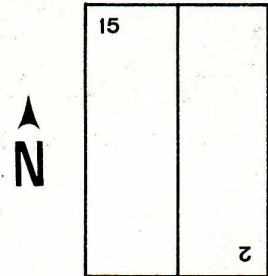


# SWATTING AT TIGERS



**BIAZZO RIDGE, ITALY, July 11, 1943:** In the early morning hours of July 10th, Colonel James Gavin and the 505th Parachute Regiment were scattered over much of southern Sicily. Gavin landed 20 miles east of the selected drop zone, while most of his regiment came down as far as 60 miles from the planned landing site. Of the 3405 troops that had left Africa under his command, Gavin was initially able to muster only 20. Throughout the night and the next morning, Gavin marched his small command towards the sounds of battle to the west, collecting troops as he went. After clearing Biazza Ridge of Italians, Gavin's force—now numbering some 250 paratroopers and infantrymen of the 45th Infantry Division—pushed on. Advancing down the road along which the Italians had just withdrawn, they heard the sound of distant tank engines around the bend just ahead. Gavin was about to walk into the eastern pincer of the Hermann Goering Division's two-pronged attack against the invasion beaches.

## Board Configuration



Rules Introduced: 166-167

## VICTORY CONDITIONS

The German player must eliminate 12 U.S. squads or their equivalent without losing more than one of his tanks, *or* force the U.S. units to withdraw per SSR 41.6 without losing more than two of his tanks. The

howitzer is the equal of two squads for victory purposes. The U.S. player wins by avoiding the German victory conditions.

## TURN RECORD CHART

☆ U.S. sets up first	1	2	3	4	5	6	7	8	9	10	END
☆ U.S. moves first											

**Scattered Elements of 505th Parachute Infantry Regiment and 45th Infantry Division [EL: 4] set up as follows:**

15S7:

2

15T4:

2

15U3:

3

15W2:

2

Anywhere on or within three hexes of 2O5:

4

2

2

2

2

2

2

2

15T3:

3

15T6:

2

15V2:

2

**Advance Elements of Hermann Goering Division set up as follows:**

15N8:

6

15M8:

2

15O9:

2

Enter on game turn 3 within three hexes of 15I10:

6

2

2

2

15K9:

2

15L8:

2

## SPECIAL RULES

- 41.1 Neither player may bore sight any weapon.
- 41.2 Due to low ammunition supply, the X# of all bazookas is lowered to X9+.
- 41.3 All German infantry initially set up in the same hex with an AFV are considered mounted on that AFV. Furthermore, tanks must be setup facing "down road" so that the hexspine on which their VCA and TCA is based lies between two hexes of the next higher letter in the alphabet (EX: the Tiger in O9 must be placed with its CA based on the P8-P9 hexspine).
- 41.4 The 10-3 leader represents Colonel Gavin. Should it be KIA or captured, every U.S. unit in the LOS of that leader unit must take a normal MC.
- 41.5 The howitzer is considered hidden and in firing position (i.e. not in tow) but is not emplaced.

41.6 The U.S. units will break off the action (ending play) at the conclusion of any game turn in which they have lost twice as many squads or their equivalent as the German player, and the German player has more squads on board 2 than on board 15. A mobile Tiger with functioning MA equals two squads for both of the above purposes. Captured units do not count double for withdrawal purposes.

**AFTERMATH:** The American bazooka teams wasted no time, but watched in awe as their rockets exploded on the thick-skinned Tigers with no apparent effect. The Tigers sprayed the American skirmish line with MG fire as the panzergrenadiers disembarked, dashed forward, and neutralized the bazooka teams. Meanwhile, up on the ridge, airborne artillerymen managed to manhandle their howitzer into the best possible position and engaged the Tigers in a direct fire shootout. The GI's, aided by the artillery piece, managed to beat back the enemy when they were less than 100 yards from the crest. The Americans held Biazza Ridge, but at a high cost. Most of Gavin's force, including Gavin himself, had been wounded. 25 were missing and, later that night, another 50 were buried on the ridge with only three smoking Tigers as mute testimony to their courage.