



CASA BERARDI, ITALY, 13 DECEMBER 1943: The Royal 22nd Regiment (Vandoos) was the only French-Canadian regiment in the Canadian Army and felt that it had a certain reputation to uphold. The Vandoos were to advance up a small track, which led around the left of The Gully to reach the Ortona-Orsogna Road. From there, they would advance through the small farm of Casa Berardi and take the Cider Crossroads. The attack would be supported by C-Squadron, The Ontario Regiment and a corps level artillery barrage. Unknown to C-Company, they were now alone in the battle as D-Company had become disoriented in the action and was heading in the wrong direction. It was now 2,000 yards to the crossroads. This area was a wasteland of trees with split limbs, burnt out houses, dead animals, and the cracked shells of houses. With the Ontario's Shermans, the Vandoos advanced down the road in the face of withering fire. The Company Commander, Captain Paul Triquet stirred his men on by telling them, "There is enemy in front of us, behind us, and on our flanks; there is only safe place – that is on the objective". The tanks engaged and destroyed two more panzers and then 500 yards short of the crossroads, the Vandoo Company was caught in a devastating barrage. Still the Vandoos fought on, finally reaching Casa Berardi and even trying to move beyond to the crossroads. C-Company's losses were too great, so Captain Triquet and his men withdrew back to the farm house. Unwavering, Captain Triquet issued his order. "*«Ils ne passeront pas! (They shall not pass!)»*". As the Germans arrived piecemeal, Captain Triquet inspired his men to rise to the occasion and hold off each attack as it arrived. For his memorable and decisive action, Captain Triquet was awarded the Victoria Cross – the first to be awarded to a Canadian during the Italian Campaign

MAP CONFIGURATION



BALANCE:

- ✚ Add a 2-3-8 HS & a LMG to At Start OB
- 🎯 Add a 7-0 SMC to At Start OB

VICTORY CONDITIONS:

The Canadians win immediately by exiting ≥ 18 Exit VP (at least 4 VP must be infantry, Prisoners are worth 0-VP) off the east map edge on/between hexes X1-X8 **or** at Game End if they Control ≥ 3 building locations.

TURN RECORD CHART

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

Estimated Playing Time: 4 hrs 23 mins

SPECIAL RULES:

1. See the Gully Special Rules.
2. EC are Wet 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. If a German 5-4-8 Squad fails a MC by > its ELR, it is Replaced by two 2-3-8 HS; if a 2-3-8 HS fails a MC by > its ELR, it is Disrupted (A19.12).
5. Each Pz IVH is equipped with Schuerzen (D11.2).
6. The Germans must set up two MG Nests.
7. If received, the Germans have a Fire-Mission of 120mm Mortars (HE & Smoke) OBA directed by an Offboard Observer (C1.63) located at Level 4 on any hex along the east edge.

8. The Canadians have one-module of 25-pdr (88mm) (HE & Smoke) with Plentiful Ammunition.
9. If received, the Canadians have one-module of 4.2" (107mm) Mortars (HE & WP) OBA directed by an Offboard Observer (C1.63) located at Level 4 on any hex on/between A17-R18.
10. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the "At Start" forces [EXC. German Group enters with his Reserves. The Canadian Group enters with his Reinforcements].



Elements III. Batalion, Fallschirmjäger Regiment 3 set up on any hex on/west of the A4-C5-E4-H6-H9-J10-J11-K11-K17 hexrow:

5 ² -4-8 3	2-2-8 2	8-1 3	7-16 4PP 2	7 Morale ?	SSR 3	81* GrW34 [2-60] 2	1+3+5 2	WIRE MPh/RtPh dr = MF CC: +1/-1 6
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Reserves enter on a dr ≤ the circled number on turn record chart on any hex along the east edge:

5 ² -4-8 4	9-1	8-0	3-8 1PP	X10 1PP 12-4
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Variable Reinforcements (See SSR 10)

Group 1, dr (1-3):

1	13 75L 3/5
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2

Group 2, dr (4-5):

5 ² -4-8 2	3-8 1PP	X10 1PP 12-4
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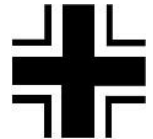
Group 3, dr (6):

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SSR 7

[ELR: 3]

(SAN: 3)



C Company, Royal 22e Regiment, supported by the Ontario Tanks Regiment and the 1st Field Regiment, Royal Canadian Horse Artillery enter on Turn 1 along the west on any hex ≤ 4 hexes from A13:

1 4 ² -5-7 9	9-2	8-1	8-0	2-7 1PP	[2-11] 2 51 4PP	B10 8-3 2	8 1PP SSR 8
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Reinforcements enter on Turn 3 on the A13 Road:

1	14 75 8/4 2/4
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4

[ELR: 4]

(SAN: 2)



Variable Reinforcements (See SSR 10)

Group 1, dr (1-3):

14 75 8/4 2/4

Group 2, dr (4-5):

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SSR 9

Group 3, dr (6):

14 75 8/4 2/4	14 75 8/4 2/4
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