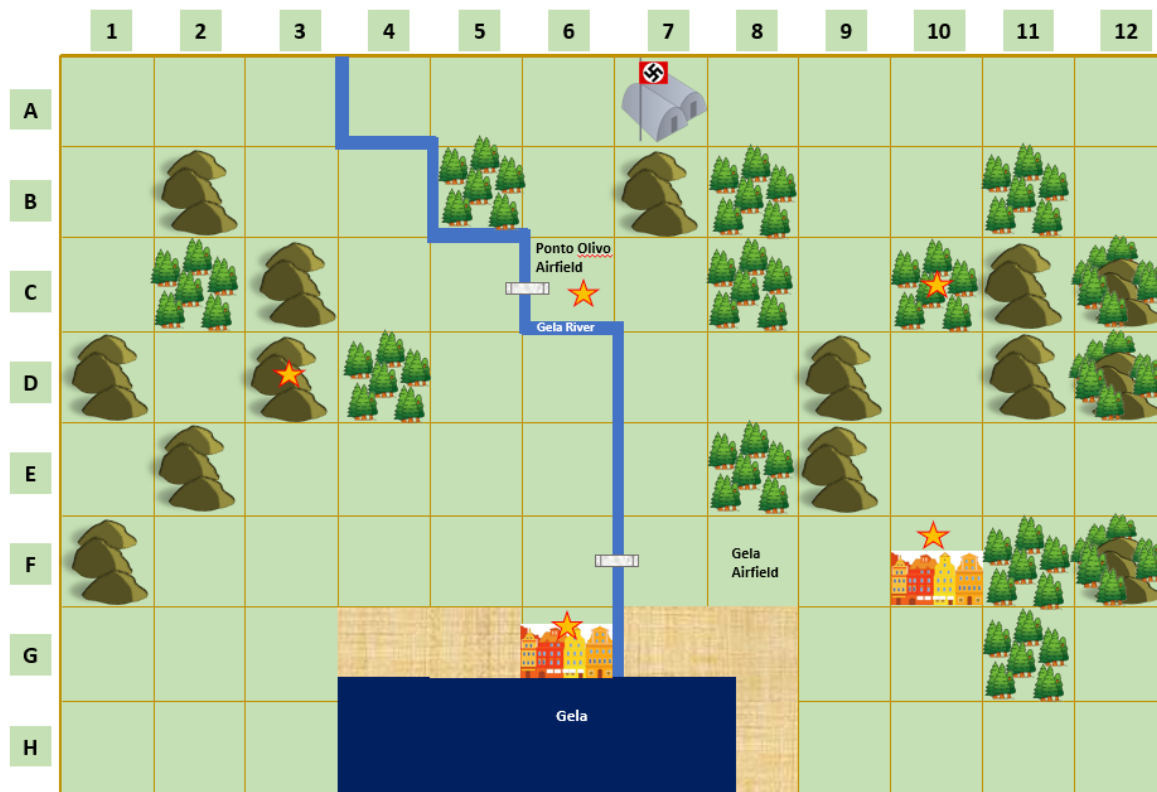


ROMMEL SCENARIO

Counter attack at Gela - Sicily - 11 July 1943



The weather is clear. All units start in supply. The Allied supply line runs from Gela town [G6].

Terrain:

Units can cross the Gela River at any point, but crossing it is like moving into non open terrain, units can only move a maximum of 1 square. Additionally any unit attacking across the river is vulnerable in combat. Units using road movement can only cross the Gela at the bridges. Supply lines can cross the Gela River anywhere.

Road movement is not allowed in mountain or wooded mountain squares. G6 and F10 are urban squares.

G4, G5, G7, G8, and H8 are all beach squares. As per the amphibious landing rules [Rommel page 76] any Axis unit *in a beach square* is vulnerable for combat purposes, whilst US units are vulnerable if attacking *out of* a beach square.

Starting Ops:

The Axis start with 6 Ops and the Allies 6 Ops. The US forces use the Allied mid war ops. The Axis forces use the German mid war ops.

Description:

The Allied landing in Sicily seemed to be relatively unopposed until a sudden counterattack by Italian Mountain units and the well equipped Hermann Goring Panzer Division swept into the advancing Big Red One.

Victory:

The game is 18 moves. The Axis must capture, and hold until the end of the 18th turn, at least 4 objectives or 2 objectives and Gela to win.

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Elements:

The Axis have 2 Elements. The Hermann Goring Panzer Division and the Italian Livorno Mountain Division.

The Allies have 3 Elements. The 16th and 26th RCTs and advance units of the 2nd Armored Division. Army level support units can support any element without penalty.

Naval Support:

USS Boise provides the American forces with one shift up of naval artillery per turn anywhere within four squares of a sea square [Rommel Advanced Rules page 76]. The sea squares are H4 to H7.

Set Up:

The Germans deploy anywhere in line A from A7 to A12. The Italians deploy anywhere in column 1. The Allies deploy anywhere from Column 3 to column 11 in lines C through to H. The Rangers must commence in or adjacent to Gela. There is a single prepared defence at each airport [F8, C6] The Allies deploy all of their units first and then the Axis deploy theirs. No units are concealed. The Axis forces move first.

Reinforcements:

The units of the Allied 67th Armored arrive as an amphibious landing in the tactical phase of turn 6 in any beach square.

Axis	1	3	5	7	9	11	13	15
Allied	2	4	6R	8	10	12	14	16

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ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
US 1st Infantry Division			
16th RCT			
9 x US Infantry	4-3-2		Leg
26th RCT			
9 x US Infantry	4-3-2		Leg
2nd Armored Division			
67th Armored Regiment			
3 x Sherman	4-3-2	4	
1 x Stuart	4-3-2	2	Recon
1 x Priest	12 / 3 / [0-2]		Self Propelled Artillery
Army Support			
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
6 x Rangers	5-4-3		Leg
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
Herman Goring Panzer Division			
1 x Light Tanks	4-3-2	1	Recon
1 x Tiger I	4-3-2	6	
3 x Panzer IV	4-3-2	4	
3 x Panzer III	4-3-2	3	
3 x Panzergrenadier Units	4-3-2		Armoured
3 x Panzergrenadier Units	4-3-2		Motorised
1 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery
1 x Wespe	12 / 3 / [0-2]		Self Propelled Artillery
Italian Livorno Division			
3 x Fiat Tanks	3-2-1	1	Recon
9 x Mountain Infantry	4-3-2		Motorised
1 x 105mm Artillery	12 / 3 / [0-1]		Towed Artillery