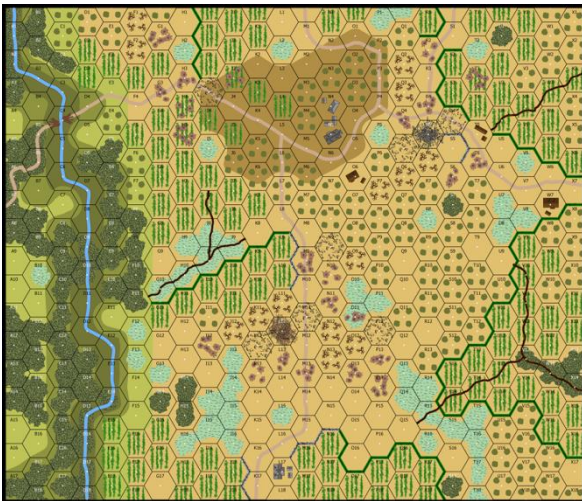


B4 A MOST UNHAPPY CHRISTMAS



EAST SAN NICOLA AND SAN TOMMASO, ITALY, 26 DECEMBER 1943: The 48th Highlanders of Canada had captured the high ground to the east overlooking San Nicola and San Tommaso on 24 December but became isolated from the remainder of the 1st Brigade. Two failed by attacks by The Royal Canadian Regiment and The Hasting and Prince Edward to link up were thrown back with great loss. A timely resupply on Christmas night conducted by 60 men of the Saskatoon Light Infantry Regiment had managed to bring food and ammunition to the 48th Highlanders and then return with the wounded the following morning. For the remainder of the men of the 48th Highlanders, it was a most unhappy Christmas. At 1000, 26 December, the *3. Batalion, Fallschirmjägerregiment 1* attacked and penetrated the Highlanders' positions, and some very close fighting followed. By midday, however, thanks to the untiring efforts of the Royal Canadian Engineers and drivers of the 11th Armoured Regiment (The Ontario Regiment) to move armour through the long salient, one troop of tanks had arrived on the scene – guided by Lieutenant Clarkson, who braved heavy mortar and machine-gun fire to lead them forward. With this long-awaited support Johnston's men struck out vigorously at the paratroopers, driving them across the Riccio towards San Nicola and San Tommaso, and killing or capturing an estimated 100. The other two battalions of the brigade joined in routing the enemy from the scattered buildings along the edge of the plateau, and by 27 December the east bank of the Riccio upstream from San Tommaso was in our hands.

MAP CONFIGURATION



BALANCE:

- 🎯 Add a 4-5-7 Squad to At Start OB
- ✚ Add a 7-0 SMC to At Start OB

VICTORY CONDITIONS:

The Germans win at Game End by capturing the high ground. To capture the high ground, there can be no unbroken Canadian (non-crew) MMC/mobile AFV with functioning MA in a Level 4 hex.

TURN RECORD CHART

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

Estimated Playing Time: 3 hrs 8 mins

SPECIAL RULES:

1. See the Gully Special Rules.
2. EC are Wet. The Weather is Overcast (**E3.5**) with no Wind at start. The Stream is Shallow (**B23.44**) with a Ford in hex C4. Kindling Attempts (**B25.11**) are NA.
3. The Canadian player makes a Secret dr (halved, FRD) +3 receiving “?” equal to the result.
4. After set up, each Canadian MMC (and any SMC/SW stacked with it) may make an Entrenchment DR and if successful, sets up in a 1S Foxhole.
5. If the Canadian tank(s) are using Platoon Movement (**D14.2**) in single file and the lead tank is being guided (using Armored Assault, **D9.31**) by the 8-1 SMC, Bog Checks in Vineyards are NA.

6. If received, the Canadian has a 3" (76mm) (HE & SMOKE) OBA module directed by an Offboard Observer (**C1.63**) located at Level 5 along the south edge.
7. 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**).
8. German 8-3-8/3-3-8 MMC are Assault Engineers (**H1.22**).
9. If received, the German has a 120mm Mortars (HE & Smoke) OBA module directed by an Offboard Observer (**C1.63**) located at Level 5 along the east edge.
10. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the “At Start” forces [EXC. German Groups 1 & 2 enter with his Reinforcements. The Canadian Groups 1 & 3 enter with his Reserves].



Elements 48th Highlanders of Canada Regiment set up *Concealed* on any hex ≤ 2 hexes from a Level 4 hex:

1 4 ² -5-7	1 2-4-7	9-1 Lieutenant	7-0 Corporal	LMG 2-7 1PP	MTR [2-11] 2 51	7 Morale ?
6		2		SSR 3		

Reserves enter on a dr \leq the circled number on turn record chart along the south edge on/between E17-X18:

8-1 Sgt-Major	14 Sherman III(a) *75 8 4 2/4
3	

Variable Reinforcements (See SSR 10)

Group 1, dr (1-3):

1 2-4-7
3

Group 2, dr (4-5):

SSR 6

Group 3, dr (6):

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

[ELR: 4]

(SAN: 3)



Elements III. Bataillon, Fallschirmjägerregiment 1 either set up on any hex adjacent to and east of the stream *or* enter along the east edge on/between X1-X14 (not both):

5 ² -4-8	2-3-8	9-1 Lieutenant	8-0 Unteroffizier	(dm)MMG 2PP 3-8	(dm)HMG 2PP 3-8	Psk X10 1PP 12-4
7		2				

Reinforcements enter on Turn 3 along the east edge:

5 ² -4-8	8-1 Feldwebel	8-0 Unteroffizier	LMG 3-8 1PP	Psk X10 1PP 12-4
5		2		

Variable Reinforcements (See SSR 10)

Group 1, dr (1-3):

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

3-3-8	FT X10 24-1	DC 1PP X12 30-1
3	2	

Group 3, dr (6):

SSR 9

[ELR: 4]

(SAN: 2)

