

TAC NEWS

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FOR KING AND COUNTRY *A Salerno Campaign Scenario* for GHQ's *Micro Armour*®: *The Game - WWII*



For King & Country depicts the furious counterattack by the armored *kampfgruppe* of Group Schmalz against elements of the British 56th Infantry Division northeast of the port town of Salerno on the morning of September 15th, 1943. The infantry *kampfgruppe* of Group Schmalz, consisting of the first and second battalions of the 129th Panzergrenadier Regiment,

coordinated its attack on the right flank of the British 46th Infantry Division with the armored *kampfgruppe*, which was to attack south from the vicinity of San Cipriano, break through the left flank of the British 56th Infantry Division and link up with a thrust by the 26th Panzer Division from the southeast.

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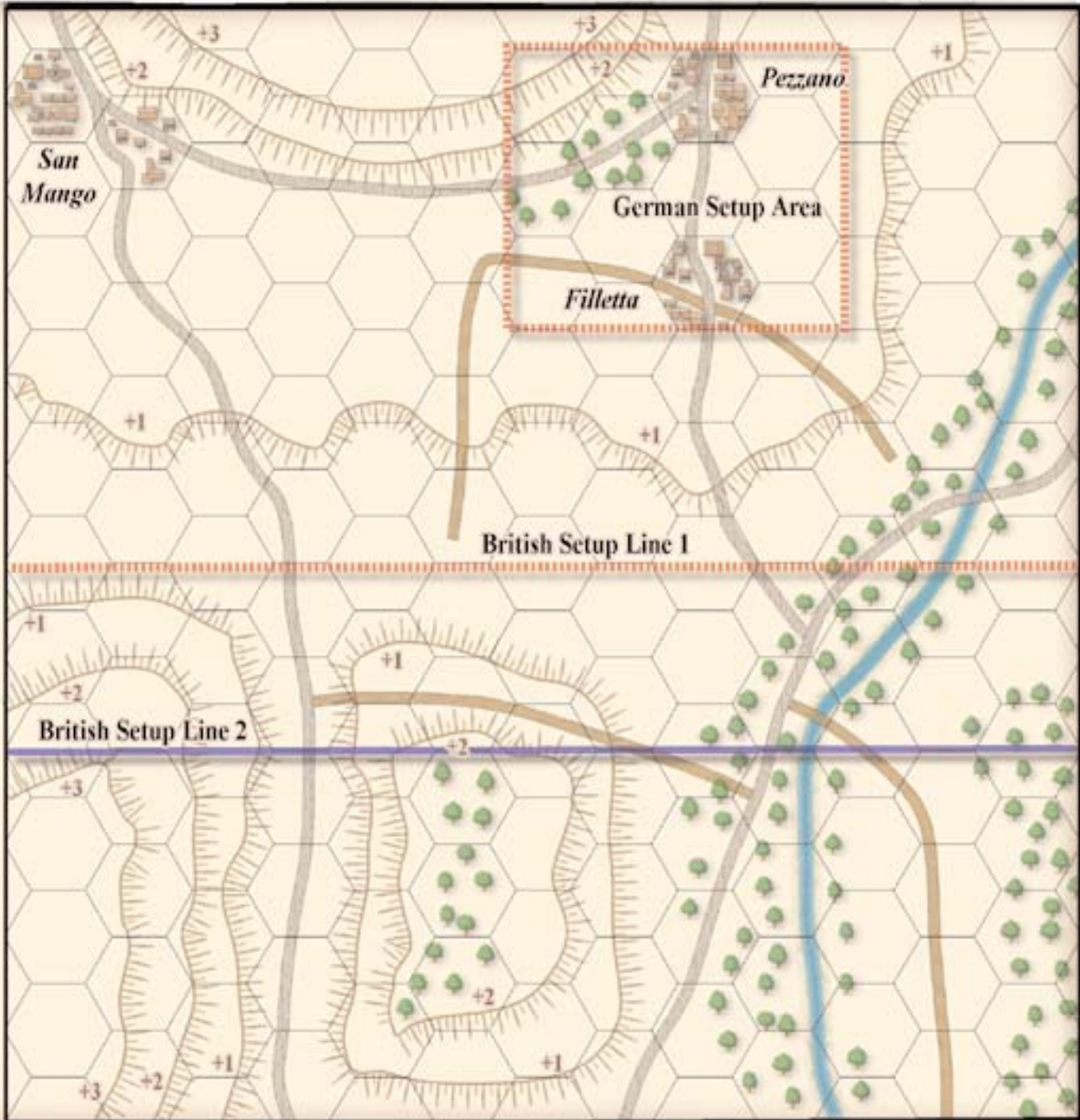
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September 15th,
1943

- Light Woods 
- Good Road 
- Poor Road 
- River 



Terrain is mixed:

Maximum sighting distance is 30 inches.

All structures should be considered Light Buildings.

2

All slopes are gentle slopes.

The map should be approximately 48" (north to south) x 46" (east to west).

BRITISH FORCES

(Elements)

56th Infantry Division

Base
Cohesion
15

A Squadron, 44th Reconnaissance Regiment

Setup anywhere on or south of the British setup line 1
(see sketch map)

2 x Daimler Armored Car
2 x Daimler Dingo
2 x Recce Infantry
1 x Infantry '43
1 x M3 Scout Car
3 x 3" Mortar (1)/Bren
1 x 6-lbr ATG
3 x Bren Carrier

7th Oxfordshire and Buckinghamshire Light Infantry

Setup anywhere on or south of the British setup line 2
(see sketch map)

HQ Company: 1 x Headquarters (+0 GHQ) (FO)
1st Company: 3 x Infantry '43
2nd Company: 2 x Infantry '43
3rd Company: 2 x Infantry '43
4th Company: 2 x Infantry '43
Support Company: 1 x Infantry Support
1 x 3" Mortar (3)
1 x 6-lbr ATG
3 x Bren Carrier
13 x Light Improved Positions

231st Anti-Tank Battery, Royal Artillery

Setup anywhere on or south of the British setup line 2
(see sketch map)

4 x 6-lbr ATG
4 x Bren Carrier
4 x Light Improved Positions

A Squadron, 40th Royal Tank Regiment

Enter along south edge of map on game turn 5
(see sketch map)

4 x M4 Sherman

GERMAN FORCES

(Elements)

Herman Goering Division

Base
Cohesion
16

Setup anywhere within German setup area
(see sketch map)

Kampfgruppe Command

1 x Headquarters (+1 GHQ) (FO)
1 x Medium Truck

1st Battalion, Hermann Goering Panzer Regiment

Battalion HQ: 1 x MkIVF2 (HQ) (FO)
1st Company: 3 x MkIVF2
2nd Company: 3 x MkIVF2
3rd Company: 2 x MkIIIJ
1 x Pz38T

2nd Battalion, Hermann Goering Panzer Regiment

Battalion HQ: 1 x StugIIIF (HQ) (FO)
1st Company: 3 x StugIIIF
2nd Company: 3 x StugIIIF
3rd Company: 2 x StugIIIF

3rd Battalion, 129th Panzergrenadier Regiment

Battalion HQ: 1 x HQ (FO)
1 x SdKfz 251/1
1st Company: 3 x Infantry 43
2nd Company: 3 x Infantry 43
3rd Company: 3 x Infantry 43

Elements, 71st Werfer Regiment – Off Board

1 x 150mm *Nebelwerfer* (2)
1 x 210mm *Nebelwerfer* (2)

The German player must plot fire for the *Nebelwerfer* batteries for the first four turns of the scenario before the British player deploys his forces on the map. German *Nebelwerfer* batteries may fire once every other turn.

BRITISH VICTORY CONDITIONS

Eliminate 12 or more of the armed German stands before the German player achieves his victory conditions. Empty transport stands do not count towards this total.

SCENARIO LENGTH: 20 TURNS

SPECIAL RULES

A. Optional rules to be used:

- 12.1 The Hot Shot!
- 12.2 The Communications Breakdown!
- 12.4 Tank Marines!

GERMAN VICTORY CONDITIONS

Exit at least twelve (12) or more armed stands (empty transport stands do not count!) off the south edge of the map via the two good roads (see sketch map) by the end of the scenario. Exiting stands may be Suppressed and/or Disorganized.

British Recce Infantry

Point Cost	Fire power	Range	Defense	Speed	Transport Requirement
9	1/3		1/5	6**	4F 4

SOME NEW GHQ MODELS



WWII British Individual Infantry #2
UK96 \$9.95 60+/pk



Pz IVH ("re-do")
G548 \$9.95 5/pk



10mm Iron Brigade Skirmishers
ACW 63 \$7.95 27/pk



BB Pantelimon
GWR10 \$9.95 1/pk



AMR-35 & AMR-35 Z2
FR20 \$9.95 6/pk



M4A3 Sherman 76mm
US96 \$9.95 5/pk



Geschützwagen Tiger
für 17cm K72 (Sf)
G546 \$9.95 2/pk

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