

SURRENDER OR DIE



SCENARIO BB10



VICTORY CONDITIONS: The Germans win at game end if all buildings on/between hexrows O and W are devoid of unbroken U.S. MMC.

CISTERNA, ITALY, 30 January 1944: Spearheading the 3rd Division's breakout from the Anzio Beachhead were the 1st and 3rd Ranger Battalions. They were to stage a commando-like raid on the little town of Cisterna di Littoria by passing undetected through what was believed to be the thinly spread front line of the Hermann Goering Division. Moving out at 0100 hours, the Rangers carried no heavy weapons other than bazookas and mortars, with extra shells for the former and only three shells apiece for the latter. Each Ranger carried an extra bandolier of ammunition, hand grenades, and British "sticky" anti-tank grenades. Making their advance along the Pantano Irrigation Ditch, the raiders stopped frequently for the enemy's flares and his nearby presence. At sunrise, the lead elements of the 1st Battalion were a half mile from Cisterna. Leaving the cover of the ditch, the Rangers charged toward the town's outlying buildings. Immediately, German fire exploded around them from all sides. The two battalions had been allowed to pass through the German lines, which then closed behind them to seal the ambush. Further, the "lightly held" area around Cisterna had, in fact, been reinforced by the 26th Panzer Division. By noon, both Ranger battalions were nearly destroyed, with the remnants surrounded. German armor was playing havoc and many Rangers were being taken prisoner. One of several groups which refused to give up was a handful of men pulled together by Sergeant-Major Robert Ehalt. From a farmhouse, they were determined to make a stand.

HANDICAPS:

- U3: Use U2, and add one Pz IVH to the German OB, and one BAZ 43 to the U.S. OB
- U2: Use U1, and in the German OB, replace two 4-6-7s with two 4-6-8s, and the 8-0 with one 8-1.
- U1: The U.S. Bazookas suffer from Ammunition Shortage.
- G1: Add 6 "?" to the U.S. OB.
- G2: Use G1, and in the German OB, replace the 9-1 and MMG with one 8-1 and one German LMG.
- G3: Use G2, and in the U.S. OB, replace the 9-1 with one 9-2.

BOARD CONFIGURATION:



21

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	END
✚ GERMAN Moves First						



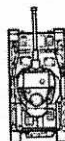
Elements of the 3rd Ranger Battalion [ELR: 3] set up on/between hexrows N and X: {SAN: 3}



6-6-7	3-4-7	9-1	8-0	1-4-9	BAZ 43 10 8-4
3					2



Mixed elements of Panzer Division 26 and Fallschirm Panzer Division Hermann Goering [ELR: 3] enter on Turn 1 along the north edge: {SAN: 2}



4-6-8	4-6-7	9-1	8-0	1-5-12	LMG 3-8	13 75L 3/5
2	4			2	2	

SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. All buildings are stone.
3. The U.S. receive an extra -1 DRM when resolving CC attacks against vehicles.
4. The U.S. [EXC: Bazookas] suffer from Ammunition Shortage (A19.131).

AFTERMATH: With panzers racing about them, the tenacious Rangers held their position. Colonel Darby, in radio contact with the desperate battalions since 0730 hours, urged Ehalt's group to fight on and wait for reinforcement from the 4th Battalion and the rest of 3rd Division. At one point, an English speaking German officer called upon the hold-outs to surrender or be killed. A fierce firefight ensued with Ehalt's brave group holding off the Germans. In the end, two German tanks closed in on the farmhouse and fired high-explosive rounds into the roof. At 1230 hours, Ehalt radioed Darby that his men were out of ammo and he was destroying the radio—their fight was over. The break-out from Anzio had been contained and its spearhead shattered. Moreover, the battalions' destruction was a calamitous loss for the anguished Colonel Darby, signalling the end of the gallant force known as *Darby's Rangers*.