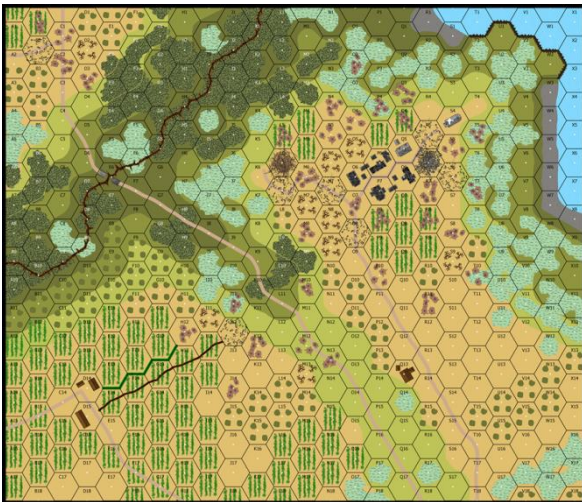




**TORRE MUCCHIA, ITALY, 31 DECEMBER, 1943:** On the morning of 30 December, the Royal 22e Regiment (Vandoo) secured their objective within the forks of the Riccio after two costly attempts on the previous day had failed. The Vandoo's Commanding Officer judged that to advance farther would create too dangerous a salient, and ordered the attack stopped. The Carleton and York Regiment on the coast road had less success. When mines and mud halted a troop of B Squadron, 11th Armoured Regiment (The Ontario Regiment) supporting a company which Lieutenant-Colonel Pangman sent forward to clear the headland, the infantry dug in to guard the stranded tanks and await reinforcement. The year ended darkly for the New Brunswick unit. A second company attack early on 31 December and was thrown back in confusion. The few tanks that managed to reach the battalion bogged down and had to be protected. Orders came from Brigade Headquarters to postpone further attempts to take Torre Mucchia by direct assault, and instead to reduce the German resistance with mortar and observed artillery fire. Late on New Year's Eve the enemy launched a furious counter-attack under cover of lashing rain and a raging gale which swept in across the bleak coast. The relentless paratroopers burst in among the two forward companies, forcing them back and inflicting more than 50 casualties.

## MAP CONFIGURATION



### BALANCE:

- 🎯 Add a 9-1 Armor Leader to At Start OB
- ⚔️ In Victory Conditions change "11" to "15" CVP

### VICTORY CONDITIONS:

Provided the Canadians have not amassed  $\geq 11$  CVP the Germans win at Game End if there are no Good Order Canadian (non-crew) MMC/AFV with functioning MA  $\leq 3$  hexes and with a LOS of the F7-R18 road.

## TURN RECORD CHART

🎯 CANADIAN Sets Up First	1	2	3	4	5	6	7	8	END
⚔️ GERMAN Moves First									








*Estimated Playing Time: 3 hrs 44 mins*

### SPECIAL RULES:

1. See the Gully Special Rules.
2. EC are Wet. The Weather is Overcast (E3.5); Heavy Rain (E3.51) is falling; with a Heavy Wind from the Northeast. Kindling Attempts (B25.11) are NA.
3. Each Canadian Sherman Tank must set up Immobilized (D8.1) – Immobilization TC (D5.5) is NA; after set up, make a random dr to determine the tank's VCA (B.8).
4. The Canadian player makes a Secret dr (halved, FRD) +3 receiving "?" equal to the result.
5. Each Canadian MMC (and any SW/SMC stacked with it) may set up (in suitable terrain) in a 1S Foxhole.
6. If received, the Canadian has a 3" (76mm) Battalion Mortars (HE & SMOKE) OBA module directed by an Offboard Observer (C1.63) located at Level 4 in hex A17.
7. If received, the German has an 81mm Battalion Mortars (HE & Smoke) OBA module directed by an Offboard Observer (C1.63) located at Level 5 in hex A0.
8. Variable Reinforcements: make a Secret dr; attaching the rolled for Group with the "At Start" forces [EXC. German Groups 1 & 2 set up with his Reinforcements].



Elements Carleton and York Regiment supported by B Squadron 11th Armoured Regiment (The Ontario Regiment) set up *Concealed* on any hex on ≤ 5 hexes from L13:


 4-5-7 5	 Lieutenant 9-1	 Sergeant 8-0	 LMG 2-7 1PP	 MTR [2-11] 2 51 4PP	7 Morale ?	 FOXHOLE 1S OVR/OBA +4 OTHER +2 Entrench DR ≤ 5	 14 Sherman III(a) 8 4 75 2/4
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Variable Reinforcements (See SSR 8)

Group 1, dr (1-3):

Group 2, dr (4-5):

Group 3, dr (6):

 2-4-7 3
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 2-4-7 2	 MMG 4-12 2 4PP 2
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 OFFBOARD OBSERVER SSR 6
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[ELR: 4]




(SAN: 4)



Elements III. Bataillon, Fallschirmjägerregiment 1 set up on any hex ≤ 3 hexes from Q6:

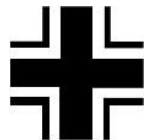
 5-4-8 5	 Feldwebel 8-1	 Unteroffizier 8-0	 MMG 5-12 3PP	 HMG 7-16 3 4PP
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Reinforcements set up northwest of the (A9-K0) gully on any hex on Level 3:

 5-4-8 4	 Leutnant 9-1 X10 1PP	 Psk 12-4 2
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[ELR: 4]

(SAN: 3)






Variable Reinforcements (See SSR 8)

Group 1, dr (1-3):

Group 2, dr (4-5):

Group 3, dr (6):

 2-3-8 2	 Obergefreiter 7-0 2PP	 (dm)MMG 3-8 1
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 5-4-8 2	 Obergefreiter 7-0 1	 LMG 3-8 1PP
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 OFFBOARD OBSERVER SSR 7
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