

SALERNO: THE TOBACCO FACTORY

On the 12th and 13th of September 1943, an attack by Middleton's 45th Infantry Division (Later called the "Rock of Anzio") supported by tanks of the 1st Armored Division attacked the Germans at the town of Persano and the "Tobacco Factory" (a collection of concrete tobacco warehouses) in the center of the beach-head. The fighting was among the most violent of WWII.

The German counterattack came from the men of the 15th Panzer Grenadier Division. (The same unit which had fought so well in Sicily).

The German attack was hastily organized and had been badly mauled by Naval gunfire from the heavy cruiser Boise as it was advancing (which accounts for its low "cohesion").

After a close range melee, both sides withdrew, and the grinding routine of attack and counterattack went on as before.

from: The Rock of Anzio, by: Flint Whitlock



Germans - 1xPzIV H(GHQ+0),
15xPzIV H

Cohesion
13

This force represents the contents of one G152 Combat Command, less the Kettenkrads and Kubelwagons.



Americans - 1xM4A3(GHQ+0),
12xM4A3,
3xM4A3(105)

Cohesion
16

This force represents the contents of one US 150 Combat Command (tanks only).

INITIAL DEPLOYMENT:

Both sides enter the playing surface on turn one (1), Germans from one narrow edge, Americans from the other.

SPECIAL RULES:

The American M4A3(105)'s are really close support tanks. As such, they are not covered in "tank only" rules. However, for the purposes of this scenario, allow the following special rule:

Whenever a M4A3(105) attacks, treat all "No Effect" results as "Suppressed".

VICTORY CONDITIONS:

The Germans must eliminate 50% or more of the American force by the end of turn ten (10) while keeping their own losses under 50%.

The Americans must eliminate 50% or more of the German force by the end of Turn Ten.

TERRAIN SUGGESTIONS:

- The map should be approximately 24"x 48".
- Terrain is "Mixed": Maximum sighting distance - 20"
- 10 - 30% of the playing surface should be woods.
- There may be up to two towns of 7 sq. inches total area.
- A "Good" road should run from the American to German board edges.
- "Poor Roads" or "Tracks" may be added at your discretion.
- You may add other terrain as you wish. But under no circumstances may total terrain features equal more than 60% of the map.

NOTES ON PLAY BALANCE:

This scenario is balanced as is. Both forces are composed of veterans. The Germans, however, are reduced due to the naval gunfire. If one player or the other wins all of the time, simply lower his "Cohesion Level" as a balancing factor.

SCENARIO LENGTH: 10 TURNS

RECOMMENDED FORCES: G152 & US150

WEAPONS STATISTICS:

Weapon	Points	Firepower AP / HE	Range AP / HE	Defense	Speed W/T/F	Cargo Capacity	Transport Requirement
PzIV-H	80	9 / 5	20 / 20	[7]	10T	-	-
M4 "Sherman"	72	7 / 5	20 / 20	[7]	10T	-	-
M4-105mm	67	3 / 8	50 / 50	[7]	10T	-	-