

“Shattered Bridgehead”



Anzio, Italy — February 4th, 1944

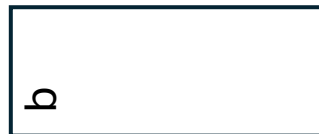
After the Allied landings at Anzio, German forces counterattacked with aggressive infantry probes supported by armor. American troops, hastily dug in amid vineyards and farmhouses near Carroceto, fought desperately to hold the beachhead. The Germans sought to punch through weak points and seize key buildings to destabilize the Allied perimeter. Elements of the German 3rd Panzergrenadier Division would lead the effort against elements of the US 45th Infantry Division. Once more, the Thunderbirds would have their resolve tested.

VICTORY CONDITIONS: The Germans win if, at game end they control 3 or more stone buildings (includes rubble stone buildings) in the American setup area.



Boards:

Deluxe board b



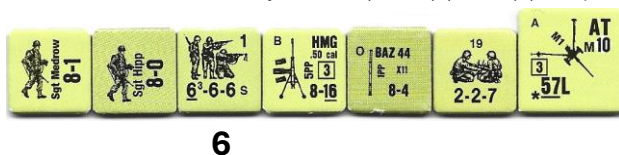
German Player Moves First	1	2	3	4	5	6
American Player Sets up First						



Elements of the 3rd Panzergrenadier Division (ELR 4) (SAN 3) (Set up: enter Turn 1 on the north edge)



Elements of the 45th Infantry Division (ELR 3) (SAN 4) (Set up: south of the A3-D-3-H1-J2-M3-O3 road)



Enter Turn 3 on the south board edge.



Special Rules/Notes:

1. EC are Moderate with no Wind at start.
2. Bore Sighting (C6.4) and Kindling (B25.11) are N.A.
3. Prior to start, beginning with the American Player, each Player alternately selects 4 building hexes to Rubble (B24).
4. German AFV may start the game in Motion.
5. Fatigue – American MMC's (exception crews) apply a +1 DRM when making any Task Check due to exhaustion.



Aftermath: The German probing attack would make contact with the exhausted Thunderbirds and push them back in spots, but counterattacking Shermans would stiffen the defense and push the Germans back to their start line.

Scenario GJ153