

## **MICRO ARMOUR®: THE GAME**

TAC NEWS Scenario - Sept/Oct 2003

### Torre Muchia - 4 January, 1944

"Torre Muchia" is a town on the coast just North of Ortona and was the final battle of the Ortona Campaign. It was a must win situation for the Canadians as they really needed a secure position on the Riccio River after taking Ortona or they would have no opportunity for rest or reinforcement before the advance began again in the Spring. After taking Ortona, the Canadian 1st Infantry Division was spent, and a long rest behind a secure front was vital for the division's survival. The German enemy was part of the 1st Fallschirmjäger Division (One tough bunch!).



### Germans

Cohesion

14

# (Kampfgruppe) 1st Battalion, 1st Regiment, 1st Fallshirmjäger Division: 1x Infantry"GHQ"(+)) & Light Truck

No.1 Company/1st Battalion(-) 3x Infantry'43

No.2 Company/1st Battalion 3x Infantry'43, 1x 8cmK mortar[1] No.3 Company/1st Battalion 3x Infantry'43,1x 8cmK mortar[1]

Heavy Company/1st Battalion(-) 1x 8cm mortar[3], 2x Infantry Support

#### Regimental Support:

Anti-Tank Platoon 1x 75mm PaK-40/SdKfz-10 Gun Company 2x 120mm mortar[2]/Wagon

### Division Support:

Machinegun Company 3x Infantry Support
Anti-Tank Company 3x 50mm PaK-38/Cart
Fieldworks: 3x Medium Improved Positions,

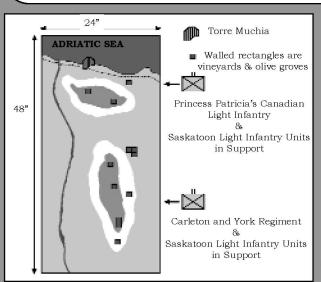
5x Light Improved Positions & 2x Roadblocks

### GERMAN SPECIAL RULES

- 1. Due to recent heavy rains, movement is severely limited for all types of vehicles and infantry. In addition, Allied air power had practically every inch of the battlefield under surveillance. Therefore: There is a +2 die roll modification to all German cohesion rolls for movement purposes.
- 2. Before play begins, the German player must establish the location of two hidden fords along the Riccio River.

#### VICTORY CONDITIONS:

The Germans must maintain at least one of two "bridgeheads" on the Southern bank of the Riccio. These "bridgeheads" consist of semi-circles of 5" radius centered on the hidden fords. There may be no Canadian stands occupying ground anywhere within one of these two bridgeheads for a German tactical victory, both bridgeheads for a German decisive victory.



### scenario length:

20 turns

### initial deployment:

**German forces** set up first. Place forces no further south than a line drawn between the Southernmost tips of the 2 hilltops. German indirect fire may be plotted on **turn 1** to arrive on **turn 3**.

**Canadian forces** enter the map along its Southern edge on **turn 1**. Indirect fire may be plotted beforehand to arrive on **turn 1**.



### Canadians

Cohesion

14

(Canadian)Battle Group / 3rd Infantry Brigade / 1st Infantry Division: 1xGHQ(+0), 1xMedium Truck

The Carleton and York Regiment;

Headquarters Company-Support Company-1x 6 lbr ATG/Carrier, 1x 3"mortar[3]/ Carrier, 1x Engineer, 1x Carrier[R]

A Company

B Company(-)

C Company

D Company

3x Infantry '43 Platoon
3x Infantry '43 Platoon
3x Infantry '43 Platoon
3x Infantry '43 Platoon

### Princess Patricia's Canadian Light Infantry Regiment:

Headquarters Company
Support Company(-)

1x Headquarters & Signals Platoon
1x 6lbr ATG/Carrier, 1x3" mortar[3]/
Carrier, 1x Carrier[R]

A Company(-)

B Company(-)

C Company(-)

D Company(-)

2x Infantry '43 Platoon
2x Infantry '43 Platoon
2x Infantry '43 Platoon
1x Infantry '43 Platoon

#### Saskatoon Light Infantry Regiment(-):

1st Company(-) 2x Infantry Support 2nd Company 2x 4.2" Mortar[2]/Truck

### Division Support:

1st Field Regiment (RCHA)- 3x 25lbr Gun /

Howitzer Battery (OFF MAP) 2x 25lbr[2]

B & C Squads/12th Armored Regiment (Three Rivers Tanks)- 8x M4 "Sherman"

### CANADIAN SPECIAL RULES

- 1. Each Canadian "Off Map" artillery battery may fire for a total of 9 turns. "Smoke" missions by each battery may total 3 turns.
- 2. Due to recent heavy rains, movement is severly limited for all vehicles and infantry. In addition, the Germans had thoroughly mined and booby-trapped practically every inch of the battlefield. Therefore, there is a +2 die roll modification to all Canadian cohesion rolls for movement purposes. In addition, a given stand will panic on a "natural" 19 ro 20, rather than the usual 20. (See "Marker Removal").

VICTORY CONDTIONS: (Marginal) No German stand may occupy any part of Torre Muchia. (Tactical) No German stand may occupy any part of either of the two hilltops.

General Special Rules: 1. Due to low clouds and prevalent fog, the maximum sighting distance is 12" regardless of elevation.

- 2. Due to the rain soaked ground, the movement effect of all hillside "slopes" is increased by +1 for all types of stands. (+2 for tracked and foot movement, +3 for wheeled.)
- 3. Torre Muchia consists of "Light Buildings".
- **4.** The Riccio River is unfordable throughout its length.(See German special rules.)
- **5.** The vineyards and olive groves are considered "Grove" terrain. The walls modify any attacker's combat die-rolls by +1 whenever a line of sight passes through them. The buildings in the "Groves" have no additional effect.
- **6.** The highway is a "Good" road. It is broken at the Riccio River. The bridge has been blown!
- 7. The two "roadblocks" may be placed anywhere on the map. Being booy-trapped, they may not be removed. Any stand may end its movement on the roadblock markers. In order to move off the roadblock markers, the stand must make a successful cohesion roll with an additional +4 cohesion penalty. Roadblocks do not block line of sight
- **8.** "Medium" improved positions may be fired upon using a stand's AP or HE value whichever the player prefers.