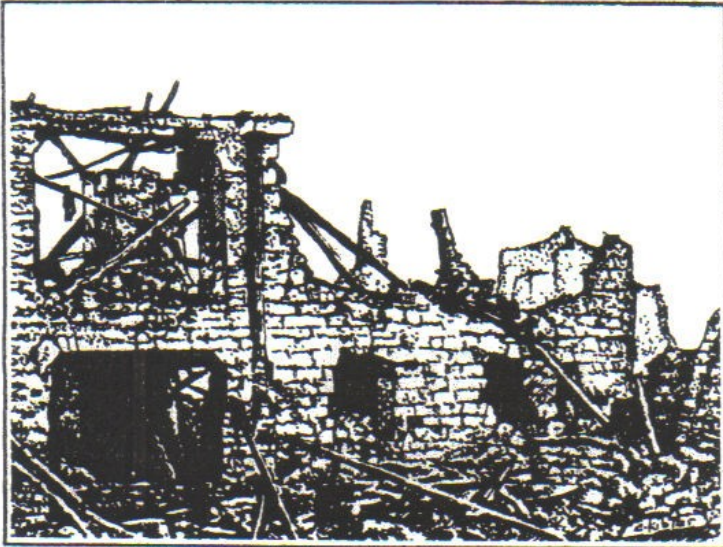


FAUGH A' BALLAGH

Scenario N



SINAGOGA ITALY, May 16, 1944: The approach to Monte Cassino was agonizingly slow. The commanding heights gave the Germans superb observation and fire positions. In the valleys, small rearguard groups ensured that each hamlet had its bloodprice. For the Allies, the very narrowness of the battlefield ensured the maximum support for each assault. The Irish Brigade's attack on Sinagoga was preceded by a full divisional bombardment. In the thunder of the barrage, many of the small stone houses of the picturesque village were quickly destroyed. Sinagoga's defenders were not.

Board Configuration



VICTORY CONDITIONS

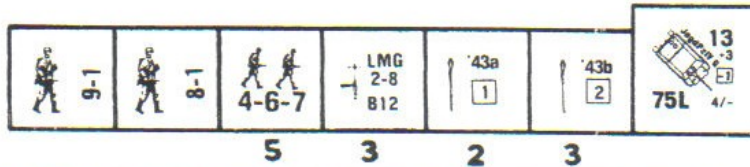
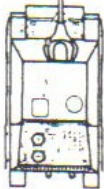
To win, the Irish must *either* establish a favorable 3:1 ratio of unbroken full squads on the board at game's end *or* solely occupy any five of the seven buildings that contain stairways. The German player wins by avoiding the Irish victory conditions.

TURN RECORD CHART

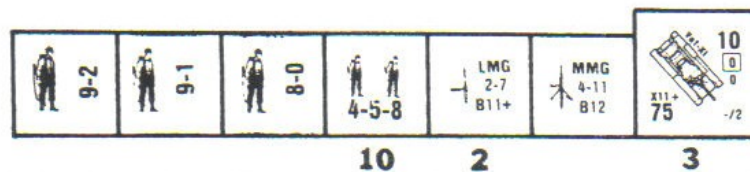
♣ German sets up first.	1	2	3	4	5	6	7	8	END
⊙ British moves first.									



Elements of the 305th Infantry Division set up between Hex Rows U and EE, inclusive:



Elements of the Irish Brigade of the 78th Infantry Division with elements of the 16/5th Lancers attached enter on southern hexes B10 through O10 inclusive:



SPECIAL RULES

- N.1 Rules for Boresighting, Equipment Possession, Smoke Grenades, Unit Integrity, and Sniper Generation are not in effect.
- N.2 All buildings are level one and of stone construction.
- N.3 Wheatfields are as depicted and all relevant rules are in effect.
- N.4 Prior to initial placement of German units, the Allied player must roll two dice for every building hex on Hex Rows Q through EE, inclusive. A result of seven or less reduces the building to rubble.
- N.5 Place on each hexside joining two nonadjacent rubble hexes a roadblock (e.g., if only X6 and W8 were rubble then hexside W7/X7 has

AA3/BB3 and AA4/BB4 and AA5/BB4 each have a roadblock; if only BB1 and DD2 were rubble then there is no roadblock). This special rubble rule is invoked due to the amount of stone in each building and its tendency to bunch up in the narrow streets.

AFTERMATH Soon after the barrage lifted, the "Faugh's" (so-called for their battlecry "Faugh a' Ballagh") stormed the shattered village. The bombardment had knocked out all the mines and fixed antitank weapons but had left the German troops and armor unaffected. Their fire, and the piles of rubble, so slowed the Irish assault that it was more the orderly German retirement rather than the Allied advance which left Sinagoga in