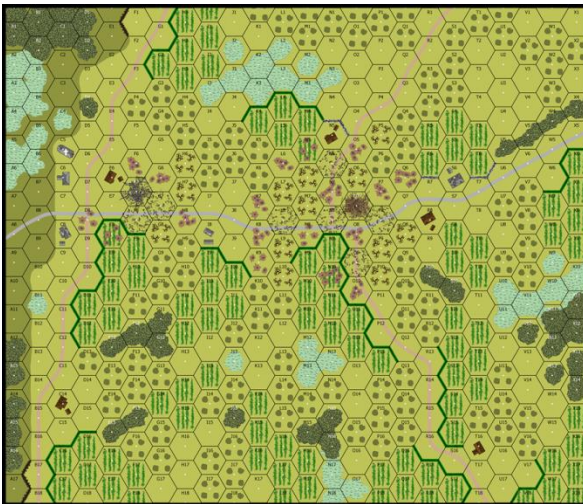




VILLA GRANDE, ITALY, 23 DECEMBER 1943: Lieutenant-Colonel Spry received orders to undertake what was in effect the third phase of the "Morning Glory" assault. He decided to carry out the operation by leapfrogging his three battalions up the plateau. First, The Hastings and Prince Edward Regiment was to attack through the 48th Highlanders to objectives 1,000 yards north of the Tollo road; while the Hastings were still in combat with the enemy the Highlanders would pass through them to seize the high ground overlooking San Nicola and San Tommaso from the east; finally, from positions thus gained the Royal Canadian Regiment (RCR), passing through both battalions, would strike northeastward to the coast. The allocation of four field and three medium regiments to the attack assured adequate artillery backing. Less certain was the prospect of effective armoured support, for heavy rain throughout the night of the 22-23 left no doubt that the tanks of A-Squadron, 11th Armoured Regiment (The Ontario Regiment) would encounter difficult driving conditions on the muddy plateau. At 0930 on the morning of 23 December, the Hastings attacked north from the Berardi area. An hour later, as they neared their objectives north of the Villa Grande road, the two leading companies were forced to ground with heavy casualties by a deluge of shells and mortar bombs. A reserve company called forward by Lieutenant-Colonel Kennedy fared better, and during the afternoon fought its way on to the objective, although unsupported by the tanks, which had bogged down in the rear. A German report admitted the setback with heavy losses.

MAP CONFIGURATION



BALANCE:

- ✚ Add a 2-3-8 HS & a MMG to At Start OB
- 🕒 Add a 4-5-7 SMC to At Start OB

VICTORY CONDITIONS:

The Canadians win at Game End by amassing more VP than the Germans. Each side accumulates CVP normally; in addition, each Stone Building Controlled is worth 3VP and each Wood Building Controlled is worth 1 VP.

TURN RECORD CHART

✚ GERMANS Set Up First	🕒	1	2	🕒 ✚	4 _④	5 _⑥	6	7	8	END
🕒 CANADIANS Move First				3 _②						

Estimated Playing Time: 3 hrs 35 mins

SPECIAL RULES:

1. See the Gully Special Rules.
2. EC are Wet. The Weather is Overcast (E3.5) with no wind at the 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. If received, the Germans must set up a MG Nest.
6. The Canadians have one-module of 3" (76mm) Battalion Mortars (HE & SMOKE) OBA directed by an Offboard Observer (C1.63) located at Level 4 along the south edge.
7. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the "At Start" forces [EXC. The Canadian Group enters with his Reinforcements].



Elements III. Batalion, Fallschirmjäger Regiment 3 set up on any hex numbered ≤ 13:

5 ² -4-8	2-2-8	9-1	3-8 1PP	7 Morale ?	81* [2-60] GrW34	WIRE MPH/RtPh dr = MF CC: +1/-1
3	2			SSR 3	2	6

Reserves enter on a dr ≤ the circled number on turn record chart on any hex along the north:

5 ² -4-8	8-0	3-8 1PP
3		

[ELR: 4]
(SAN: 4)

Variable Reinforcements (See SSR 7)

Group 1, dr (1-3):

2-2-8	AT Pak 40 75L M8
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Group 2, dr (4-5):

2-2-8	AA Flak 38 20L [6] M10
3	3

Group 3, dr (6):

2-2-8	HMG 7-16 4PP	Minefield	WIRE MPH/RtPh dr = MF CC: +1/-1
		1+3+5	6

24 factors

Elements of the Hastings and Prince Edward Regiment, supported by A-Squadron, 11th Armoured Regiment (The Ontario Regiment) enter on Turn 1 along the south edge:

4 ² -5-7	9-1	8-0	2-7 1PP	MTR [2-11] 51 4PP	PIAT B10 8-3	OFFBOARD OBSERVER
8			2	2		SSR 6

Reinforcements enter on Turn 3 along the south edge:

4 ² -5-7	8-1	2-7 1PP	MTR [2-11] 51 4PP
3			

Variable Reinforcements (See SSR 7)

Group 1, dr (1-3):

2-4-7	MMG 4-12 4PP
2	2

Group 2, dr (4-5):

4 ² -5-7	7-0	PIAT B10 8-3
2		

Group 3, dr (6):

Sherman III(a) 14 8 4 2/4
*75
2

[ELR: 4]
(SAN: 2)