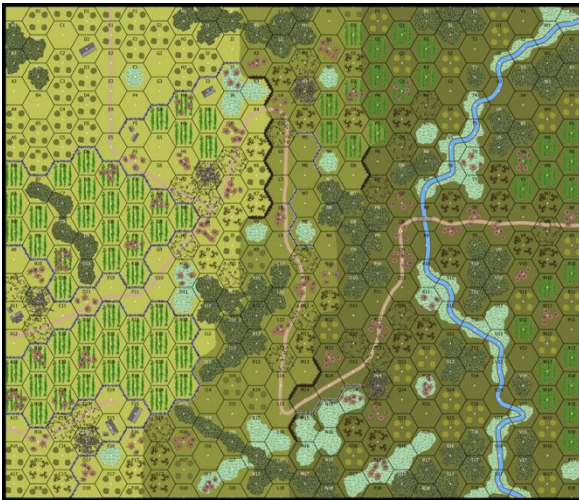


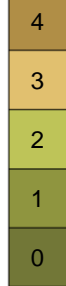


SOUTH OF SAN LEONARDO, ITALY, 6 DECEMBER, 1943: Major-General Vokes issued his orders for another crossing of the Moro, having planned it as an operation by two brigades to secure the main axis and its junction with the Orsogna-Ortona lateral. The plan called for an initial two-pronged assault by the 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 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. The attack on San Leonardo by the Seaforth Highlanders of Canada began late on 5 December 1943 with A Company establishing a bridgehead across the Moro, taking heavy casualties. In the early morning of 6 December, A Company was withdrawn and two additional Seaforth companies resumed the offensive. As the Princess Patricia's Canadian Light Infantry secured and held their bridgehead over the Moro River, the Seaforth Highlanders were struggling to enter San Leonardo. By 0715, a single objective had been taken, with Canadian units pinned down by well-coordinated defensive fire from several companies of the *Infanterieregiment* 361. Simultaneously, small arms fire prevented C Company from moving up the road from the Moro to San Leonardo, while D Company remained on the southern banks of the Moro throughout the early morning.

MAP CONFIGURATION



Levels



BALANCE:

- ✚ Add a 2-4-7 HS & a LMG to At Start OB
- 🎯 Add a 8-0 SMC to OB set up south of the river

VICTORY CONDITIONS:

The Canadian wins at Game End by Controlling ≥ 4 Stone Buildings.

TURN RECORD CHART

✚ GERMANS Set Up First	1	2	3	4	5	6	7	8	END
🎯 CANADIANS Move First									

Estimated Playing Time: 4 hrs 23 mins

SPECIAL RULES:











1. See the Gully SSR.
2. EC are Wet with no wind at the start. The River (EX. P13) is Non-Frigid and Fordable by Infantry (**B21.41**) with a Moderate Current (**B21.121**) to the East. The R8 Bridge is wooden (**B6.**) and partially destroyed (treat as Pontoon Bridge for HE Destruction **B6.33**); Infantry must expend 3MF to cross the bridge, using Hazardous Movement (**A4.62**). 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 must set up three MG Nests.
6. If received, the Germans have a 75mm (HE Only) OBA module directed by an Offboard Observer (**C1.63**) located at Level 4 along any northern map edge hex.
7. If received, the Canadian has a 3" (76mm) Battalion Mortars (HE & SMOKE) OBA module directed by an Offboard Observer (**C1.63**) located at Level 3 along any southern map edge hex.
8. The Canadian 4-5-8/2-4-8 MMC are Assault Engineers.
9. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the "At Start" forces. [EXC. Canadian Group sets up with forces south of the river].

ROAD TO SAN LEONARDO





Elements Panzergrenadierregiment 361, 90.Panzergrenadierdivision set up *Concealed* on any hex north of the River and ≥ 5 hexes from R8:



 4-6-7 5	 1-2-7 3	 Lieutenant 9-1	 Unteroffizier 8-0	 HMG 7-16 3	 7 Morale ?	 Minefield 24 factors	 WIRE MPh/RtPh dr = MF CC: +1/-1 6	 1+3+5 3	 FOXHOLE 1S OVR/OBA +4 OTHER +2 Entrench DR ≤ 5 SSR 4
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Variable Reinforcements (See SSR 9)

Group 1, dr (1-3):

 2-4-7 3	 LMG 3-8 1PP
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Group 2, dr (4-5):

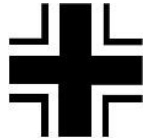
 2-2-8 2	 MTR M11 81* GrW34 [2-60] 2
---	--

Group 3, dr (6):

 OFFBOARD OBSERVER SSR 6
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[ELR: 3]

(SAN: 4)









Elements Seaforth Highlanders of Canada set up as follows:

On any hex north of the river and ≤ 3 hexes from R8



 4-5-7 3	 2-4-8 3	 Sgt-Major 8-1	 LMG 2-7 1PP	 PIAT B10 8-3 1PP	 DC X12 30-1 1PP
--	--	--	---	---	--

On any hex south of the river and ≥ 3 hexes from R8

 4-5-7 9	 Lieutenant 9-1	 Corporal 7-0	 LMG 2-7 1PP	 MTR [2-11] 51 4PP	 PIAT B10 8-3 1PP
---	--	--	--	---	--

Variable Reinforcements (See SSR 9)





Group 1, dr (1-3):

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

Group 2, dr (4-5):

 OFFBOARD OBSERVER SSR 7
--

Group 3, dr (6):

 4-5-7 3	 Sergeant 8-0	 LMG 2-7 1PP	 MTR [2-11] 51 4PP
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[ELR: 4]

(SAN: 2)

