (Setup: on Board BFP L on or within 5 hexes of Hex P2)



3 2

Special Rules/Notes:

1. EC are moderate with no wind. Kindling (B25.11) is N.A.
2. The American 9-2 represents Lt. Donovan. All Marine MMC’s stacked with Lt. Donovan are marked as Fanatic as long as they are stacked with him.
3. Beginning on Turn 3—the German Brandenburger units are marked with ammo shortage for the duration of the game.
4. All Orchard and Woods hexes are Brush.

Aftermath: The German assault on the airfield met determined resistance from Icelandic defense forces manning Bofors guns. The arrival of Nord-land gave the German attack the additional weight needed to overcome the Icelandic defenders, but the delay would be costly. Before the Germans could secure the airfield, they found themselves in a chaotic close-quarters battle with the men the of the US 6th Marines. In the desperate battle that followed, the untested men of Nordland were pushed back until surrender was their only option. And receiving no all-clear signal from Keflavik, the FW-200 Squadrons returned to Oslo. The German invasion of Iceland was over.

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Scenario GJ030