A2

END AROUND



SOUTHWEST OF ORTONA, ITALY, 12 DECEMBER 1943: General Montgomery proposed to begin Operation SEMBLANCE on 15 December, but Lieutenant-General Allfrey - the V Corps Commander and Major-General Vokes - the Canadian divisional commander – wanted the Canadians to secure Cider Crossroads and the highway before joining in the promised corps advance. Vokes decided to commit his reserve, the 3rd Canadian Infantry Brigade to accomplish this task. The West Nova Scotia Regiment made the first attempt at dusk on 11 December, but could make no progress. The next morning, the West Novas were ordered to try again, despite a driving rain. When this attack failed, Vokes employed all available three-inch and 4.2-inch mortars with their high-trajectory fire on the reverse slope, while the artillery suppressed other enemy positions. The Carleton and York Regiment led the new advance supported by flank attacks. After some early success, "murderous machine-gun and mortar fire" from within and beyond The Gully overwhelmed the battalion, which suffered 52 casualties as well as the loss of 28 men who were taken prisoner when a platoon was cut off. As another frontal attack collapsed under the German fire, a battle group formed by a company of The West Nova Scotia Regiment, a tank squadron from the 11th Armoured Regiment (The Ontario Regiment), combat engineers, and a troop of self-propelled guns, found and destroyed a German battle group deployed to defend the shallow western end of The Gully. A platoon of West Novas, with a troop of tanks from the Ontario Regiment charged the enemy position, destroying two German tanks and capturing the others. A second troop of four Ontario Regiment tanks, working closely with a Seaforth Highlander company, swung further to the left, circling around the enemy defences before probing east towards Casa Berardi. This brilliant stroke, which might have ended German resistance at The Gully, could not be supported as Vokes had no reserves immediately available. With the tanks low on fuel and ammunition, the best the battle group could do was to defend their position near the Ortona-Orsogna road.

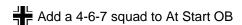
MAP CONFIGURATION





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BALANCE:



Add an 8-0 SMC to At Start OB

VICTORY CONDITIONS:

The Canadians win immediately by exiting ≥ 13 Exit VP (at least 3 VP must be infantry, prisoners are worth 0 VP) off the north edge on/between A0-M0 **or** at Game End by having at least a 3:2 advantage in Good Order squad-equivalents north of the A13-W0 Road. For purposes of determining victory, any mobile AFV with functioning MA is considered two squads; if immobile/without MA, one squad.

TURN RECORD CHART

# GERMANS Set Up	1	2	⊙ _#	4	5 _©	6	7	8	END
O CANADIANS Move First			3 2	4 ₄					

Estimated Playing Time: 4 hrs 43 mins

SPECIAL RULES:

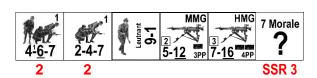
- 1. See the Gully Special Rules.
- **2.** EC are Wet and the Weather is Overcast (**E3.5**) with no wind at start. Kindling Attempts (**B25.11**) are NA.
- **3.** The German player makes a Secret dr (halved, FRD) +3 receiving "?" equal to the result.
- **4.** Each "At Start" German Pz IVH must set up Abandoned (**D5.4**) with its dismounted 1-2-7 crew set up in the same hex.
- 5. Each German Pz IVH is equipped with Schuerzen (D11.2).
- 6. Bore-Sighting (C6.4) is NA.
- **7.** German 5-4-8/2-3-8 MMC and Canadian 4-5-8/2-4-8 MMC are Assault Engineers.
- **8.** Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the "At Start" forces [EXC. German Groups 1 & 3 enter with his Reserves].

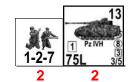
A2

END AROUND

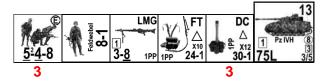


Elements Panzergrenadierregiment 361, 90.Panzergrenadierdivision set up on any hex \leq 3 hexes from the E10-K8-V3 road (see SSR 4):





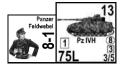
Reserves enter on a dr ≤ the circled number on turn record chart on/between hexes A8-A13 or T1-X1 (not both):

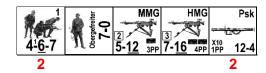


Variable Reinforcements (See SSR 8)

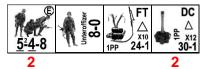
Group 1, dr (1-3):

Group 2, dr (4-5):





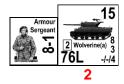
Group 3, dr (6):



Elements of the West Nova Scotia Regiment supported by the 11th Armoured Regiment (The Ontario Regiment) enter on Turn 1 along the south/east edge on/between hexes O17-V18:



Reinforcements enter on Turn 3 on either the R18 or the X12 road (not both):



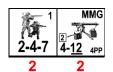
[ELR: 4]

(SAN: 2)



Variable Reinforcements (See SSR 8)

Group 1, dr (1-3): Group 2, dr (4-5):







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