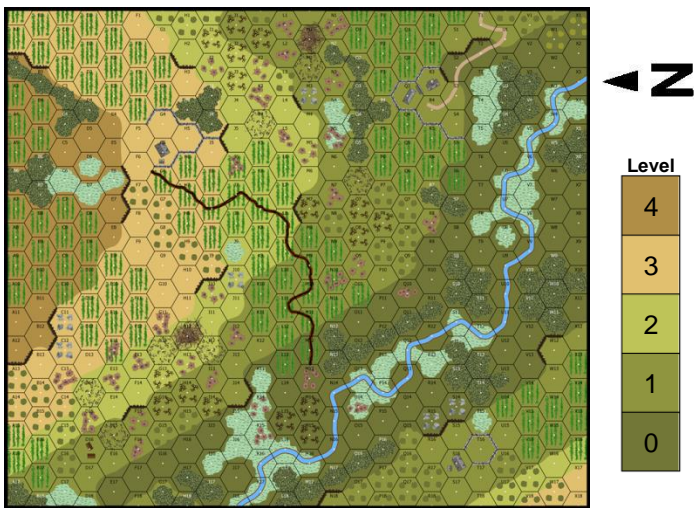


# ATTACK ON LA TORRE



**LA TORRE, ITALY, 11 DECEMBER, 1943:** On the evening of 7 December General Vokes issued his orders for another crossing of the Moro, having planned it as an operation by two brigades to secure the main axis and its junction with the Orsogna-Ortona lateral. The plan called for an initial two-pronged assault by the 1st Brigade to capture San Leonardo, and a subsequent breakout by the 2nd Brigade to seize the divisional objective. From the Hastings and Prince Edward bridgehead on the right the Royal Canadian regiment (RCR). would thrust south-westward along the plateau against San Leonardo, while at the same time the 48th Highlanders would make a frontal attack across the river on to the spur of ground between San Leonardo and La Torre. Once the 1st Brigade had secured a firm base on the San Leonardo escarpment, a strong infantry and armoured force would cross the Moro and strike at the junction on the Ortona road. On the La Torre spur to the west of San Leonardo the frontal assault of the 48th Highlanders had been more successful, for both infantry and artillery had benefited from several days of observing enemy positions from the Sant' Apollinare side of the river. After the preliminary bombardment, Lieutenant-Colonel Johnston sent two companies across. The enemy's artillery caught one in the river bottom, but there was no other resistance. By 2000 hours that evening all companies had crossed and were dug in against counter-attack.

## MAP CONFIGURATION



### BALANCE:

- ✚ Add a 7-0 SMC to At Start OB
- 🎯 Add a 4-5-7 Squad to At Start OB

### VICTORY CONDITIONS:

The Canadians win at Game End by having more VP (calculated as Exit VP) of Good Order units in Level 4 hexes than the Germans.

## TURN RECORD CHART

✚ GERMANS Set Up First	1	2	3 <sup>✚</sup> <sub>②</sub>	4 <sub>④</sub>	5 <sub>⑥</sub>	6	7	8	END
🎯 CANADIANS Move First									

*Estimated Playing Time: 4 hrs 20 mins*

### SPECIAL RULES:

1. See the Gully Special Rules.
2. EC are Wet with no wind at the start. The River (EX. R12) is Non-Frigid and Fordable by Infantry (**B21.41**) with a Moderate Current (**B21.121**) to the southeast. Kindling Attempts (**B25.11**) are NA.
3. The German player makes a Secret dr (halved, FRD) +3 receiving "?" equal to the result.
4. Each German MMC (and any SW/SMC stacked with it) may set up (in suitable terrain) in a 1S Foxhole.
5. The German side must set up two (three) MG Nests.
6. The Canadian 4-5-8/2-4-8 MMC are Assault Engineers.

7. If received, the Canadians have one-module of 3" (76mm) Battalion Mortars (HE & SMOKE) OBA with a Pre-Registered hex (**C1.73**) directed by an Offboard Observer (**C1.63**) at Level 4 in hex X17.
8. If received, the Canadians have one-module of 25-pdr (88mm) (HE & Smoke) OBA with a Pre-Registered hex (**C1.73**) directed by an Offboard Observer (**C1.63**) at Level 4 in X18.
9. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the "At Start" forces.

# ATTACK ON LA TORRE



Elements Panzergrenadierregiment 361, 90.Panzergrenadierdivision set up *Concealed* on any hex north of the river:

4-6-7 2	2-2-8 2	1-2-7 2	9-1 3	7-16 4PP 2	7 Morale ? SSR 4	81* [2-60] 2	1+3+5 2	MPh/RtPh dr = MF CC: +1/-1 8	OVR/OBA +4 OTHER +2 Entrench DR ≤ 5 SSR 4
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Reserves enter along the east edge on/between P1-X1 on a dr ≤ the circled number on turn record chart:

4-6-7 3	8-0 1	3-8 1PP
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[ELR: 3]  
(SAN: 4)

Variable Reinforcements (See SSR 9)

Group 1, dr (1-3):

1-2-7	7-16 4PP	1+3+5	MPh/RtPh dr = MF CC: +1/-1 4
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Group 2, dr (4-5):

	MPh/RtPh dr = MF CC: +1/-1 6
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24 factors

Group 3, dr (6):

1-2-7	7-16 4PP		1+3+5	MPh/RtPh dr = MF CC: +1/-1 6
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24 factors

Elements 48th Highlanders of Canada Regiment set up on any hex south of the river and numbered ≥ 10:

4-5-7 13	9-1	8-1	7-0	2-7 1PP	4-12 4PP	[2-11] 51 1PP	B10 8-3
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Variable Reinforcements (See SSR 9)

Group 1, dr (1-3):

4-5-8 2	8-0	30-1 4
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Group 2, dr (4-5):

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SSR 8

Group 3, dr (6):

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SSR 9

[ELR: 4]  
(SAN: 2)