"Sunrise Surprise"



Altavilla, Italy — September 12th, 1943

As the Allied forces moved inland following the landings at Salerno, US Major General Dawley ordered Major General Walker's 36th Infantry Division towards the hilltop villages of Albanella and Altavilla. Walker's "Texas" Division was supposed to expand the current bridgehead. The Americans would focus their defense on holding Altavilla from any German counter-attack. But they had neglected to appreciate the significance of Hill 424 to the east. This high ground was the key to the region and the Germans knew it.

5a

VICTORY CONDITIONS: The German Player wins immediately upon controlling 9 or more Level 3 Hilltop Hexes. Any other result is an American victory.



Special Rules/Notes:

- EC are moderate with no wind. 1.
- Bore Sighting is N.A. 2
- 3. Kindling is N.A.
- 4. No Quarter is N.A
- 5. The 8 x 2-3-8's represent German infiltrators who have infiltrated the US positions on Hill 424. These are setup as follows after the American forces are setup. Each 2-3-8 must set up on a level 1 hill hex in concealment terrain with one half-squad to a hex and they cannot set up adjacent to any other German or American unit.

8-4

3

60* [3-45]

2

37LL

2

14

2-2-7

2

Concealment gain at game start. Following setup any US or German unit not in the LOS of an enemy unit may set up concealed. 6.

7 4-10

2

-6-6

14



Aftermath: While the Americans slept in their foxholes on the crest of Hill 424, German Panzergrenadiers had successfully infiltrated all around the American positions. As the sun came up, the Germans would launch their bid to seize the hill as the main German force moved in from the east to link up with the infiltrators. For the Americans, enemy fire seemed to come from every corner. In the desperate firefight that followed, the Americans would be cutoff, surrounded and ultimately driven down the hill into Altavilla...at least those that had survived the hill fight.