

# V23 TIGER AT BAY

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## HISTORICAL ACCOUNT

**LOCATION:** The Mussolini Canal, south of Cisterna, Italy

**DATE:** 23 May 1944

**COMMENTARY:** It took the Allies a week to destroy the German defences at Cassino. On May 23rd the offensive also began on the Anzio front. The VI US Corps attacked towards Cisterna with nothing less than three whole divisions in an attempt to cut off the German 10th Army that was now retreating from Cassino back towards Rome.

The 2nd Company of the X-MAS 'Barbarigo' Battalion had only recently been withdrawn from the Anzio front and was in reserve at Cisterna, precisely the point of the major enemy drive. The recently arrived 2nd Italian SS "Vendetta" Battalion, Sturmbrigade Italienische Freiwilligen Legion was holding this location along with the German 1028th Grenadier Regiment.

The defense line ran along the Mussolini Canal. It was vital for the Axis forces to keep the important road junction on Route Nr.7 ('Appia') open in order to allow Axis forces south of Cisterna a line of retreat if necessary. This position was considered important enough that the 508th Heavy Tank Battalion sent one of their Tiger tanks to bolster the defense.

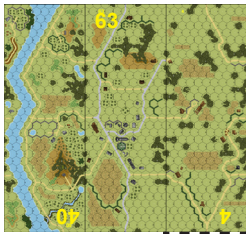
Despite the ferocious defense put up by the Axis forces (the US advance was held up for a full 36 hours) the Marines and SS men were cut to pieces and a new line of resistance had to be organised near Cori. The Allies marched on. In the end, the Tiger was no match for the Eagle.



## TURN RECORD CHART

	AXIS Sets Up First	1	2	3	4	5	6	7	END
	ALLIES Moves First								

## THE BATTLEFIELD AND CONDITIONS



EC are Rain (E3.51) with No Wind at start.

Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).



## VICTORY CONDITIONS

The Axis win if they Control hexes 63P8, 63Q9, 63R8 and building 63R9 at Game End.

## SCENARIO SPECIFIC RULES

1 The FSSF are Stealthy (A11.17), have underlined morale, do not cower and use German SW without captured weapons penalties applying. However, the B# (12) becomes a X# when the MGs are fired by FSSF personnel. In all dr/DR affected by nationality the FSSF player may make use of whichever (British or American) is more favourable.

2 Despite being an Italian SS unit, the "Vendetta" are treated as a German SS unit (A25.11) and use Panzerfausts (C13.3) as such. They are Fanatic (A10.8).

3 Use German 5-4-8 MMC and PSK counters to represent the X-Mas units. X-Mas units are considered to be Italian (A25.6) in all respects, except they may use German SW with no penalties, and use Panzerfausts (C13.3) as if they were Germans. X-Mas and German units are Allied troops (A10.7). A separate track of the number of shots available to each Axis unit should be kept.

4 The Allied units may only enter on ≤ fives hexes of the southern edge of board 4. Up to 4 Allied MMC (plus any SW/SMC stacked with them) may enter as Riders (D6.2).

5 Kindling is N/A.

	<b>Elements assorted Axis units set up anywhere on board 40.</b> BALANCE: add eight Concealment counters.	<b>Elements X-Mas 'Guardia Marina' (ELR 5)</b>	<b>Elements Italian SS "Vendetta" (ELR 4)</b>	<b>Elements of the 508th Heavy Tank Battalion</b>
		<b>Elements German 1028th Grenadier Regiment (ELR 3)</b>		
		ELR: * SAN: 3		

	<b>Elements of 1st Special Service Force enter on GT1 on the southern edge of board 4 (see SSR4).</b> BALANCE: add a 9-1 Armour Leader.	<b>Elements of 1st Armored Division, US VI Corps enter on GT1 on the southern edge of board 4 (see SSR4).</b>
		ELR: 5 SAN: 3