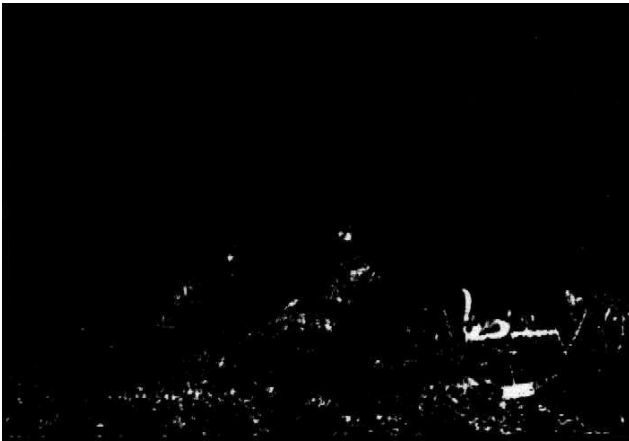


SCENARIO KE6

ROCK STEADY



SAN FRATELLO, SICILY, 8 August 1943: Having forced his superior's consent in releasing one of his corps towards Messina, Patton tasked the American 3rd Infantry Division with advancing along the interior side of the northern coast road. The 'Dog-Face Soldiers' of "The Rock of the Marne" Division executed their assigned task at a remarkable pace that was dubbed the "Truscott Trot" in honor of the unit's illustrious commander. This clip slowed to a crawl around the village of San Fratello, however, where the narrow and winding road traversed around the steep slopes of Monte San Fratello - a dominating feature the Americans called Hill 673. Stiff Axis resistance aided by mines gave the Marne Men a bitter taste of the kind of fighting that was to come some two months later in Italy. The bloodiest fighting of the northern Sicilian Campaign revolved around the hamlet of San Fratello, and Hill 673 proper. On 7 August, a full-out night assault by the 3rd Battalion, 30th Infantry Regiment resulted in the capture of this dominating feature just before midnight. Once in possession of Hill 673, the Americans were reinforced with their battalion's Weapons Company, and dug in and awaited the inevitable enemy counterattack.

VICTORY CONDITIONS: The Axis win at game end if they have accumulated more VP than the Americans. Casualty VP are awarded to both sides in the normal manner. Additionally, the Axis receive 2 VP for each Level 3 and/or Level 4 hex controlled by the Axis at game end; the Americans receive 1 VP for each Level 3 and/or Level 4 hex controlled by the Americans at game end.

BALANCE:

☆ Add an 8-0 Leader to the American At Start OB.

✚ In the Victory Conditions, change "more VP" to "an equivalent number - or more - VP".

BOARD CONFIGURATION:

9










TURN RECORD CHART

☆ AMERICAN Sets Up First [132]	✚ 1	2	3	4	5	6	END
✚ AXIS Moves First	✚						



L and M Companies, 30th Infantry Regiment, 3rd Infantry Division [ELR: 3] set up in Level 1 or higher Locations, with *at least* 3 squad-equivalents setting up ≤ 4 hexes from *each of* hexes 9H5, 9Q6, 9AA5: {SAN: 2}








 6-6-6	 8-1	 7-0	 6-12	 4-10	 60° [3-45]	 5 OVR, OBA: +4 Other: +2
12	2	2	2	2	2	12



Elements of Panzergrenadier Regiment 15, Panzergrenadier Division 29 [ELR: 4] enter from the west edge of the playing area on Turn 1: {SAN: 3}








 4-2-6-8	 9-1	 8-0	 3-8	 3-8
6				2



Elements of Assietta Division, reinforcing Panzergrenadier Regiment 15 [ELR: 2] enter from the west edge of the playing area on Turn 1:



 3-4-6	 8-1	 7-0	 3-8	 2-5
8				2

SPECIAL RULES:

- EC are Dry, with no wind at start. All woods and crag hexes are Olive Groves (F13.5). No buildings or roads exist.
- Night Rules are in effect. The initial Base NVR is three hexes, with no Cloud Cover and no Moon. The Americans are the Scenario Defender and the Axis (German and Italian) are the Scenario Attacker. The Majority Squad Type for the Americans and the Germans is Normal, for the Italian, Lax.
- The Americans control all Level 3 and Level 4 hexes at start. Bore Sighting is NA.
- Both sides may freely initiate Hand-To-Hand CC as per J2.31.

5. The Axis player(s) may use one color of cloaking counter for both nationalities present so as to not give away the national identity of the units represented by that cloaking counter. A single cloaking counter may only represent units/SW of one nationality.

AFTERMATH: As expected, the usual counterattack came only a short while after the hill had been secured. Preceded by a withering forty-five minute artillery barrage, a force of German and Italian infantry attempted to wrest control of Hill 673 from the Americans. For almost two hours a savage close-in (sometimes hand-to-hand) battle raged across the top of the hill. Both sides used grenades, bayonets and even rocks to bludgeon their opponents. Finally, at 0200 on 8 August, the German and Italian force withdrew, leaving the exhausted GIs of Companies L and M in control of the feature. The 3rd Division motto, "Rock of the Marne", had proved true once more.