

WWII **AICRO ARAOUR**®: THE GAME

TAC NEWS Scenario - March/April 2002

Conrath's Charge

Gela Beachhead - Sicily - 11 July 1943

Conrath's Charge depicts the furious counterattack by the two western kampfgruppen of the Hermann Goering Panzer Division against elements of the U.S. 1st Infantry Division on the outskirts of the Sicilian port of Gela on 11 July 1943. The U.S. forces, comprising elements of the 18th Regimental Combat Team of the 1st Infantry Division, was reinforced during the battle by a battalion of 105mm howitzers, elements of the 41st Armored Infantry, and a handful of M4 Shermans from the 2nd U.S. Armored Division.





Germans

Elements Cohesion Hermann Goering Division

15

INITIAL FORCES

GROUP 1 (2nd Pz Bttn. Kampfgruppe, Hermann Goering Div)

2nd Panzer Battalion

Battalion HQ: 1 x PzIVf2 (FO)

#1 Co: 4 x PzIVf2

#2 Co: 3 x PzIVf2 #3 Co: 4 x PzIIIi

1 x SdKfz7/37mm AA

Hermann Goering Recon Battalion (-)

Battalion HQ: 1 x Headquarters (FO), 1 x 251/1 Halftrack

2 x 250/1 Halftrack, 1 x 250/10 Halftrack, 1 x 250/8 #1 Co:

Halftrack, 3 x Recon Infantry

#2 Co: 4 x 250/9 Halftrack (R), 1 X 250/1 Halftrack (R)

#3 Co. 1 x 50mm ATG, 1 x 75mm Infantry Gun (1),

2 x Light Tractor

1 x Forward Observer (May be assigned to a stand of the player's

Elements, Hermann Goering Pioneer Battalion (-)

#1 Co: 3 x 43' Engineer Infantry,

1 x Infantry Support, 4 x Light Truck

3 x 43' Engineer Infantry, #2 Co:

1 x Infantry Support, 4 x Light Truck

GROUP 2 (Kampfgruppe Rechts, Hermann Goering Div)

Command Center 1 x GHQ (-1) (FO), 1 x Light Truck

1st Panzer Battalion (-)

Battalion HQ: 1 x PzIVf2 (FO)

#1 Co: 4 x PzIVF2

#2 Co: 3 x PzIIIi

Elements, Hermann Goering Recon Battalion

2 X 250/1 Halftrack, 1 X 250/8 Halftrack,

2 x Recon Infantry

Elements, Hermann Goering Pioneer Battalion

2 x 43' Engineer Infantry, 2 x Light Truck

OFF-BOARD ARTILLERY: Located off the north edge of map.

4 x 105mm How (2)

1 x 100mm Gun (2)



Americans

Elements, 18th Regimental Combat Team 1st Infantry Division

Cohesion 16

INITIAL FORCES: (see sketch map)

The American player deploys his units before play begins

Command Center 1 x GHQ (+1) (FO), 1 x Light Truck

1st Battalion

Battalion HQ: 1 x HQ (FO), 2 x Light Truck #1 Co: 3 x '43 Infantry, 1 x Infantry Support

#2 Co: 3 x '43 Infantry, 1 x Infantry Support

#3 Co: 2 x '43 Infantry

Support Co: 2 x Infantry Support, 1 x 81mm Mortar (3), 1 x 57mm A/T Gun, 1 x Light Truck

2nd Battalion

Battalion HQ: 1 x HQ (FO), 2 x Light Truck

#1 Co: 3 x '43 Infantry, 1 x Infantry Support #2 Co: 3 x '43 Infantry, 1 x Infantry Support

#3 Co: 3 x '43 Infantry

Support Co: 2 x Infantry Support, 1 x 57mm A/T Gun, 1 x Truck

16th RCT Cannon Company 1 x 105mm How (3)

Field Works: 34 x Light Improved Positions

REINFORCEMENTS Arrive Turn 3: southwest edge of map 32nd Field Artillery Battalion

3 x 105mm How (2) 3 x DUKW

(Note: The Howitzers are carried in the DUKWs, not towed behind)

REINFORCEMENTS Arrive Turn 6: southwest edge of map Elements, 41st Armored Infantry Regiment, 2nd U.S. Arm. Div.

Battalion HQ: 1 x HQ (FO), 1 x 57mm A/T Gun,

2 x M3 Halftrack

#1 Co: 3 x 43' Infantry, 3 x M3 Halftrack, 1 x M4 Sherman #2 Co: 3 x 43' Infantry, 3 x M3 Halftrack



WWII MICRO ARMOUR®: THE GAME

Conrath's Charge Gela Beachhead, Sicily July, 1943

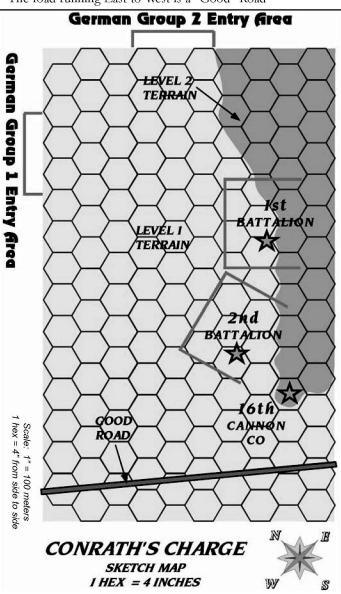
SPECIAL RULES

Optional rules to be used:

- 12.1 The Hot Shot!
- 12.2 The Communications Breakdown!

TERRAIN SUGGESTIONS:

- The map should be approximately 30" (East to West) x 60" (North to South)
- Terrain is open: Maximum sighting distance = 30"
- The road running East to West is a "Good" Road



VICTORY CONDITIONS:

German Victory:

Exit at least twelve (12) or more armed stands (empty truck and tractor stands do not count!) off the south edge of the map by the end of the scenario. The exiting stands may be Suppressed and/or Disorganized.

American Victory:

Eliminate 1/3 or more of the armed German stands before the German player achieves his victory conditions. Once again, empty truck and tractor stands do not count towards this total.

SCENARIO LENGTH: 12 TURNS

BIBLIOGRAPHY

This is a short list of materials available on the battles for the Gela Beachheads. Each source listed below will help in understanding the battles fought on Sicilian soil in July of 1943.

- 1. Bitter Victory, Carlo D'Este, Harper Perennial, 1988.
- 2. <u>U.S. Army in World War II Mediterranean Theatre of Operations Sicily and the Surrender of Italy</u>, Lt. Col. Albert N. Garland and Howard McGraw Smyth, Center of Military History United States Army, 1977.
- 3. <u>The Battle of Sicily</u>, Samuel W. Mircham Jr. and Friedrich von Stauffenberg, Orion Books, 1991.
- 4. Sicily: Whose Victory?, Martin Blumenson, Ballantine, 1968.
- 5. History of <u>United States Naval Operations in World War II Volume IX Sicily-Salerno-Anzio</u>, Samuel Eliot Morison, Castle Books, 1954.
- 6. <u>Handbook on German Military Forces</u>, U.S War Department, Louisiana State University Press, 1990.

OPTIONS

- 1. U.S. truck units are optional and may be of any type
- 2. Infantry support tank platoons are optional and may be any of the following:

M5 Stuart

M4 Sherman

M4A4 (76) Sherman

SPECIAL UNITS

Vehicle/weapon **Points** Firepower Range Defense Speed Cargo Transport AP / HE AP / HE [armoured] W/T/FCapacity Requirement German Recon Infantry 9 1/3 1/5 6** 4F 8