

"Illi's Block"



Ortona, Italy — December 23rd, 1943

The battle for control of Ortona had been raging for three days. Going into the 23rd of December, the defending German paratroopers of the 1st Fallschirmjaeger Division seemed to retain the initiative no matter what actions the attacking Canadians took. Many of the Germans were veterans of urban fighting in Russia. One group of German paratroopers was led by veteran Feldwebel Fritz Illi. Illi kept his men moving constantly as they contested the Canadians for control of block after block. The men of the 2nd Canadian Brigade "Seaforth Highlanders" pressed their attack against Illi's men.

VICTORY CONDITIONS: The Canadian Player wins at game end if there are no good order German MMC's adjacent to Hexes H1, H4 and L3. Any other result is a German victory.



Board Configuration:

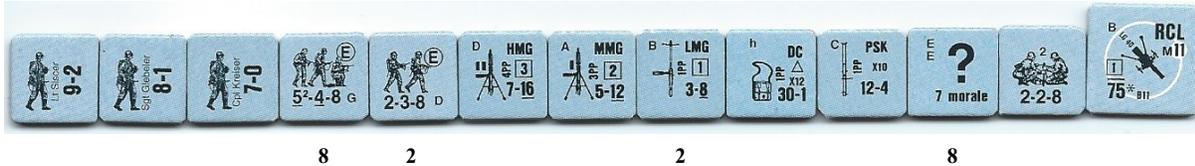


Deluxe Board i

German Player sets up first	1	2	3	4	5	6
Canadian Player moves first						



Elements of Fallschirmjaeger Division 1 (ELR 3) (SAN6) (Set up: on DASL Board i on or east or Row F)



Elements of 2nd Canadian Infantry Brigade "Seaforth Highlanders" (ELR 5) (SAN 3) (Setup: enter Turn 1 on west edge per SSR 6)



Special Rules/Notes:

1. EC are moderate with no wind at start.
2. Sewer Movement is NA.
3. The German Player may set up one MMC equivalent with Support Weapon and Leader HIP.
4. Kindling is N.A.
5. German L40 is subject to Low Ammo.
6. Canadians enter on Turn at half-movement point allowance for both Armor and Infantry.
7. Germans may fortify two building hexes.
8. Place rubble in the following hexes: C1, D2, D4, E2, E5, G1, I1, I3, K2, L2, and L4.
9. Place debris in the following hexes: D1, E1, E3, E4, F1, G2, H1, H2, I2, J2, K3, K4, and M3.
10. All Orchard hexes are open ground. Place shell holes in the following hexes: C4, D3, F4, G5, K5, and L1.
11. Building N3 is a three level factory. The roof is flat and the Germans may set up the L40 Gun on the roof. No other roof top locations are in play.
12. Building M2 is a three level building.
13. German player may secretly designate two breaches in the walls between two row houses. A building may only have one breach at either ground level or level 1.



Scenario GJ060

Aftermath: The fighting on the 23rd was some of the most awful fighting Illi had experienced. The Canadians pressed home their assaults without regard to the mounting casualties inflicted by the veteran Fallschirmjaeger. Throughout the morning, Illi directed the defense and maintained a continuous front against the Canadians. But the weight of the Canadian attack supported by Sherman Tanks finally forced the Germans to give ground. By late afternoon, Illi's men had been forced to fall back deeper into the city.