

DONNYBROOK

ATF 2



VICTORY CONDITIONS: The German Player wins immediately by controlling eight *stone* buildings. Otherwise, the German player wins at game end by controlling nine buildings and inflicting more CVP than the British player. German immobilized AFV are treated as destroyed at game end for CVP purposes.

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First								

BOARD CONFIGURATION:

BALANCE:

✚ Replace a MMG with a HMG

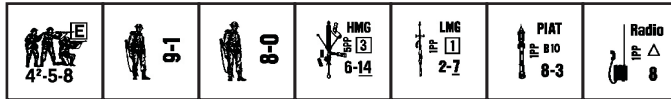
🎯 Replace the 9-1 leader with a 9-2 leader



(Only hexrows L-KK and Hexes numbered ≥ 8 and ≤ 30 are in play)

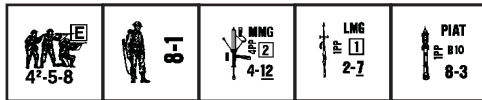


Elements of 5th Battalion Grenadier Guards, 24th Guards Brigade, 1st Infantry Division [ELR 3] Set up concealed in buildings within 4 hexes of V20: {SAN 5}



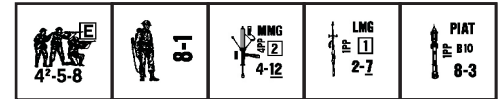
5

Set up Entrenched East of hexrow EE in hexes numbered ≥ 20 :



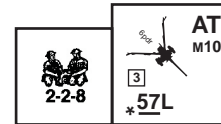
5

Setup Entrenched West of hexrow P in hexes numbered ≥ 17 :



4

Setup in non-building locations in hexes numbered ≥ 19



3



Elements of the 29th Panzergrenadier Regiment, 3rd Panzergrenadier Division and supporting armor [ELR 3] Setup in hexes ≤ 13 : {SAN: 3}

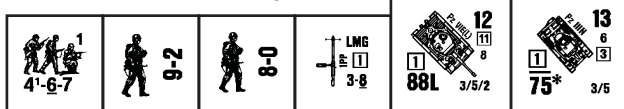


9

2

2

Enter on Turn 1 from the North Edge:



8

3

3

Enter on Turn 5 from the North Edge:



2

SPECIAL RULES:

- EC are wet. Weather is Overcast with rain falling.
- The British Radio represents a module of 76mm (HE and SMOKE) Battalion Mortar OBA with plentiful ammunition. The German receives one module of 88mm (HE only) OBA directed by an offboard observer at level 4 in a hex secretly chosen before setup on the North board edge.
- All Direct fire (including Firelane residual attacks) tracing LOS from and/or to entrenched units at the same level suffers a +1 Hindrance DRM [EXC: TPBF]. Vehicle Bypass Movement is not allowed except along Narrow Roads.
- To simulate the early morning darkness, there is an additional +1 LV hindrance during the first two game turns

AFTERMATH: The battalion AT section opened up on the tanks, killing three and driving off two more. Meanwhile, the German infantry had difficulty supporting the attack despite the cover of the rain; simply put there was too much open ground to cover. Tanks seemed equally ineffective; wherever tanks were, artillery fire rained down. However, the German infantry was able to occupy the wooden "huts" to the Northeast of Aprilia. These huts not only provided cover both to the Germans occupying them, but gave blind spots for German forces to assemble. British grenadiers attacked the huts in mid-morning, but were then in turn assaulted by two tanks. That afternoon, American tanks drove the Germans from the huts and a minefield was placed behind them to discourage future attempts. The Grenadier Guards were losing infantry at an alarming rate, and this was only a step to the station at Campoleone.