

# Roman Glory

Corpo di Spedizione Italiano in Russia—Nikitovka 1941



1 4-4-7



1 3-4-6

This is NOT a complete game. The map and scenarios are provided for owners of Beyond Valor™ and Hollow Legions™.

ROMAN GLORY is four BRAND NEW scenarios that play on a NEW historical map. The setting is the Eastern Front of World War II, Italy's CSIR vs. Russian forces, 1941. This is part of a multi-map set of variants depicting the Italian Army on the Eastern Front. This is a SQUADS & LEADERS VARIANT product that requires ownership of Beyond Valor™ and Hollow Legions™ to play.

6002



**NIKITOVKA: ROMAN GLORY**  
**1. THE BATTLE FOR NIKITOVKA,**  
**NOVEMBER 6-12, 1941**

**Nikitovka: Roman Glory Special Rules (NSR)** These rules apply to all Nikitovka scenarios unless stated otherwise via special Scenario Rules.

**1.1.1 Locale**—Nikitovka is a small industrial town, with strategic crossroads and a Railway Station tied to the important oil facilities at Trudovaja. Italian and Russian forces fought a six day long battle for this town.

**1.1.2 Land Forms**—The landforms represented on the Nikitovka map are almost entirely flat, with the exception of two Level 1 hills, one on the north edge and one in the southeast corner.

**1.1.3 Terrain Forms**—On the map are found normal terrain features like: Woods (D5, C8 etc.), Wooden Bridge (30-ton weight limit) (N10), Orchards (O1, I6, G9 etc.), Hedges (hexsides K7, L7, M7 etc.), Walls (hexsides N2, Q9, P6 etc.), Dirt Roads (H8 etc.), Railroads [GLRR] (L1, J2, H11 etc.), Stone Buildings (F6, N8 etc.), Wooden Buildings (H3, I7 etc.), and a Gully (L12, L11, M11, N10, O10).

**1.1.4 Buildings**—There are two kinds of building in play: Wooden and Stone. Both have only ground locations and are Level 1 LOS obstacles. Only two (Stone) multi-level buildings can be found (F6 and R9), with ground and Level 1 Locations. The multi hex building E1, F1 has only ground Locations. No rooftops are in play.

NOTE: Stone Buildings in Nikitovka are small, poorly and hurriedly built to create workers settlements and facilities for the Trudovaja pipeline terminus. They can't be compared to city buildings and are considerably weaker than basic western masonry standards. Thus they provide only +2 TEM. Rubble/Flame creation follow standard rules for Stone Buildings.

**1.1.5 Infantry Trench**—This is a new form of emplacement representing a hastily dug-in trench, reinforced with debris. Use standard Trench counters in all Nikitovka scenarios to represent Infantry Trenches. All standard Trench rules apply except as modified below:

**IN Trench**—Only 1.5 Squad Equivalents of Personnel units and their SW (5/8" counters are NA) may set up or move under an Infantry Trench marker.

**Set Up Restrictions**—Infantry Trench markers may not be set up in Woods, Building, Bridge, Road, or Gully hexes.

**1.1.6 Terrain Rules**—Orchards: LOS traced into or through any Orchard hex is Hindered. Orchard hexes are Out of Season (B14.2). Gullies: follow normal rules for Depressions (A6.3).

**1.1.7 Roads**—There are only Unpaved Roads on the Nikitovka map, made for heavy transport, covered with gravel. Due to their composition they have some unique features. Emplacements MAY NOT be set up in Road hexes. Mines and Wire MAY be set up on these roads.

**1.2 Special Rules**—The following special rules apply to all Nikitovka Scenarios unless stated otherwise via SR.



**1.2.1 Molotov Cocktails**—In all scenarios the Italians have MOL capability (A22.6) unless noted or modified otherwise.

**1.3 LOS and Movement Examples**—The following examples are provided to clarify LOS and movement costs on the Nikitovka map.

a) Even if one were to ignore the Orchards in hex G1, No LOS exists from hex F0 to hex H1 due to the Hill hex in G1.

b) An LOS exists from IN the Gully in hex O10 to down in N10 and M11 as the LOS traced does NOT leave the Gully art depiction. It does NOT continue to L11 since the depression art curves AROUND the center-dot in M11, ending the continuity of the LOS.

c) A unit in the Level 1 location of hex Q10 can see a unit in hex U12. If it were in the ground level of Q10, it could not.

d) A unit in the Level 1 location of hex R9 can see over the intervening Wall, into O5.

e) A unit in hex T5 can see into hex M2 due to the Gate along hexside N2/O3. Fire from

T5 to a unit in N2 treats the Wall along hexside N2/O3 normally for TEM purposes.

f) A unit in the Level 1 Location of hex F6 can see hex J8 with a +1 Hindrance created from higher level fire by the Orchard in hex I8.

g) The Level 1 Locations of hexes E1 and F1 represent the highest point on the map since these Locations are at a cumulative 2 levels due to being situated on a Level 1 Hill. Thus, a unit in the Level 1 Location of hex F1 has an LOS into hexes like hex I6, F6, and E6 due to the relative height between F1/ (i.e., Level 2) and the 1 high obstacles along its LOS. Hex F4 cannot be seen from F1 due to the Blind hex created by the building in hex F3.

h) The Woods in hex A9 do NOT affect the LOS from hex A10 to hex B8 since they do not cross the B9/A9 hexside. An LOS from A7 to B8 is blocked by Woods that cross the A8/B7 hexside.

i) There IS an LOS from hex S2 to O2 since there is a gap between the two building depictions in hex Q2.

j) There is an LOS from hex T9 to P11 since the Hill provides a 1 level advantage over the 1/2 obstacle Wall along hexside R11/S11.

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**ROMAN GLORY Series**—This product is the first of a series of ASL-Comp. expansions depicting the Italian Army on the Eastern Front of World War II. Designer ANDREA GARELLO is currently completing two new expansions, depicting actions at Novo Orlovka and Orlovo Ivanovka and providing new maps. Check in at [www.Criticalhit.com](http://www.Criticalhit.com) for the latest news on these products and the entire ASL-Comp. line.



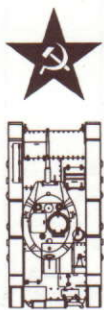
# Colonna Chiaramonti

1



**NIKITOVKA, RUSSIA, 6 November 1941:** Seizing Nikitovka, a town with a small though strategic Railway Station and key crossroads for heavy transport, was essential to the Italians in order to control the oil facilities at Trudovaja, well within artillery range from there. The Russians reached the same conclusion, though for diametrically opposed reasons. Aerial recon revealed a 40 Km gap between the Italian Corps and the German 17<sup>th</sup> Infantry Division, Nikitovka was in a perfect position to act as a springboard for a rear area attack on the advancing invaders. A chance that ought to be exploited to the full. Actually a whole Division, the 74<sup>th</sup>, fresh and reinforced with significant armor support, was heading for the town. Anticipating the enemy, whose strength was beyond Italian imagination, the Colonna Chiaramonti entered Nikitovka with a coup the main. Even if caught by surprise, the City Garrison put up stiff resistance before being overrun by the Italian drive. The fight wasn't over yet when the vanguards of the 74th Division clashed on the Italians exposed flank. Caught off balance in their turn, the Italians immediately redeployed to face the new threat. Even though the Pasubio soldiers reacted with

a swift and clean manoeuvre assuming defensive positions, the Colonna Chiaramonti was now in danger of being cut off.



**Elements of Nikitovka City Garrison** set up in hex O4:



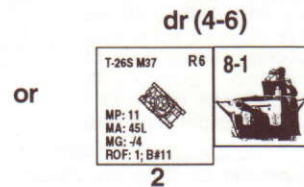
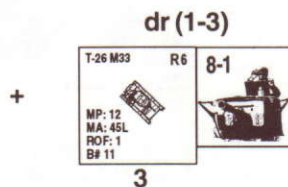
**Elements of Nikitovka City Garrison** set up in hex O5:



**Elements of Nikitovka City Garrison** set up in hexrows G and/or F:



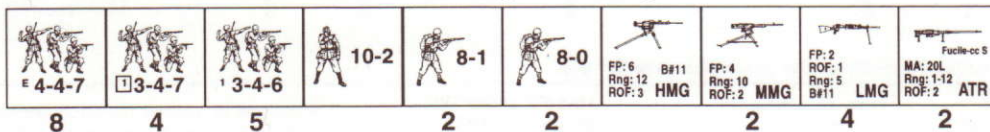
**Elements of 74th Division, 78th Regiment** enter on turn six (see Objectives) along the north edge on/between hex V0 and I1:



[ELR: 2]  
{SAN: 4}



**Elements of Colonna Chiaramonti** enter along the west edge on turn one:



[ELR: 3]  
{SAN: 3}

★ RUSSIAN Sets Up First

☪ ITALIAN Moves First



**OBJECTIVES:** To win the Italian player must Control all Locations of either Group A or B (see below) by the end of turn five AND prevent the Russian player from gaining Control of ONE Location from the chosen group by Game End. Before all set up the Italian player secretly chooses group A or B.

**Group A (the Crossroads)** F8, K9, R9 and one of I7 or F6 (Italian player's choice).

**Group B (the Rail Station)** F8, K9, K3 and K4.

The Russians win immediately if the Italians do not control all Locations of the secretly chosen group by the end of turn five.

**SCENARIO RULES:**

- All NSR are in effect. EC are Moist with no wind at start. Ground Snow (E3.72) is in effect.
- The Italian player has a +1 drm to their MOL capability.

3. Three Italian 4-4-7 MMC may be designated as Fanatic (A10.8).

**MAP CONFIGURATION:** The entire NIKITOVKA map is in play.

**HANDICAPS:**

Russian: Exchange the 8-1 Armor Leader for a 9-2.

Italian: All elite Italian MMC are Fanatic.

**MAPLAYOUT:**



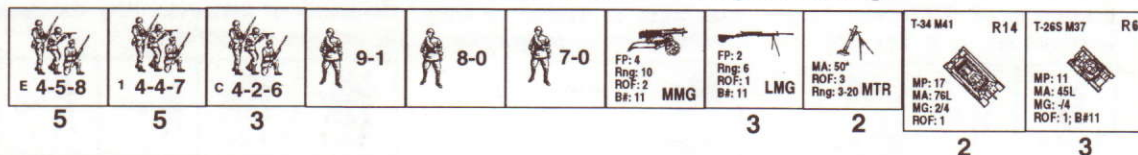
# Iron Fist

# 2



**NIKITOVKA, RUSSIA, 7 November 1941:** The first attack by the 74th Division was repelled in a furious battle, in which the Russians lost an entire battalion and a dozen tanks. Working all night, the Pasubio soldiers set up strong defensive positions in the conquered town. Under cover of darkness, recon teams were sent to identify the main Soviet attack route. A massive troop concentration, the size of at least two Battalions, made it clear that the main thrust would come from the east. Yet the possibility of flanking attacks from other directions could not be discarded. Between the Colonna Chiaramonti and the following Italian forces there was nothing but no mans land. The encirclement of Nikitovka was only a matter of hours. Exactly at 0600 hours, with admirable punctuality, an artillery barrage announced the incoming attack. The Russians first wave was made up of shock troops with substantial armor support, smashing like an iron fist into the entrenched Italians. Personally led by Colonel Epifanio Chiaramonti, the soldiers of 79th and 80th Roma Battalions stood their ground, recklessly defending and counterattacking. The battle soon turned into a chaos of bayonets, grenades and point blank shooting. By now, despite desperate efforts, the Italian lines began to weaken. The Russians, with perfect timing, decided it was time to hit one of the exposed flanks. Now virtually encircled, the Italians reacted with unexpected violence. It was clear that losing this battle would mean the annihilation of the Colonna Chiaramonti.

**Elements of 74th Division, 78th Regiment** enter on turn one along the east edge:

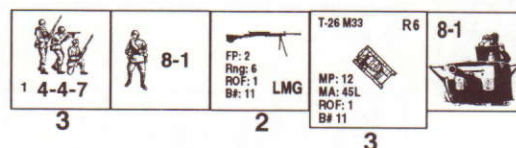


**Elements of 74th Division, 109th Regiment** enter on turn four along the north edge (from hex V0 to I1) or south edge (from V12 to J12). The Russian player must secretly choose the map edge before all set up. Prior to the start of turn four the Russian player makes a dr to determine which group of reinforcements enters play. The non-entering units are not received.

**Group A dr (1-3)**



**Group B dr (4-6)**

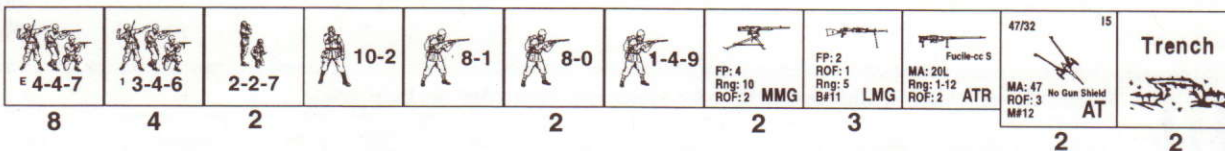


[ELR: 2]  
[SAN: 3]

**Elements of Colonna Chiaramonti** set up first on/west of the line defined by hexes R12-R9-08-04-11:



[ELR: 3]  
[SAN: 4]



**Mine**  
24 Known  
AP (F.7)\*  
\*Plus TWO Dummy Mine counters

**Wire**  
2

**Italian FOW Units+SW Activation (see SR #3):**

dr	Hex H3 and/or G4*	dr	Hex F8 and/or F9*
(1)	2x 3-4-6 + LMG	(1)	2x 3-4-7 + LMG
(2)	2x 3-4-6	(2)	2x 3-4-6 + 20L ATR
(3)	1x 3-4-7 + 20L ATR	(3)	1x 3-4-7 + 7-0 + LMG
(4)	1x 3-4-6 + 7-0	(4)	1x 3-4-6 + 8-1 + LMG
(5)	1x 3-4-6 + LMG	(5)	1x 3-4-7 + LMG
(6)	1x 3-4-6	(6)	1x AT 47/32 + 2-2-8 **

\* If the hex is rubble (by OBA and/or direct gun fire), the cloaking counter is eliminated and removed from the map.  
\*\* No more than one AT Gun may be received. If the Italian player already received one (with a dr 6), roll again.

**ITALIAN Sets Up First**

**RUSSIAN Moves First**



**OBJECTIVES:** The Russians must Control all four buildings in hexes N5, N8, I7, and F6 at game end. If Colonel Chiaramonti is eliminated, the game immediately ends with a Russian win (see SR #4).

**SCENARIO RULES:**

- All NSR are in effect. EC are Moist with no wind at start. Ground Snow (E3.72) is in effect. Place Burnt-Out Wrecks in hexes G2, I1, L4.
- The Russians receive a Creeping Barrage (E12.7) of 70mm OBA that start on a Pre-Registration hex of the Russian's choosing. The line must run parallel to the east map edge. If accurate it will move 2 hexes per player turn east to west for 2 game turns or until the Aiming hex is reached. It is directed by an Offboard Observer.
- The Italian player places one Cloaking counter in hexes H3-G4-F8-F9. Each time a Russian unit has a LOS and is within THREE hexes of any Cloaking counter OR the Russians fire at it's Location, the Cloaking counter may be replaced by actual Concealed unit(s) by making a die roll. The Italians may Fortify

(B23.9) two building Locations [EXC: Tunnels are NA].

**4.** The Italian 10-2 SMC counter represents Colonel Chiaramonti. He starts play marked with a Heroic counter (A15.2). Any Italian unit, as long as it is stacked with and/or in adjacent hexes to this Good Order leader, is considered Fanatic (A10.8). If Colonel Chiaramonti is eliminated, the game immediately ends with a Russian win.

**MAP CONFIGURATION:** The entire NIKITOVKA map is in play.

**HANDICAPS:**

Russian: Add a 9-1 Armor Leader to the Russian OB.

Italian: Replace the 10-2 leader with a 10-3 in the Italian OB.

**MAP LAYOUT:**



# Head On

# 3



**NIKITOVKA, RUSSIA, 11 November 1941:** Five days later, the encircled Colonna Chiaramonti was still holding out in the debris of Nikitovka. There was some ammunition left, but no food or water. Since 7 November General Messe had tried everything he could to re-establish contact with his surrounded men. Two Battalions from 79th Roma, supported by elements of Lancieri di Novara Regiment tried to break the ring. The first attempt was a two-pronged drive from Rykovo-Gorlovka and Novo Gorlovka, then a combined assault from the southwest. Both attacks were beaten off with severe losses. Time had come for the 3rd Bersaglieri Regiment to go into action. With the XXV Battalion still engaged in Rykovo, the III/81st moved forward to join in the attack. After two days of repeated assaults, many of them concluded in hand to hand combat, the Regiment gained little ground at a high cost in human life. Tenente Federico Rossi, killed while repelling single-handedly a Russian counterattack, was awarded the Silver Medal posthumously. At last the static Russian attitude made the Italians hope that the 74th was beginning to wear down under the weight of relentless assaults. On the morning of 11 November, the Italians threw everything at hand in the fray to achieve a decisive breakthrough. Artillery support was reinforced by divisional elements, the 371st Squadriglia Caccia would provide close air support and even some tanks were ready to roll. Once again the Bersaglieri were going to charge head on to free their comrades.

Elements of the 78th and 109th Regiments, 74th Rifle Division set up anywhere on/east of row E:

E 4-5-8 5	1 4-4-7 9	2-2-8 2	9-1	9-0	8-0	FP: 4 Rng: 10 ROF: 2 Bk: 11 2	FP: 2 Rng: 6 ROF: 1 Bk: 11 3	FP: 1 Rng: 12 2	MA: 50* ROF: 3 Rng: 3-20 3	82mm BM obr. 37 R2 2	T-26 M33 R6 2	Wire 4	Mine 24 Known AP (F.7)*
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**Elements of 74th Division, 109th Regiment** enter on turn 5 from the east edge (row L). Prior to the start of turn 5, the Russian player makes a die roll to determine which group of reinforcements enters play. The non-entering units are not received:

\*Plus TWO Dummy Mine counters

[ELR: 2]  
{SAN: 4}

**Group A dr (1-3)**

**Group B dr (4-6)**

E 4-5-8 2	1 4-4-7 5	9-1	7-0	FP: 2 Rng: 6 ROF: 1 Bk: 11 2	T-26 M37 R6 3	8-1	E 4-5-8 3	1 4-4-7 2	C 4-2-6	9-1	1-4-9	FP: 24 Rng: 1 PP: 1 1	T-34 M41 R14 *
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\* Plus ONE 9-1 Armor Leader



Elements of 3rd Regiment Bersaglieri, XVII Battalion enter along the west edge on turn one on/between hexes A1-A5:

E 4-4-7 8	1 3-4-6 2	9-2	8-1	8-0	1-4-9	FP: 6 Rng: 12 ROF: 3 Bk: 11 2	FP: 4 Rng: 10 ROF: 2 2	FP: 2 Rng: 5 ROF: 1 Bk: 11 3	MA: 20L Rng: 1-12 ROF: 2 2	L3 cc 15 2
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Elements of 3rd Regiment Bersaglieri, XX Battalion enter from the west edge on turn two on/between hexes A6-A12. Prior to the start of turn two the Italian player makes a die roll to determine which group of reinforcements enters play. The non-entering units are not received:

[ELR: 3]  
{SAN: 3}

**Group A dr (1-3)**

**Group B dr (4-6)**

3-4-7 5	1 3-4-6 2	9-1	8-0	FP: 6 Rng: 12 ROF: 3 Bk: 11 2	FP: 2 Rng: 5 ROF: 1 Bk: 11 2	MA: 20L Rng: 1-12 ROF: 2 2	3-4-7 4	1 3-4-6 4	8-1	8-0	FP: 2 Rng: 5 ROF: 1 Bk: 11 2	FP: 24 Rng: 1 PP: 1 1
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★ RUSSIAN Sets Up First

III ITALIAN Moves First



**OBJECTIVES:** To win the Italian player must Control five building hexes in hexrows F-G, OR the multi-hex building E1-F1 and three building hexes in row F by Game End.

**SCENARIO RULES:**

- All NSR are in effect. EC are moist with no wind at start. Ground Snow (E3.72) is in effect.
- Set up an Immobilized T-26/M33 in hex H6, with CA: H5-I6. The turret may face any direction of the Russian player's choice.
- On the Italian player turn one, the Italian player receives one Pre-Registered 100+ OBA fire mission (HE FFE only - no SR) resolved in the PFP. Battery Access is automatic and is directed by a pre-recorded, level two, western edge Offboard Observer. The FFE:C is removed normally at the beginning of turn 2 Italian PFP.
- Four Italian 4-4-7 MMC may be designated as Fanatic (A10.8).

They also receive Air Support (E7) on turn two in the form of one FB (w/o Bombs). This plane remains on board for three turns only.

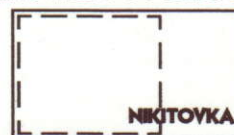
**MAP CONFIGURATION:** Only hexrows A-L on the NIKITOVKA map are in play.

**HANDICAPS:**

Russians: Replace one MMG with an HMG in the Russian OB.

Italians: Replace two 3-4-6 MMC with 3-4-7 MMC in the Italian OB.

**MAP LAYOUT:**



# Midnight Train

4



**NIKITOVKA, RUSSIA, 12 November 1941:** By the morning of 12 November Nikitovka was still encircled. After another day of intense fighting all the efforts by the 3rd Bersaglieri Regiment were bogged down under a rain of machine gun fire and mortar shells. Italian losses were extremely heavy; every meter conquered was paid in blood. The XVII and XX Battalions managed to reach the outskirts of the town only to be repulsed by a hasty counterattack. At dusk, a few advanced elements of the 3rd Regiment were still holding some houses on the western edge of the town. A Russian night attack might have annihilated them pretty easily, but the expected attack didn't come. Unknown to the Italians, the Russians had thrown their last reserve in the counterattack of the previous day. As a matter of fact, from the Russian point of view, the situation was anything but encouraging. After six days of fighting the uninterrupted Italian pressure on the outer ring had severely reduced the 74th Division's operational capabilities, now clearly in a defensive attitude. The opportunity of catching the Axis troop off balance and penetrate their rear had faded away long since, the German 17th Infantry Division was about to close the gap and finally cover the exposed Italian flank. With the bulk of the Division still holding the town under siege, the risk of being cut in two had to be taken in serious consideration. But the Italians gave no time to breath. The battered XVII and XX Bersaglieri Battalions with remnants of III/81st, regrouped in a single force, resumed the attack early in the afternoon of 12 November. The III/79th, just arrived after a night march, was kept in reserve. Once again the Bersaglieri and the men of III/81st reached the outskirts of Nikitovka and once again were stopped, but not repulsed. Both sides were exhausted, and a lull settled with the coming darkness. Sensing that the ring was almost broken, squads from the III/79th infiltrated the Russian lines and made contact with the men of the Colonna Chiaramonti. At night, attacking from both sides, after another failed attempt the Italians finally broke the siege. The Colonna Chiaramonti managed to pull out in good order, bringing all the wounded and the heavy weapons with it. During the following days the 74th Division abandoned Nikitovka to redeploy in new defensive positions.

Elements of 74th Division, 78th and 109th Regiments set up Concealed in the hex listed:



Hex I2		Hex H3		Hex I7		Hex G9		Hex S4 or Q2	
1 4-4-7	FP: 2 Rng: 6 ROF: 1 Bf: 11	C 4-2-6	7-0	C 4-2-6	FP: 4 Rng: 10 ROF: 2 Bf: 11	1 4-4-7	1S	1 4-4-7	FP: 6 Rng: 12 ROF: 3
		2				2		2	
Hex K9		Hex O9		Hex L10		Hex R2		Hex G11	
1 4-4-7	8-0	E 2-4-8	FP: 4 Rng: 10 ROF: 2 Bf: 11	1 4-4-7	2-2-8	C 4-2-6	9-1	C 4-2-6	8-1
				2		2		2	
+ Any NON building hex on/between hexrows G-M: 36 x Known AP Mines (F.7) + 2 x Dummy (F.7B) Mines									
									{ELR: 1} {SAN: 3}



Elements of Bersaglieri XVII, XX Battalions and III/81st set up Concealed in hex E4:

1 3-4-7	8-1	FP: 4 Rng: 10 ROF: 2	FP: 2 ROF: 1 Rng: 5 Bf: 11
3			

Elements of Colonna Chiaramonti set up Concealed in building hexes O4, O5 and/or O6:

E 4-4-7	10-2	8-1	FP: 2 ROF: 1 Rng: 5 Bf: 11
6	*	*	2

\* See SR 3

Elements of III/79th set up Concealed in the hex listed:

Hex D5		Hex E10		Hex E11		Elements of III/79th enter on turn three on/adjacent to hex N12:	
1 3-4-6	9-1	1 3-4-6	7-0	1 3-4-6	FP: 2 ROF: 1 Rng: 5 Bf: 11	1 3-4-6	8-0
2		3		2		2	
							{ELR: 3} {SAN: 2}

★ RUSSIAN Sets Up First

III ITALIAN Moves First



**OBJECTIVES:** The Italians must Exit  $\geq 9$  VPs of Colonna Chiaramonti units from on/between hexes A11-A13 by Game End. The Russians win immediately upon earning  $\geq 10$  CVP more than the Italians. (i.e. if the Italians have 6 VPs -including any of Colonna Chiaramonti's exited unit(s)- and the Russians 16, the game ends immediately in a Russian win).

**SCENARIO RULES:**

- All NSR are in effect. EC are Moist with no wind at start. Ground Snow (E3.72) is in effect.
- Night Rules (E1) 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. Both sides are normal (E1.6).
- Units of Colonna Chiaramonti when stacked with any Good

Order Leader are treated as Fanatic (A10.8). Both leaders in Colonna Chiaramonti begin play both Wounded (A17) and Heroic (A15.2).

**MAP CONFIGURATION:** The entire NIKITOVKA map is in play.

**HANDICAPS:**

- Italian: Replace three 3-4-6 squads with 4-4-7s in the Italian OB.
- Russian: Replace the Russian 9-1 with a 9-2 in the Russian OB.

**MAP LAYOUT:**



