

NIGHT SHIFT AT THE FACTORY

ATF 4



VICTORY CONDITIONS: The German Player wins by inflicting 22 CVP on the British player's *Infantry/PRC* and controlling at least 7 stone buildings at game end.

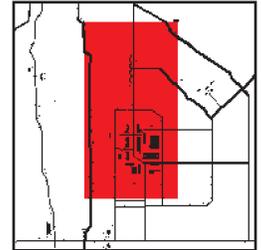
APRILIA, ITALY, 9 FEBRUARY, 1944: The London Irish had been thrown from the frying pan into the fire. Although the Germans had not been able to envelop the 1st Division, they had reduced the penetration that had been known as "the thumb". Aprilia stood at the base of the thumb and was now the next goal of the German attack. On the night of 8 February the Germans made a concerted effort to destroy the unit screening the Factory, and to seize the Factory for good.

BOARD CONFIGURATION:

BALANCE:

⚔ Add a 9-1 armor leader

🎯 Replace the 9-1 leader with a 9-2 leader



(Only hexrows N-DD and Hexes numbered ≥ 4 and ≤ 30 are in play)

TURN RECORD CHART

🎯 BRITISH Sets Up First	⚔ 1	2	3	⚔ 4 🎯	5	6	7	END
⚔ GERMAN Moves First								

🎯

Remnants of D company, 1st Battalion London Irish, 168th Infantry Brigade, 56th (London) Infantry Division [ELR 2] Set up entrenched within 6 hexes of V20: {SAN 4}

2 4-4-7	9-1	8-0	2 4-12	2-7	8-3
8			2		

Relief forces enter on turn 3 from the south board edge:

1 4-5-7	8-1	8-0	2-7	8-3	14 75 2/4
6			2	2	2

⚔

Elements of *Kampfgruppe Graser* [ELR 3] enter on the north edge on turn 1: {SAN: 3} Infiltrators set up concealed within 4 hexes of V22 [See

1 4-6-7	9-1	8-1	2 5-12	3-8	12-4	1 2-4-7	3-8	12-4
8			2	2		5		

Enter on Turn 4 from the north edge:

1 4-6-7	9-1	8-0	3-8	13 75L -/-/2*	13 75* 3/5
8			3		

SPECIAL RULES:

- EC are wet. Weather is Overcast with no moon.
- Night Rules are in effect (E1). NVR is 2. The Germans are the Scenario ATTACKER and the British are the Scenario DEFENDER [EXC: German units setting up on board may not set up cloaked]. Beginning turn 5, Night rules are no longer in effect. Replace any cloaking counters with its contents. After Turn 4 Mist is in effect.
- All Direct fire (including Firelane residual attacks) tracing LOS from and/or to entrenched units at the same level suffers a +1 Hindrance DRM [EXC: TPBF].

AFTERMATH: Company D had already had a bad time in front of the Factory. The night before, one of its platoons had simply disappeared from its position, presumably captured. Battalion HQ was given a running commentary on this night from the company command post. The Germans, under cover of darkness and the thick brush of the flat farmland, infiltrated and slowly mauled Company D. With the approach of morning, relief of Company D was attempted, but without success. However, Aprilia was held that morning. The London Irish, who had no good word previously for the PIAT, found it to be a very nice anti-infantry weapon when used in the confines of buildings. Later that day, Aprilia fell to the advancing Germans.