

# HERO PAX 4

For **SQUADS & LEADERS**



**MEDITERRANEAN THEATER OF OPERATIONS**

# LAST DITCH RIDGE

HP #27

☆ ○ ✚ ALTERNATING Set Up and a DR determines Movement (see SR #2)

1 2 3 4 5 6



Elements of the 4th Fallschirmjager Division and 65th Infantry Division set up as follows (see SR #2):

Set up on/adjacent to hex F6:

① 

E 5-4-8	7-0	1-4-9	FP: 3 Rng: 8 ROF: 1 LMG
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 3

Set up on/adjacent to hex Q7:

② 

E 4-6-8	8-1	FP: 3 Rng: 8 ROF: 1 LMG	MA: 50° Rng: 2-13 ROF: 3 MTR
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 4

Enter along the north, east, or west edge on turn one or later (one edge only):

③ 

E 8-3-8	2 4-4-7	9-2	8-0	FP: 3 Rng: 8 ROF: 1 dmMMG	FP: 3 Rng: 8 ROF: 1 LMG	dm MTR 50 mm	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 PP: 1 FT
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 2 7 2 2

[ELR: 4]  
{SAN: 3}



Elements of the 2nd North Staffordshire, 5th Grenadier Guards, and 3rd Battalion, 504th Parachute Regiment set up as follows (see SR #2):

Set up on/adjacent to hex H9:

① 

E 4-5-8	8-1	FP: 2 Rng: 7 ROF: 1 LMG
---------	-----	-------------------------------

 3

Set up in wadi hexes on/between hexes N3-R1:

② 

1 4-5-7	8-0	1-4-9	FP: 4 Rng: 12 ROF: 2 MMG	MA: 51 Rng: 2-11 ROF: 2 MTR
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 4

Set up on/adjacent to hex M6:

③ 

E 6-4-8	E 3-3-8	10-2	FP: 2 Rng: 7 ROF: 1 LMG	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 FT
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 2

Enter along the south edge on turn two or later:

④ 

E 7-4-7	8-0	FP: 4 Rng: 10 ROF: 2 MMG
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 3

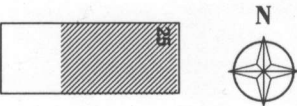
[ELR: 4]  
{SAN: 3}

## VARIATIONS:

✚ Apply a -1 drm to the German set up order die roll.

☆ ○ Apply a -1 drm to the Allied set up order die roll.

## MAPLAYOUT:



(only hexrows A-U are playable)

## SCENARIO RULES:

1. EC are Wet with no Wind at Start. All Hammada is inherent Brush. All Gullies are Wadis.
2. Prior to all set up each side makes a DR. The player making the lowest roll may set up his initial group first or second. Each side then alternates setting up ONE group in EACH of the listed set up areas. The German players group #3 enters play on turn one or later along the north, east, or west edge. After all set up, another DR is made. The side that rolls lowest may choose to move first or second.
3. A +1 LV is in effect during the first three game turns.
4. All MMC (plus any SMC stacked with them) may begin play entrenched.
5. The British 10-2 SMC begins the game both Heroic (A15.2) and Wounded (A17).
6. Hand-To-Hand CC is available for both sides.

**OBJECTIVES:** The Germans must Control hexes L6 and P6 at Game End.

**BUONRIPOSO RIDGE, ANZIO, ITALY, 9 February 1944:** The German counter-attack to crush the Allied lodgement south of Rome had begun in earnest. Just west of the 'The Factory' were the bare, swelling grasslands of Buonriposo ridge. It was here that elements of the British 1st Infantry Division, supported by a small force of American paratroopers held a salient in the German lines. As the evening brought a clearing in the dismal weather, small German battlegroups infiltrated the porous Allied lines using the numerous wadis that covered the ground. Just after midnight, a swarming, yelling horde of Germans sought to overwhelm the British and Americans through sheer weight of numbers. Men struggled hand to hand, all cohesion between companies was lost, as the fighting raged throughout the night. Among the many heroics displayed that night was the sacrifice made by Major Sidney of the HQ Company of the 5th Grenadier Guards. He led a counterattack which drove the enemy from the crest of the ridge - despite grenade wounds to both legs. As dawn settled, the final fighting died out with the rising of the sun. The Germans held most of the ridge, but failed to break through as their ambitious plans had anticipated. With just 29 Grenadiers and 45 paratroopers left, the Allies barely held a last-ditch wadi behind the ridge. Major Sidney would be awarded the Victoria Cross for his actions that evening and morning.



# A MEANINGFUL DIVERSION

BRITISH Set Up First	1	2	3	4	5	6
AXIS Move First						

**Elements of the 4th Fallschirmjager Division** set up west of hexrows 24E/18CC:

E 5-4-8	2-2-8	9-2	8-0	1-4-9	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 30 Rng: 1	7.5 cm LG 40 G31 MA: 75° ROF: 1 M#10 B#11
6						2		

**Elements of 3rd Nembo Parachute Battalion and I Parachute Corps** enter along west edge on turn two:

E 4-4-7	8-1	FP: 2 ROF: 1 B#11	FP: 30 Rng: 1	FP: 24 Rng: 1 PP: 1	MP: 13 MA: 75L MG: -1/2° ROF: 1	MP: 13 MA: 105 MG: -1/2°
5						

Enter on/adjacent to hexes 18Y10, or 24I10 on turn four:

E 5-4-8	8-1	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4
3			

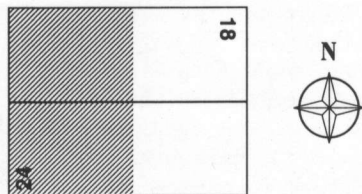
**Elements of 7th Oxfordshire and Buckinghamshire Light Infantry, 56th Infantry Division** set up Concealed east of hexrows 24E/18CC:

E 4-5-8	1 4-5-7	9-1	8-1	7-0	1-4-9	FP: 6 Rng: 14 ROF: 3	FP: 2 Rng: 7 ROF: 1	MA: 51 Rng: 2-11 ROF: 2	FP: 8 Rng: 3 B#: 10	7 morale
4	6						2		3	6

**Elements of 'B' Squadron, 46th Royal Tank Regiment** enter along east edge on turn three:

Trench	Foxhole	AP Mine	Sherman II(a) B12
3	4	24 factors	2

**MAPLAYOUT:**



(Only hexrows A-P on board 24, and R-GG on board 18 are playable)

**OBJECTIVES:** The Axis win immediately when they Exit  $\geq 20$  VP of Infantry Units (excluding prisoners) along the east edge, provided that the British have not inflicted  $\geq 20$  CVP against them.

**East of the Moletta River, ANZIO, ITALY, 16 February 1944:** The final German push to crush the Allies lodgement planned to feature several diversionary assaults to mask the main push down from "The Factory." From dawn until dusk, the land and air battle raged at full fury, but the Germans had little to show for all of the efforts they expended. The deepest penetration occurred in the British 56th Division sector, where the 12th Sturm Regiment overran the 8th and 9th Royal Fusiliers. Meanwhile, two companies from the 10th Fallschirmjager and Nembo Parachute Regiments overran the 7th Ox & Bucks Light Regiment and got as far as the lateral road south of the Moletta River before being wiped out by tankers of the 46th Royal Tank Regiment. The lateral road was part of the final Beachhead Defense Line. This penetration greatly alarmed Allied commanders, but was never exploited by the Germans who had wantonly squandered men and resources in this opening phase of their final offensive.



**VARIATIONS:**

- Add an 8-1 armor leader to the German OB.
- Add an 8-1 armor leader to the British OB.











**SCENARIO RULES:**

- EC are Wet, with no wind at start. No roads exist. All Smoke usage is NA [EXC: Terrain/Blazing Wreck smoke still exist]. All AFV's must pay one extra MP per hexside crossed.
- Place overlays as follows: **B3** on 24M6/L5; **M3** on 24P5/O5; and **M2** on 24N3/M4.
- The Italians may use German SW without captured use penalties (A21).
- The German RCL Gun begins play unemplaced and unconcealed.


# TIN CANS, TIN HATS

† VICHY FRENCH Sets Up First	1	2	3	4
⊙ BRITISH Move First				

**Elements of the Vichy Army of the Levant set up on/within two hexes of 12AA7 (EXC: the R35 must set up on the Bridge – see SR 3)**









	 E 4-5-8	 E 2-4-8	 8-1	 FP: 4 Rng: 11 ROF: 2 MMG	 ? 7 morale	 R35 MP: 8 MA: 37* -12"	 F4 Foxhole 1S
					4		
						2	


**Element of the 6th Chasseurs d'Afrique:** Enter along the north edge on turn 2, having already expended half of its MP

 R35 MP: 8 MA: 37* -12"	F4
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[ELR: 3]  
{SAN: 3}

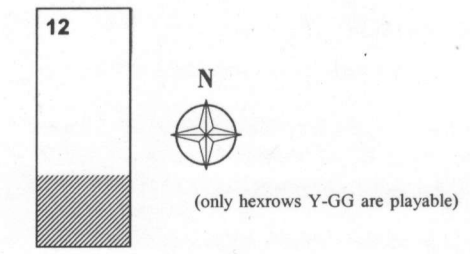
**Australian: D Company, 2/5th Battalion, 17th Brigade enter on/after turn one along the west, east and/or south edges:**

	 E 4-5-8	 8-1	 8-0	 1-4-9	 FP: 2 Rng: 7 ROF: 1 LMG	 FP: 1 Rng: 12 ATR
	6					



[ELR: 4]  
{SAN: 2}

**MAPLAYOUT:**



**OBJECTIVES:** The Australian wins at Game End by Controlling the Bridge in 12CC7. (Control of the Gully Location below the bridge is NA – the Australians must Control the bridge Location itself).

**BAAL EN NAAME, SYRIA, 8 July 1941:** As the Australian 7th Division pushed northward towards Beirut, Vichy resistance slowed the advance to a crawl. North of Damour, the Australian 2/5th Battalion moved to set up a roadblock along the coastal route. However the enemy was already there with their own blocking force – a Renault tank sitting on a stone bridge. Without any effective anti-tank weapons, Captain Rowell's D Company took on the tank. Using a wadi for cover, the Australians infiltrated towards the bridge. Using every available weapon, the Aussies blasted the tank and supporting infantry with small arms fire. That was enough for the Vichy troops, who, along with their armor support, abandoned the bridge.

**VARIATIONS:**

- † Add one 2-4-8 HS to the Vichy OB, or replace the MMG with an HMG
- ⊙ Replace the 8-1 leader with a 9-2

**SCENARIO RULES:**

1. EC are Moderate with No Wind At Start.
2. Treat Orchards as Olive Groves.
3. The R35 which starts on-board must be CE and may only move AND/OR BU after it has established a LOS to a Known enemy unit. The vehicular MG may set up in AA mode. Vichy R35 tanks have radios.











# BLOODY BARI

HP #30





☩ GERMAN Sets Up First	1	2	3	4	5	6
	☨ ITALIAN Moves First					

**Elements, 151st Militia Legion, 9th Engineer Regiment, Guardia de Finanza and Carabinieri set up on board 46 in hexes numbered ≤ 5:**








 E 4-4-7	 13-4-7	 13-4-6	 10-3	 9-1	 7-0	 1-4-9	FP: 2 ROF: 1 Rng: 5 B#11 LMG	FP: 30 Rng: 1 DC
4		2		2				

**Elements, 151st Militia Legion, Carabinieri, and Armed Civilians enter on turn three along any board edge(s):**

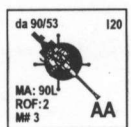
 13-4-6	 c 3-3-6	 8-1	 6+1	FP: 2 ROF: 1 Rng: 5 B#11 LMG
5			2	

**Bari Detachment set up anywhere on board 8, or on board 46 in hexes numbered ≥ 6:**




 1 4-6-7	 2 4-4-7	 9-1	 7-0	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	PSW 222 (L) G70 MP: *34 MA: 20L ROF: 2 MG: *75"
2		6		2		2

Set up in hex 8I4:

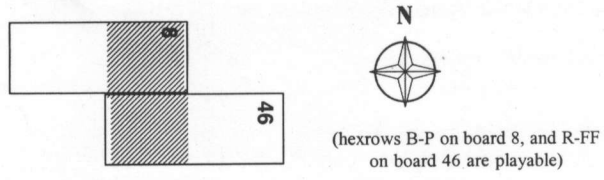


Set up in hex 8K5:



[ELR: 3]  
{SAN: 3}

**MAPLAYOUT:**



**OBJECTIVES:** The Italians win at scenario end if there are no Good Order German MMCs in any Factory hex (See SR 2).

**SCENARIO RULES:**

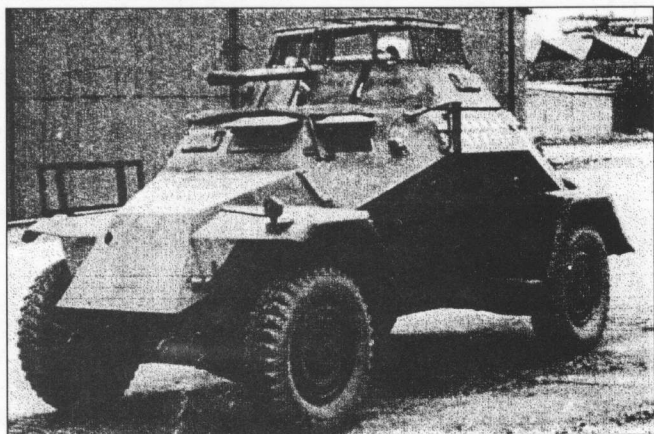
1. EC are normal. Place overlays as follows: X11 on 46X9-X10; X24 on 46CC10-BB10; X18 on 46T7-U8. The river represents Bari harbor; hexes on and north of it are unplayable. Place shellhole counters in hexes 46T10, V10, and DD10.

**BARI HARBOR, ITALY, 9 September 1943:** After the announcement by Italian leaders of an armistice with the Allies on September 8, the Germans put plans into motion to occupy Italy and disarm the Italian Army. On September 9, a detachment of German troops entered the port city of Bari on the Adriatic coast, sinking several steamboats, and demanding Italian surrender. The indignity was too much for General Nicola Bellomo, commander of the XII Territorial Defense Command, to bear. He had to act. Bellomo rounded up a scratch force of Fascist militia, construction engineers, sailors, armed police, and armed civilians, determined to oust the arrogant German occupiers. In the early afternoon he personally led the first assault, with about 60 men. He was later joined by about 60 more, including young boys who attacked German vehicles with explosives. After two hours of sharp fighting, in which he himself was wounded, Bellomo forced a German surrender. When the British 78th Division entered Bari two weeks later, Bellomo was there to hand the city over. However, fate was to deal a harsh blow to the hero of Bari. Four months later, the British arrested Bellomo on war crimes charges, because of the murder of a British officer in Bari in 1941. Bellomo was found guilty and executed in November 1945.

Original Design: Mark Pitcavage

**VARIATIONS:**

- ☨ Delete an armored car from the German OB.
- ☩ Add a 4-4-7 squad to the German OB.
- 2. Buildings 8B1, 8E3, 8J2, and 8M2 are warehouses; treat them as Factories (B23.74).
- 3. Italian units stacked with or adjacent to the Good Order Italian 10-3 leader have their morale level raised by one [EXC: if broken or a prisoner]. Italian Conscript MMC may create Tank-Hunter Heroes (G1.42) as if they were Japanese (EXC: there is no +2 drm to creation dr due to Conscript status). Only two T-H-H may be created during the scenario. DC Heroes are NA.
- 4. The two captured Italian AA guns may not set up HIP; they may set up emplaced if manned by a half squad. Their initial CAs are determined randomly.
- 5. Neither side may declare No Quarter. German AFV may not be voluntarily abandoned. If forcibly Recalled, they are Abandoned instead.















# OPERATION EISBAR

HP #31













⊙ BRITISH Set Up First	1	2	3	4	5	6	7
⊕ GERMANS Move First							

**Elements of Kampfgruppe Kuhlmann: enter on Turn 1 on/between M3 and T10:**





	 E 5-4-8	 E 4-6-8	 1 4-6-7	 9-2	 8-1	 8-0	 1-4-9	 FP: 5 Rng: 12 ROF: 2	 FP: 3 Rng: 8 ROF: 1	 FP: 30 Rng: 1	 MA: 50' Rng: 2-13 ROF: 3
	4	2	3					2	3	3	

[ELR: 4]  
{SAN: 2}

**Elements of D Company, 1<sup>st</sup> Battalion, Durham Light Infantry set up on/east of a line from O1-O5-U8-U10:**

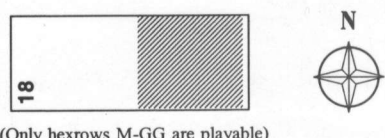
	 1 4-5-7	 2-2-8	 8-1	 7-0	 FP: 2 Rng: 7 ROF: 1	 OQF 20 AA MA: 20L ROF: 3 IFE: 6 MF12	 B20 AA	 Bofors AA MA: 40L IFE: 8 ROF: 3 MF 8	 B21 3-in. AA MA: 76' ROF: 2 MF: 11 Rng: 6-36	 B2 MTR	 Sangar 1S or Gun
	5	3			2						6

Enter on turn four on/between Y1 and GG6:

 E 2-4-8	 9-1	 Jeep (a) MP: 37 MA: -/2 ROF: 1 PP: 9	 B84
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[ELR: 3]  
{SAN: 4}

**MAPLAYOUT:**



(Only hexrows M-GG are playable)

**VARIATIONS:**

- ⊕ Add an LMG to the German OB.
- ⊙ Replace an LMG with an MMG in the British OB.

**SCENARIO RULES:**

1. EC are Dry, with no wind at start. All woods are brush. All gullies are wadis. board 18 is considered a Desert Board for all cases of F.I (i.e., F.1, F.1A-D).
2. Bore Sighting is NA.
3. All British Guns must begin play unconcealed and AA Guns must set up in AA-mode (E7.5). All British Guns may not fire, and their crews are TI (A4.8) during German player turn 1 only.

**ANTIMACHIA, KOS, 3 October 1943:** As a precursor to an attack on the British-held Dodecanese island of Leros, German Army Group E deemed it vital to first deal with the Allied air bases on Kos, a smaller island located south of Leros, which might be used against an invasion force. The 22<sup>nd</sup> Infantry Division was chosen for the mission, dubbed Operation *Eisbar*. The majority of German units were to be landed on the island by boat and F-lighter but the air base at Antimachia was attacked by both amphibious and air-landed troops under the command of *Hauptman* Kuhlmann. Kos was defended by a combined force of one battalion from the Durham Light Infantry as well as a range of Italian units that had joined the Allies after the armistice. They were given no warning of an impending attack. The D.L.I stood to at first light to find Germans already on the island and their positions under attack. The British commander, Captain Thorpe, was unable to raise Battalion headquarters and request assistance, so D Company was forced to fight Kuhlmann's troopers alone. The Germans assaulted the AA batteries to the west of the Antimachia aerodrome, and though subjected to heavy fire from these guns, were still able to overwhelm both the gun positions and their supporting infantry. This small action was typical of German success as Operation *Eisbar* unfolded; the British and Italian defenders of the island were overcome in only one day. Nine days later the Germans would launch Operation *Taifun* - the assault on Leros itself.



# SWEET SURRENDER

HP #32

⊙ ALLIES Sets Up First

⚡ ITALIAN Moves First

1

2

3

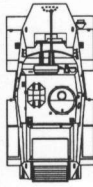
4

5

6



Elements of the 7RTM and scout cars from the 6th British Division set up on/within 3 hexes of O7 – note: the Gun must be unemplaced and unconcealed:



[ELR: 3]

{SAN: 2}

SA-L mle 34 F5	
MA: 25LL ROF: 3 M# 12 Rng: 45	AT

2-2-8

Enter on turn one along the west edge:

E 4-5-8	8-1	1-4-9	FP: 2 Rng: 6 ROF: 1 B#: 11
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LMG

3

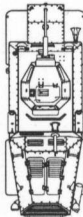
Enter on turn three along the north edge:

Humber III B50
MP: 28 MA: 15 IFE: 6 MG: 44 ROF: 2 B#11

2



Elements of the Trento Division enter on turn one on/between hexes Y10-GG1:



[ELR: 3]

{SAN: 2}

1 3-4-7	8-0	7-0	FP: 2 ROF: 1 Rng: 5 B#11	LMG	AB 41 I21
			MP: 30 MA: 20L IFE: 4 MG: R2/2 ROF: 1		

4

Enter on turn three or later on hex Y10:

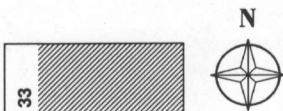
da 81/14 I2	TL 37 I25
MA: 81* Rng: 3-102 ROF: 3 M#11	MTR
2-2-7	MP: 16 PP: 9

Enter on turn four along the east edge:

AB 41 I21
MP: 30 MA: 20L IFE: 4 MG: R2/2 ROF: 1

2

## MAPLAYOUT:



(only hexrows G-GG are playable)

## VARIATIONS:

- ⚡ Exchange the Italian 7-0 leader with an 8-1.
- ⊙ The French AT Gun may set up HIP and Emplaced.

**OBJECTIVES:** The Italian wins if the Allies have < 10 CVP of Good Order units in their initial on-map setup area AND the Italian still has ≥ 6 CVP worth of Good Order units on map at game's end.

## SCENARIO RULES:

- EC are Moderate with no wind at start. All Orchards are Palm Trees.
- Treat Grain as Level 1 hills. The R6-R7 building has a ground level only.

**Near OUM ELABOUAD, TUNISIA, 20 December 1942:** Conducting their first joint operations with their new French allies, the 1/7 RTM sought to advance along the road towards Monrozier and Hill 321. Little was known about the Italian forces opposing them, save that they had some AFVs. A platoon of British scout cars assisted the Moroccan advance. At 1030 hours, a French 25mm antitank gun was pushed one kilometer to a small farm. That gun was rapidly assaulted by a group of Italian infantry supported by an AB41 armored car. One section of the 4th company was sent as reinforcement to the gun crew, soon followed by two British scout cars. The initial skirmish ended when several 75mm French guns began to bark, sending the Italians back in disarray. The intensity of the fight stiffened in the afternoon when the Italian Semovente division joined the fray.



# WINTER STORM

HP #33

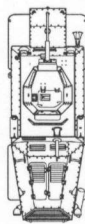
☆ AMERICAN/PARTISAN Sets Up First

⚡ ITALIAN Moves First

1 2 3 4 5 6



Elements of the *Cadello Recce Group, Monterosa Division; and 2nd Battalion, 6th San Marco Marine Regiment* set up in hexes numbered ≤ 5 on board 50:



{ELR: 3}  
{SAN: 2}

E 4-4-7 4	1 3-4-7 11	2-2-7 3	9-1 9-1	8-0 8-0	7-0 7-0	1-4-9 1-4-9	FP: 4 Rng: 10 ROF: 2 2	FP: 2 ROF: 1 Rng: 5 B#11 4	MA: 45* Rng: 2-13 ROF: 2 2	FP: 12 Rng: 4 2	FP: 30 Rng: 1 2
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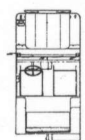
da 81/14 MA: 81* Rng: 3-102 ROF: 3 MF#11 MTR 2	12	da 75/13 MA: 75* ROF: 1 MF#10 ART	18
--	----	---	----

AB 41 MA: 30 MA: 20L IFE: 4 MG: R2/2 ROF: 1 3	I21
--	-----

Enter on turn two on hex 50A5 OR hex 50P8:



Elements of the *370th Regimental Combat Team and local partisans* set up in hexes ≥ 8 on board 50, and/or anywhere on board 46:



{ELR: 3}  
{SAN: 3}

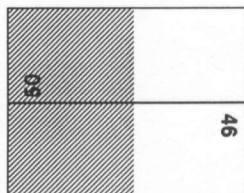
1 6-6-6 3	2 5-4-6 2	1 3-4-6 1 3-4-6	8-1 8-1	8-0 8-0	1-4-9 1-4-9	3-3-7 3-3-7	8-0 8-0	FP: 6 Rng: 12 ROF: 3 2	FP: 4 Rng: 10 ROF: 2 2	FP: 8 Rng: 5 SA: WP6 2	MA: 60* Rng: 3-45 ROF: 3 2	Phone Cnct: 11
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?	AP	Trench	Foxhole	Wire
7 morale 8	Mine 24 AP	3	1S 3	3

Elements of *92nd Recon Troop* enter on turn three along the south edge:

M8 MP: 36* MA: 37LL MF: -4/4 ROF: 3	A42	M20 MP: 36 PP: 5* ROF: 2 MA: *AAMG -4/6	A40	Jeep MP: 37 PP: 9 LGP T: 10	A54 dm MMG 2PP	8-1	1 3-4-6 2
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MAPLAYOUT:



(Only hexrows A-P on board 50, and R-GG on board 46 are playable)

**OBJECTIVES:** The Italians win by Controlling ≥ three multi-hex stone buildings on board 46 at game end. The church (building 046-W7) counts as two multi-hex stone buildings.

**SCENARIO RULES:**

1. EC are wet with no wind at start. Ground Snow is in effect. Place overlay

**VARIATIONS:**

⚡ Replace one of the American 8-1 leaders with an 8-0.

☆ Italian turn two reinforcements enter on turn three.

X19 on 46-W6/X6.

2. Italian 4-4-7 MMC are Commandos (H1.24), Fanatic (A10.8), and are treated as having underlined morale and Assault Fire. Italians may use PSK without captured use penalties. Italians may use PF as if they were German units.

3. The Americans have 70+OBA (HE/SMOKE), but may fire only a maximum of two Fire Missions.

4. The Americans may Fortify two Locations (EXC: Tunnels are NA).

**VERGEMOLI, ITALY, 26 December, 1944:** Operation Wintergewitter (Winter Storm), the small-scale German-Italian 1944 Christmas offensive on the Apennines, was the last meaningful feat of arms of the dying Rome-Berlin Axis. Fought along the winter Gothic line, one German and Italian division, supported by smaller formations, were divided into three columns intent on seizing several villages, which would improve their defensive line for the coming spring offensives, as well as bolster the morale of the dying Italian Republican Army. Axis HQs did their best to conceal troops and artillery movements and to muddle the enemy, including by purposely propagating rumors about a possible Axis offensive in the Serchio valley. They knew that the partisan spies and the Allied intelligence sooner or later would have learn of their alleged plans, and spread false alarms. Vague information reached US IV Corps and the 92nd "Buffalo" Infantry Division (black troops under white officers), the American unit holding the Sommocolonia - Pania Secca line. An attack was expected by Allied intelligence on December 10th : new trenches, fieldworks, barbed wire entanglements, strongpoints and minefields strengthened the defenses. However, it so happened that the IV Corps had also planned a Christmas attack, which should have started December 25th, 08:00 hours. As on December 10th nothing happened, the 92nd Division commander (Gen. Almond) ordered his troops to make ready an attack, while at the same time keeping a look-out for possible Axis actions. This ambiguous directive engendered confusion among 92nd Division's officers and troops, and was one of the causes of their defeat. The San Marco marines had no problems in occupying the village of Molazzano and in pushing back the defenders, but the Regimental HQ Company suffered losses and could not take the village of Brucciano. The Cadello Group, helped by the Intra battalion which was engaging the enemy in little diversionary attacks, occupied Calomini, but Vergemoli - defended by troops of the 370th Infantry Regiment, and some partisan groups - was a tough nut to crack. A wide minefield, artillery shelling and the intense machinegun and rifle fire stopped the advancing Italian platoons and caused heavy casualties. Not even the intervention of the Axis artillery could dislodge the Americans from their positions. In the evening of December 26th, the town still was in American hands, and the Cadello suspended the attacks because the whole US line had crumbled. Vergemoli could have been surrounded and isolated. Indeed, the American troops eventually retreated, leaving in Vergemoli a partisan group as a covering party.



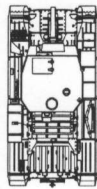


# BIG, BAD, GUN

HP #34

<b>III</b> ITALIAN Sets Up First <b>⊙</b> BRITISH Moves First	1	2	3	4	5	6
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Elements of the 5th British Division enter on turn one along the west edge:



[ELR: 4]  
{SAN: 4}

E 6-4-8 3	E 4-5-8 2	1 4-5-7 7	9-1	8-1	8-0	7-0	FP: 2 Rng: 7 ROF: 1 LMG 3	MA: 51 Rng: 2-11 ROF: 2 MTR	FP: 30 Rng: 1 DC 2	Bishop B55 MP: 10 MA: 88 B#11
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Enter on turn two along the south edge on/between hexrows U-M; some, all, or none may enter each turn:

Daimler AC B52 MP: 33 MA: 40L ROF: 1 MG: -4 2	AEC II B53 MP: *24 MA: 57L MG: -4 ROF: 2	8-1
--	--	-----

Elements of Port Defense Group 'E' set up on/east of hexrow X:



[ELR: 3]  
{SAN: 5}

1 3-4-7 12	8-1	8-0	1-4-9	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 5 ROF: 1 B#11 LMG 3	FP: 1 Rng: 12 ATR 2	? 7 morale 12	L40 da 47/32 I15 MP: 14 MA: 47 ROF: 2
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Set up Emplaced in hex Q8 (see SR #4):

2-2-7	75/46 I19 MA: 75L ROF: 2 MFS AA
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## MAPLAYOUT:



(only hexrows M-GG are playable)

**OBJECTIVES:** The British player wins immediately upon Capturing/eliminating the Italian AA Gun AND Controlling four of the six multi-hex stone buildings.

**PRIOLO, SICILY, 13 July, 1943:** Priolo lay on the road to both the naval base at Augusta and Catania to the north, and was assigned to be taken by the British 5th Infantry Division advancing north from Syracuse. Italian resistance thus far in the campaign had been easily overcome, but Priolo was garrisoned by Italian marines dispatched from the nearby naval base who were determined to stop the British invaders. The task was complicated by powerful anti-aircraft guns that hindered local air support. Guarding an important crossroad, one such Gun had also proven effective in an anti-tank role, setting ablaze several armored cars and assault guns. The experience of the British came to the fore, as they deftly pierced the town's defenses, with engineers eliminating the gun with satchel charges. The remaining Italian marines withdrew along the railroad tracks east of town to the nearby naval base, where they continued the bitter struggle.

## VARIATIONS:

**III** Replace one 8-0 leader for a 9-1 in the Italian OB.

**⊙** Add a FT to the British OB.

## SCENARIO RULES:

1. EC are Moderate with no wind at start. Kindling/Bore-Sighting are NA.
2. The Italian player may use HIP for one squad-equivalent (plus any SMC/SW stacked with them). The Italian player may secretly record two squads as being both Assault Engineers (H1.22) and Fanatic (A10.8).
3. The British Bishop AFV and AEC Armored Car are considered Elite for Ammo Depletion purposes (C8.2). The British 6-4-8 squads are Assault Engineers (H1.22).
4. The Italian AA Gun may be Emplaced in this paved road hex (i.e., reference in last sentence of C11.2 is NA).



# A HOLLOW VICTORY

HP #35

⊙ FRENCH Sets Up First

1

2

3

4

5

6

7

⏏ ITALIAN Moves First



Elements of the 15e Army Corps of general Montagne set up anywhere on boards 50, and/or any hex west of the A5-G4-P3 road on board 42 (See SR #2):

E 4-5-8 3	1 4-5-7 3	E 2-4-8 3	2-2-8 3	8-1 3	7-0 3	1-4-9 3	FP: 6 B#: 11 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	MA: 60* Rng: 3-42 ROF: 3 MTR	? 7 morale 6
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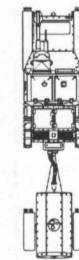
[ELR: 3]  
{SAN: 3}

SA-L mle 34 MA: 25LL ROF: 3 M# 12 Rng: 45 AT	F5 75 Mle 1897 MA: 75 ROF: 1 M# 8 ART	F11 de 155 GPF MA: 155 B#: 11 M# -1 ART	Pillbox 1+5+7 2	Trench 4	Foxhole 1S 4
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Elements of the Cagliari Infantry Division, GAF "Lupi del Moncenisio," and 5th company of the 1st Tank Regiment set up anywhere east of the A5-G4-P3 road on board 42:

E 4-4-7 4	1 3-4-7 6	1 3-4-6 4	8-1 3	7-0 3	6+1 3	1-4-9 3	dm HMG 3PP PP: 2	dm MMG PP: 2	FP: 2 ROF: 1 Rng: 5 B#: 11 LMG	FP: 30 Rng: 1 DC
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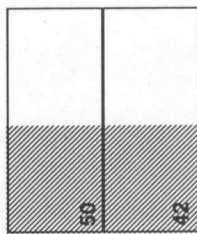


[ELR: 2]  
{SAN: 2}

Enter on turn one along the east edge:

L3/35 MP: 13 MG: 4/ ROF: 1 *BMG B11 3	12	L3 Lt MP: 12 MG: 2/ BF32 2	15
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## MAPLAYOUT:



(Only hexrows A-P on both boards are playable)

## VARIATIONS:

⏏ Add one FT and DC to the Italian OB.

⊙ Replace one French MMG with an HMG

## SCENARIO RULES:

- EC are Moderate with no wind at start. Treat Grain and Orchards as being out of season. All Crags are shellholes. Ground Snow (E3.72) is in effect, and all roads are plowed.
- No Fortifications may set up HIP. The French player must set up both Pillboxes with both French ART Guns in them on any level four hill hex on board 50.
- Place overlay B2 on 50I8-I9. Bore Sighting is NA.
- Italian 447 MMC are Assault Engineers (H1.22).
- The Italians have one module of 100mm OBA (HE & Smoke), directed by a level 3 Offboard Observer located in a pre-recorded east edge hex. Initial Battery Access is automatic the first time the Italian player attempts it. Remove one black card from the access deck.

**OBJECTIVES:** The Italians win at Game End by Controlling  $\geq$  four level 4 hill hexes on board 50, provided the French have not inflicted  $\geq$  23 CVP's. For every French Gun captured/eliminated, the CVP cap is raised by 4 VP.


**MENTONE, FRANCE, 21 June, 1940:** Late in June, in the foothills of the snow-covered French Alps, a battalion of the Infantry Division Cagliari, helped by the (border guards)GAF "Lupi del Moncenisio" company and 5th company of the 1st Tank regiment (equipped with L.3/35 and flamethrower tankettes), with a company of the 4th Bersaglieri Regiment in reserve, conquered the fort des Arcellins with a brilliant action. Made with the cooperation of infantry and flamethrower tankettes (an excellent example of application of the Italian doctrine) this occupation opened the way through the Moncenisio pass, but further exploitation of this attack wasn't possible because of snow storms and the French capitulation (the armistice of Villa Incisa was signed on 24 June at 19:15).



















# GRUDGE MATCH

◎ VICHY FRENCH Sets Up First ☆ AMERICAN Moves First	1	2	3	4	5	6	7
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**Elements of the 16th Tunisian Regiment, 1st Battalion of Foreign Legion, and *Service d'ordre Legionnaire* set up anywhere on board 10, and on/north-west of hexgrain 21G1-G6-P10:**














 E 4-5-8 3	 1 4-5-7 5	 G 4-3-7 4	 2-2-8 3	 9-1 3	 8-0 3	 7-0 3	 1-4-9 3	 FP: 6 Rng: 12 B#: 11 ROF: 3 HMG	 FP: 4 Rng: 11 ROF: 2 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 60° Rng: 3-42 ROF: 3 MTR	 7 morale 15
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 MA: 65° Rng: 2 B#: 11 M#: 10 INF	 F9 MA: 75 Rng: 1 M#: 6 ART	 F11 Trench
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


[ELR: 2]  
{SAN: 4}

**Elements of the 1st and 2nd Battalions, 18th Infantry Regiment set up in graveyard hexes of board 21:**



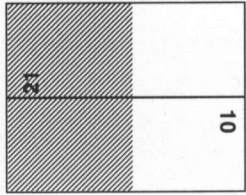
 1 6-6-6 8	 2 5-4-6 6	 9-2 3	 8-1 3	 8-0 3	 7-0 3	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 MMG	 FP: 8 Rng: 4 X#: 10 BAZ 43	 MA: 60° Rng: 3-45 ROF: 3 M2
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Enter on turn three along the north edge of board 21:

 MP: 19 MA: 75° MG: -/14° ROF: 2 T30 HMC	 A35	 MP: 20 ROF: 2 PP: 9 MG: -/16° M2	 A27
--	--	---	--

[ELR: 3]  
{SAN: 3}

**MAPLAYOUT:**



(Only hexrows A-P on board 21, and R-GG on board 10 are playable)

**OBJECTIVES:** The Americans win at Game End if they Control buildings 21G7, 21F9, and 10oDD4.

**SCENARIO RULES:**

1. EC are Moist, with no wind at start. All buildings are stone and Single Story, except buildings 21G7 and 21F9 which are standard Factories (B23.74),

**VARIATIONS:**

- ☆ Add a 1-4-9 Hero to the American OB.
- ◎ American turn 3 reinforcements enter on turn 4.

and 10DD4 which has two levels (ground and level 1 with inherent stairwells).

2. The Americans are Elite for purposes of Special Ammunition Depletion Numbers (C8.2).
3. Place overlays as follows: **Hi9** on 21F5-E6, **Hi12** on 21J3-K4, and **6** on 10S2-S1.
4. The Vichy French may set up one squad-equivalent (and all SMC/SW in the same Location) using HIP. The Vichy French may Fortify two Locations (EXC: Tunnels are NA).

**St. CLOUD, ALGERIA, 8 November 1942:** Straddling the main road into Oran from the east, St. Cloud was a town of sturdy stone houses surrounded by vineyards, which (because of the time of year) was open fields of fire extending a half-mile in all directions. The Allies thought the town was protected only by second or third-rate militia. The resistance that drove the Americans off repeatedly surprised Terry Allen's Big Red One division. In the late afternoon, elements of two battalions crawled through the vineyards and over the stonewall surrounding the cemetery on the outskirts of town. Gunfire roared in the crypts as both sides sniped at each other. After forming a skirmish line, one company commander, Lt. Edward McGregor, blew the whistle to attack and he leapt the wall to rush into town. Only three men from his unit followed. He turned back, rallied his men, and resumed the charge. They swept into town, supported by self-propelled guns of the 32<sup>nd</sup> Field Artillery. That was when French artillerymen opened up with their field pieces. This forced the green soldiers of the proud, 1st Division into full flight. Lt. McGregor was wounded, and captured with eight others. St. Cloud was not. The Americans were afraid of obliterating the town with massed artillery, with consequent loss of civilian life, and causing a bad political impression. Instead it was decided to guard the town with one battalion while the rest of the division bypassed it. Two days later – the same day Oran fell – the 1<sup>st</sup> battalion of the 18<sup>th</sup> regiment, supported by Darby's Rangers, fought their way into St. Cloud in house-to-house combat (sans artillery barrage). After more than five hours the town finally fell, yielding 400 prisoners, fourteen artillery pieces, and twenty-three machine guns. As the 18<sup>th</sup> Infantry's commander put it, St. Cloud was a real grudge match.



# BRANDENBURGER BRIDGE

## HP BONUS SCENARIO

GERMANS Set Up First GERMANS Move First	1	2	3	4	5	6
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**Brandenburg Detachment** set up within two hexes of hex 7I1 or 7I9 with at least 2.5 squads/equivalents in each set up area:

E 4-6-8 5	E 3-3-8 2	E 2-4-8 2	8-1 2	1-4-9 2	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 1 Rng: 12 ATR	FP: 30 Rng: 1 DC	MA: 50* Rng: 2-13 ROF: 3 MTR	Foxhole 1S
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**Relief column from Panzergruppe 2** enter on/adjacent to hex 32Y10 on turn one having expended 7 MP/3MF:

E 5-4-8 2	1 4-6-7 4	9-2 2	7-0 2	FP: 3 Rng: 8 ROF: 1 LMG	FP: 1 Rng: 12 ATR	FP: 24 Rng: 1 PP: 1 FT	FP: 30 Rng: 1 DC	8-1 2	MP: 13 MA: 50 MG: 3/5 ROF: 2	MP: 16 MA: -/3 ROF: 1 PP: 15, T#7	MP: 28 PP: 21 T# 7
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{SAN: 3}  
{ELR: 5; 4}



**Red Army Remnants** set up on board 32 ≥ 5 hexes from hexes 7I1 and 32Y10:

1 4-4-7 4	c 4-2-6 4	2-2-8 2	8-1 2	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	45mm PTP obr. 32 MA: 45L Rng: 3 M#: 11 AT
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Enter along the east edge of board 13 on turn four:

8-0 2	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 30 Rng: 1 DC	MP: 25 MA: AAMG MG: -/16
E 6-2-8 2	E 4-5-8 3	1 4-4-7 2	MP: 11 MA: 45L MG: -/4 ROF: 1; B#11

Set up on board 13 ≥ 5 hexes from hex 7I9:

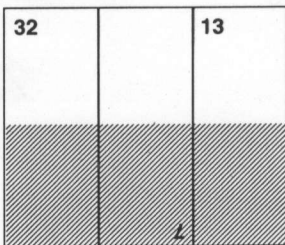
1 4-4-7 5	c 4-2-6 4	2-2-8 2	9-1 2	FP: 6 Rng: 12 ROF: 3 HMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	MA: 50* Rng: 3 Rng: 3-20 MTR	82mm BM obr. 37 MA: 82* Rng: 3-78 ROF: 3 SA: s8	76.2mm PP obr. 27 MA: 76* ROF: 2 M#8 B#11 ART
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{SAN: 5}  
{ELR: 2}

Enter on hex 32R6 on turn two:

1 4-4-7 3	7-0 2	FP: 1 Rng: 12 ATR	MP: 22 MA: 45L MG: -/4 ROF: 1; B#11
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### MAPLAYOUT:



(Only hexrows R-GG on board 32 and 13 and A-P on board 7 are playable)

**OBJECTIVES:** The Germans must Control hexes 7I1 and 7I9 at Game End. If any hex of the bridge is destroyed, the Russians win immediately.

### SCENARIO RULES:

1. EC are Moist and Gusty with Heavy Wind from the southwest at Start. The river is Deep with Moderate current flowing north. Place a two lane bridge on hexes 7I2-7I8. All brush is treated as Marsh. Kindling is NA.

### VARIATIONS:

Russian SAN is 4.

The Germans suffer from Ammunition Shortage (A19.131).

2. German 4-6-8/2-4-8 MMC are Commandos (H1.24), considered Fanatic and are immune to Encirclement (A7.7). All MMC/SMC of the Brandenburg Detachment have ELR: 5. All other German units receive ELR: 4. German 5-4-8/3-4-8 and Russian 6-2-8/3-2-8 MMC are Assault Engineers (H1.22).

3. The Germans receive Air Support in the form of two Stukas (E7.403) w/ bombs that arrive no later than turn five. The Russians receive one module of 70+mm OBA (HE only) directed by an Offboard Observer recorded during set up at Level 1 in any hex along the south edge.

4. Bridge hexes are considered Rally terrain for all German units. All broken units may ignore enemy units on the far side of the river for rout purposes.

5. The Russian INF and MTR may not set up HIP. They must set up non concealed and are not considered emplaced. The Russian AT may set up normally (i.e., using HIP; emplaced). Boresighting is NA.

**PRIPET MARSH, RUSSIA, 27 June 1941:** During the early days of Barbarossa, Panzergruppe 2 called on a detachment of the elite Brandenburg Kommando Battalion to seize an important river crossing. One capable of bearing the weight of Panzers. During the late afternoon of June 27th, the Brandenburgers, disguised as Russians, reached the bridge. One of the trucks in their column had been prearranged to 'break down' at the western end of the span, while a second continued to the other side. A German lieutenant, dressed in the uniform of a dreaded NKVD officer, dismounted and began harassing a nearby enemy engineer officer, distracting the latter from his orders to blow the bridge. While the ensuing argument drew the attention of nearby Russian soldiers, other Brandenburgers busied themselves removing explosives from the span. A close-quarters firefight broke out, during which the German soldiers seized both ends of the span, digging in to await a relief column. While the expected Panzers had been stalled by enemy fire and mechanical problems, the nearby Russian HQ acted promptly, raining mortar and artillery fire on the isolated Brandenburgers. A Stuka attack provided some respite, and helped free the Panzer column and get it on the move again, accompanied by Pioneers. Two German tanks finally cleared the enemy cordon of fire, raced for the bridge and reached its eastern end. After dark, a second relief column broke through to the beleaguered defenders. By dawn the weary Brandenburgers loaded their dead into a waiting truck and returned to their base. Their involvement in the *coup de main* was never mentioned in official German dispatches.



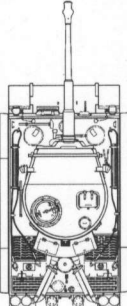
# SCOTS AT A STANDSTILL

HP BONUS SCENARIO

GERMAN Sets Up First COMMONWEALTH Moves First	1	2	3	4	5	6	7
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**Elements of Panzergrenadier Division 'Hermann Goering' and sw.Panzer Abteilung 504 set up on board 21 and/or on board 20 hexes numbered ≤ 6:**

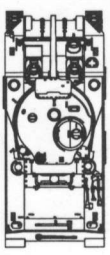
14-6-7 6	9-1	8-1	1-4-9	FP: 7 Rng: 16 ROF: 3 HMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 1 Rng: 12 ATR	7 morale	Pz VIE MP: 12 MA: 88L ROF: 1 MG: 3/5
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[ELR: 4]  
{SAN: 4}

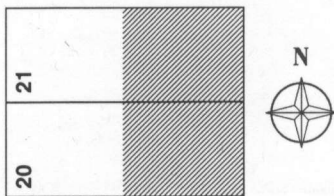
**Elements of 1/Black Watch and 46 Royal Tank Regiment enter along the south edge on turn one:**

E 4-5-8 8	10-2	8-0	7-0	FP: 2 Rng: 7 ROF: 1 LMG	FP: 8 Rng: 3 B#: 10 PIAT	MA: 51 Rng: 2-11 ROF: 2 MTR	Sherman III (a) MP: 14 MA: 75 MG: 2/4/4 ROF: 1
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[ELR: 4]  
{SAN: 3}

**BOARD LAYOUT:**



(only hexrows R-GG are playable)

**VARIATIONS:**

- Remove the ATR from the German OB.
- The British 51 MTR has no Smoke ammunition

**SCENARIO RULES:**

- EC are Dry, Weather is Clear, with no wind at start.
- Place Stone Rubble in hexes 20T3, 20U4, 20Y8, 20Z4, 20Z5, 20Z7, 21S8, 21T7, 21BB8 and 21CC8; and Wooden Rubble in 20U5, 21S5, 21T4, 21T8, 21Y4 and 21Y5.
- Starting on turn four, the Commonwealth side may roll for entry of Air Support which when received will consist of one FB '42 (with no Bombs).

**GERBINI, SICILY, 21 July 1943 :** By nightfall on 18th July the 51st *Highland Division* had pushed to within three kilometers of Gerbini and the large airfields nearby. The Luftwaffe's elite ground unit Panzergrenadier Division *Hermann Goering* had been ordered to hold these as part of the main German defence line in northeastern Sicily. Infantry of the 7th Argyll & Sutherland Highlanders advanced confidently on the night of the 20th, but taking the main airfield and its buildings from the tenacious grenadiers cost them 18 officers and 156 men, effectively two companies destroyed. The veteran 1st Black Watch then moved up to the lead, passing through the Argylls positions into Gerbini. Both infantry battalions were supported onto their objectives by the 46th Royal Tank Regiment, which lost eight Sherman tanks in the process. Each small breakthrough by the Scots infantry was pounced on with violent counterattacks by the resourceful German grenadiers. Showing admirable tactical flexibility, the handful of Tiger tanks of schwere-Panzer Abteilung 504 played a crucial role as the backbone of both offensive and defensive actions around Gerbini. By dusk on 21st July, the Highland Division attack was forced to a complete standstill.

