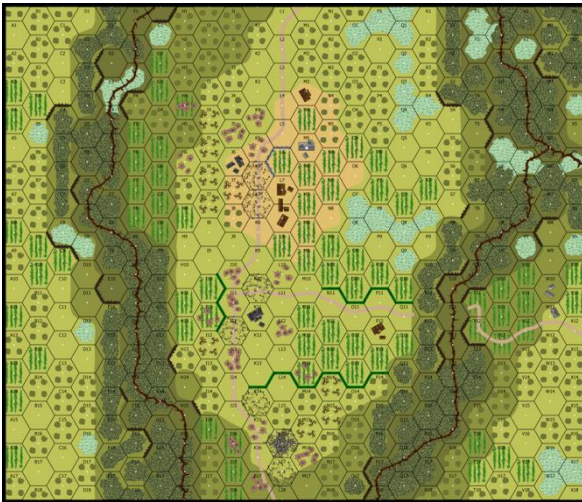




**VINO RIDGE, ITALY, 11 DECEMBER, 1943:** The day brought hard fighting to all three of Brigadier Hoffmeister's battalions, but gains were small. Pre-dawn patrols discovered the enemy digging in along the length of the Gully and his armour patrolling the lateral road beyond. All attempts by the Loyal Edmonton Regiment to advance failed in the face of heavy machine-gun and mortar fire. In the afternoon the PPCLI, with a squadron of tanks of the 14th Armoured Regiment (The Calgary Regiment) in support, struck out towards the coast road. By nightfall they had battled through a tangle of olive groves and vineyards (infested with anti-tank mines and booby-traps) to reach the edge of the Gully. After successfully beating off a counter-attack by some 40 Grenadiers, they settled down on the right of the Edmonton's to a busy night; for "Vino Ridge" - as the position became familiarly known as within easy grenade throwing distance of the German slit-trenches in the Gully. On the left flank one company of the Seaforth battered its way through the mud of deeply ploughed olive groves in an attempt to secure the ridge on the near side of the Gully, half a mile south of where the road crossed. The boggy ground, saturated by the previous night's heavy rain, hampered the movement of supporting tanks of the 11th Armoured Regiment (The Ontario Regiment). About 45 infantrymen struggled up the muddy slopes to the objective, but the threat of a counterattack forced them to withdraw to their starting point.

## MAP CONFIGURATION



Level
4
3
2
1
0



### BALANCE:

- ✚ Add 6 A-P Minefactors to At Start OB
- 🎯 In Victory Conditions change "25" to "30" CVP

### VICTORY CONDITIONS:

The Canadians win at Game End by capturing Vino Ridge. To capture Vino Ridge, the Canadians must control all the buildings on Level 3 provided the Germans have not amassed  $\geq 25$  CVP.

## TURN RECORD CHART

🎯 CANADIANS Set Up	🎯 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 52 mins

### SPECIAL RULES:

1. See the Gully Special Rules.
2. EC are Wet. The Weather is Overcast (E3.5) with no wind at start. 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 (suitable terrain) in a 1S Foxhole.
5. The German must set up two (three) MG Nests.
6. The Canadian 4-5-8/2-4-8 MMC are Assault Engineer.
7. If received, the Canadian has a 4.2" (107mm) Mortars (HE & WP) OBA module directed by an Offboard Observer (C1.63) located at Level 5 in hex X18.
8. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the "At Start" forces [EXC. German Group 3 enters with his Reserves. Canadian Group enters with his Turn 1 Reinforcements].



Elements Panzergrenadierregiment 361, 90.Panzergrenadierdivision set up second *Concealed* on any hex numbered  $\leq 10$ :

 4-6-7 3	 2-2-8 2	 1-2-7 2	 9-1 3	 7-16 4PP	7 Morale ?	 Minefield 24 factors	 AT Pak 40 75L M8 2	 WIRE MPh/RtPh dr = MF CC: +1/-1 10	 FOXHOLE 1S OVR/OBA +4 OTHER +2 Entrench DR $\leq 5$ 1+3+5 2	 SSR 4
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Reserves enter on a dr  $\leq$  the circled number on turn record chart either on/between hexes A0-A12 or X1-X12 (not both):

 4-6-7 3	 Unteroffizier 8-0 X10 1PP	 Psk 12-4
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[ELR: 3]

(SAN: 4)



Variable Reinforcements (See SSR 8)

Group 1, dr (1-3):

 2-2-8 2	 MTR M11 81* GrW34 [2-60]
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Group 2, dr (4-5):

 1-2-7 3	 HMG 7-16 4PP	 Minefield 24 factors	 1+3+5 2
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Group 3, dr (6):

 4-6-7 2	 Obergefehr 7-0	 LMG 3-8 1PP
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Elements Princess Patricia's Canadian Light Infantry set up first on any hex  $\leq 2$  hexes from O13:

 4-5-7 3	 Sergeant 8-0	 LMG 2-7 1PP	 MTR [2-11] 2 51
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Reinforcements Seaforth Highlanders of Canada supported by the 11th Armoured Regiment (The Ontario Regiment) enter on Turn 1 on any hex  $\leq 3$  hexes from L18:

 4-5-7 9	 Lieutenant 9-1	 Armour Sergeant 8-1	 Sgt-Major 8-1	 Corporal 7-0	 LMG 2-7 1PP	 MTR [2-11] 2 51	 PIAT B10 8-3 1PP	 Sherman III(a) 14 8 4 2/4	 Sherman III(a) 14 8 4 2/4
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Variable Reinforcements (See SSR 8)

Group 1, dr (1-3):

 OFFBOARD OBSERVER SSR 7
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Group 2, dr (4-5):

 4-5-8 2	 DC 1PP X12 30-1 4
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Group 3, dr (6):

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

(SAN: 2)

