

# THE CANADIANS IN ITALY



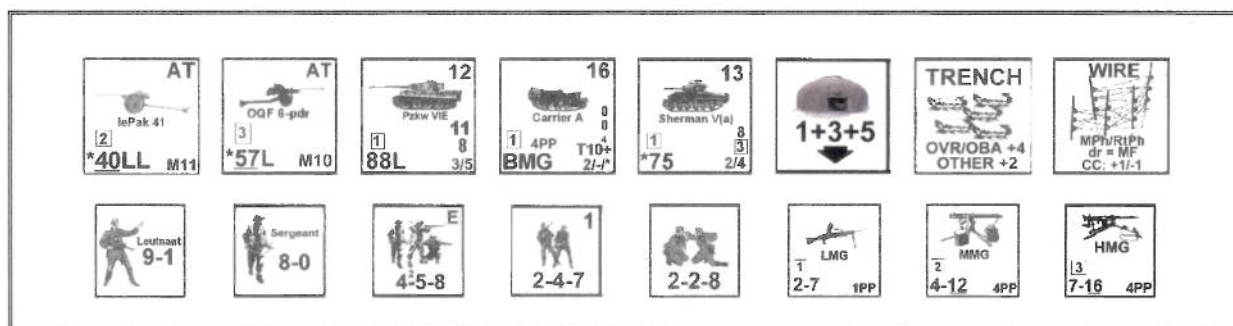
## THE SPAGHETTI LEAGUE

SEPTEMBER 1943 TO AUGUST 1944

Twelve Scenarios compatible with  
Hasbro's ASL System and adaptable to



Critical Hit's Combat Tactical  
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### For Miniatures Players:

The counters shown that have three men represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply)

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A huge thanks goes out to all the playtesters who put up with my pestering and e-mails to finally get this module completed. Without their tireless effort this module be nothing more than an idea scribbled on a page of paper. Thank you.

### PLAYTESING ASL IS PLAYING ASL

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# #9

# FIRST CLASH



**Gambarie Italy, 4 September 1943:** The Canadians splashed ashore at 0430 hours 3 September, the fourth anniversary of Britain's declaration of war. The two-hour crossing of the Straits of Messina had been uneventful save for the covering bombardment, which exploded over heads of the invaders crammed into their little assault crafts. Happily, it was an unopposed landing even easier than at Pachino two months before. The beaches were deserted, no mines, no wire and no defenders. The Canadians had landed in continental Europe-Hitler's celebrated Festung Europa, without being shot at or suffering a single casualty. At 0526 hours, the Canadian sector was reported secure. The assault battalions speedily rounded up their missing sub-units and hurried inland to take their objectives. For five days, the Canadians drove into the heart of Calabria. It was rugged terrain. The single narrow road forced General Simonds to deploy his brigades one at a time on the mountain road. It was ideal countryside for delaying tactics, executed with excellence by German demolition teams. Steady, if slow progress was made by the Canadian division. Then on 4 September, on the outskirts of the village of Gambarie, the 48th Highlanders of Canada became the first Canadians to clash with enemy troops in mainland Italy. Gambarie, a ski resort in a pine forest, was defended not by Germans, but Italians- Fascist militia known as "Black Shirts". In a brief, one-sided battle the Highlanders killed nine and captured thirty others Black Shirts, along with six field guns and four machine-guns. The prisoners revealed that Germans had been there, but had pulled out just two hours earlier.

## BOARD CONFIGURATION

### BALANCE

III Delete one 4-5-8 squad from Canadian OB

⊙ Increase Game Length to 6½ Turns



(Only hexrows A to P are playable)



## VICTORY CONDITIONS:

The Canadians win if they control all buildings at Game End.

## TURN RECORD CHART

III ITALIAN Sets Up First

⊙ CANADIAN Moves First








⊙	1	2	3	4	5	6	END
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## SPECIAL RULES:

- EC are moderate with no wind at start. The stream is shallow and all woods are Pine Woods (B13.8).
- Place overlay OG1 on 39B7
- The Italians may set up one-squad (and any SW/SMC stacked with them) using HIP.

- Any Italian MMC that Battle Hardens becomes Fanatic instead.
- All Cannone da 65/17 INF Guns may not set up using HIP, but may set up concealed if in concealment terrain.
- Bore Sighting is NA.

Elements "Black Shirt" Legion sets up on/south of hexrow L








 C 3-3-6 4	 1-2-6 6	 8-0 Sergente 4	 7-0 Caporale Maggiore 4	 4-10 B11 4PP 6	 7 Morale ? 6	 65/17 65* M10 B11 6
--	---	---	--	--	---	--

[ELR: 2]

(SAN: 3)



Elements 48th Highlanders of Canada enter on Turn 1 along the north edge

 E 4-5-8 8	 E 2-4-8 2	 9-1 2	 8-1 2	 2-7 1PP 3	 2-7 4PP 2-11 2	 8-3 1PP B10 2
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[ELR: 4]

(SAN: 2)

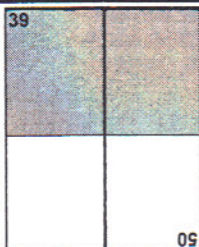


# PER L'ONORE D'ITALIA



**Aspromonte Italy, 7 September 1943:** The Second Brigade now moved into the lead, striving to reach Cittanova, a large town on Route 111, one of the lateral highways which crosses the Aspromonte from coast to coast. When the Princess Patricia's Canadian Light Infantry were slowed by demolitions along Route 112, Brigadier Chris Vokes sent the Loyal Edmonton Regiment cross-country along a doubtful track which might lead to Cittanova. The Eddies also ran into Italian troops, a hundred German-trained paratroopers of the elite 184th (Nembo) Division, who surprised the Canadians by putting up a spirited fight. While the action was relatively short, the Italians made a determined stand for "The Honour of Italy" (*per l'onore d'Italia*) and forced the Edmontons to deploy in a time consuming woods clearance to clear the paratroopers out. The terrain proved to be a bigger obstacle and it took the Edmontons most of 7 September before finding the track which led overland to Cittanova, followed by a night march through uncharted mountain country. Somehow, they did it, trooping into town at 0300 hours on the eighth, as the Patricia's were approaching from the other side.

## BOARD CONFIGURATION



(Only hexrows A to P on Boards 39 and R to GG on Board 50 are playable)



## BALANCE

III Exchange one MMG for a HMG

⊙ In VC change "≥ 20 VP" to "≥ 17 VP"

## VICTORY CONDITIONS:

The Canadians win at Game End, if they amass ≥ 20 VP. VPs are awarded to the Canadians for all unbroken Canadian units on/west of the 39A6-I9-P9 road.

## TURN RECORD CHART

III ITALIANS Sets Up First	⊙ 1	2	3	4	5	6	7	END
⊙ CANADIANS Moves First								

## SPECIAL RULES:

1. EC are Moderate with no wind at the start. The stream is shallow and all woods are Pine Woods (B13.8).

2. The Italians may set up one-squad equivalent (and any SW/SMC stacked with them) using HIP.

**Elements of 3° Battaglione Paracadutisti 184th (Nembo) Division sets up on any hex ≤ 6 hexes from 39H1**

4-4-7	2-2-7	9-1 Tenente	8-1 Sottotenente	8-0 Sergente	LMG 2-5 B11 1PP	MMG 4-10 B11 4PP
9					4	2

**Elements Loyal Edmonton Regiment enters on Turn 1 along the east edge**

4-5-8	9-1 Lieutenant	8-1 Subaltern	8-0 Sergeant	LMG 2-7 1PP	MTR 4-4 51	PIAT 8-3 1PP B10
16		2	2	4	4	2

7 Morale ?	MTR Mortale da 81mm 3 81* M11 [3-102]
6	

[ELR: 3]

(SAN: 4)



[ELR: 4]

(SAN: 2)

# MONTY'S MOUNTAIN GOATS



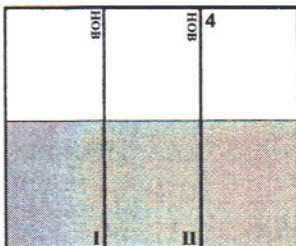
**Motta Montecorvino Italy, 1 October 1943:** Campobasso a picturesque city nestled in the eastern foothills of the Apennines was the Canadian objective. After resting in the vicinity of Potenza, the Canadians were moved northwards to Lucera, where they would operate on the left of a two-pronged thrust mounted by the Eighth Army. While the British 78th Division followed the main highway from Foggia along the east coast towards the small port of Termoli, the First Canadian Division was sent into the mountains from Lucera, due west of Foggia. Twelve miles from Lucera, Route 17 climbed rapidly. The first town was Motta Montecorvino, the goal of another one of those grand improvisations, Jock column comprising Princess Louise Dragoon Guards (PLDG) armoured cars, the Calgary tanks and the Royal Canadian Regiment (RCR) with the usual array of anti-tank and field guns, commanded by Lt-Colonel Cy Neroutsos of the Calgarys. The vanguard of the First Division moved out of Lucera during the morning of 1 October and it soon became apparent that the Germans intended to fight for possession of Motta. The PLDG armoured cars came under heavy machine-gun and shellfire shortly after 0800 hours and the Canadians deployed for a tank-infantry assault. Two squadrons of Calgary Shermans and two platoons of B-Company of the RCR would conduct the assault. The tank broke into Motta but the infantry were soon pinned down by German artillery and machine-guns. Every time the infantry tried to move forward they drew fire from both flanks. The ground was such that there was no other line of advance for a daylight attack. A heavier attack with artillery and another company of RCR was laid on that night.

## BOARD CONFIGURATION

### BALANCE

⊙ Increase Game Length to 7½ Turns

⊕ Exchange one 4.2cm lePak 41 for a 7.5cm Pak 40



(Only hexrows A to P on Boards I and II and R to GG on Board 4 are playable)



## VICTORY CONDITIONS:

The Canadians win immediately upon exiting  $\geq 32$  VP off the west edge.

## TURN RECORD CHART

⊕ GERMAN Sets Up First	⊙ 1	2	3	4	5	6	7	END
⊙ CANADIAN Moves First								

### SPECIAL RULES:

- EC are Moist with no wind at start. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- The Germans may set up one squad-equivalent (and any SW/SMC stacked with them) using HIP.

- The German receives one module of 81mm Bn Mortar OBA (HE & Smoke).
- All German 4-4-7/2-3-7 Battle Hardens to 5-4-8/2-3-8.

Elements Fallschirmjäger Regiment 3 sets up on any hex on Boards I and II

5-4-8	2-3-8	2-2-8	9-1	8-1	3-8 1PP	7-16 4PP
5	3				2	
8 1PP	7 Morale	2 40LL M11	2 75L M5	1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 6		
8	2			4		

[ELR: 4]

(SAN: 4)



Elements B-Company Royal Canadian Regiment supported by The Calgary Regiment enters on Turn 1 along the east edge of board 4

4-5-8	9-1	8-0	2-7 1PP	2 51	8-3 1PP B10	13 8 4 2/4
6			2	2		12

[ELR: 4]

(SAN: 2)



# #12

# CROSSING OF THE MORO



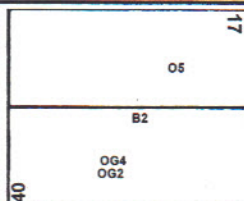
**Villa Rogatti Italy, 6 December 1943:** The First Canadian Division commander Chris Vokes after studying patrol reports decided to establish a bridgehead and chose to cross the Moro at three points. The bridgeheads; on Route 16 near the mouth of the Moro, at San Leonardo and at Villa Rogatti a village two miles upstream from San Leonardo. From these positions, he could exploit towards his immediate objective, code-named "cider", and the junction of the old inland highway with the Ortona-Orsogna road. The trio of battalion-sized operations would be mounted at midnight on 5-6 December. The Hasty Ps were to cross the Moro on the right, while the Seaforth of Canada took San Leonardo in the centre and the PPCLI on the left were to capture the village of Villa Rogatti, two miles upstream from San Leonardo. The first attacks along the Moro produced mixed results. On the right and in the centre, the Hasty Ps and Seaforths gained tentative footholds on the far bank, which they were forced to relinquish in the face of furious counter-attacks. The only clear-cut success was gained by the PPCLI who had slipped across the Moro at an unguarded ford and by dawn had captured the village in a short but savaged battle. The village still under mortar and sniper fire throughout the morning. The Patricias repelled repeated attacks by 200th Panzer Grenadier Regiment, but the Major W.D. "Bucko" Watson and his company stood firm. At 1330 hours the Germans attacked again, led by nine Mark IV tanks. For the two hours the fighting raged in and around Villa Rogatti, but Patricia supported by eight Shermans of the 44th Royal Tank Regiment who arrived just in time across the muddy ford, were more than equal to the challenge as the German left five Mark IVs burning on the battlefield and more than forty prisoners and a hundred dead behind. The Patricias suffered eight killed, 52 wounded and eight captured, while the 44th had two Shermans knocked out.

## BOARD CONFIGURATION

## BALANCE

☉ Turn 2 Reinforcements arrive on Turn 1

✚ Add a 7.5cm IeG 18 & 2-2-8 crew to initial OB



## VICTORY CONDITIONS:

The Germans win if there are no Good Order Canadian (non-crew) MMCs or Good Order, mobile, tanks (with functioning MA), north of the river and  $\leq 5$  hexes from 40Q1 at Games end, provided the Canadian has not amassed  $\geq 35$  CVP.

## TURN RECORD CHART

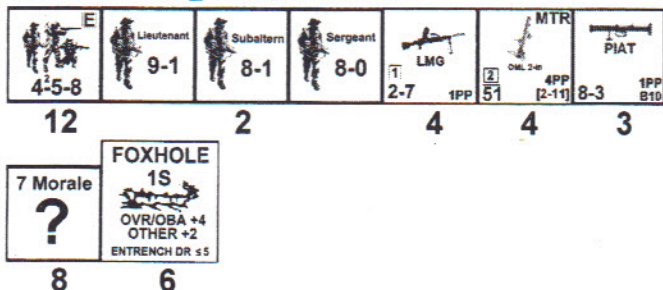
☉ CANADIAN Sets Up First	1	2 <sup>☉</sup>	3 <sup>✚</sup>	4	5	6	7	END
✚ GERMAN Moves First								

## SPECIAL RULES:

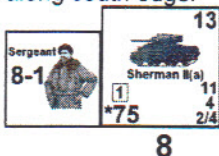
- EC are Wet with no wind at the start. The weather is Overcast. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- The River is Flooded with a Ford (B20.8) in hexes 40Q2-Q3. For this SSR, the River is treated as Deep stream (B20.43) in the two Ford hexes only.
- Place overlays as follows: **B2** on 40R1-S1, **OG2** on 40O6-P6, **OG4** on 40O4-P4, **O5** on 17K5-J5.
- The Ground is soft and each vehicle must pay an additional

- MP per non-road hexside (as per E3.9) unless entering a building /woods/rubble obstacle.
- The German receives one module of 81mm Battalion Mortars OBA (HE & Smoke).
- All Pzkw IVF2 & IVHs turrets are equipped with Schuerzen (D11.211).
- The German may not set up the 7.5cm IeG 18 emplaced or using HIP but may set concealed if in concealment terrain.

**Elements Princess Patricia's Canadian Light Infantry sets up north of the river  $\leq 7$  hexes from 40Q1**



**TURN 2: Reinforcement 44th Royal Tank Regiment enters along south edge.**

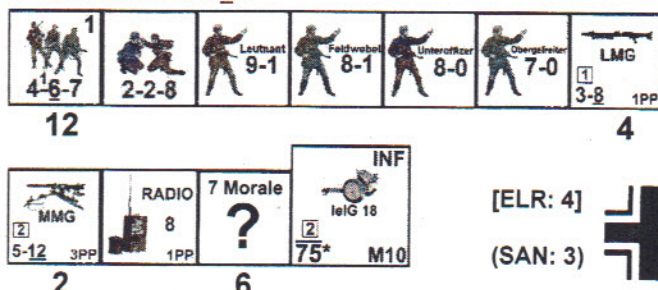


[ELR: 4]

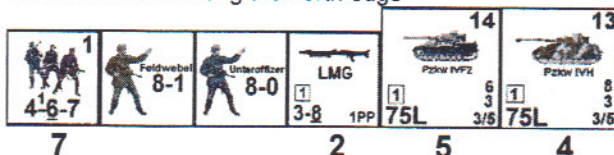
(SAN: 4)



**Elements PanzerGrenadier Regiment 200 sets up on board 17 in hexes numbered  $\geq 8$**



**TURN 3: Enters along the north edge**



# #13

# STERLIN CASTLE



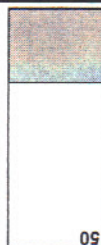
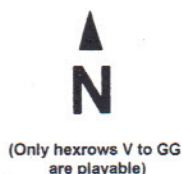
**West of San Leonardo Italy, 8 December 1943:** By nightfall on 6 December, the Canadian division was across the Moro in two places. While the Seaforth had failed to establish a bridgehead at San Leonardo, the Patricias had a firm hold on the far bank at Villa Rogatti and the Hasty Ps were barely hanging on near the mouth of the Moro. After a study of the riverbanks by Divisional engineers who informed the commander that it was not possible to build an assault crossing at either end of his bridgeheads. The only practicable site was the demolished bridge on the road to San Leonardo. A new plan was drawn up which exploit the slim hold being maintained by the Hasty Ps which mean that instead of flank San Leonardo it would have to taken head-on in series of costly frontal assaults. The afternoon of 8 December the First Brigade launched a two-prong assault on San Leonardo with the RCR right hooking out of the Hasty Ps bridgehead while the 48th Highlanders of Canada would cross the Moro and attack La Torre midway between Villa Rogatti and San Leonardo. The Royal Canadians were mounting an attack in the best tradition of World War I, with the four companies passing each other through a succession of objective lines into San Leonardo, a mile and a half away. Attacking southwestwards along a long winding lane soon to be dubbed "Royal Canadian Avenue" the RCR would attack across the front of the 361st Panzer Grenadier Regiment. Under a violent artillery and mortar barrage, the RCR were stopped halfway to San Leonardo forced to dig in under the bombardment atop "Slaughterhouse Hill". Meanwhile on the Moro Canadian Engineers were labouring valiantly to clear the way for tanks. By 0600 hour 9 December the way was finally cleared and within the hour the tanks of Calgary Regiment were rolling across the Moro. With the aid of the Calgary's Shermans, the Seaforth cleared the village in a savage street fight. The Germans retreated and San Leonardo was at last secured, but counter-attack were the order of the day on Thursday 9 December. Most were directed at the fragile bridgehead held by the hard-pressed Hasty Ps and Royal Canadians. The day's biggest counter-attack hit them early in the afternoon at a time when the RCR were extremely vulnerable. One company, D, had virtually ceased to exist, C-Company had been sent back across the Moro to help with wounded and prisoners and B-Company had moved up to reinforce the Seaforths at San Leonardo. A-Company was about to depart from "Slaughterhouse Hill" when the action started and only one of its platoons, Lieutenant Mitch Sterlin's was in position to face the attacking Germans. From a two-story stone house on Royal Canadian Avenue, destined to go down in regimental annals as "Sterlin Castle" the RCRs made their stand. Again and again the Germans swarmed around Sterlin Castle. Again and again, they were driven back by the pudgy Lieutenant and his brave men. At least thirty Germans were later found around the battered house. Sterlin's embattled platoon held out until the supply of ammunition was exhausted. Then the Lieutenant abandoned Sterlin Castle and led his surviving men to safety.

## BOARD CONFIGURATION

### BALANCE

⦿ Exchange 9-1 for 9-2 SMC

⦿ Increase Game Length to 5½ Turns



## VICTORY CONDITIONS:

The Germans win if there are no Good Order Canadian MMCs on/adjacent to hex Y6 at Game End

## TURN RECORD CHART







⦿ CANADIAN Sets Up First	⦿ 1	2	3	4	5	END
⦿ GERMAN Moves First						

## SPECIAL RULES:

1. EC are Wet with no wind at the start. The weather is Overcast and the stream is Flooded.

2. The Canadian may set up any MMC entrenched (B27.11) in foxholes in suitable terrain.

Elements A-Company Royal Canadian Regiment sets up on any hex ≤ 2 hexes from Y5.


 4-5-8	 9-1	 8-0	 LMG 2-7 1PP	 8-3 1PP B10	 7 Morale ?
3					4

[ELR: 4]

(SAN: 4)



Elements PanzerGrenadier Regiment 200 enters on Turn 1 along north edge

 4-6-7	 2-4-7	 8-1	 7-0	 LMG 3-8 1PP	 MMG 5-12 3PP
5				2	

[ELR: 4]

(SAN: 2)



# TWO SHOOTING DAYS TILL CHRISTMAS



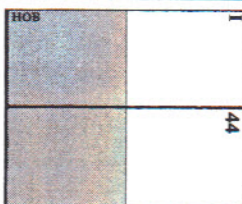
**Northwest of Ortona Italy, 23 December 1943:** Christmas 1943 was not a happy one for the units of the First Brigade. While the Second Brigade slogged its way yard by heartbreaking yard through Ortona's streets and alleys, General Vokes had launched an outflanking attack two miles west of the battered town. The First Brigade was to commit its three-infantry battalions supported by the tanks of the Ontario Regiment in succession. In what was really an extension of the failed earlier Morning Glory operation to clear the Germans from the high ground due west and north of Ortona, thus cutting off the town's fanatical defenders. The attack would be led by the Hastings and Prince Edward Regiment, jumping off from Tollo road and pushing north for a thousands yards, where the 48th Highlanders of Canada would pass through and capture the twin villages of San Nicola and San Tommaso. The woefully weak Royal Canadian Regiment would complete the venture by driving cross-country northeastwards to the coast. Plenty of artillery was available but an overnight rainfall made it unlikely that the tanks would be able to do much to help the infantry. The Hasty Ps were not looking forward to their return to action. They had come out of the line on 19 December, following nearly two weeks of continual combat. But there was no time for healing. They attacked at 0930 hours on 23 December- "only two shooting days till Christmas" the soldiers joked blackly. The two-lead assault companies soon became bogged down in the face of heavy fire. Seeing the difficulties newly promoted Lieutenant Colonel Bert Kennedy, charged forward running a gauntlet of bullets and shellfire without so much as hunching his shoulders. Kennedy quickly organized a new assault, moving up one of his reserve companies and putting out a call for the Ontario Shermans, churning in the mud somewhere to the rear. When the tanks failed to arrive the Hasty Ps attacked on their own. Driven back by enemy fire, they tired again and again, this time with tanks. By dusk, the Ontario infantry and tanks were on the objective. But it took them until the middle of the following day Christmas Eve, to consolidate the position and the persistent paratroopers repeatedly infiltrated their exposed position. The tireless Kennedy, after moving up his reserve company, rallied his men: "Take it easy lads! No matter what happens we will look after you."

## BOARD CONFIGURATION

### BALANCE

✚ Add 2-3-8 HS & Psk to OB

⦿ Increase Game Length to 7½ Turns



(Only hexrows R to GG are playable)



## VICTORY CONDITIONS:

The Canadians win at Game End if they control  $\geq 8$  Level 4 Hills hexes on Board I, provided the German has not amassed  $\geq 36$  CVP.

## TURN RECORD CHART

✚ GERMAN Sets Up First	⦿ 1	2	3	4	5	6	7	END
⦿ CANADIAN Moves First								

## SPECIAL RULES:

1. EC are Mud with no wind at the start and the weather is Overcast. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).

2. The German may set up one squad-equivalent (and any SW/SMC stacked them) using HIP.

3. All German 4-4-7/2-3-7 Battle Hardens to 5-4-8/2-3-8.

Elements Fallschirmjäger Division 1 sets up on Board I and on Board 44 in hexes numbered  $\geq 8$

5-4-8	2-3-8	2-2-8	9-1	8-1	8-0	3-8 1PP
9						3

7-16 4PP	7 Morale	8cm GrW 34	1S
3	?	3	1
		M11 [2-60]	OVR/OBA +4
			OTHER +2
			ENTRENCH DR $\leq 5$
6			5

[ELR: 4]

(SAN: 4)



Elements Hastings and Prince Edward Regiment and The Ontario Regiment set up on Board 44 in hexes numbered  $\leq 7$

4-5-8	10-2 Major	8-1	8-0	2-7 1PP	2-4 51	8-3 1PP B10
14	2	2	4	2	2	2

TURN 1: Enters along south edge

8-1	13
1	8
	4
	2/4
	5

[ELR: 4]

(SAN: 3)



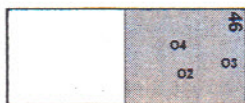
# #15

# SWEET REVENGE



**Point 59 North of Ortona Italy, 4 January 1944:** The Canadian Army's first action of 1944 on the Adriatic front was fought by the Carleton and York Regiment exacting sweet revenge for its New Year's setback at the hands of those tough paratroopers. At Point 59, overlooking Torre Mucchia on the coast, the Germans had established two strongpoints, defended by a half-dozen machine-guns and linked by trenches, protected by barbed wire and minefields. After a day long bombardment, a single company of Carletons attacked from two directions. By 2100 hours, the high ground had been secured at a cost of three dead and four wounded. Forty paratroopers were later buried here. Point 59 was the last significant success for the Canadians in what proved to be a long, miserable winter. It secured the Canadian line along the Ricco, a small stream meandering through a steep gully. Beyond lay a high ridge, which blocked any advance to the next river, the Arielli and to Pescara further, up the coast. But it would be months before Pescara's liberation and Canadian troops would not participate in it.

## BOARD CONFIGURATION



(Only hexrows A to P are playable)

## BALANCE

✚ Exchange 8-0 for 9-1 SMC

⊙ Add one 4-5-8 squad to OB

## VICTORY CONDITIONS:

The Canadians win if there are no Good Order Germans on any hill hex at Game end.



## TURN RECORD CHART

✚ GERMAN Sets Up First

⊙ CANADIAN Moves First

⊙	1	2	3	4	5	END
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## SPECIAL RULES:

- EC are Wet with no wind at the start and the weather is Overcast. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- Place overlays as follows: O2 on H3-I4, O3 on C4-D4 and O4 on J6-K7.
- The Canadian receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after

all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes  $\leq 3$  hexes of that hex now undergo Bombardment (C1.82-.823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.

- All German 4-4-7/2-3-7 Battle Hardens to 5-4-8/2-3-8.

**Elements Fallschirmjäger Division 1** sets up on any hex  $\leq 2$  hexes of a hill hex

5-4-8	8-1	8-0	3-8 1PP	7-16 4PP	7 Morale	24 AP-Mines
4	2	4				

MPR/RPh dr = MF CC: +1/-1	OVR/OBA +4 OTHER +2	1+3+5	2+3+5
5	4		

[ELR: 4]  
(SAN: 4)

**Elements Carleton and York Regiment** enters on Turn 1 along west/south edge

4-5-8	9-1	8-1	8-0	2-7 1PP	5-1 4PP [2-11]	8-3 1PP B10
8	3	2	2			

[ELR: 3]  
(SAN: 3)

# #16

# HONOUR AND GLORY



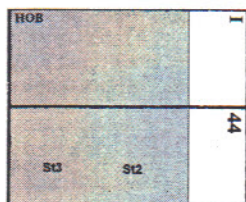
**Riccio River Italy, 17 January 1944:** The Eleventh Canadian Infantry Brigade of the Fifth Armoured Division moved up on 12 January to relieve the weary Third Brigade and with that the First Canadian Corps had become fully operational in the Italian theatre. Morale was high, as the men long awaiting their chance to have a crack at the enemy moved into the line. By the evening of 13 January the relief was complete. The Eleventh Brigade had a front that stretched 3,000 yards inland from the Adriatic was held by two battalions, the Irish Regiment of Canada and the Cape Breton Highlanders with the Perth Regiment in reserve. The brigade patrol program was barely under way when a dramatic change of plan took place. A major offensive was being prepared by XIII Corps to distract the Germans from the impending amphibious operation at Anzio on Italy's west coast. In a preliminary operation on orders from the Eighth Army's General Leese, V Corps was to employ two battalions of the newly Eleventh Brigade to make every effort to gain the high ground east of the river Arielli. This operation to be supported by all artillery available. Heavy casualties are not to be incurred. The commanders of the Eleventh Brigade went about their preparations with enthusiasm and the prospects of battle as being a game where honour and glory would be theirs if they played it right. The Perths went in first, at 0545 hours. They soon learned that there is little honour and even less glory in this game of war. With the exception of a single platoon, the two Perth assault companies were stopped cold. The Germans had spent weeks surveying the valley and registered targets for their artillery, mortars, and machine-guns and most of the Perths were trapped in the valley bottom. C-Company remained pinned down, except for a party under Lieutenant Robert Chamberlain. After fording the Riccio, Chamberlain's platoon had wiped out a three-man machine-gun post and moved up the ridge. His platoon split up, but Lieutenant and nine other ranks made it to the objective by 0730. For the rest of the day, Chamberlain and his heroic little band waited in vain for reinforcements to arrive. With darkness falling the surviving Perths, including Chamberlain made their way back to the safety of their own lines. Lieutenant Chamberlain was awarded the Military Cross.

## BOARD CONFIGURATION

## BALANCE

✚ Add one pre-registered hex to OBA module

⦿ In Victory Conditions change  $\geq 7VP$  for  $\geq 5VP$



(Only hexrows 1 to GG are playable)



## VICTORY CONDITIONS:

The Canadians win if there are  $\geq 7VP$  of Good Order Canadian (non-vehicular crew) Infantry on a Level 4 hill hex at Game end.

## TURN RECORD CHART

✚ GERMAN Sets Up First	⦿ 1	2	3	4	5	6	7	8	END
⦿ CANADIAN Moves First									

## SPECIAL RULES:

1. EC are Mud with no wind at the start. The weather is Overcast and the stream is Deep. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).

2. Place overlays as follows: St 2 on 44N6-M6, St 3 on 44BB6-AA6.

3. The German may set up one squad-equivalent (and any SW/SMC stacked with them) using HIP.

4. The German receives one module of 120mm Battalion Mortar OBA (HE & Smoke) with a pre-registered hex.

5. German 4-4-7/2-3-7 Battle Hardens to 5-4-8/2-3-8.

Elements Fallschirmjäger Division 1 sets up on any hex north of the stream

5-4-8	2-2-8	9-1	8-1	8-0	3-8	7-16
12	2		2	4	2	

Phone 11 X12	7 Morale ?	MTR 3cm GrW 34 M11 [2-60]	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR <5
6	2	8	

[ELR: 4]

(SAN: 4)



Elements the Perth Regiment supported by Three River Regiment enters on Turn 1 along the south edge

4-5-7	9-1	8-1	8-0	2-7	51	8-3
21	2	2	6	6	6	

13 Sherman V[a] 75 2/4
6

[ELR: 3]

(SAN: 2)



# HEART OF OAK



**Liri Valley Italy, 23 May 1944:** The day dawned in a shroud of mist. By the middle of the morning, however a muggy heat lay on the rolling farmland as stifling as a blanket and above the battle haze the clouds were gathering with a threat of rain. By H-Hour, the sun had been up for twenty minutes but the attackers had been awake for a couple of hours. After a cold breakfast the Canadians trudged through the meadows to their forming up points. There they sat down and waited for the barrage to begin. They did not have long to wait. A ten-minute bombardment of the enemy positions had been carried out at 0505, followed by a half-hour counter battery program. Infantry could take some solace in the fact that this spectacular fire plan was the heaviest ever to utilized by the Western Allies up to this stage of the war. The western Canadians of the Second Infantry Brigade walked into disaster. For Princess Patricia's Canadian Light Infantry on the right, supported by the Loyal Edmonton Regiment with the Seaforth Highlanders of Canada on their left. Twenty minutes after the attack started, the leading companies had reached the initial objective line; there were five for the PPCLI each about 300 yards apart, and at 0710 the second line had been passed. Major Watson's company reported that it was past the barbed wire entanglements that marked the leading edge of the Hitler Line. It was the last thing that went right for the Patricia's. Actually difficulties had begun earlier as Lt-Colonel Ware had feared the oak forest in front of his battalion proved to be a hindrance to the attackers as it was difficult to follow the barrage through the dense woods and they became separated from their supporting tanks. As soon as the infantry cleared the woods, they were engulfed in a storm of enemy fire, from the front and the right, where paratroopers were holding Aquino. But it was at this point that the Patricias paid for the price for their inability to properly reconnoitre the area before the attack. Their tank support, Churchills and Shermans of the North Irish Horse, forced into a bottleneck by the lay of the land, had blundered into an undetected minefield at this critical moment. Unable to move forward, the tanks present wonderful targets to the Panzerturm mounting 75mm guns. As tank after tank brewed, the survivors were forced to fall back to the dubious protection of the woods. The Infantry pushed on alone, trying to keep up to the barrage. At every step men fell; some were victims of Nebelwerfer fire, many were dropped by machine-gun bullets and others trod on mines scattered about the barbed wire entanglements. Only one Patricia made it to their objective. The intrepid Major Watson worked his way through the barbed wire, accompanied by a few of his men. Within minutes, all the other had been killed or wounded, but Watson went on alone, but he had been wounded twice and realized the attack had failed.

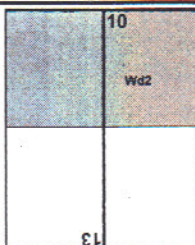
## BOARD CONFIGURATION

### BALANCE

⊙ Add one Churchill IV to OB

⊕ Add one 8-0 SMC and LMG to OB

(Only hexrows A to P on Board 10 and R to GG on Board 13 are playable)



## VICTORY CONDITIONS:

The Canadians wins at Game end, if there are  $\geq 7$  Good Order VP of Canadian (non-vehicular crew) infantry  $\leq 2$  hexes from 13Y3.

## TURN RECORD CHART

⊕ GERMAN Sets Up First

⊙ CANADIAN Moves First

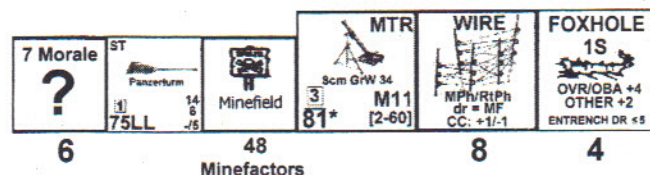
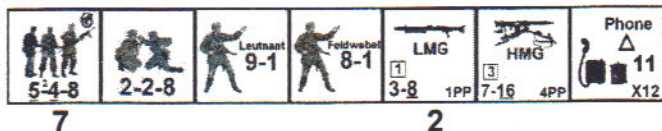
1	2	3	4	5	6	END
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## SPECIAL RULES:

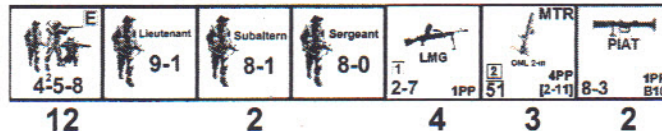
- EC are Moderate with no wind at start. The stream is Deep and all bridges are one-lane stone. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- Place overlay as follow: **Wd2** on 10J6-7.
- The German may set up one squad-equivalent (and any SW/SMC stacked with them) using HIP.

- The German receives one-module of 150mm Rocket OBA (HE & Smoke) with a pre-registered hex.
- The Panzerturm is an Armour Cupola (D9.5) with AF of 14/6, a ST, inherent 2-2-8 crew, a MA consisting of a German 75LL Gun with a ROF of 1 and a 5FP CMG, both are repaired on dr  $\leq 1$ .
- All German 4-4-7/2-3-7 Battle Hardens to 5-4-8/2-3-8.

Elements Fallschirmjäger Division 1 sets up on any hex/half-hex on board 13



Elements PPCLI supported by North Irish Horse sets up on any hex numbered  $\leq 6$  on Board 10



TURN 1: Enters along east edge



[ELR: 4]

(SAN: 4)



[ELR: 3]

(SAN: 3)



# THE ROAD TO ROME



**Liri Valley Italy, 24 May 1944:** By the evening of 23 May the Anzio beachhead suddenly coming to life and posing a threat to the German Tenth Army's line of communications. As the German defences crumbled, there was only one possibility of stabilizing the situation in the Liri valley. Six miles northwest of the ruptured Hitler Line, a little river meandered across the floor of the valley. Its name was the Melfa, and if the Germans could hold it, the German Tenth Army might yet be saved. The pursuit started slowly. The original Canadian plan called for the Fifth Armoured Division to pass through the First Canadian Division as soon as the breakthrough had been made, and Major-General Hoffmeister intended to do precisely that. The Fifth Armoured Brigade would lead the way, establishing a bridgehead on the Melfa, and enabling the Eleventh Brigade to pass through and lead the way to Ceprano, where Route 6 crossed the River Liri. The Fifth's tanks would once again take over the advance before the Germans could recover. To lead the dash to the Melfa, two strike forces had been organized. Vokes Force, commanding by Lt-Colonel Vokes and consisting of his British Columbia Dragoons and the Irish Regiment of Canada would go about halfway to the Melfa and then allow Griffin Force to pass through. Lt-Colonel PG Griffin commanded his Lord Strathcona's Horse and the motorized infantry of the Westminster Regiment with the Governor-General's Horse Guards (GGHG) covering the flanks. Vokes Force plunged into action 0757 hours on 24 May. Shermans of the BC Dragoons and carrier-borne infantry of the Irish Regiment roared past the gully of San Martino. Emerging from the vineyards and copses in a tangle of wire, vines, and branches. It was 1030 when Vokes Force encountered a formidable adversary. The B-Squadron, BC Dragoons became the first Allied force to engage Mark V Panther tank. These 45-ton monsters belonged to the 1st Panzer Regiment, the first German unit in Italy to be equipped with the new Panthers and kept in reserve until an emergency such as this one. Lieutenant Taylor never forgot his shock at seeing the Panther, but fortunately he spotted the Panther before the German saw him. His gunner drilled two rounds into the Panther. It was the first Panther to be killed in Italy. The partying was short-lived for moments later Taylor's tank was brewed up by self-propelled gun. By the time the smoke cleared, Vokes Force had routed the Germans. Three Panthers had been destroyed and a self-propelled gun captured, along with 90 paratroopers. Victory had cost four Shermans and 33 Dragoons and Irish casualties.

## BOARD CONFIGURATION

### BALANCE

✚ In VC change " $\geq 75$ " to " $\geq 90$ " CVP

🎯 German reinforcements enter on Turn 3

### VICTORY CONDITIONS:

The Canadians win immediately upon exiting  $\geq 75$  Exit VP off the west edge or inflicting  $\geq 24$  CVP on the Germans or at Game End if they control  $\geq 4$  multi-hex buildings.

## TURN RECORD CHART

✚ GERMAN Sets Up First

🎯 CANADIAN Moves First

1	2	3	4	5	6	END
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### SPECIAL RULES:

- EC are moderate with no wind at the start. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- All Canadian Carrier crews are 2-4-8 HS.
- The German may set up one squad-equivalent (and SW/SMC stacked with them) using HIP.

- The PzKw VD Panther counters are used to represent late-model PzKw VD(L) Panthers with improved exhaust systems. The PzKw VD(L) Panthers are identical to PzKw VD except that their MP number is black and stalls on a start up DR of 12.
- German 4-4-7/2-3-7 Battle Hardens to 5-4-8/2-3-8.

**Elements Fallschirmjäger Division 1 supported by Panzer Regiment 1 sets up on Board 44, 43 and in hexes numbered  $\leq 3$  on Board 4**

5-4-8	2-2-8	9-1	8-1	8-0	3-8 1PP	7-16 4PP
7	2				3	
12-4 1PP X10	7 Morale ?	75L	1S	1S	+4	+2
4	2	3				

**TURN 2:** Enters along the North or South edge of Board 44

8-1	14	15
75L	75L	75LL

[ELR: 4]

(SAN: 4)



**Elements Irish Regiment of Canada supported by B-Squadron British Columbia Dragoons enters mounted on Turn 1 along east edge**

9-1	9-1	8-1	8-0	16	16
				4PP T10+ BMG	4PP T10+ BMG
				10	3
16	13				
4PP T10+ 51 [2-11] -1/2	4PP T10+ 75 2/4				
2	8				

[ELR: 3]

(SAN: 2)



# #19

# GLORIOUS SUMMER DAY



**South of Torrice Italy, 30 May 1944:** The Perths entered undefended Arnara, two miles northwest of Pofi. It was "Bloodless victory" but no one complained. Beyond lay three hills code-named 'Tom', "Dick", and "Harry." The first two were taken with little difficulty by the Cape Breton Highlanders of Canada and the Irish Regiment of Canada respectively, and the 8th Hussars reached Ceccano. But the Lord Strathcona's Horse fought a major battle on this "glorious summer day." German forces were reported retreating along Route 6 and the Strathconas were ordered to cut them off. They were greeted at the crossroads near the village of Torrice by tanks, self-propelled guns and mounted infantry of the 26th Panzer Division, desperately trying to keep open this vital link. The Germans got the upper hand early, swiftly knocking three Shermans. But the Strathconas more than made up for the early set back. In one remarkable piece of shooting, a Sherman knocked out a Panther with a single round at a 1,800 yards. Another Sherman commanded by Corporal JB Matthews accounted for a Panther, a Mark IV and a self-propelled 75 for which Matthews was awarded the Distinguished Conduct Medal. Darkness brought fighting to an end, with the Canadians in control of the crossroads. It had been won at the cost of five Shermans; four German tanks were destroyed. The Strathconas also captured an undamaged Panther. 30 May marked the end of the line for the Fifth Armoured Division in the Liri valley. Two days earlier, General Burns decided that the terrain was simply unsuitable for armour, that infantry could move just as quickly as tanks and he ordered the First Division to pass through the Fifth Division.

## BOARD CONFIGURATION

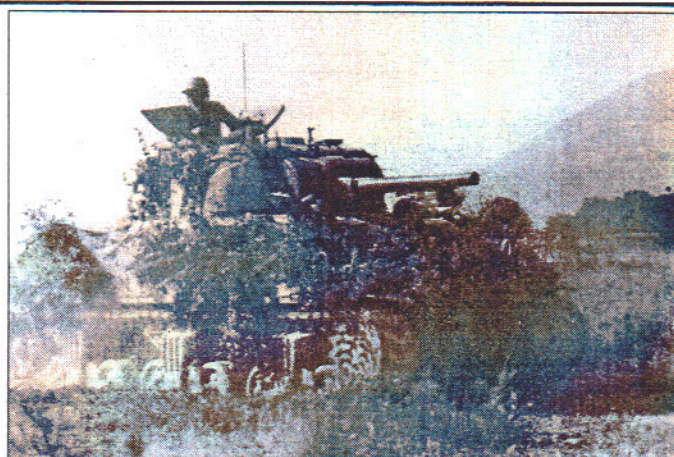
## BALANCE

✚ Ignore SSR 3

🎯 Exchange one PzKw VD for a PzKw IVH



4	16
	O5 O2 O3



## VICTORY CONDITIONS:

The Canadians win at Game End if they have  $\geq 1$  Good Order, Mobile tank (with functioning MA) with LOS (excluding SMOKE hindrances DRM) to, and  $\leq 12$  hexes from 16H4.

## TURN RECORD CHART

✚ GERMAN Moves First (See SSR 3)

✚ 1 <sup>0</sup>	2	3	4	5	6	END
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## SPECIAL RULES:

- EC are moderate with no wind at start. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- Place overlays as follows: O2 on 16L3-M4, O3 on 16O4-O3, and O5 on 16M7-L7
- During the German Turn 1 MPH all vehicles have their normal MP allotments halved.

- The PzKw VD Panther counters are used to represent late-model PzKw VD(L) Panther with improved exhaust systems. The Pzkw VD(L) Panthers are identical to Pzkw VD except that their MP number is black and stalls on a start up DR of 12.

**Elements Panzer Division 26 enters mounted on Turn 1 along north edge of board 16 (See SSR 3)**

1 4-6-7 3	Feldweibel 8-1 3	MMG 5-12 3PP	PSK 12-4	SPW 25t/1 15PP AAMG 1PP X10 3	16 1 B11 T7 75L 2	14 4 1 T 4/-
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13 PzKw IVH 1 75L 3/5 3	15 PzKw VD 1 75LL 1/5
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[ELR: 3]

(SAN: 2)



**Elements Lord Strathcona's Horse (Royal Canadians) enters on Turn 1 along south edge of board 4**

Lieutenant 9-1 12	13 Sherman II(a) 1 *75 11 4 2/4
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[ELR: NA]

(SAN: 2)



## #20

# THE BLACK DEVILS OF ANZIO



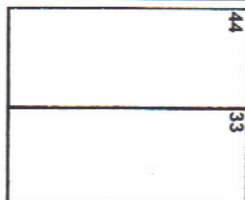
**Northwest of the Anzio Beachhead, 23 May 1944:** While the Canadian Army was denied the opportunity of liberating Rome, there was a definite Canadian presence in the Eternal City. Canadian soldiers were among the first to enter Rome. The Black Devils of the Canadian-American First Special Service Force (FSSF), who arrived in the embattled Anzio beachhead on 1 February, were the first liberators to enter the city. Four months and a day after the original landing. At 0630, half an hour after the start of the Canadian assault on the Hitler Line, the US VI Corps burst out its trap and launched a drive towards Valmontone. That morning the First Special Service Force with its right flank resting on the Canale Mussolini, punched towards Route 7, the fabled Via Appia, one of the two highways to Rome from the south. The Force reached the road, but a counter attack by a half dozen tanks checked any further advance that day. The tanks included a new and unbelievable monstrosity, the Tiger. Armed with the superb 88mm, the 56-ton Tiger was so heavily armoured that it was virtually impervious to a frontal shot, and the Forces found out that a bazooka made little impression on the cumbersome tank. During the battle, several bazooka teams scored a direct hit at point-blank range on the Tiger, but the rockets merely burned a patch of paint off the hull, nothing else. The Black Devils had the dubious distinction of being the first Allied troops in Italy to tangle with Tigers. The breakout at Anzio was one of the toughest battles the Force faced. And costly too. By the time the Black Devils secured Rome on Sunday 4 June, Canadian casualties alone total 185 or about one-third of the Force's Canadian contingent. But this elite unit was able to absorb heavy losses with minimal effect on performance or morale.

## BOARD CONFIGURATION

### BALANCE

✚ Add 9-1 Armour Leader to OB

🔫 In VC change "3" to "5" hexes



## VICTORY CONDITIONS:

The Germans win if there are no unbroken Allied MMCs  $\leq 3$  hexes from 33Q9 at Games End.

## TURN RECORD CHART

🔫 ALLIES Set Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									

## SPECIAL RULES:

- EC are Moderate with no wind at the start. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- All Pzkw IVHs are equipped with Schuerzen (D11.211).
- The FSSF are Stealthy, have underlined morale, do not cower and use German SW without capture weapons penalties applying.
- The initial position of the FSSF Bazookas may be recorded by writing the ID of the unit possessing them in order to keep their

counter offboard until used. The presence of these Bazookas must be revealed when the possessing unit fires/transfers/drops the Bazooka in LOS and within 16 hexes of an unbroken enemy unit, or is no longer Good Order.

5. The FSSF may set up two-squad equivalents (and any SMC /SW stacked with them) using HIP. Foxholes of unit(s) using HIP are revealed when the unit(s) is revealed or if the protective TEM is used or entry/exit MF are expended, in LOS of an Enemy unit.

Elements First Special Service Force sets up on any hex  $\leq 6$  hexes from 33R8

9-2 1st Lieutenant 6-6-7	9-1 2nd Lieutenant 6-6-7	8-1 1st Sergeant 6-6-7	MMG 4-10 3PP 6-12 SPP 8-4 X11 1PP	HMG 4-10 3PP 6-12 SPP 8-4 X11 1PP	1944 Bazooka 4-10 3PP 6-12 SPP 8-4 X11 1PP
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12 2 3 4

MTR 60* 3PP [3-4]	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR $\leq 5$
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4 8 6

[ELR: 5]  
(SAN: 4)

Elements of Panzer Grenadier Division 3 supported by sPz Abt. 504 enter on Turn 1 along the north edge

1 4-6-7	Leutnant 9-1	Feldwebel 8-1	Unteroffizier 8-0	Obergefreiter 7-0	LMG 3-8 1PP 5-12 3PP	MMG 5-12 3PP
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16 4 2

Pzkw IVH 12-4 1PP X10 75L 3/5	Pzkw VI(L) 11 8 3/5/2
----------------------------------	--------------------------

2 3 2

[ELR: 3]  
(SAN: 2)