


# LAST WORD

HLV #1


GERMAN Sets Up First	1	2	3	4	5	6
AMERICAN Moves First						

**Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 2] set up on/between hexrows BB-GG {SAN: 3}:**



1 4-6-7	12-4-7	8-1	LMG 1PP 1 3-8 2	? 7 morale 6	MPH/RtPh: dr = MF CC: +1/-1 3	Minefield II 18 A-P factors
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**3rd Platoon, 'F' Company, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] enter on Turn 1 along the south edge {SAN: 2}:**




1 6-6-6	9-1	8-0	1-4-9	MMG 3PP 2 4-10	BAZ 44 1PP X11 8-4
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4

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**MAPLAYOUT:**

Santa Maria Infante

(only hexes numbered  $\geq 9$  and  $\leq 17$  on/between hexrows Y-GG are playable)

- VARIATIONS:**
- Replace the 8-0 leader in the American OB with an 8-1.
  - Add a 2-4-7 HS and a 1-4-9 Hero to the German OB.

- SCENARIO RULES:**
1. All HLVSAR are in play. EC are Moist, with no wind at start. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e. rules E1.2, 1.4 are NA)]. The Base NVR is 3, with a half moon and scattered clouds.
  2. American units may only use Double Time (A4.5) if every hex entered during the MPH is along a road or path hex.
  3. The Germans may setup the Pillbox and any unit(s) in it using HIP.

**OBJECTIVES:** The Americans win at game end if they Control  $\geq 4$  build-ings. The Germans win immediately upon earning  $\geq 5$  CVP.

**Astride the Minturno-Santa Maria road, SANTA MARIA INFANTE, ITALY, 12 May 1944:** After the American barrage was lifted from the Left Tit, the 3rd Platoon, less the 4th Squad, pushed up the southern slope. Nearing the crest, the 1st and 3rd Squads veered to the right, struck the road, and moved along it for a few yards until the platoon leader, Lieutenant Panich, intercepted them. He warned the 1st and 3rd Squad leaders of mines on the road and steered them back to the slope west of it. Moving west from the road, the 1st and 3rd Squads, 3rd Platoon moved down the ridge slope beyond the Left Tit and swung west of house No. 2. Here they turned east again and moved up along the terraces below Hill 103 at a fast trot. A mine exploded, killing one man and wounding two more in the 3rd Squad, but the squads continued to push up the rising ground near Hill 103 to a point south of house No. 6 and west of the big house No. 7 on the road. There two explosions rocked the earth near the two squads and knocked them to the ground. Picking themselves up, the men started for the road, or for where they guessed it to be. Climbing up over the next terrace, they followed it for about 15 yards until they hit a double strand of concertina wire. Unable to move ahead, Sergeant Pyenta and Corporal Tyler and the survivors of his squad started off, racing over the terrace as fast as they could make it. As he passed from view above the first terrace, Corporal Tyler called back to Sergeant Pyenta, "The road's up here!" The words were scarcely out of his mouth before bursts of machine-gun fire silenced him and mowed down the rest of his squad. The fire came from two automatic weapons, one in house No. 7 on the road, the other in a dugout behind the barbed wire and on the left flank of the 1st Squad. It was the latter gun, firing at point-blank range, which did most of the damage. 3rd Squad opened up on the two German machine guns with everything they had. When the shower of explosives was over, the machine guns were silent; the enemy had either been knocked out or had retreated to other positions. But during the fight the 1st and 3rd Squads were reduced to nine men, including the 3rd Squad leader, Sergeant Pyenta.



# RETROGRADE TO CEMETERY RIDGE HLV #2

☩ GERMAN Sets Up First	1	2	3	4	5	6	7	8
☆ AMERICAN Moves First								



Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 2] set up on/north of hexrow H {SAN: 4}:

1 4-6-7	9-1	8-1	8-0	3PP 2 5-12	1PP 1 3-8	[2-13] 3 50+	?	7 morale	Minefield II	MPh/RtPh: dr = MF CC: +1/-1	1+3+5 ↓
10					3			8	42 A-P factors	4	2



Elements of 'F' Company, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] set up in hexrows numbered ≤ 13 on/south of hexrow E {SAN: 3}:

E 6-6-7	1 6-6-6	2 5-4-6	9-1	8-1	8-0	1-4-9	5PP .50 cal. 3 8-16	3PP 2 4-10	SPP (3-45) 3 60+	
2	4	2							2	

Elements of 'E' Company, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division set up in hexrows numbered ≥ 15 on/south of hexrow E:

E 6-6-7	1 6-6-6	2 5-4-6	9-2	8-1	8-0	7-0	1-4-9	3PP 2 4-10	SPP (3-45) 3 60+	
6	2							2		

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## MAPLAYOUT:



(only hexrows A-Y are playable)

## VARIATIONS:

- ☆ Game length is increased to 8½ turns.
- ☩ Add a 1-4-9 Hero to the German OB.

**OBJECTIVES:** The Americans win at game end if they Control/eliminate both pillboxes and have accumulated ≥ 12 CVP *OR* Control hexes Q13 and S16 at game end.

**Astride the Minturno-Santa Maria road, SANTA MARIA INFANTE, ITALY, 12 May 1944:** To achieve tactical surprise the attack was scheduled to begin in darkness, with no artillery preparation before H-Hour, set for 2300. The plan for the 2nd Battalion, carrying the main assault, was to jump off from the forward slope of Cemetery Ridge with two companies, Company F on the left of the Minturno-Santa Maria road and Company E on the right. According to schedule, the Left Tit was taken under fire by machine guns, mortars, and artillery. The Germans often protected their machine-gun positions with mines and barbed wire. The approaches to the S-Ridge, Tame, Santa Maria and the high ground west of it, and Pulcherini all were covered by fields of antipersonnel mines and in many cases by concertina wire. Yet, on the slopes south of Hill 103 and The Spur, where the enemy had set up a strong belt of machine-gun and sniper positions, mines and barbed wire were used sparingly. Nevertheless, during the confusion that ensued during the night attack of 12 May, occasional mine explosions and bands of concertina were increased in effectiveness, creating confusion among the Americans. German machine-guns, firing from bunkers, added real casualties to the damage inflicted on the attackers. In the dark, American platoons were cut up in small, separated groups. By dawn the 2nd Battalion had been held up. All day long on 12 May, under heavy fire, they would wait in vain for reinforcements from 3rd Battalion to reach them. Just before midnight, twelve hours after their jump-off, the 2nd Battalion survivors returned to Cemetery Ridge.



## SCENARIO RULES:

1. All HLVSr are in play. EC are Moist, with no wind at start. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e., rules E1.2, 1.4 are NA; ignore Night Cloaking, No Move counters and HIP rules)]. The Initial Base NVR is 3,, with a half moon and scattered clouds.
2. American units may use Double Time (A4.5) *ONLY* if every hex entered during the MPh is along a road or path hex.

# BACK IN THE SADDLE AGAIN

HLV #3

☆ SEQUENTIAL Set Up ☆ AMERICAN Moves First	1	2	3	4	5	6	7
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**Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 3] set up as indicated below {SAN: 4}:**

Set up second ≤ 4 hexes from hex DD3:

2-2-8	8-1	<b>HMG</b> 4PP 3 7-16	<b>Radio</b> 1PP 8	<b>CH</b> M11 GW 24 3 (2-60) 81* MTR
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2

Set up second ≤ 1 hexes from hex L13:

1 4-6-7	8-1	<b>LMG</b> 1PP 1 3-8
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Set up second ≤ 1 hexes from hexes Q13; S8; and/or S16:

1 4-6-7	1 2-4-7	2-2-8	7-0	<b>LMG</b> 1PP 1 3-8	<b>CH</b> M11 GW 24 3 (2-60) 81* MTR
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Set up within any of the German setup areas:

<b>?</b> 7 morale 5	<b>Minefield</b> II 36 A-P factors	<b>MPh/RtPh:</b> dr = MF CC: +1/-1 3	<b>Trench</b> OVR, OBA: +4 Other: +2 2	 1+3+5
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**Elements of 'F' Company, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] set up first in hexes numbered ≤ 13 on/between hexrows A-G {SAN: 3}:**

1 6-6-6	10-2	1-4-9
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Light machine-guns and mortar elements from 4th Platoon, 'F' Company, 2nd Battalion set up last ≤ 2 hexes from hex A14:

1 6-6-6	1 3-4-6	8-1	8-0	1-4-9	<b>HMG</b> SPP 3 6-12	<b>MMG</b> 3PP 2 4-10	<b>M2 MTR</b> SPP (3-65) 3 60*
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4      7      3      3

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**MAPLAYOUT:**



(only hexes numbered ≤ 17 in hexrows A-Y are playable)

**VARIATIONS:**

- ☆ Add a MMG to any portion of the American OB.
- ✚ Add a 4-6-7 squad to any portion of the German OB.

**SCENARIO RULES:**

- All HLVSr are in play. EC are Moist, with no wind at start. Mist (E3.32) is in effect.
- The Germans receive one module of 80+mm Battalion Mortar OBA (HE only) with Scarce Ammunition.
- The American player may not exchange the three M2 MTR for OBA (ignore U.S. Ordnance Note 1.)

**In the saddle between Cemetery Ridge and Hill 130, SANTA MARIA INFANTE, ITALY, 12 May 1944:** Other elements of Company F had kept together more successfully than the assault squads of the 2nd and 3rd Platoons. During the initial advance, the 4th Squad of the 3rd Platoon had lost contact with the 3rd Squad some 50 yards beyond the cemetery and within 25 yards of the road. At that time heavy smoke and fog made it hard to see even ten yards away. Machine gun fire from the eastern slope of the S-Ridge at Hill 131, as well as mortar and artillery fire which seemed to come from all directions, pinned down the 4th Squad where the ground sloped into a small saddle between the cemetery and Hill 130. When the squad lost contact with the rest of the 3rd Platoon, word was passed back to Captain Nelson, who was in the middle of the right column with the 4th Platoon, to come up and take charge. Before the 4th Squad reached the bottom of the saddle, Captain Nelson caught up with it. When he arrived, the squad was receiving fire from a machine gun on the higher ground toward Hill 130. To knock out the enemy position Captain Nelson called for the light machine guns and mortars from the 4th Platoon, They were brought forward promptly and placed in the saddle. At that range, the mortars fired almost straight up in the air, but neither they nor the machine guns could drive the enemy from his position. These means failing, Captain Nelson grabbed an M-1 rifle from one of his men and fired a grenade point-blank at the machine gun, knocking it out and killing the two gunners.




# STOPPED AT 'THE SPUR'

ver. 1.1

HLV #4


GERMAN Sets Up First	1	2	3	4	5	6
AMERICAN Moves First						

**Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 2] set up on/between hexrows BB-FF {SAN: 2}:**



1 4-6-7	2-2-8	9-1	7-0	3PP 2 5-12	1PP 1 3-8	7 morale	M10 2 75* INF	MPh/RtPh: dr = MF CC: +1/-1	OVR, OBA: +4 Other: +2 1+3+5	Minefield II
4						6				24 A-P factors

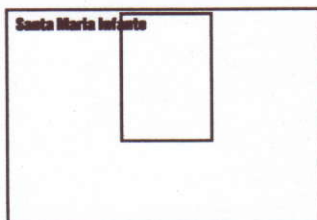
**Elements of 'E' Company, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] set up on/between hexrows U-Z {SAN: 3}:**



E 6-6-7	1 6-6-6	2 5-4-6	2-2-7	9-2	8-1	8-0	1-4-9	3PP 2 4-10	5PP [3-45] 3 60*	1PP X11 8-4	M12 2 37LL AT
5		2						2			

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## MAPLAYOUT:



(only hexes numbered and  $\geq 16$  on/between hexrows U-FF are playable)

## VARIATIONS:

- Replace the M3A1 AT Gun in the American OB with an M51 12.7 AA Gun.
- Add a 2-4-7 HS to the German OB and replace the MMG with a HMG

## SCENARIO RULES:

- All HLVS are in play. EC are Moist, with no wind at start. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e. rules E1.2, 1.4 are NA)]. The Base NVR is 3, with a half moon and scattered clouds.
- American units may only use Double Time (A4.5) if every hex entered during the MPh is along a road or path hex.
- The Germans may set up the Pillbox and any unit(s) IN it using HIP.

**'The Spur', south of SANTA MARIA INFANTE, ITALY, 12 May 1944:** Jumping off at 2300, Company E had swiftly advanced along the east side of the road. North of the Right Tit machine-gun fire held up the 1st and 2nd Squads, still leading the 1st Platoon, for about ten minutes. As they crossed the shallow draw north of the Tit and pushed up the southern slope of The Spur, machine guns on its crest were firing over their heads. On the left flank of Company E the two lead squads of the 2nd Platoon had moved swiftly along the slope of the central ridge, in the face of sniper and artillery fire. Elements of the 2nd Platoon, about 150 yards farther to the east on the slope above the sunken road, were also pinned down. They were joined by Lieutenant McSwain, acting company commander. In the face of this heavy fire, all the elements of Company E except the 1st Platoon (isolated at the east end of The Spur) dug in along the forward slope, above and below the sunken road. Colonel Kendall realized that taking The Spur would require the reduction of enemy strongpoints on the crest. It was soon discovered that this would be no easy undertaking: the Germans were installed in cleverly concealed and well-constructed emplacements. Using the only effective means at hand, Colonel Kendall set out to bring direct fire on these positions. He sent one squad from Company E, led by an officer, over to wipe out the machine-gun nest at the west end of The Spur's crest. In order to rush the emplacement the men of this squad had to climb over a terrace on the forward slope. As they came into view over the terrace, the German machine gunners opened up with a murderous fire, mowing down nine men. Only the officer and two men got back alive.



# 3RD BATTALION STOPPED COLD

HLV #5

☠ GERMAN Sets Up First	1	2	3	4	5	6	7	8
☆ AMERICAN Moves First								

**☠ Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 3] set up as indicated below {SAN: 5}:**

Set up ≤ 3 hexes from hex EE2:

2-2-8 3	APP 3 7-16	M10 2 75* INF	M11 3 81* MTR (2-60)
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Set up within any of the German setup areas:

7 morale 7	Minefield 48 A-P factors	MPh/RtPh: dr = MF CC: +1/-1 4	Trench OVR, OBA: +4 Other: +2 3	1+3+5 3
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Set up on/north of hexrow S:

1 4-6-7 6	12-4-7 2	2-2-8 2	8-1 2	7-0 2	LMG 1PP 1 3-8 2	M11 3 81* MTR (2-60) 2
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Enter on Turn 5 along the north edge:

13 8 3 1 75L -1/-2*
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**☆ Elements of 'K' and 'I' Companies, 3rd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] set up on/south-of hexrow M {SAN: 3}:**

E 6-6-7 3	1 6-6-6 7	2 5-4-6 3	9-2 2	9-1 2	8-0 2	7-0 2	SPP 3 6-12 2	SPP 2 4-10 2	M2 MTR SPP [3-6] 3 60* 2	BAZ 44 1PP X11 8-4 2	Radio 1PP △ 8 2
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## MAPLAYOUT:



(only hexes numbered and ≤ 17 on/between hexrows A-II are playable)

## VARIATIONS:

- ☆ Add a .50-cal. HMG to the American OB.
- ☠ Add a 4-6-7 squad to the hexrow S portion of the German OB.

## SCENARIO RULES:

- All HLVSr are in play. EC are Moist, with no wind at start.
- The Americans receive one module of 70+mm OBA (HE and Smoke) and one module of 60+mm OBA (HE only).

**West of the Minturno-Santa Maria road, SANTA MARIA INFANTE, ITALY, 12 May 1944:** To carry on the unfinished mission of the weakened and helpless 2nd Battalion, 3rd Battalion was ordered forward. About 1115 Companies K and I jumped off toward Hill 103. On the battalion right flank the 1st Platoon of Company K—its three squads abreast and deployed in a skirmish line—pushed down the northern slope of the knoll in the face of heavy machine-gun fire from the S-Ridge as well as from the forward slope of Hill 103. On the platoon's left, the 2nd Squad advanced under partial cover of terraces across the draw and a short distance up the southern slope of Hill 103, where it was stopped by machine-gun fire from the crest and from the rear. The 1st and 3rd Squads on the right could advance only to the draw at the base of the hill before enemy fire pinned them down. On the left the 2nd Platoon of Company K pushed on down the knoll to the draw south of Hill 103. Hardly had the platoon reached the draw when a machine gun on the northern slope of the knoll started firing on the platoon from the right rear, forcing the men to seek cover. Well-placed snipers on Hill 103 also trained their rifles on Company K. In visual contact with Company K and on its left, the two leading assault platoons of Company I moved up the western slope of Hill 103 a few yards beyond the farthest advance of Company K; then, enemy fire from mortars, artillery, and machine guns halted their attack. The 1st Platoon, Company I, advancing on the right, also reached the western slope of Hill 103 and suffered much heavier casualties than the other assault platoon. By the time the platoon reached Hill 103 it had barely the strength of one squad. Half an hour after both companies had begun their attack against Hill 103 they were stopped cold.



By the time the platoon reached Hill 103 it had barely the strength of one squad. Half an hour after both companies had begun their attack against Hill 103 they were stopped cold.

# TIN CANS BURNING

GERMAN Sets Up First	1	2	3	4	5

**Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 3] set up on/north of hexrow Z {SAN: 3}:**

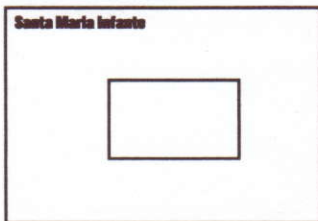
	1 4-6-7 2	1 2-4-7 2	2-2-8 2	8-1 2	1-4-9 2	LMG 1PP 1 3-8 2	? 7 morale 5	CH M 8 75L AT 2	Trench OVR, OBA: +4 Other: +2 1+3+5 2A-T factors

**Elements of 'K' and 'I' Companies, 3rd Battalion, 351st Infantry Regiment, 88th Infantry Division and Company C, 760th Tank Battalion [ELR: 3] set up on/between hexrows T-X {SAN: 2}:**

	1 6-6-6 2	2 5-4-6 2	9-1 2	8-0 2	1-4-9 2	MMG 3PP 2 4-10 2	BAZ 44 1PP x11 8-4 5	CH 13 75 2/4/4 5

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**MAPLAYOUT:**



(only hexes numbered ≥ 12 and ≤ 19 on/between hexrows T-HH are playable)

**VARIATIONS:**

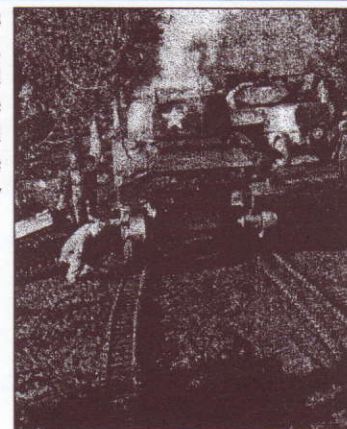
- ★ Replace the 8-0 leader in the American OB with an 8-1.
- ✚ Add a 2-4-7 HS and an MMG to the German OB.

**SCENARIO RULES:**

- All HLVS are in play. EC are Moist, with no wind at start.
- Good Order American leaders may be used for tank 'liaison' and are treated as armor leaders for 'To Hit' purposes for any one AFV in/adjacent to their location. Both the leader and the AFV must have a common LOS to the target. Leaders with '0' leadership DRM apply a -1 TH# DRM.
- The two Hero counters provided in the German OB must set up HIP in Scrub or ANY ≥ +1 TEM terrain (e.g., Shellholes; Woods). Each Hero has a -3 DRM for PF check dr. PF used by Heroes do not count against German PF limits.

**OBJECTIVES:** The Americans win at game end if they Control ≥ 3 buildings/pillboxes/trenches on/north of hexrow CC. The Germans win immediately upon eliminating/immobilizing ≥ 3 American tanks.

**Between the Tits and The Spur, SANTA MARIA INFANTE, ITALY, 12 May 1944:** While the 3rd Battalion was stalled in their attack against Hill 103, the armored support was held up by problems of mine clearance, swampy terrain, and poor visibility. The mine platoon of the Antitank Company, which had failed in its mission due to enemy fire, had been able to come out of its shelter at about 0600 and had begun removing the mines in the road between the Tits and The Spur. When the morning haze lifted, toward noon, a platoon of five tanks got underway and advanced to a point beyond the Tits. With 1st Lieutenant Filmore W. McAbee, liaison officer, riding in the tank and pointing out targets along the road, the platoon knocked out two machinegun nests. Before the action was over, however, the Germans inflicted heavy damage on the armored column, putting three American tanks out of action.



# BEYOND THE RIGHT TIT

HLV #7

⚔ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10
★ AMERICAN Moves First										



Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 3] set up as indicated below {SAN: 5}:

Set up ≤ 4 hexes from hex EE3:

Set up within any of the German setup areas:



**HMG**  
APP  
3 7-16

**CH** M10  
P.V. 3  
3 50L AT

**Phone**  
x12  
1PP 11  
2-2-8

**?**  
7 morale  
12

**CH** M 8  
2 75L AT

**CH** 13  
S.M.G. SIG 8 3  
1 75L -1/2\*

**MPH/RtPh:**  
dr = MF  
CC: +1/-1

**Trench**  
OVR, OBA: +4  
Other: +2  
1+3+5

**Minefield**  
Mine  
11

**96 A-P factors**

Set up on/north of hexrow Q:

**E** 4-6-8  
6

**1** 4-6-7  
8

**2** 4-4-7  
6

9-2  
3

9-1  
2

8-1  
3

8-0  
2

**FP: 7**  
Rng: 16  
ROF: 3  
HMG

**MMG**  
3PP  
2 5-12

**LMG**  
1PP  
1 3-8

**PSK**  
1PP  
X10 12-4

**CH** 13  
S.M.G. SIG 8 3  
1 75L -1/2\*

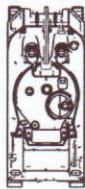
Set up ≤ 3 hexes from hex UU19:

**CH** 13  
S.M.G. SIG 8 3  
1 75L -1/2\*



Mixed elements of 2nd and 3rd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] set up on/south of hexrow H {SAN: 3}:

Elements of Company A, 760th Tank Battalion enter on Turn 1 along the south edge:



**1** 6-6-6  
8

**2** 5-4-6  
9

2-2-7  
2

9-1  
2

8-1  
2

7-0  
2

**MMG**  
3PP  
2 4-10

**BAZ 44**  
1PP  
X11 8-4

**Radio**  
1PP  
1 8

**CH** M11  
3 81+ MTR  
2

**CH** 13  
S.M.G. SIG 8 3  
1 75L 2/4/4  
7

Set up ≤ 5 hexes from hex A14:

**1** 6-6-7  
9

**1** 6-6-6  
4

10-2  
2

8-1  
2

8-0  
2

1-4-9  
2

**HMG**  
SPP 50 cal  
3 8-16

**HMG**  
SPP  
3 6-12

**MMG**  
3PP  
2 4-10

**BAZ 44**  
1PP  
X11 8-4

**M2 MTR**  
SPP (3-5)  
3 60\*

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## MAPLAYOUT:



## VARIATIONS:

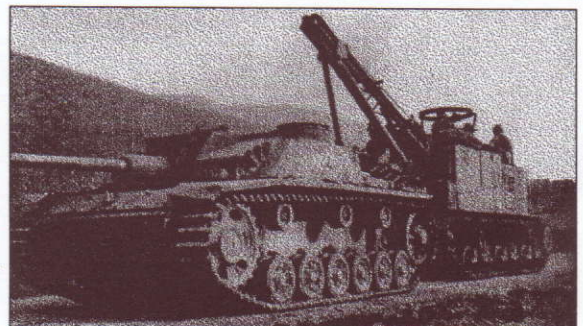
- ★ Add a HMG to either American setup group.
- ⚔ Replace 2 × 4-6-7 squads in the German OB with 2 × 4-6-8 squads.

## SCENARIO RULES:

- All HLVS are in play. EC are Moist, with no wind at start.
- Good Order American leaders may be used for tank 'liaison' and are treated as armor leaders for 'To Hit' purposes for any one AFV in/adjacent to their location. Both the leader and the AFV must have a common LOS to the target. Leaders with '0' leadership DRM apply a -1 TH# DRM.
- The Americans receive OBA modules as follows: one 150+mm (HE and SMOKE) with one Pre-Registered hex, and one module of 100+mm OBA (HE and Smoke).
- The Germans receive one one module of 80+mm OBA (HE only). The Germans may set up ≤ 2 squad-equivalents and any SMC/SW stacked with them using HIP.

## Along the Minturno-Santa Maria road, SANTA MARIA INFANTE, ITALY, 12 May 1944:

At 1500, after being held up by mud at a culvert, one platoon of Company A, 760th Tank Battalion, commanded by 1st Lieutenant Clinton F. Des Jardins, cleared the way and moved down the road toward Santa Maria. Advancing past the Minturno cemetery it drew up just short of the Tits at 1545. With the assistance of infantrymen who crawled up to the tanks and pointed out the strongpoints along the road, the tanks went on beyond the Right Tit and knocked out an enemy self-propelled gun as well as approximately 20 sniper and machine-gun positions. After moving a few yards farther down the road toward The Spur, Lieutenant Des Jardins' tank was hit by an armor-piercing shell from another German self-propelled gun. As it started to burn, the crew jumped out and hid by a nearby wall. Two more tanks were put out of action and the rest pulled back behind the cemetery.












# "KAMERAD"

HLV #8

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7
☩ GERMAN Moves First							
















**Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 3] set up  $\geq 7$  hexes from hex KK12 {SAN: 3}:**

	 E 4-6-8	 1 4-6-7	 9-1	 8-1	 HMG 4PP 3 7-16	 MMG 3PP 2 5-12	 LMG 1PP 1 3-8
	6	10	2				3

Attached local armored support enter on Turn 1 on/adjacent to hex WW12:

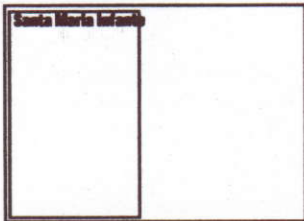
CH	P.NR	13
1	75L	3/5

**Elements of 'F' Company, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 2] set up  $\leq 5$  hexes from hex KK12 [EXC: See SR #3] {SAN: 2}:**

	 E 6-6-7	 1 6-6-6	 2 5-4-6	 2 2-3-6	 9-1	 8-1	 8-0	 1-3-8	 HMG 5PP 50 cal 3 8-16	 MMG 3PP 2 4-10	 BAZ 44 1PP x11 8-4	 ? 7 morale	 Foxhole 5 1S OVR, OBA: +4 Other: +2
	2	4		2						2		6	6

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**MAPLAYOUT:**



(only hexrows DD-WW are playable)

**VARIATIONS:**

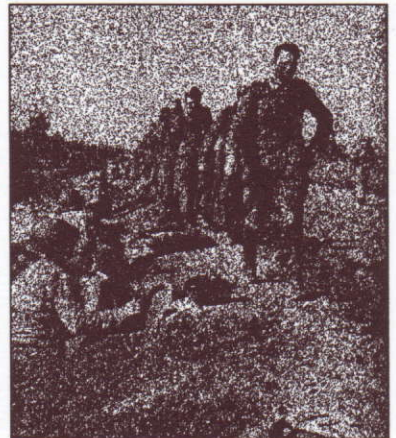
- ☆ Replace the 9-1 leader in the American OB with an 9-2.
- ☩ Add a 2-4-7 HS and a MMG to the German OB.

**SCENARIO RULES:**

- All HLVS are in play. EC are Moist, with no wind at start. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e., rules E1.2, 1.4 are NA; ignore Night Cloaking, No Move counters and HIP rules)]. The Initial Base NVR is 3 with a half moon and scattered clouds.
- The Americans apply a +1 drm to their starshell usage dr (E1.921) and may use a maximum of three starshells.
- At least one American unit must set up in the Culvert Location of hex QQ14.

**OBJECTIVES:** The Germans win immediately if they accumulate  $\geq 16$  CVP.

**Positions south of TAME, ITALY, 12 May 1944:** All through the day of the 12th, Company F at the culvert was in a state of siege. From all sides mortar, artillery, and machinegun fire fell near the group dug in around the culvert. The heaviest fire came from Tame, less than 200 yards away. The men of Company F fired back, but their force was small and their ammunition stocks dwindling. During the afternoon enemy tanks added to Company F's troubles. They came along the Spigno road to Tame, from which they harassed Company F with point-blank fire. American artillery dispersed them, knocking out two. Communication between Company F and the 2nd Battalion was maintained by Capt. Edward J. Church, commanding Company H, who operated an SCR 300 on Hill 130, 800 yards west of the Minturno-Santa Maria road. But after dawn on 12 May, only four radio messages were received from Company F. Since morning the Company's situation had seriously deteriorated. It was hemmed in on all sides and pressed into a tiny pocket. Food and ammunition were running low, and litter bearers were sorely needed to evacuate the wounded. If the feeble batteries of the company's SCR 300 went out the sole means of communication with the battalion would be cut off. During the last conversation, at 2015, Captain Church relayed an order which directed Captain Nelson to withdraw the company under cover of darkness to the assembly area behind Cemetery Ridge. When he heard the order, Captain Nelson expressed his doubts that it could be carried out. A moment later Company F tried to get through again, but what came over the air was unintelligible. Men who were with Company F at the time stated later that Captain Nelson had declared he would bring Company F back to Cemetery Ridge that night.



If that was his intention, the enemy never allowed him to carry it out. After sunset, six Germans came across the Tame-Santa Maria road, a few yards southeast of the inverted V-bend, calling "Kamerad." As the men of Company F scrambled from fox holes and the culvert to capture them, other Germans closed in from all sides. As the Germans spilled out of their hiding places and streamed down on Company F, one American machine gunner let loose a harmless burst before an officer ordered him to cease firing. Company F and half a platoon from Company H surrendered without further struggle.
















# COMPANY G STOPPED AT 'THE SPUR'


HLV #9

☩ GERMAN Sets Up First ☆ AMERICAN Moves First	1	2	3	4	5	6	7
--	---	---	---	---	---	---	---


**Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 3] set up on/between hexrows AA-WW {SAN: 4}:**
















 1 4-6-7 6	 2-2-8	 9-1	 8-1	 8-0	 MMG 3PP 2 5-12	 LMG 1PP 1 3-8	 ? 7 morale 8	 CH M10 3 50L [75] AT	 MPH/RtPh: dr = MF CC: +1/-1	 1-3+5 2	 Trench OVR, OBA: +4 Other: +2 4
--	---	---	---	---	--	---	--	--	---	--	--

 Minefield  
48 A-P factors

**Elements of 'E' and 'G' Companies, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] set up on/between hexrows P-Z {SAN: 3}:**



 E 6-6-7 3	 1 6-6-6 7	 2-2-7 2	 9-2	 8-1	 8-0	 7-0	 1-4-9 2	 HMG 5PP 50 cal. 3 8-16 2	 MMG 3PP 2 4-10 2	 Radio 1PP 8	 CH M11 3 81+ [3-75] MTR 2	 Foxhole 5 1S OVR, OBA: +4 Other: +2 5
--	--	--	---	---	---	---	--	--	---	---	---	---

**MAPLAYOUT:**



(only hexes numbered ≥ 14 on/between hexrows P-WW are playable)

**VARIATIONS:**

- ☆ Add a MMG and a 1-4-9 Hero to the American OB.
- ☩ The Americans must Control ≥ 7 hexes to win.

**OBJECTIVES:** The Americans win if they Control ≥ 4 of the following 9 hexes: DD17; DD18; DD19; DD20; CC17; CC18; CC19; CC20; and/or CC21.

**SCENARIO RULES:**

- All HLVS are in play. EC are Moist, with no wind at start.
- The Americans receive one module of 100+mm OBA (HE and Smoke).

**Positions on 'The Spur', SANTA MARIA INFANTE, ITALY, 13 May 1944:** The failure to reach Santa Maria after repeated efforts during 11-12 May necessitated new plans for a coordinated attack. The commanding generals of the 88th and 85th Divisions decided that fresh troops from the 351st Infantry would take responsibility for seizing a part of the S-Ridge, and divisional boundaries were shifted west to place Hills 109, 126, and 128 in the zone of the 351st. The eastern positions on the crest of The Spur would be attacked by Company G. From its dug-in positions along the sunken road, Company G would wheel past Company E toward the eastern end of The Spur, then cut back sharply along the crest. Occupying positions on the crest, Company G would wait until it got word to push on into Santa Maria. Company E, attacking at the same time, would move out from the sunken road over the western end of The Spur, knock out the machine-gun nests there, and take the high ground east of Santa Maria. After double-timing to the eastern slope, Company G changed its formation to two rifle platoons abreast and forward, and one in the rear, each platoon deployed in a wedge with two squads forward and one in support. When fire was first received, the forward squads in the platoons built up in a skirmish line. The mortar section of the Weapons Platoon supported the attack from defiladed positions in the draw south of The Spur, and the machine-gun section followed the 1st Platoon at supporting distance. The 3rd Platoon on the right advanced across the eastern prong of The Spur and then half way over the northern slope toward the road. Here it was pinned down by machine-gun fire from positions at the western end of the crest. On the left of the 3rd Platoon, the 1st had cut straight up along the crest of the eastern slope. Almost to the top, the 1st Platoon was stopped by machinegun fire from the same positions that checked the advance of the 3rd Platoon. Just ahead of the 1st Platoon was a little dip in the ground at the eastern end of the crest. Every time the men stuck their heads over the edge of the dip, grazing machine-gun fire met them.















# DEAD IN ITS TRACKS

ver. 1.1

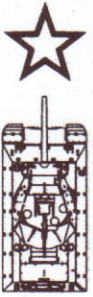









HLV #10

☩ GERMAN Sets Up First	1	2	3	4	5	6
☆ AMERICAN Moves First						

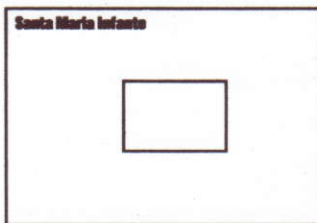
**Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 3] set up ≤ 4 hexes from hex DD18 {SAN: 3}:**

	 1 4-6-7 3	 2-2-8	 8-1	 MMG 3PP 2 5-12	 LMG 1PP 1 3-8	 ? 7 morale 6	 CH M10 3 50L 75 AT	 MPH/RtPh: dr = MF CC: +1/-1 3	 1+3+5 2	 Trench OVR, OBA: +4 Other: +2 2	 2A-T factors
--	--	---	---	---	--	--	--	--	---	--	--

**Elements of 'E' Company, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division with Tank Destroyer support [ELR: 3] set up on/between hexrows S-X {SAN: 2}:**

	 E 6-6-7 4	 1 6-6-6	 2-2-7	 9-2	 7-0	 MMG 3PP 2 4-10	 CH M11 3 81* MTR 3-75	 CH 15 2 76L -1/-4	 Foxhole 5 1S OVR, OBA: +4 Other: +2 2
--	--	---	---	---	---	---	---	--	--

## MAPLAYOUT:



(only hexes numbered ≥ 12 and ≤ 20 on/between hexrows S-GG are playable)

## VARIATIONS:

- ☆ Replace the M1 81\* MTR in the American OB with an M51 12.7 AA Gun.
- ☩ Add a 4-6-8 squad and a 1-4-9 Hero to the German OB.

## SCENARIO RULES:

- All HLVS are in play. EC are Moist, with no wind at start.
- American leaders may be used for tank 'liaison'. If in Good Order, they may act as an armor leader for 'To Hit' purposes for any one AFV in/adjacent to their hex. Both the leader and the AFV must have a common LOS to the target. Note: Leaders with '0' leadership apply to TH# DRM.

**Positions on the western end of 'The Spur', SANTA MARIA INFANTE, ITALY, 13 May 1944:** On the 2nd Battalion's left flank, Company E had even less success than Company G. At 1530, Captain Heitman, now in command of Company E, received an order from Colonel Champeny over the SCR 300 radio, giving the plan of the company attack with the jump-off time as 1630. Receiving no word of the postponement to 1830, Captain Heitman began his attack at 1630, not waiting for Lieutenant McSwain's group on the crest who had been ordered to join the company at the sunken road. Captain Heitman led the men from their dug-in positions west along the road in single file. After moving toward the central ridge a few yards beyond a bend in the road, Captain Heitman, at the head of the column, cut back sharply toward the immediate objectives of Company E, the German machine-gun nest on the western end of The Spur's crest. As soon as Captain Heitman and Pfc. Earl R. Baish and Joseph C. Stockmal following just behind him turned off from the sunken road, they came under heavy fire from the machine guns on the crest. At the sound of the fire, the rest of Company E, which had not yet rounded the bend, stopped dead in its tracks. The two leading men and Captain Heitman jumped into a ditch that crossed the sunken road. From the direction of the machine-gun fire, Heitman located the enemy position and threw three grenades at it. In response German machine guns opened up from new positions on the crest at the men in the ditch, forcing Captain Heitman and Privates Baish and Stockmal to dig in against a 4-foot bank below the sunken road. Captain Heitman then crawled up to the bank and with single shots picked off three men who were manning one machine gun while other Germans from the same or nearby positions heaved grenade after grenade at the group. Only one of the grenades struck home, but it hit all three men. Although wounded the men were still able to move. At about 1800, after locating at least three enemy machinegun nests, they crawled back down the sunken trail to where the rest of Company E had stopped. Captain Heitman then reported the location of the enemy strongpoints to Major Shull, the acting battalion commander, who ordered him to hold fast until the next morning. Although some positions on The Spur had been knocked out by the well-directed fire from tank destroyers, positions still held by the enemy at the western end prevented further attack by the 2nd Battalion on 13 May.

















# CONFUSION AT THE S-RIDGE

HLV #11











☩ GERMAN Sets Up First	1	2	3	4	5	6	7
☆ AMERICAN Moves First							

**Elements of the 267th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 2] set up ≤ 3 hexes from hex EE2 {SAN: 3}:**

	 1 4-6-7	 2-2-8	 8-1	 7-0	 MMG 3PP 2 5-12	 LMG 1PP 1 3-8	 CH M10 6 3 20L AA	 MPH/RtPh: dr = MF CC: +1/-1	 1+3+5	 Trench OVR, OBA: +4 Other: +2	 Sangar 1S or Gun OVR, OBA: +3+ Other: +1*
	5						3		5		

 Minifield Miss II	 ? 7 morale
24 A-P factors	6

**Elements of 'C' Company, 2nd Battalion, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] set up on/south of hexrow Z in hexes numbered ≥ 4 {SAN: 2}:**

	 6-6-7	 1 6-6-6	 9-1	 8-1	 8-0	 1-4-9	 HMG 5PP 50 cal 3 8-16	 HMG 5PP 3 6-12	 MMG 3PP 2 4-10
	3	6					2	3	

**MAPLAYOUT:**



(only hexes numbered ≤ 10 on/between hexrows X-II are playable)

**VARIATIONS:**

- ☆ Replace the 9-1 leader in the American OB with a 9-2.
- ☩ Add a 2-4-7 HS and a LMG to the German OB.

**SCENARIO RULES:**

1. All HLVS are in play. EC are Moist, with no wind at start. The weather is overcast. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e. rules E1.2, 1.4 are NA)]. The Base NVR is 2, with a half moon and overcast.

**Positions on the S-Ridge, SANTA MARIA INFANTE, ITALY, 13 May 1944:** Company C's objective, Hill 109, like Hill 131 under attack by the 338th Infantry just to the south, was terraced on the upper half of the southeastern slope. The slightly flattened crest of Hill 109 was about 70 yards wide and 300 yards long. Along the southeastern edge lay a minefield and behind it concertina barbed wire. Covering the minefield and the wire were two machine guns emplaced in earthen dugouts. On the left, the 2nd Platoon of Company C had moved forward on the run until it reached the steepest part of the slope, and then changed to a fast walk. During the advance three machine guns fired from the crest of the ridge over the heads of the 2nd Platoon, which was protected from fire by terraces that ringed the upper half of the slope. One machine gun was in a dugout on the left in the saddle between Hills 109 and 131, the other two were on the crest of Hill 109. Between them they established interlocking bands of fire which covered the approaches to the crest. Coming up against a strand of concertina wire about 15-20 yards from the crest, Tech/Sgt. Joseph W. Adams, platoon sergeant, pulled his men back about 10 yards, deployed them in a skirmish line with the 3rd Squad 5 yards to the right of the 2nd squad, and directed them to dig in. Before jumping off the 2nd Platoon had been instructed by Lieutenant McMakin that, after reaching the crest, it would contact the 3rd Platoon. Accordingly, when the 2nd Platoon reached the concertina wire, the two scouts of the M Squad, Pfc. Phillips Soto and Pfc. Daniel B. Van Wickler, were sent over to the right to make contact with the M Platoon. They crawled over the ground for 50 yards until they found themselves under the very nose of the enemy machine gunners. Fortunately the two scouts were not detected. They searched for the 3rd Platoon, but seeing no trace of it crawled back to the point where the rest of their platoon were digging in. The Germans on the crest evidently heard the 2nd Platoon digging in, because they threw flares at them and pulled an igniter which set off antipersonnel mines in the area. At the same time an enemy machine gun concealed in an earthen dugout covered with chicken wire began firing at them. Five men in the 2nd Platoon were wounded or killed by the machine gun; three more fell victim to the mines.



# THE CAPTURE OF SANTA MARIA INFANTE HLV #12

☩ GERMAN Sets Up First	1	2	3	4	5	6	7	8
☆ AMERICAN Moves First								

**Elements of the 94th Fusilier Reconnaissance Battalion, 71st Infantry Division [ELR: 3] set up on/north of hexrow LL and/or ≤ 3 hexes from hex JJ6 {SAN: 4}:**

E 4-6-8	1 4-6-7	2 4-4-7	2-2-8	9-1	8-1	8-0	4PP	3PP	1PP	1PP	X10 12-4	X10 24-1
7	3	2				2				3		

?	CH 33 a POW 220G 4 2 50L -/5	CH M10 3 50L [75] AT	MPh/RtPh: dr = MF CC: +1/-1	1+3+5	Trench OVR, OBA: +4 Other: +2	2 A-T factors	Minefield II	96 A-P factors
8		2	8	3	6			

**Mixed elements of 2nd and 3rd Battalions, 351st Infantry Regiment, 88th Infantry Division [ELR: 3] set up on/south of hexrow JJ AND ≥ 4 hexes from hex JJ6 {SAN: 3}:**

E 6-6-7	1 6-6-6	2-2-7	9-2	9-1	8-0	7-0	1-4-9	5PP .50 cal.	3PP	3PP	3PP [3-45]	1PP	X11 8-4	1PP △ 8
7	10				2		2	2	2	4	2	2		

1PP FT X10 24-1	CH M12 2 37LL AT	CH 20 TG 15PP AAMG -/-4
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**Local Armored Support**  
enter on Turn 1 along the south edge:

CH M10 2 75+ -/-4
----------------------

3

*ver. 1.1*

## MAPLAYOUT:



(only hexrows on/north of hexrow AA are playable)

## VARIATIONS:

- ☆ Replace the M3A1 AT Gun in the American OB with an M51 12.7 AA Gun.
- ☩ Add a PSK and a 1-4-9 Hero to the German OB.

**OBJECTIVES:** The Americans win if they Control hex JJ6, Houses 11 and 12 and accumulate ≥ 12 EVP by exiting units from the north edge road hex at game end.

## SCENARIO RULES:

- All HLVS are in play. EC are Moist, with no wind at start.
- The Americans receive one module of 150+mm OBA (HE and SMOKE).
- No fortification may be set up in hexes WW12/WW20.

**SANTA MARIA INFANTE, ITALY, 14 May 1944:** Two and a half days of bitter fighting had apparently not yielded more than a few enemy strongpoints to the depleted battalions of the 351st Infantry. At 0800 on the 14th the 3rd Battalion attacked from Hill 103 toward Santa Maria along the west slope of the road, with Company I on the left and Company L on the right. Company I swung around and cleared out the houses in the western part of Santa Maria, where the enemy had posted a suicide group of snipers. Company L meanwhile crossed the road and cleared the houses on the right side of the town, killing and capturing a handful of riflemen. The two companies reached the town about 0900. The 2nd Battalion followed the 3rd Battalion into Santa Maria; the enemy had also withdrawn from his excellent positions on The Spur. Enemy defenses were weaker than the resistance of previous days, the northern half of S-Ridge was captured by the 1st Battalion. At 0800 Company A, commanded by Capt. John C. Reid, moved out of the creek bed below the S-Ridge and, striking the mule trail that winds along the top of the S-Ridge, went along it to Hill 126, following the fire of the 913th Field Artillery Battalion at the close-in distance of 50 yards. A few Germans were discovered in a dugout on Hill 126. They refused to come out of their hiding place, and, when words failed, Company A threw grenades into the dugout, killing several of the enemy. The others surrendered. Company B and Company C moved up and occupied Hills 126, 128, and Tame. Thus, on 14 May, the 351st reached its objectives in a way that seemed an anticlimax after the earlier efforts.

