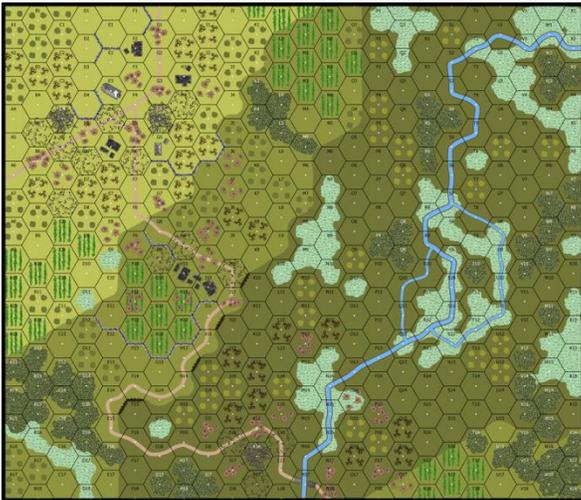


BATTLE FOR SAN DONATO



SAN DONATO, ITALY, 6 DECEMBER, 1943: The 1st Canadian Infantry Division’s plan called for a two-pronged assault by the 1st Canadian Infantry Brigade to capture San Leonardo, and a subsequent breakout by the 2nd Canadian Infantry Brigade to seize the divisional objective. On the 1st Brigade’s right flank, the Hastings & Prince Edward (Hasty P) Regiment’s objective was a junction, about 500 yards beyond the Moro, where a secondary road left the coast road to traverse the plateau into San Leonardo. At 1340 hours, the guns of the 2nd Field Regiment began pounding the suspected enemy positions on the high ground, and twenty minutes later the Hasty P’s “C” Company forded the river under cover of the Saskatoons’ 4.2-inch mortars. The line of approach was less steep than elsewhere along the far bank, but the defenders, members of the *90. Panzergrenadierdivision*, *Panzergrenadierregiment 361*, had it well covered. C Company quickly crossed the open ground, reaching the far bank and slowly started to ascend the steep valley side towards the ridgeline. The Germans had the route well covered and laid down a withering fire, pinning the Hasty P’s along the hillside. The Hasty P’s commander, Major Kennedy ordered D Company to cross and support C Company; initially the added supported helped, but soon D Company also came under heavy mortar and machine-gun fire and was forced and the advance began to slow. With communication lost, the situation looked grim for the Hasty P’s and orders for a withdrawal were issued. D Company out of communication, continued to fight until it won the ridgeline. Major Kennedy changed the withdrawal order and launched A & B Companies across the stream to exploit D Company’s success.

MAP CONFIGURATION



BALANCE:

- ✚ Add a 4-6-7 Squad to Reserve OB
- 🎯 Add 7-0 SMC to At Start OB

VICTORY CONDITIONS:

The Canadians win at Game End if there are no Good Order German MMC on/adjacent to the E4-F4-F5 hexes (a crew in possession of a functioning MG is considered a MMC).

TURN RECORD CHART

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

Estimated Playing Time: 3 hrs 36 mins

SPECIAL RULES:

1. See the Gully SSR.
2. EC are Wet with no at the start. The River (EX. P13) and rivulets (EX. R10) are Non-Frigid and Fordable (B21.41) with Moderate Current (B21.121) to the north. Kindling Attempts (B25.11) are NA.
3. Lingered Artillery Smoke covers the battlefield, treat as a Mist (E3.32) LV Hindrance. At the start of each Canadian Turn, if the coloured die of the Wind Change DR is < the current Turn, the Artillery Smoke has dissipated and the Mist LV Hindrance has ended.
4. The German player makes a Secret dr (halved, FRD) +3 receiving “?” equal to the result.

5. Each German MMC (and any SW/SMC stacked with it) may set up (in suitable terrain) in a 1S Foxhole.
6. The German must set up two (three) MG Nests.
7. If received, the Canadian has a 3” (76mm) Battalion Mortar (HE & SMOKE) OBA module directed by an Offboard Observer (C1.63) located at Level 3 along any southern map edge hex on/between N18-X18.
8. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the “At Start” forces [EXC. Canadian Groups 1 & 3 enter with his Turn 3 Reinforcements].

BATTLE FOR SAN DONATO



Elements Panzergrenadierregiment 361, 90.Panzergrenadierdivision set up *Concealed* on any hex north/west of the River:

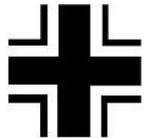
 4-6-7 3	 1-2-7 2	 9-1 3	 7-16 4PP 2	7 Morale ?	 Minefield	 WIRE MPh/RtPh dr = MF CC: +1/-1 6	 1+3+5 2	 FOXHOLE 1S OVR/OBA +4 OTHER +2 Entrench DR ≤ 5 SSR 5
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Reserves enter on a dr ≤ the circled number on turn record chart on/between hexes A0-M0:

 4-6-7 2	 8-0 1	 3-8 1PP
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[ELR: 3]

(SAN: 4)



Variable Reinforcements (See SSR 8)

Group 1, dr (1-3):

 1-2-7	 7-16 4PP	 1+3+5 2	 WIRE MPh/RtPh dr = MF CC: +1/-1 4
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Group 2, dr (4-5):

 Minefield	 WIRE MPh/RtPh dr = MF CC: +1/-1 6
--	--

24 factors

Group 3, dr (6):

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

24 factors

Elements Hastings & Prince Edward Regiment set up on any hex on/south of the P18-X14 hexrow:

 4-5-7 9	 2-4-7 2	 9-1	 8-0	 2-7 1PP	 4-12 4PP	 [2-1] 2 51	 8-3 B10 1PP
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Reinforcements enter on Turn 3 along south edge on/between F18-L18:

 4-5-7 3	 8-1 1	 2-7 1PP	 [2-1] 2 51
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[ELR: 4]

(SAN: 2)



Variable Reinforcements (See SSR 8)

Group 1, dr (1-3):

 2-4-7 3

Group 2, dr (4-5):

 OFFBOARD OBSERVER SSR 7
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Group 3, dr (6):

 4-5-7 3	 7-0	 2-7 1PP	 8-3 B10 1PP
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