

# GRENADIER AGAINST GRENADIER

## ATF 1



**Victory Conditions:** Provided the German player has not inflicted more than 20 CVP of *Infantry*/*PRC* casualties, the British player wins at game end by controlling all buildings within six hexes of W22.

**APRILIA, ITALY, 25 JANUARY, 1944:** The Anzio invasion was a complete success, achieving total local dominance and operational surprise. However, the cautious allies were slow to exploit the state of affairs. After three days of consolidation, the initial offense toward the Alban Hills began. To get there, the British 1<sup>st</sup> Infantry division was to clear the Via Anziate up to Campoleone Station, at which point the US 1<sup>st</sup> Armored Division was to be introduced to exploit to the Alban hills. Laying astride the Via Anziate was the town of Aprilia, soon to be known as the Factory. Aprilia, and nearby Carroceto Station were to be the initial objectives of the Grenadier Guards. On the morning of the 25<sup>th</sup>, number 1 company assaulted Carroceto while the rest of the battalion secured the disused railway embankment to the immediate south of Aprilia. After word came that Carroceto was secure, number 2 and number 4 company began their assault on the Factory.

## BOARD CONFIGURATION:

## BALANCE:

- Add an 8-1 armor leader.
- Increase the ELR to 3



(Only hexrows L-KK and hexes numbered ≥ 18 are in)

## TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
BRITISH Moves First									

Elements of the 3<sup>rd</sup> Battalion, 29<sup>th</sup> Panzergrenadier Regiment, 3<sup>rd</sup> Panzergrenadier Division [ELR: 2] set up within 9 hexes of W22: {SAN 4}

4-6-7 4	4-4-7 10	2-2-8	8-1	8-1	8-0	3 7-16	2 5-12	1 3-8	x10 12-4	? 7 morale	M11 81* [2-60]
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Number 4 Company, 5<sup>th</sup> Battalion Grenadier Guards, 24<sup>th</sup> Guards Brigade, 1<sup>st</sup> Infantry Division [ELR 4] enter on turn 1 between N36 and V36: {SAN:3}

4-5-8 10	8-2	8-1	8-0	1 2-7	B10 8-3	51mm
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Number 2 Company enter on turn 1 between X36 and FF36:

4-5-8 10	8-1	8-1	1 2-7	B10 8-3	51mm
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Elements of the 46<sup>th</sup> Royal Tank Regiment enter from the South edge on turn 1:

14 8 4 *75 2/4 5
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## SPECIAL RULES:

- EC are Wet, with no Wind at start
- The British receive a module of 76mm Battalion Mortar OBA (SMOKE and HE) with one Barrage capable (E12.1) Pre-registered hex directed by an Offboard Observer at level 2 in hex U36. Any barrage used must have an East-West alignment. The first chit drawn from this module is automatically black.
- German MMC set up in suitable terrain may setup entrenched. The German player may designate two fortified building locations [tunnels are NA]. Two German MMC and any SW/SMC stacked with them may setup HIP.
- All Direct fire (including Firelane residual attacks) tracing LOS from and/or to entrenched units at the same level suffers a +1 Hindrance DRM [EXC: TPBF]. Hex X21 contains both a level 2 and level 3 location with an inherent stairwell to all levels. Stacking in these two levels is limited to one half squad and/or any number of SMC per level. Vehicle Bypass Movement is not allowed except along Narrow Streets.

**AFTERMATH:** The Grenadier Guards advanced with Number 2 company approaching from the Southeast and Number 4 company approaching from the Southwest. Covered by a barrage and two sections of supporting tanks, the two companies actually lost contact with each other in the heavy smoke. Upon reaching Aprilia the guardsmen were dismayed to discover how large the seemingly little town was; all buildings were two to three stories with small, easily defended stairways. Despite this strong defensive terrain, the Germans offered poor resistance. Many of the German grenadiers were Alsations and not eager to fight. Crossing the open ground was costly, however; both company commanders were casualties. This was the first time the Factory would change hands, and despite what the guardsman thought, it would not be the last.