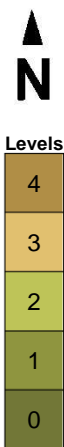
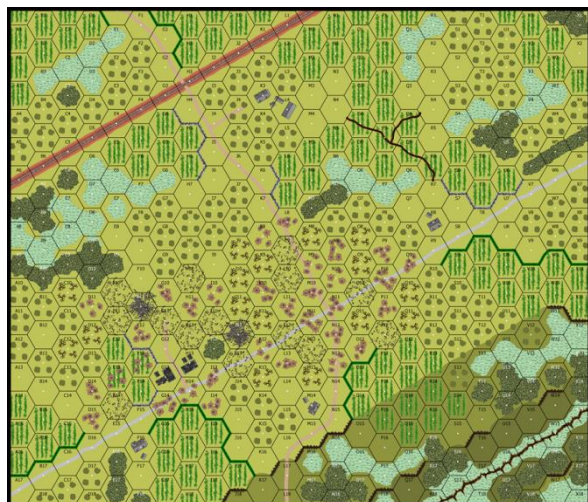




**CIDER CROSSROADS, ITALY, 19 DECEMBER 1943:** Whereas “Morning Glory” could be marked as completely successful both in achieving the objective and in economy of manpower, within the next few minutes “Orange Blossom” would meet misfortune and heavy casualties. “Orange Blossom” began at 1145 hours and immediately ran into problems. Once the supporting 250 guns opened fire, rounds began to fall amongst the Carlton & York Regiment, who were 300 yards back from the edge of ‘The Gully’ and amongst the companies of the 48th Highlanders. Obviously, the plots drawn up from the Italian maps were wrong. As the Royal Canadian Regiment (RCR) and tanks of the 12th Armoured Regiment (Three Rivers Regiment) began their advance, the understandable complaints from the Carlton & Yorks led to the barrage being prematurely lifted 400 yards, and the right-hand wall of protective fire being cancelled all together. The effect of this was immediate. The right flank of the RCR was exposed to fire from the paratroopers and one unit of *Fallschirmjäger* completely escaped the barrage, which lifted completely beyond them. The two leading companies of the RCR, “C” and “D” were smashed by intense machine gun, mortar, and shell fire and all the officers became casualties. Whole platoons were killed and neither company had more than 15 effectives left after the next hour of the confusing battle. At this point the Battalion Commander ordered a retreat to a line of buildings 100 yards beyond their initial start line where the Canadians could shelter. As this was being affected, he too was shot (in the arm) by a sniper. The battalion was reduced to 19 Officers and 159 Other Ranks.

## MAP CONFIGURATION



### BALANCE:

- ✚ Add 6 A-P Minefactors to At Start OB
- 🎯 Add a 8-0 SMC to At Start OB

### VICTORY CONDITIONS:

The Canadians win at Game End by capturing the Cider Crossroads. To capture the crossroads, the Canadians must Control hex N11 and there must be are no Good Order German (non-crew) MMC ≤ 3 hexes from N11.

## TURN RECORD CHART

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

Estimated Playing Time: 4 hrs 29 mins

### SPECIAL RULES:

1. See the Gully Special Rules.
2. EC are Wet with no wind at the start. The RR (EX. G3) is an Embankment RR (B32.12). 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 SMC/SW stacked with it) may set up (suitable terrain) in 1S Foxhole.
5. 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).
6. The German must set up two MG Nests.
7. If received, the German has an 81mm Battalion Mortar (HE & Smoke) OBA module directed by an Offboard Observer (C1.63) located at Level 4 along the east edge.
8. If received, the Canadian 4-5-8/2-4-8 MMC are Assault Engineers.
9. If received, the Canadians has a 4.2” (107mm) Mortar (HE & WP) OBA module directed by an Offboard Observer (C1.63) located at Level 4 along the south edge.
10. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the “At Start” forces [EXC. German Group 1 & 2 enters with his Reserves].

# ORANGE BLOSSOM



Elements III. Batalion, Fallschirmjägerregiment 3 set up on any hex ≤ 7 hexes from N11:

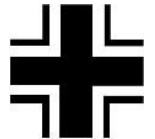
				7 Morale ?						
3	4		2	SSR 3	24 factors			SSR 4	10	2

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

3		

[ELR: 4]

(SAN: 4)



Variable Reinforcements (See SSR 10)

Group 1, dr (1-3):

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Group 2, dr (4-5):

2		2

Group 3, dr (6):

SSR 7

Elements of the Royal Canadian Regiment supported by the 12th Armoured Regiment (Three Rivers Regiment) enter on Turn 1 on any hex ≤ 4 hexes from E0 *or* any hex on/between A10 to A17 (not both):

9			2	2	2

Reinforcements must enter on Turn 3 from same entry area as the Turn 1 units:

3					2	

[ELR: 3]

(SAN: 2)



Variable Reinforcements (See SSR 10)

Group 1, dr (1-3):

2		4

Group 2, dr (4-5):

SSR 9

Group 3, dr (6):

2	