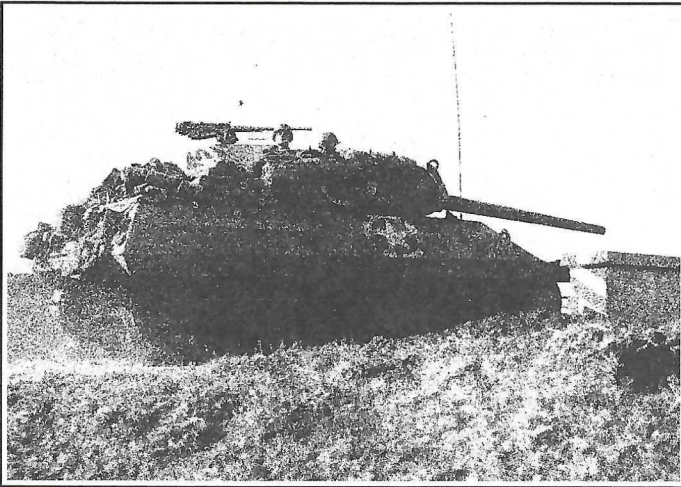


ASL SCENARIO J253

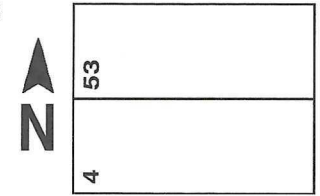
MELTING POT

Scenario Design: Darrell Andersen



CAMPOLEONE, ITALY, 31 January 1944: On 22 January, VI Corps landed at Anzio to outflank the Gustav Line. The Allies spent the first few days consolidating their bridgehead. By the 29th VI Corps commander, Major General John Porter Lucas, was finally ready to break out. The Germans had used the intervening time wisely and were able to contest the Allied advance. The British on the right had taken the town of Aprilia and continued their drive to the north. At 0630 on 31 January the 1st Battalion of the Irish Guards—with the support of American tank destroyers—headed to Campoleone to take the town.

BOARD CONFIGURATION:



BALANCE:

- ☛ Exchange the LMG with an HMG.
- 🎯 ☆ Add one *M10 GMC* to the Allied OB.

VICTORY CONDITIONS: The Allies win at game end by Controlling ≥ 4 multi-hex stone buildings.

TURN RECORD CHART

| | | | | | | | | |
|------------------------------|-------|---|---|---|---|---|---|-----|
| ☛ GERMAN Sets Up First | 🎯 ☆ 1 | 2 | 3 | 4 | 5 | 6 | 7 | END |
| 🎯 ☆ ALLIED Moves First [110] | | | | | | | | |



Elements of Panzergrenadier-Regiment 15 [ELR: 4]
set up in hexes numbered ≤ 5 on board 4 and/or on board 53: {SAN: 4}



| | | | | | | | | | | |
|-------------|-------|-----|-----|-----------|----------|-----------------|---------------|-----------------|--------------------------|----------|
| 1 4'-6-7 | 2-2-8 | 9-1 | 8-0 | 2 5-12 | 1 3-8 | 3 50* [2-13] | ? 7 morale | 13 75L 3/5/2 | 30 9PP AAMG T10 -/-/3 | 8 75L |
| 8 | | 2 | | 8 | | | | | | |



Elements of (British) 1st Battalion, Irish Guards and (American) Company C, 894th Tank Destroyer Battalion [ELR: 4]
enter on/after Turn 1 along the south edge: {SAN: 3}



| | | | | | | | | | |
|-------------|-----|-----|-----|----------|----------|--------------|---------------|-----------------|--|
| 1 4'-5-7 | 9-1 | 8-1 | 8-0 | 1 2-7 | 1 8-3 | 2 2P 51mm | 9-1 2nd LI | 15 76L -/-/4 | |
| 11 | | | | 4 | | 2 | | 2 | |

SPECIAL RULES:

1. EC are Moist, with no wind at start. Gusts (B25.651) are NA on Game Turn 1.
2. The Allied player may place \leq four +3 Smoke counters anywhere on map at the start of the Allied Turn 1 PFPh.
3. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The M10s provided close support for the infantry and engaged panzers when they were found. One of the M10 commanders, Staff Sergeant Frank Dixon, had narrowly escaped capture the previous day while making a recon on foot. His luck would be worse this day. His M10 was knocked out by an AT gun at point blank range, killing Sgt. Dixon and one member of his crew. Other M10s silenced the gun with effective HE fire. The Irish Guards maneuvered into the town while the M10s pressed on the enemy anti-armor assets and were able to secure a foothold in the town that they would expand the next day.