

"Bella Rosa"



Hwy 7 near Villettri, Italy — May 30th, 1944

The German Tenth Army had successfully retreated from Cassino to new positions along the Caesar Line. A patrol from the US 36th Infantry had located a vulnerable gap in the otherwise formidable German defenses. A small German security detachment was defending a stone bridge over the Bella Rosa. The bridge was held open in order to evacuate the last armor elements of the 3rd Panzergrenadier Regiment. Once a final platoon of MK IV's crossed, the bridge would be blown. Sensing an opportunity and working with local partisans a company of the 36th Infantry Division marched to the bridge area and awaited the dawn to attack and seize the bridge.

VICTORY CONDITIONS: The first Player to successfully exit two tanks with functioning Main Armament off the road hex d3 H0 wins immediately.

Board Configuration: (LFT d3 & d5)

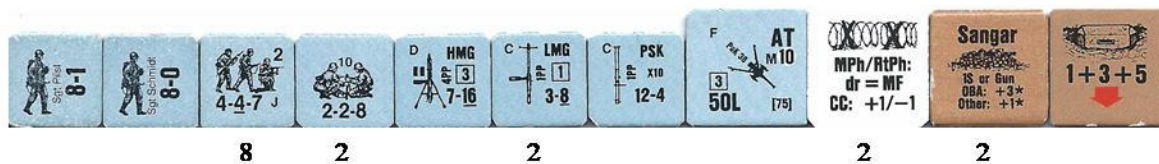
German Player Sets up first	1	2	3	+	+	6	7
American Player moves first							



d3	
	SP



Security Detachment 3rd Panzergrenadier Division (ELR 3) (SAN 3) (Set up: anywhere on Board d3 or building Hex on Board d5)



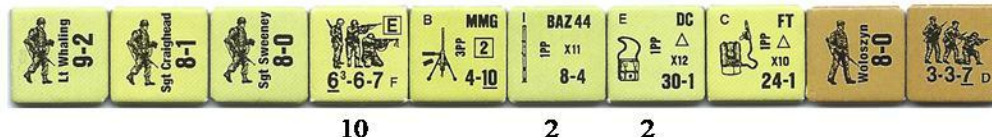
Panzer Platoon 3rd Panzergrenadier Division (ELR 3) (Set up: enter per SSR 5 through Hex A3 on Board d5)



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Elements of 36th Infantry Division (ELR 4) (SAN 3) (Set up: in these Board d5 wood hexes M2, L1-L2, K1-K3, J0-J2)



Armor Support 36th Infantry Division (Set up: enter per SSR 5 through Hex O3 on Board d5)



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Special Rules/Notes:

- EC are moderate with no wind. Stream is impassable by infantry and armor units.
- Place a two-lane stone bridge in Hex H3 of board d3. Bridge may not be destroyed.
- Germans have no Panzerfaust capability.
- Concealment is NA at game start for both sides. German 50L AT Gun sets up HIP.
- Beginning on Turn 2 at the beginning of the Rally Phase both players roll a dr. The player with the lower roll gets to bring in their armor reinforcements on Turn 4 and the other player gets to bring their armor reinforcements on Turn 5. A tie roll brings both armor reinforcements on Turn 4.
- Units moving with the Italian Partisans pay only 1 MP to move through woods hexes.

Aftermath: The Americans led by Italian Partisan Guides emerged from the woods and attacked the bridge. The German defense was fierce, but American firepower quickly broke through. German armor entered the battle just as the bridge was captured and another vicious fight occurred as the German armor rushed to cross the bridge and reach safety. American supporting armor arrived to support the bridge force and in a close quarters battle, successfully destroyed the German armor and secured passage across the Bella Rossa.

