

Sicily – Counter Attack at Gela 10/11 July 1943

Background

The US First Division landings in Sicily were heavily counterattacked by the German Hermann Goring Panzer Grenadier Division and the Italian Livorno Division.

Scenario Specific Rules

Night Recovery

Normal Night Recovery rules apply. The Germans have 4 battalions, the Italians 2 and the US 6.

Artillery

All land artillery receives 3 shots per round. Naval guns have 2 shots per round.

All units start the game in Move status. The Germans move first.

Terrain

The river is fordable, halt on entering. Movement across the bridges is normal. Woods and towns constitute cover, the airfield does not.

Reinforcements

The US 67th Armored arrives at the start of turn 5 along with the Armored Artillery battery. They are placed in any of the reinforcement hexes. They are in Move status but will not move or initiate any fighting in that turn. They will fight back if attacked. The armored artillery has no shots in the turn it arrives. They can be placed next to enemy stands.

Air Support

On Day 1 the Germans have 2 and the US 1 air support per turn. Both sides have 1 Air Support on day 2.

Victory Conditions

The Germans need to be holding 4+ Victory points at the end of day 2 to win. The Allies need to be holding 5+ to win. Any other result is a draw. The VP hex with 2VP marked [Santa Spinta] is worth 2 points.

Two Star General - WW2 Scenario

US Forces	Core Stands	Strength Points	Fighting Strength 1&2 Hex range.	Support Stands
1st Infantry Division				
1/16 th Infantry	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x AT 1 x LA [Mortar]
2/16 th	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar]
3/16 th	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x AT 1 x LA [Mortar]
1/26 th Infantry	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x AT 1 x LA [Mortar]
2/26 th	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar]
3/26 th	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x AT 1 x LA [Mortar]
67th Armored Regiment	2 x Sherman 1 x Stuart 1 x HQ	4 3 6	4 3 1	1 x AT [Tank Destroyer]
Artillery Support	1 x 105mm batteries 1 x Armoured 105mm 1 x Ship Guns	4 4	2 2 3	Ship guns can reach any hex.
Axis Forces.				
Hermann Goring Panzer Grenadier Division				
1/1 Panzer Grenadier Battalion	1 x Armoured Inf 2 x Motorised Inf 1 x HQ	5 5 6	3 3 1	1 x AT 1 x MG [half track] 1 x LA [Inf gun] 1 x Engineers
2/1 Panzer Grenadier Battaliomn	1 x Tiger [sup gun] 2 x Armoured Inf 1 x HQ	5 4 6	5 4 1	2 x MG [half tracks] 1 x LA [Inf Gun]
1 st Panzer Battalion	1 x Panzer IV 2 x Panzer III 1 x HQ	5 4 6	4 4 1	
2 nd Panzer Battalion	1 x Panzer IV 1 x Panzer III 1 x HQ	5 4 6	4 4 1	
Artillery	1 x Self Propelled Armoured Art	4	2	1 x AA
Italian Livorno Division				
1/34 th	3 x Inf 1 x HO	3 6	3 1	1 x MG 1 x LA [mortar] 1 x Tank [Fiat]
2/34 th	3 x Inf 1 x HO	3 6	3 1	1 x MG 1 x LA [mortar]
Corps Artillery Support	1 x 105mm	4	2	1 x AA

July 10	1	2	3	4	5	Night
July 11	6	7	8	9	10	

Two Star General - WW2 Scenario

Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, orchards etc]		Towns
	Impassible cliff edges		Defensive Works
	Swamp		Major River
	Reinforcement Arrival Point		Bridge

Note: Only full hexes can be entered by stands

