

PATTON'S END RUN

WWW SCENARIO 92

110424



BROLO, SICILY, August 111943: Patton was determined to beat "Monty" to Messina. The American advance along the north coast was being held up by the German 71st Panzergrenadier Regiment. To eliminate this unit, and possibly initiate a breakthrough, Patton planned to trap the Germans. "Blood and Guts" hoped to catch them between a single reinforced battalion of the 30th Regiment, 3rd Division, landed behind German lines astride the coast road, and a west-to-east ground assault by the reinforced 3rd Infantry Division.

BOARD CONFIGURATION:

N	14	9	
	5	2	3

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TURN RECORD CHART:

+	German Sets Up First	☆	1	2	3	4	5	6	7	8	9	10	END
☆	U.S. Moves First												

Elements 29th Panzergrenadier Div.
[ELR 3] - set up on any ground level hex of board 3 using Hidden Initial Placement (42) (PzkwIVF1 sets up concealed): *

9		3	

PzkwIVC

2	2	1

Reinforcement Group: Elements 29th Panzergrenadier Regiment [ELR 3] - enter turn 3 or later (at German player's option) on any west edge hexes:

2		2		20		2		10		2	

2	2	5	4	4	3	5	4

Colonel Bernard's 2nd Battalion, 30th Regiment, 3rd Infantry Division reinforced by engineers and AFVs [ELR: 3] - enter Turn 1 on any north edge hexes of board 6:

2		3		16		6	

2	4	2	2	4	2	2	4

SPECIAL SCENARIO RULES:

- 92.1 Terrain:** Place Overlay F normally on board 14. All buildings higher than level one are treated as level one. *[VSQ Note: A special customized board 14 for this scenario is available for download on the WGA/SQL website.]*
- 92.2** Roll one die for each individual hill hex entered by a vehicle. On a roll of 1, 2, or 3 the vehicle is permanently immobilized in that hex.
- 92.3** Roll one die for each wall crossed or gully hex entered by a vehicle. On a roll of 1 or 2 the vehicle is permanently immobilized in the gully hex or the hex before the wall. No passage by other vehicles changes this roll.
- 92.4** Bore sighting (78) is not allowed.
- 92.5** All non-bazooka U.S. weapons break down on a DR of 11+ and repair only on a DR of 1.
- 92.6** The Germans have one 105mm OBA module with plentiful ammunition.
- 92.7** The U.S. have two modules of 155mm OBA available, however, due to the extreme range to land based guns and radio problems with their naval support, all U.S. radios have a contact number of 6 and maintain contact only with a DR ≤ 8.
- 92.8** The U.S. 7-4-7 squads are engineers but lack smoke-making capabilities.
- 92.9** German PzkwIVF1 may not move or fire until German player turn 3.
- 92.10** One German reinforcement squad may enter as half-squads.
- 92.11** Infantry may not ride any fully-tracked AFV.

92.12 If played as a three-player game, the German onboard player always moves before any German reinforcement ground troops move, and may not communicate with the Reinforcement Group commander.

92.13 OPTIONAL: see SSR 91.7 for ELR and HoB rules. Note: U.S. 7-4-7 squads are reduced to 536 squads.

AFTERMATH: Overriding General Truscott's objections that the operation was taking place before linkup could be assured. Patton personally gave the go-ahead. Colonel Bernard's troops lost all their accompanying tanks as they tried to cross the thick stone walls or climb very steep hillsides, but otherwise landed safely. Reserve German troops in Brolo quickly reported the assault and began to harass the attackers. As time wore on, the isolated GI's found that radio contact with their own land based 'Long Toms' and the 6-inch naval guns of the Philadelphia began to fail and their small arms ammunition was beginning to run low. Finally, Colonel Bernard was forced to order all troops onto the hill for a last-ditch defense. This, fortunately, was not required as the Germans, pressured from the rear, simply bypassed the remaining GI's. Little was gained, save experience, from this over ambitious operation.

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 This scenario is an adaptation of Scenario #92 from the World Wide Wargamers G.I.: Anvil of Victory Scenario Package. It has been slightly modified since its original publication to correct typos and sentence structure plus added optional rules for my own enjoyment and for play using VSQ. For all accounts it still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.