

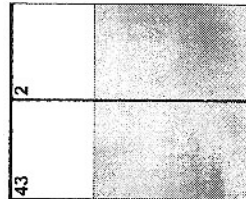


"DRIVE THE CANADIANS ON HARD"



Three-miles South of Piazza Armerina Sicily, 16 July 1943: The British Eighth Army advanced had stalled on the edge of the Catania plain and General Montgomery had instructed General Leese of XXX Corps to "Drive the Canadians on hard". The First Canadian Division began their eastward advance on Caltagirone with the 48th Highlanders proceeding cross-country. By midnight, the 48th Highlanders were in Caltagirone. The Canadian advance resumed the following morning with the Second Brigade in the lead. Lt-Colonel Jefferson's Loyal Edmonton Regiment and a Squadron of tanks from the Three Rivers regiment formed the vanguard, headed for the next large town, Piazza Armerina. Just beyond San Michele di Ganzeria, Route 124 joined the Gela-Enna highway; Route 117, the highway had been hijacked from the Americans. It was uphill much of the way for Piazza Armerina at 2,366 feet above sea level was the highest community the Canadians had so far encountered. The Loyal Eddies had smooth sailing until noon when three miles south of Piazza Armerina they ran into elements of the 15th Panzer Grenadier Division. In the face of German Artillery, mortar and machine-gun fire the Edmontonians calmly deployed on either side of the highway and hunted down the Germans on the nearby heights. So steep were these hills that the Three Rivers tanks were unable to raise their gun sufficiently to support the infantry who had to rely on their own 3-inch mortars to pin down the German defenders, until the arrival of British self-propelled guns. The fighting lasted all afternoon as the hill by hill the Canadians drove the Germans from the commanding ground south of Piazza Armerina.

BOARD CONFIGURATION



(Only hexrows M to GG are playable)



BALANCE

⊙ Add one Priest to Turn 5 OB

⊕ Add 12 AP-Mine Factors to OB

VICTORY CONDITIONS:

The Canadians win if there are no unbroken German (non-crew) MMCs on/ adjacent to the 2U7-V3 road at Game end.

TURN RECORD CHART

⊕ GERMAN Sets Up First	⊙ 1	2	3	4	⊙ 5	6	7	END
⊙ CANADIAN Moves First								

SPECIAL RULES:

- EC are Dry with a Mild Breeze to the southeast. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- The German may set up one-squad equivalent (and any SW/ SMC stacked with them) using HIP.

- The German receives one module of 81mm Battalion Mortar OBA (HE & Smoke) with plentiful ammunition.
- The Canadian receives one module of 3-in (76mm) Battalion Mortar OBA (HE & SMOKE).

Elements Panzer Grenadier Division 15 sets up on board 2 and on board 43 in hexes numbered ≤ 3

1
4-6-7
6

1
2-4-7
2

2-2-8
2

9-1
2

8-1
2

7-0
2

3-8 1PP
2

7-16 4PP
6

8 1PP
6

7 Morale
6

Minefield
24
AP-Mines

Pak 36r
76L M7
4

1S
OVROBA +4
OTHER +2
ENTRENCH DR SS
4

Elements Loyal Edmonton Regiment supported by Three Rivers Regiment enters on Turn 1 along the south edge

4-5-8
10

2-4-8
3

9-1
3

8-1
3

8-0
3

2-7 1PP
3

51 4PP [2-11]
3

8-3 1PP B10
2

8 1PP
4

13 8 4 2/4
4

TURN 5: Enters on any road along south edge

1
105
2

[ELR: 4]
[SAN: 3]



[ELR: 4]
[SAN: 2]

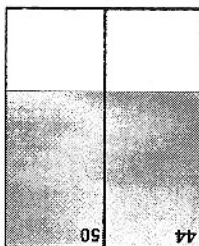


MOUNTAIN BOYS



Two-miles South of Valguarnera Sicily, 18 July 1943: While RCR clung tenaciously to the roadside a mere half-mile south of the town, Brigadier Graham had committed his remaining battalion. He sent the 48th Highlanders to take Valguarnera by making a long right hook. The Toronto regiment was to launch its final approach on Valguarnera from a ridge two-miles south of the town, but when the Highlanders arrived they found the ridge to be strongly held by the Germans. Enemy snipers and machine-gunners pinned down the Toronto infantrymen for long minutes, until an English-born corporal took matters into his own hands. William Kay led his five-man section to dead ground, where they were immune to German fire and followed it to the top of the ridge to a strongpoint defended by 17 German soldiers and three machine-guns. Although hit in the arm, Kay threw 32 hand grenades at the Germans, then led an attack. Three of his men were cut down but every German was killed or wounded. This strongpoint proved to be the key. The 48th Highlanders won the ridge and Kay was awarded the Distinguished Conduct Medal. Valguarnera fell to the 48th that night and General-Feldmarschall Kesselring mistakenly reported to Berlin "They are called Mountain Boys and probably belong to the 1st Canadian Division", instead of "Glamour Boys" as was their nickname.

BOARD CONFIGURATION



(Only hexrows A to U are playable)

BALANCE

⚔ Exchange 9-1 for 9-2 Leader

🎯 Increase Game Length 6½ Turns



VICTORY CONDITIONS:

The Canadians win at the end of any Game Turn there is no unbroken German MMC within 2 hexes of 50M5

TURN RECORD CHART

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

SPECIAL RULES:

- EC are Dry with a Mild Breeze to the southeast. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- The German may set up one-squad equivalent (and any SW/SMC stacked with them) using HIP.

- The German must set up each trench ADJACENT to another trench.

Elements Panzer Grenadier Regiment 104 sets up on any hex on Board 50.

1 4-6-7	1 2-4-7	9-1	8-0	3-8 1PP	7-16 4PP	7 Morale ?
9	2	2	3	2	6	

FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR <5	TRENCH OVR/OBA +4 OTHER +2
2	3

[ELR: 4]
(SAN: 4)

Elements 48th Highlanders of Canada sets up on Board 44 in hexes numbered ≥ 7

4-5-8	9-1	8-1	8-0	2-7 1PP	51 4PP [2-11]	8-3 1PP B10
16	2	2	6	4	2	

[ELR: 4]
(SAN: 2)

IN THE NICK OF TIME



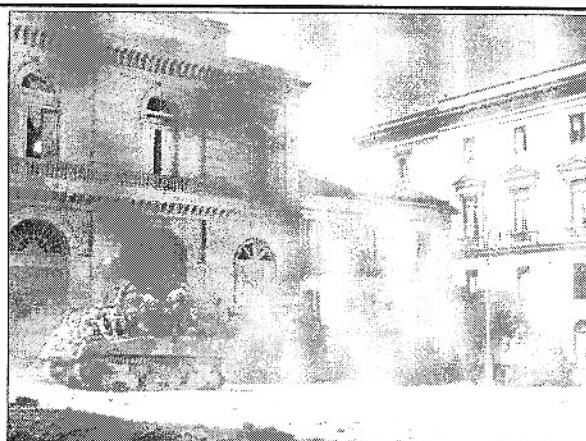
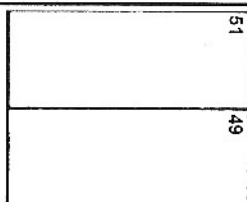
Leonforte Sicily, 22 July 1943: Unlike Assoro, there was no unguarded backdoor, Leonforte had to be attacked frontally. And the town was held in strength by tanks and troops from the 104th Panzer Grenadier Regiment. The attack went in at 2130 hours a half an hour after the shelling started. The barrage was a good one and it forced the Germans to keep their heads down long enough for the Loyal Edmonton Regiment to get into Leonforte. A savage street battle ensued and all four Edmonton rifle companies were soon involved. Once in Leonforte, the infantrymen from Northern Alberta were on their own. The artillery could not shell the place because it was impossible to say precisely which building and street were held by the Canadians and until the engineers bridged the ravine there was no way to get tanks and anti-tanks into the town. For a while the situation appeared under control with the Edmontons holding a sizeable portion of Leonforte. But the Germans counter-attacked with tanks and self-propelled guns shortly after midnight, a promising victory turned into potential disaster. With neither artillery support nor anti-tank guns, the Eddies were faced with the choice of remaining in Leonforte and being wiped out, or withdrawing to safety. The battalion commander Jim Jefferson made up his mind quickly ordering his embattled companies to pull out of Leonforte under small arms covering fire provided by the Seaforth Highlanders. However Colonel Jefferson with his headquarters and most of C-Company were cut off before they could get out of this death trap. Deploying his hundred or so soldiers in a series of building in a rough U shape and prepared to fight to the bitter end. At Second Brigade HQ, a despondent Brigadier-General Chris Vokes received a ten-year-old Italian boy named Antonio Guiseppe, who dodging bullets, shells and German patrols made his way to the Canadian lines to pass a message from Jefferson. Vokes convinced the Edmontons had been all but destroyed now felt a great ray of hope that they could be rescued. Vokes acted decisively, organizing a flying column of troops from the Princess Patricia's Canadian Light Infantry, four Shermans from the Three Rivers Regiment and four 6-pounders from the 90th AT-Battery and led by a PPCLI Company commander, Captain Rowan Coleman. The first attempt to cross just erected Bailey bridge at 0645 hours failed in the face of heavy mortar and machine-gun fire. But a second attempt at 0900 hours succeeded in striking fashion. Roaring across the bridge at breakneck speed the flying column suffered only single casualty en route to Leonforte. The rescuers arrived in the nick of time, as the Germans were about to launch their final counter-attack on Jefferson's headquarters. There was still heavy fighting to be done both in the town and in the surrounding hills and it was not until nightfall that Leonforte could be considered secure.

BOARD CONFIGURATION

BALANCE

- Turn 1 reinforcements may enter along the entire south edge

- In VC change "Unbroken" to "Good Order"



VICTORY CONDITIONS:

The Germans win immediately at the end of any Game Turn; there are no Unbroken Canadians (non-crew) MMCs within the Canadian set up area.

TURN RECORD CHART

<ul style="list-style-type: none"> CANADIAN Sets Up First CANADIAN Moves First 	1	2	3	4	5	6	END
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SPECIAL RULES:

- EC are Dry with a Mild Breeze to the southeast. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- All Multi-hex buildings with second levels have RB Cellars (O6.) [EXC: They are not fortified].

- The Canadian Carrier crews are 2-4-8 HS.
- The German receives one module of 120mm Battalion Mortar OBA (HE & Smoke).
- The German AFVs are equipped with Schuerzen (D11.2).

Elements Panzer Grenadier Regiment 104 sets up north of the 49A6-F7-H8-Q8-U8-Y8-EE5-GG6 road and in any hex outside the 51Q2-R1-X1-Y2-Y4-T6-Q5-Q1-road network.

1 4-6-7	1 2-4-7	Lieutenant 9-1	Feldwebel 8-1	2 5-12	3PP	7 Morale ?	14 Pzkw IVF2 6 3 75L 3/5
11	3			2		6	

TURN 1: Enters along north edge of board 51

1 4-6-7	1 2-4-7	Feldwebel 8-1	Unteroffizier 8-0	1 3-8	1PP	RADIO 8	1 75*	13 Pzkw III 6 3 75L 3/5
5				2			2	

TURN 3: Enters along east or west edge of board 51

1 4-6-7	Feldwebel 8-1	Feldwebel 8-1	Unteroffizier 7-0	1 3-8	1PP	2 5-12	3PP	13 Sherm V(a) 8 4 75L 4/2*
8				2				3

[ELR: 4]

(SAN: 4)



Elements C-Company Loyal Edmonton Regiment sets up within the 51Q2-R1-X1-Y2-Y4-T6-Q5-Q1-road network

1 4-5-8	1 4-5-7	Lieutenant 9-1	Corporal 7-0	1 2-7	1PP	PIAT 8-3	7 Morale ?
5	5			2			6

TURN 1: Elements PPCLI supported by Three Rivers Regiment and 90th AT-Battery enters mounted on any single road hex along south edge

1 4-5-8	2-2-8	Lieutenant 9-1	Subaltern 8-1	Sergeant 8-0	1 2-7	1PP	MTR 51
8	4				3		2

PIAT 8-3	1PP	57L	M10	T9 14PP	26 15-cwt	25 30-cwt	16 Carrier A	13 Sherm V(a)
3		4		4		2	4	4



[ELR: 4]

(SAN: 3)



Nissoria Sicily, 24 July 1943: The Second Brigade, which was to support the First Brigade had difficulty moving into position around Assoro and when patrols from the divisional reconnaissance unit, the 4th Princess Louise Dragoon Guards encountered heavy fire on Route 117 near Nissoria. The Canadian Division Commander Major-General Simmonds decided that his offensive needed a lot more weight behind it. At noon, he signalled a 24-hour postponement in favour of a set-piece attack, supported by every available artillery piece. Until now the Canadians had been successful by relying on intelligent, imaginative and bold manoeuvre. All that changed with a "Priority Call" on the Eighth Army's limited stockpile of artillery ammunition; Simmonds resorted to brute force. Under Simmonds' plan, The Royal Canadian Regiment would attack at 1500 hours advancing behind a barrage which would advance at a rate of a hundred yards every two minutes. Half-mile ahead, a smoke screen 2,000 yards long would precede the attackers and guided Kittyhawk fighter-bombers assigned to bomb and strafe targets along the road, while six squadrons of medium bombers plastered Agria and environs. A total of 5 field regiments and 2 medium regiments, over 150 guns would support one battalion. From the beginning those involved were less than enthusiastic. Simmonds' plan offered little flexibility and no options for the Company Commanders and a mix up in communications cancelled the medium bombers. However despite these planning flaws, the RCR attack actually came close to succeeding. At zero hour the barrage opened with a deafening roar. The RCR threaded their way through several orchards and vineyards and although pleasant enough, these surroundings slowed the infantry and the barrage moved onward, steadily, irrevocably leaving the infantry further and further behind with each passing minute. The hills a half-mile east of Nissoria were saturated more than a half an hour before the Royal Canadians were even close to the target area. The barrage kept the enemy's heads down was long gone by then. The RCR reported at 1615 hours that Nissoria was secure. So far the attack had been little more than a noisy afternoon stroll. That changed as soon as the leading companies emerged from Nissoria's east end. Hiding in the hills ahead was a part of the 104th Panzer Grenadier Regiment, so recently bested by the Canadians at Assoro and Leonforte. The Germans held their fire until the two forward companies were in the clear and then let go with everything they had. A mortar barrage hit the RCR's support companies. Not even the tanks could survive. As infantry scattered, the Three River Regiment rolled forward. Without infantry protection, the metal monsters were sitting ducks for enemy artillery and anti-tank guns and the Three Rivers lost ten tanks in a matter of minutes. With no artillery available to help them the infantry companies responded with courage and initiative and although nearly crippled with heavy casualties they managed to take refuge in dead ground nearby.

BOARD CONFIGURATION

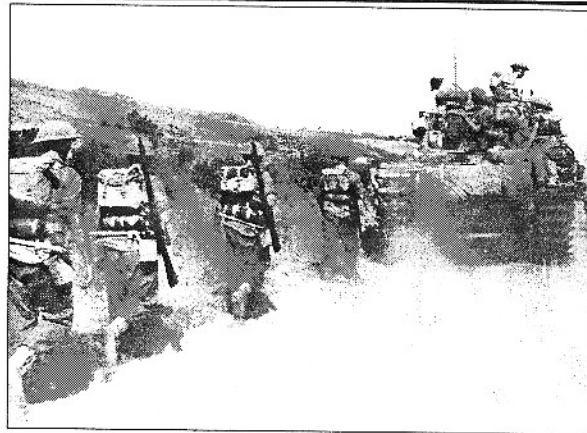
BALANCE

+ Reduce Game from 7½ to 6½ Turns

● In VC change "> 9" to "> 7"



49	43	2
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VICTORY CONDITIONS:

The Canadians win if there are ≥ 9 Good Order Canadian squad-equivalents (a Good Order, mobile tank with functioning MA counts as two squads) east of the 2A5-I2-Q1-Y2-GG5 road at Game End.

TURN RECORD CHART

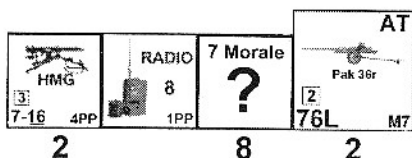
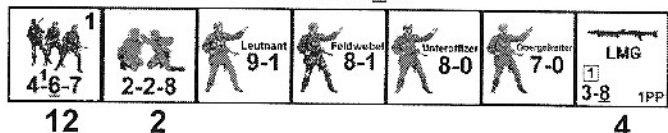
GERMAN Set Up First										
CANADIAN Moves First	1	2	3	4	5	6	7	8	END	

SPECIAL RULES:

1. EC are Dry with a Mild Breeze to the southwest. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
2. The Canadian receives Air Support in the form of two FB'42 with bombs that automatically enter on Turn 1 and are automatically Recalled at the end of Turn 3.

3. The German receives one module of 120mm Battalion Mortar OBA (HE & Smoke) with two pre-registered hexes.
4. The German may set up two squad-equivalents (and any SW/SMC stacked with them) using HIP.
5. The German may set up entrenched in suitable terrain.

Elements Panzer Grenadier Regiment 104 sets up on Board 2 and Board 43 in hexes numbered < 3

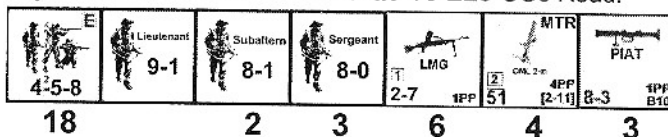


[ELR: 4]

(SAN: 4)



Elements Royal Canadian Regiment sets up on Board 49 on any hex west of the 49 A5-F7-H8-Q8-Y8-EE5-GG6 Road.



TURN 1: A Squadron Three Rivers Regiment enters along the west edge



10

[ELR: 4]

(SAN: 2)



WHISTLING HILL



Monte Criscina Sicily, 2 August 1943: It fell to the Canadian troops to launch the beginning of the end of the Sicilian campaign. Temporarily attached to the British 78th Division, the Canadian Third Infantry Brigade was to mount a preliminary operation near the village of Catenanuova. The 3rd Brigade, whom until now had been operating in a semi-independent role on a parallel axis following the arid Dittaino valley. The West Nova Scotia Regiment played a key role in the capture of Catenanuova. After the Royal 22nd Regiment captured Monte Scalpello, a razorback ridge towering 3,000 feet over the valley of the dry Dittaino. The 3rd Brigade had done its job, giving the 78th Division a springboard for its attack towards Centuripe. And while casualties had been light tougher times were in store for the brigade and particularly for the West Novas. While the 78th struck out for Centuripe northwest of Catenanuova, the 3rd Brigade moved cross-country to fill the narrowing gap between the 78th and the First Canadian Division further north. It was slow going as the Carleton and York Regiment discovered. The West Novas meanwhile moved further to the left to Monte Peloso on 31 July then advancing on Monte Criscina, midway between the hamlets of Rosamarina and the village of Centuripe. German prisoners warned that the paratroopers of the 3rd Fallschirmjäger Regiment held the hill. On the morning of 2 August the Nova Scotians were ordered to take Criscina, which the Germans were believed to have abandoned. Two companies sent occupy the hill found out otherwise. As they moved across the flat open ground the German paratroopers opened fire on them, pinning down both companies. Casualties mounted rapidly. The slightest movement drew a hail of bullets and mortar bombs, which led to the nickname "Whistling Hill". The West Novas were trapped there all afternoon. Not until nearly sundown when some Vickers machine-guns arrived to provide covering fire could the survivors of the two companies safely withdraw. It had been the regiment's worst day in Sicily with 19 dead and 27 wounded. Whistling Hill was the last fight by the West Novas in Sicily. Plans for a night assault on Monte Criscina were cancelled when the British took Centuripe and the Canadians captured Regalbuto. Outflanked the paratroopers evacuated the hill in the darkness, but it was not the last time the Canadians would face these tough fighters on an Italian battlefield.

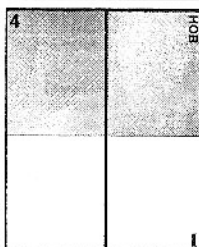
BOARD CONFIGURATION

BALANCE

✚ Add one LMG to OB

(Only hexrows A-P on Board 4 and R-GG on Board 1 are playable)

⊙ Exchange German HMG for a MMG



VICTORY CONDITIONS:

The Canadians win at Game end, if they have more unbroken squad-equivalents on Level 4 hexes than the Germans.

TURN RECORD CHART

✚ GERMAN Sets Up First	⊙ 1	2	3	⊙ 4	5	6	7	8	END
⊙ CANADIAN Moves First									

SPECIAL RULES:

1. EC are Dry with a Mild Breeze to the southwest. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
2. Building 305-P5 has a ground level only.
3. German 4-4-7/2-3-7 MMC Battle Hardens to 5-4-8/2-3-8 MMC.

Elements Fallschirmjäger Regiment 3 sets up on Board I

5-4-8	2-3-8	2-2-8	9-1	8-0	3-8 1PP	7-16 4PP
9			2	2		

7 Morale ?	MTR Scm 6W 34 3 81*	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR <5
6		6

Elements West Nova Scotia Regiment enters on Turn 1 along the west edge

4-5-8	9-1	8-1	8-0	7-0	2-7 1PP	51 4PP [2-11]
18		2		6	4	

TURN 4: No. 2 Platoon Saskatoon Light Infantry (MG) Regiment enters along the west edge

2-4-8	8-1	4-12 4PP
4		4

[ELR: 4]

(SAN: 4)



[ELR: 4]

(SAN: 2)

THE FINEST



Six-Miles Northeast of Regalbuto Sicily, 4 August 1943: With the fall of Regalbuto, the Canadians had unknowingly entered the final phase of operations in Sicilian campaign. While the First and Malta brigades had reduced Regalbuto, the Second Brigade had patrolled aggressively to the north in the valley of the dry River Salso. Three notable features had to be seized along the way to Adrano, Hill 736, Monte Revisotto and Monte Seggio. Until these heights were taken there could be no safe advance along the mudflats. Into this forbidding zone plunged the Loyal Edmonton Regiment, after a patrol reported that Hill 736 six-miles northwest of Regalbuto was undefended. The Loyal Eds loaded up their ammunition, food and water as well as the 3-inch mortars and medium machine-guns of the supporting Saskatoon Light Infantry on to pack mules and headed into dry river valley. Since the battalion was out of touch much of the time with the rest of the division they were named the "Lost Battalion". The battalion spent the next four days moving into position for the assault on Hill 736, clashing several times with German outposts cleverly concealed in the wilderness terrain. Major Archie Donald led the Loyal Edmontons, supported by 25-pounders from the 3rd Canadian Field Regiment, up the hill under heavy machine-gun and mortar fire. The Edmontons determination was personified by Lieutenant John Dougan, who was wounded in both arms and gripping a his revolver in his injured hands guided his little force across 300 yards of open ground to the objective. 45 men made the final attack upon Hill 736's summit, which was defended by an estimated 100 Germans. It was no contest as those German soldiers who survived the onslaught fled. Donald was awarded the Military Cross; Dougan received the Military Medal for their actions. The Loyal Edmonton Regiment was acknowledged as one of the finest in the 1st Canadian Division during the Sicilian campaign.

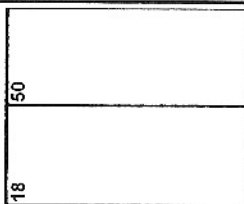
BOARD CONFIGURATION

BALANCE

⊕ Reduce Game from 7 to 6 turns

⊙ Exchange 7-0 for 9-2 SMC

N



VICTORY CONDITIONS:

The Canadians win at Game End, if they control all Level 4 hill hexes within 2 hexes of 50M5, provided the German has not amassed ≥ 25 CVP

TURN RECORD CHART

⊕ GERMAN Sets Up First	1	2	3	4	5	6	7	END
⊙ CANADIAN Moves First								

SPECIAL RULES:

- EC are Dry with a Mild Breeze to the southwest. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8). The stream is Dry. 50AA10-18AA1 hexside is a Gully hexside.
- The Canadian receives one module of 25-pdr (88mm) OBA (HE & Smoke) with plentiful ammunition.
- The German receives one module of 120mm Battalion Mortar OBA (HE & Smoke).

- The Germans may set up one-squad equivalent (and any SW /SMC stacked with them) using HIP. Entrenchments of unit(s) using HIP are revealed when the unit(s) is revealed or if the protective TEM is used or entry/exit MF are expended, in LOS of an Enemy unit.
- The Canadian 3-inch Mortars may not set up emplaced or using HIP, but may set up concealed in concealment terrain.

Elements Panzer Division Hermann Göring sets up on board 50

4-6-8	2-2-8	9-1	8-1	8-0	3-8 1PP	7-16 4PP
12		2		4	2	

8 1PP	7 Morale ?	18	1S	4
8		75* M10	OVROBA +4 OTHER +2	OVROBA +4 OTHER +2

[ELR: 4]

(SAN: 4)



Elements Loyal Edmonton Regiment supported by Saskatoon Light Infantry (MG) Regiment sets up on board 18 in any hexes numbered ≥ 5

4-5-8	2-2-8	9-1	8-1	8-0	7-0	2-7 1PP
18	3		3	2		6

4-12 4PP	51	8-3 1PP	8 1PP	76* [3-36] 52*
4	4	3		3

[ELR: 4]

(SAN: 3)



BOOTH FORCE



Salso Valley Sicily, 5 August 1943: The loss of Agrig, Regalbuto and Centrupe to XXX Corps had convinced the Germans to abandon their endangered defences in front of Catania and to withdraw into the main defensive position around the foot of Etna. Montgomery urged XXX Corps to step up its efforts to capture Adrano, the loss of which would disrupt the German defence. 4 August the 78th Division continued its push northwards across the Salso and Simeto rivers via Route 121, while the Canadians were to capture Monte Revisotto and Monte Seggio, then force their way through the valley of the Salso. Major-General Guy Simmonds saw one of the rare opportunities to properly utilize tanks. The junction of the Salso and Troina rivers gave way to flat-bottomed valley leading to the Simeto (a real river, unique in this part of Sicily this time of year). Simmonds hurried the 2nd Brigade to take advantage of the ground and the situation. A striking force under command of Lieutenant-Colonel Leslie Booth comprising of his Three Rivers Regiment, the Seaforth Highlanders and a reconnaissance squadron from the Princess Louise Dragoon Guards was formed. Booth Force as it was called would then speed down the Salso valley and seize the high ground overlooking the Simeto. The next morning Booth Force surged down the valley at 1000 hours. Within a half an hour after a pleasant drive past orange and lemon groves the Canadians were practically on their objective defended by the fanatical machine-gunners belonging to the 3rd Parachute Regiment. C-Company of the Seaforth dismounted and by rushes began ascending the hill, accompanied by Booth's Shermans. The paratroopers, although lacking anti-tank guns, were cleverly concealed and Booth found that the best way to deal with them was to have the tanks scout around the terrain and clean out all suspicious looking places with 75mm HE and blast of machine-gun fire. By early afternoon it was all over casualties were light. Booth Force had demonstrated a classic example of exploitation, speed and co-operation and for this Lieutenant-Colonel Leslie Booth was awarded the Distinguished Service Order.

BOARD CONFIGURATION

BALANCE

✚ Add one 8cm GrW34 and 2-2-8 crew

⊙ Increase Game Length from 6 to 6½ Turns



4	40
	O1 O5
	Wd2



VICTORY CONDITIONS:

The Canadians win at Game End if there no unbroken German (non-crew) MMCs on Level 1 or 2 hill hexes of Hill 520, provided the German has not amassed ≥ 50 CVP.

TURN RECORD CHART

✚ GERMAN Sets Up First

⊙ CANADIAN Moves First

⊙ 1	2	3	4	5	6	END
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SPECIAL RULES:

- EC are Dry with a Mild Breeze to the southwest. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- Place overlay O1 on 40O10, Wd2 on 40W10-X9, O5 40P5-O6
- The German may set up one-squad equivalent (and any SW/SMC stacked with them) using HIP. Entrenchments of unit(s)

using HIP are revealed when the unit(s) is revealed or if the protective TEM is used or entry/exit MF are expended, in LOS of an Enemy unit.

- German 4-4-7/2-3-7 MMC Battle Hardens to 5-4-8/2-3-8 MMC.

Elements Fallschirmjäger Regiment 3 sets up on any hex west of the river on board 40 and on board 4 on/north of hexrow X

5-4-8	2-3-8	2-2-8	9-2	8-1	8-0	3-8 1PP
10	3			2		4

7-16 4PP	7 Morale ?	8cm GrW 34 M11 81* [2-60]	1S OVR/OBA +4 OTHER +2 ENTRENCH OR <5
2	8		6

[ELR: 4]

(SAN: 4)



Elements Booth Force, 2nd Canadian Infantry Brigade enters mounted on Turn 1 along the south edge of board 4

4-5-8	9-1	8-1	8-0	2-7 1PP	2PP	8-3 1PP B19
8				3	2	2

*29 0 0	*28 2 1	13 8 4
1 AAMG -1/2	2 B11 15 [6] -1/4	1 75 2/4
2	2	8

[ELR: 4]

(SAN: 2)

