



Orsogna seen from the south.

Operation Torso

The First Battle for Orsogna, Italy

December 7, 1943

A Battlefront WWII Scenario by Bill Slavin

Note: This is two separate scenarios that may be played individually, as linked scenarios, or as one large scenario. Instructions for the last two options are at the end.

Scenario

By early December of 1943 the 8th Army, fighting up the east coast of Italy, has crossed the Sangro and pierced the German winter line. An initial sally on December 3 into the hill town of Orsogna is rebuffed, but the high command is convinced that the Germans are in retreat, leaving only small rear guards to delay the New Zealanders' advance on this part of the front.

However, slowly the truth emerges that the Germans are preparing to defend Orsogna and its ridge. It is a few more days before the Division is prepared to launch a proper attack, and those days are spent by the Germans feverishly preparing their defences.

The plan for Operation Torso is for the 2nd New Zealand Division to seize Orsogna through a direct assault on the town and a 200 yard stretch of ridge to the northeast. It will be a two brigade attack, with 5 Brigade on the right, attacking the Pascuccio feature and 6 Brigade on the left, attempting to seize Brecciarola Ridge and Orsogna. It is vital that the attack on Orsogna succeed in able to allow a flow of tanks and weapons to reach 5 Brigade once they have seized their objective. 24 Battalion, supported by tanks of 18 Regiment, is given the task of seizing the town and 28 Battalion will spearhead 5 Brigade's attack on Pascuccio Spur while 23 Battalion screens the right flank.

At 2:30 p.m., December 7, 1943, after a morning of air attacks and an initial barrage that has begun an hour and a half earlier, 24 and 28 Battalions leave their start lines and begin their advance towards the enemy.

The following applies to both scenarios:

Special and Optional Rules

Grazing Fire

The Grazing Fire rules found at <http://www.fireandfury.com/extra/mggrazing.shtml> are in effect, with the addition that the template once placed may not be moved and only cover modifiers (not smoke or "suspected" status) are applied. If the machinegun fires out of the template zone for any reason then it reverts to normal point fire. Note that no target is required for the placing of the template.

Engineering Rules

The engineering rules found at <http://www.fireandfury.com/extra/engineering.shtml> are in effect for the passage of minefields and filling in AT ditches (in this scenario, craters caused by demolitions).

Minefields

All minefields are surface laid but unknown to the attacker at the beginning of the game. Note that minefields may be degraded by artillery fire (see "Preliminary Bombardment").

Night Rules

The "Night Combat Rules" found at www.fireandfury.com/extra/night.shtml are in effect from Turn 8 onward with the following exception:

"No rapid advance" rule: Because of the contraction of time in this scenario, rapid advance is still allowed after dark.

Night-Good Visibility (Turns 8 to 15)

Discipline Rating

All units are rated one level lower than normal.

Spotting

Down 2 spotting modifier

No Up 1 modifier for higher elevation

Fire Combat Modifier of -1 for all direct fire

Maneuver

No +1 command modifier for troops unless within 1 inch of commander

No +2 enemy proximity modifier for "No LOS to spotted or suspected enemy"

Modifier of -1 on Bog Down table.

Flares

- Generally, a unit that can fire smoke can fire a flare out to its maximum range.
- A commander (troop stand) may also fire a flare out to 10 inches using a small template.
- Normally, like smoke, a unit may only fire a flare once per game, although many night scenarios may have reason to allocate more.
- Flares are fired in the Indirect Fire segment. The Call for Fire procedure is used if using a spotter.
- Each firing section gets 2 templates of the same size as its indirect fire template.
- The firing player places the centre of the beaten zone over a target just as in normal indirect fire.
- Any unit with an aiming point within the beaten zone is considered to be in Day - Good Visibility for purposes of being a TARGET for spotting and fire combat. In addition there is a modifier of +1 to the spotting table.
- Flares may only be fired at SUSPECTED or SPOTTED units, a prominent terrain feature or pre-registered firing point.
- A flare template remains on the table until the beginning of that player's next Indirect Fire segment.
- A unit with an aiming point inside a placed flare template suffers an ADDITIONAL "DOWN 2" modifier on the spotting table when trying to spot an enemy target (loss of night vision).

Scenario 1: 24th Battalion's Attack on Orsogna

Duration

15 turns

New Zealanders move first.

Victory Conditions

Minor New Zealand Victory

Majority of Orsogna BUS's either occupied or last occupied by friendly forces by end of scenario.

Major NZ Victory

All of Orsogna and Point Z in friendly hands, no undisordered enemy within 5" of the BUA or Point Z.

Minor German Victory

Majority of Orsogna BUS's either occupied or last occupied by friendly forces by end of scenario.

Major German Victory

All of Orsogna and Point Z in friendly hands, no undisordered enemy within 5" of the BUA or Point Z.

*Note: Armour cannot hold an objective.

Briefing for New Zealand Commanding Officer, 24 Battalion

Your mission is to advance your companies into Orsogna, seizing the main square before proceeding on to the west side of the town where you will occupy a small hill by the railway which dominates the roads to either side. You will be supported in your attack by the tanks of A Squadron, 18 Regiment, while 28 (Maori) Battalion will be attacking Pascuccio Spur on your right flank to the northeast of the town.

Your attack will be preceded by intensive air strikes and an artillery barrage. Unfortunately, heavy cloud cover has grounded the continued air support planned for this offensive.

Turn Sequence

Turns -3 to 0 Pre-scenario air strikes .

Turn 1 Rolling barrage begins, B and C Companies, 24 Battalion enter along Orsogna-Lanciano road. FOO's may enter anytime.

Turn 2 or later A Company may be committed, enters along or adjacent to Orsogna-Lanciano road. Battalion HQ may also enter any time Turn 2 or later.

Turn 2 or later A Squadron, 18 Regiment along with attached engineers, may be committed, enters along or adjacent to Orsogna-Lanciano road.

Turn 6 4th NZ Field regiment battery becomes available as direct support.

Turn 8 Night time rules commence.

Turn 7 or later D Company and carrier platoon may be committed, enter along or adjacent to Orsogna-Lanciano road.

Deployment

24 Battalion (B and C Cos.) enter from east side of board, within 5" and either side of Orsogna-Lanciano road. 3" mortars are considered off board to the east for this scenario.

Air Support

For three turns prior to the start of the scenario two Kittyhawk models (rated experienced), representing squadrons of the 79th Fighter Group, may attack any hidden unit marker(s) within 5" of the Orsogna BUA. This takes place as a horizontal bombing attack, but no second pass is permitted. Use 8A-P01 card. Resolve air attacks and AA fire normally.

Preliminary Barrage

- Guns of the 4th New Zealand Field Regiment (3 batteries) will shell Orsogna with a rolling barrage in a concentration pattern (see right) beginning 10” from the eastern edge of the table (roll for Danger Close). On Turn 2 the pattern rolls west along the road, advancing two large IDF templates (full pattern) every turn. The centre point of the barrage will follow the light red arrow on the New Zealand map and ends when it exits from the west side of the board.

0/+1	0/+1	0/+1
0/+1	0/+1	0/+1

- One battery of medium guns (5.5”) will also be available for firing troop concentrations. These must be pre-registered by the New Zealand player prior to German placement of dummy markers, may be angled up to 45° from the eastern board edge and will arrive as two concentrations per turn for the first five turns (large template, +2/+3). Roll for Danger Close for each concentration.

- The 1 Airlanding Regiment will also be available as part of the barrage. These must be pre-registered by the New Zealand player prior to German placement of dummy markers, may be angled up to 90° from the eastern board edge and arrive as standing barrages anywhere outside of the Orsogna BUA for the first five turns (X4 small template -1/0). Each battery may be registered separately. Historically these were used to impede reinforcements from entering Orsogna. Roll for Danger Close.

- For the first five turns a 4.2” mortar platoon is also available to provide smoke. This should be pre-registered prior to the start of the scenario.

- Artillery may reduce minefields to “scattered” (+1 for passage). German player will need to note this, rolling separately against “dug in troops” (-1).

Fire Support

On Turn 6, after the rolling barrage ends, one troop of 4th NZ Field Regiment becomes available as organic fire support, with the remainder of 4th Regiment in direct support. “Mike” patterns are possible against targets of significance.

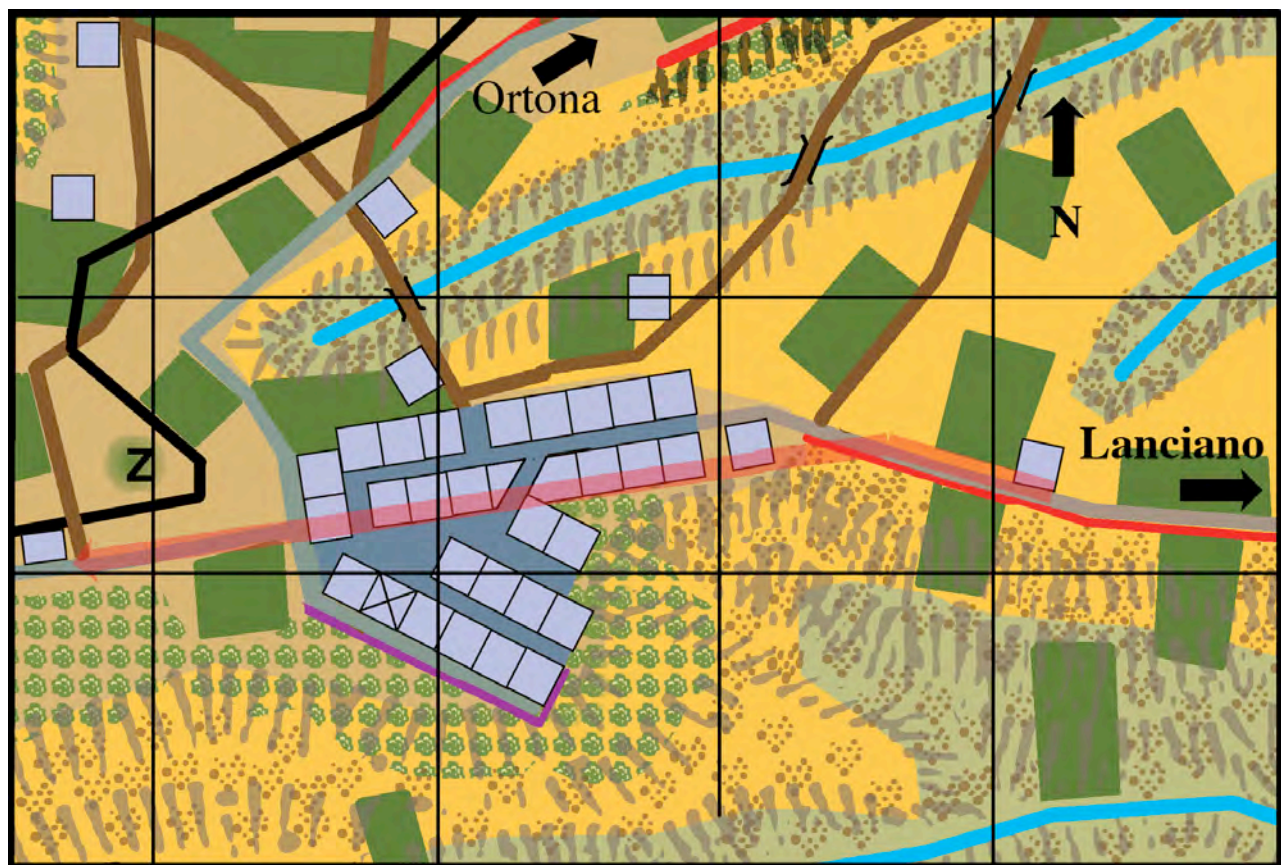
A “Murder” pattern is also available to the NZ player. Unique to NZ artillery and similar to a TOT, a “Murder” pattern brings all of the guns of the regiment to bear on a single template. Use the base strength of the mediums (+1/+2) and add +3 (+1 for each of the NZ batteries). The NZ player is limited to only one “Murder” pattern, it can only be called in on a *spotted* target and arrives as General Fire Support. Roll for Danger Close.

















Engineer Support

Two section of sappers (non-combat, treat as “trained” for DF and close combat) may be attached to any ME including tanks of A Squadron. A bulldozer is also available to fill any obstacles. A second bulldozer may enter from the east side of the board along the road if first bulldozer is lost.

Bulldozer to fill AT ditch: Conform, perform successful engineering action (only action allowed), treat as breach/bog down for vehicles to pass afterwards.

Engineers and troops may also fill obstacles. See engineering rules.



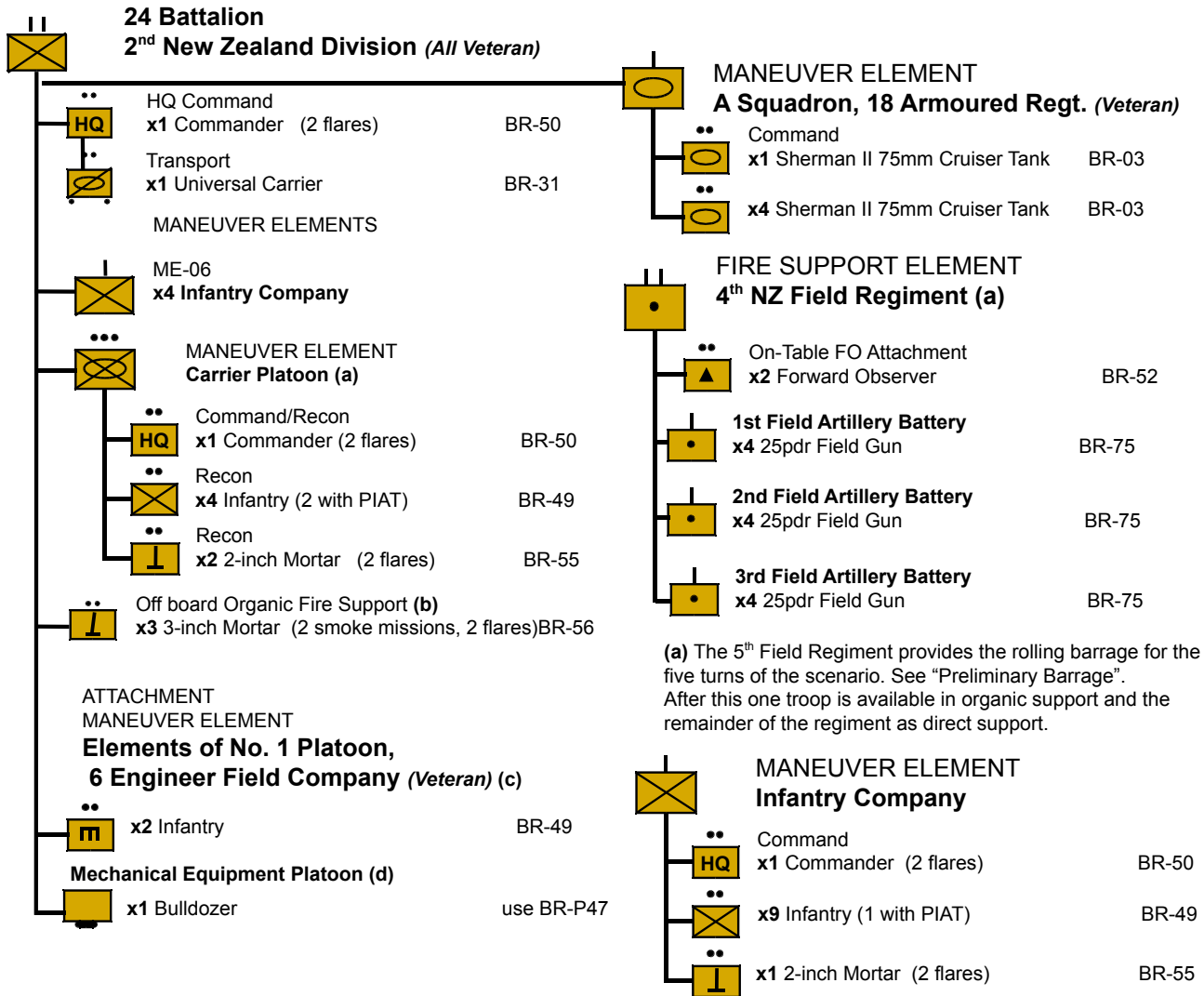
 Level 1	 Paved Road
 Level 2	 Unpaved Road
 Level 3	 Track
 Orchards (Olive, vineyards)	 Stream, shallow
 Woods (Cleared)	 Ridge Line
 Sheer Slope	 Arcaded cliff face (impassable)
 Steep Slope	 BUS, Stone
 Rough Terrain	 BUS, Stone, 2T

Terrain notes

This is mountainous terrain with elevation levels representing roughly 50 metres and challenging terrain that limits movement and sight lines. So the following scenario specific rules are in place.

1. On Level One or Two, any unit “up slope” of another, regardless as to whether they are on the same level, is considered on higher level terrain as per ability to fire over that unit and spotting bonuses. See “Firing through units”, page 31.
2. Level 1 obstacles (BUS's and woods) have their dead zones halved for this scenario, to reflect the steepness of the terrain.
3. Steep slopes – Treat as rules, but rate “impassable” for all vehicles. All other slopes are gentle.
4. Ridge lines – Consider these to conform with road. Units must be within 1” of the road edge to spot to either side (or be spotted).
5. Treat all areas off road as “soft ground”.
6. Purple line denotes an arcaded retaining wall along a cliff face. Impassable by all.
7. Tracks give a +1 to bogdown checks but all other terrain effects that tracks travel through still apply.
8. Bridges will not support armour.

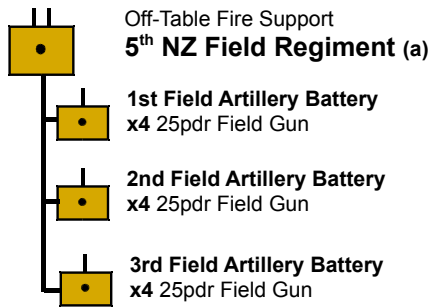
New Zealand Order of Battle



(a) The 5th Field Regiment provides the rolling barrage for the first five turns of the scenario. See "Preliminary Barrage". After this one troop is available in organic support and the remainder of the regiment as direct support.

- (a) The carrier platoon is operating without its transport. There is no evidence that the carrier platoon, or even D Company, participated in the Dec. 7 attack on Orsogna, but they are included here to help balance the scenario.
- (b) Mortar fire originates from east side of board.
- (c) These are non-combatant engineers, and should only be allowed to engage in direct fire or close combat if close assaulted by the enemy. In these instances treat as trained troops.
- (d) If bulldozer is knocked out a second becomes available on the next turn, entering along the Orsogna-Lanciano road from the east side of board.

Preliminary Barrage

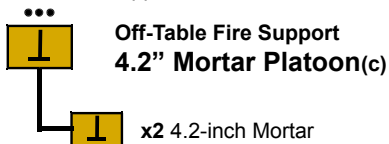


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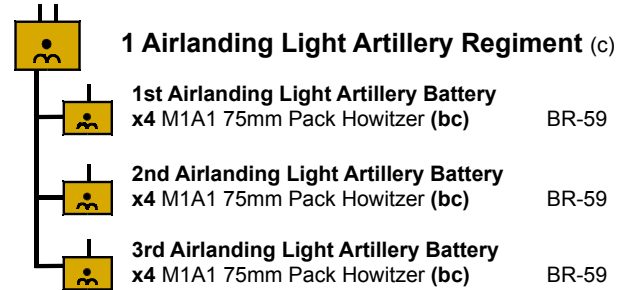
(a) The 5th Field Regiment provides the rolling barrage for the first five turns of the scenario. See "Preliminary Barrage". After this one troop is available in organic support and the remainder of the regiment as direct support.



(c) The 4.2" mortar platoon is present to provide smoke screen cover for the first five turns. Platoon fire may not be split, each tube represented by a large template.



(b) The medium battery is available for pre-registered concentrations for the first five turns of the scenario. See "Preliminary Barrage".



(c) The Airlanding Artillery Regiment is available for pre-registered concentrations for the first five turns of the scenario. See "Preliminary Barrage".



Briefing for German Commanding Officer, 26 Panzer Reconnaissance Battalion

Since moving into Orsogna and repulsing a weak attempt to take the town on the morning of December 3, you have used the the intervening time to improve the town's defences, digging in and sowing minefields. With the winter line breached, high command has made it clear that it is imperative to form a new line Melone - Orsogna and to hold Orsogna in strength. You had not expected any attempt to take the town before tomorrow (the 8th), when you were due to be relieved by paratroops of the 4th Fallschirmjaeger Regiment, especially as the weather precludes much air support for the enemy. But as the enemy guns open up in an intense barrage you fear the worst, knowing that they must presage an attack.

Turn Sequence

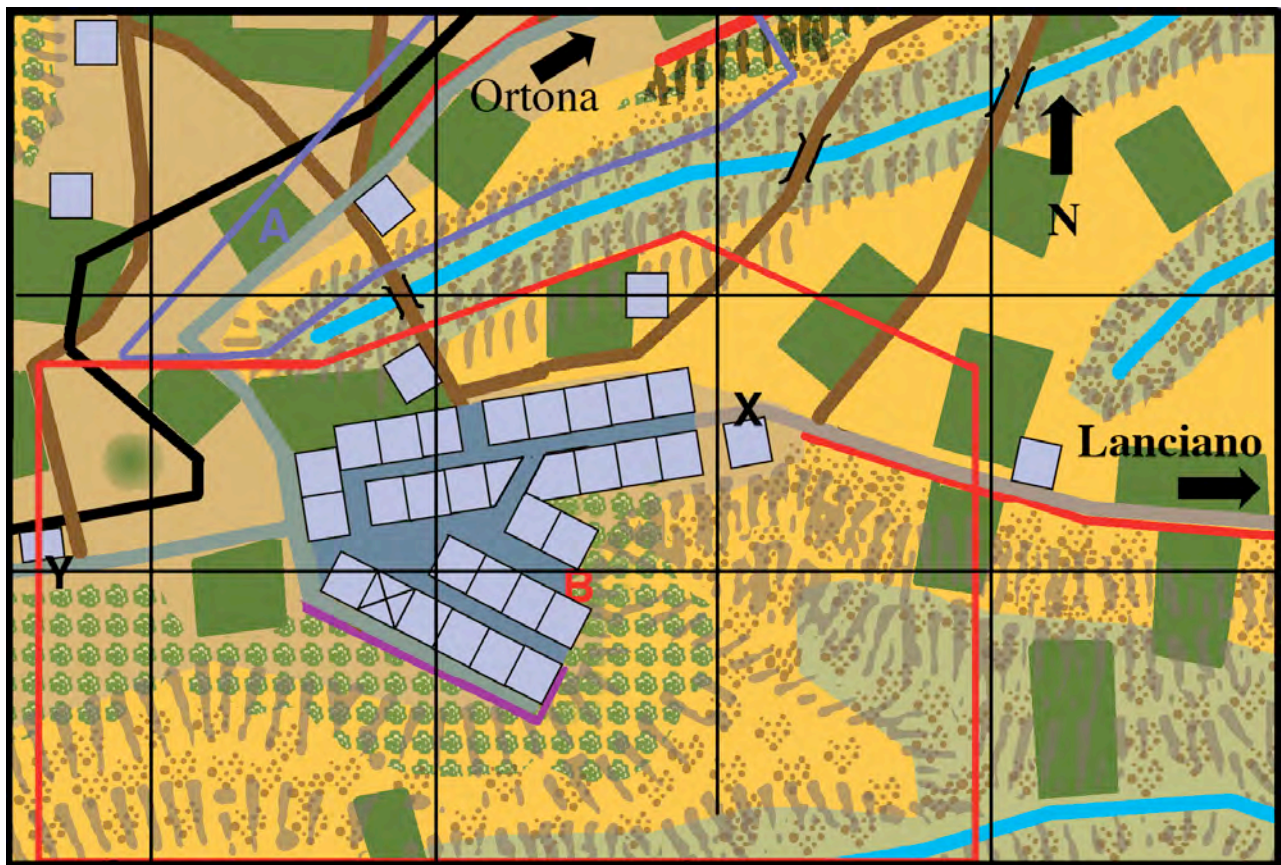
Turn 8 Night time rules commence.

Turn 12 50% chance for this and on subsequent turns that reinforcements may arrive, entering anywhere within 5" of Point Y.

Deployment

- The Germans may place one road crater (as a result of a demolition) at Point X. Treat as "ditch, wide and deep". This will take two engineering actions to fill by hand or by demolitions (see engineering rules).
- The Germans may prepare a second demolition, anywhere within 10" of the eastern edge of Orsogna and secretly designated prior to play. This demolition can be activated at anytime during the enemy's movement phase (roll D10, 10 indicates permanent failure of demolition to activate), providing at least one German pioneer unit has LOS to the planned demolition and has not used DF on this phase. Any unit on the demolition area at the time of activation must roll vs. "minefield passage". A disorder or suppression result means vehicle has not crossed demolition. A successful demolition creates a crater that blocks the road (treat as "ditch, wide and deep") that will take two engineering actions to fill by hand or by demolitions (see engineering rules).
- German troop units, mortars and AT guns begin dug in.
- Six 1"X2" mixed minefields may be laid prior to the start of the game. These are surface laid and spotted as "dug in troops", so the German player should record their location before starting. After dark minefields are only detected when they are entered by the unit. Igniting mines can trigger opportunity fire (suspected) at otherwise unspotted targets.
- One company of II Battalion, 146 Regiment, is deployed in Area A (purple border). One platoon (2 infantry, one LMG) may be deployed in Area B, and if so falls under the command of 26 Pz. Recce Battalion. The remainder may not move from their positions unless attacked, and regardless, cannot move from this area as the company was involved in fighting with 28 Battalion on this flank.
- 26 Pz. Reconnaissance Battalion and attachments are deployed in Area B (red border).
- Tanks of 26th Panzer Regt. may deploy in either area and begin hull down.
- Off board fire support originates from the west side of the board.





	Level 1		Paved Road
	Level 2		Unpaved Road
	Level 3		Track
	Orchards (Olive, vineyards)		Stream, shallow
	Woods (Cleared)		Ridge Line
	Sheer Slope		Arcaded cliff face (impassable)
	Steep Slope		BUS, Stone
	Rough Terrain		BUS, Stone, 2T

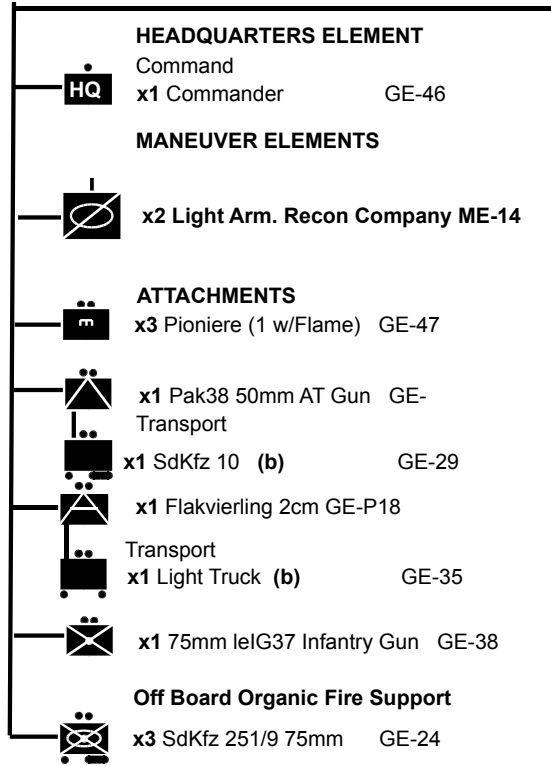
Terrain notes

This is mountainous terrain with elevation levels representing roughly 50 metres and challenging terrain that limits movement and sight lines. So the following scenario specific rules are in place.

1. On Level One or Two, any unit "up slope" of another, regardless as to whether they are on the same level, is considered on higher level terrain as per ability to fire over that unit and spotting bonuses. See "Firing through units", page 31.
2. Level 1 obstacles (BUS's and woods) have their dead zones halved for this scenario, to reflect the steepness of the terrain.
3. Steep slopes – Treat as rules, but rate "impassable" for all vehicles. All other slopes are gentle.
4. Ridge lines – Consider these to conform with road. Units must be within 1" of the road edge to spot to either side (or be spotted).
5. Treat all areas off road as "soft ground".
6. Purple line denotes an arcaded retaining wall along a cliff face. Impassable by all.
7. Tracks give a +1 to bogdown checks but all other terrain effects that tracks travel through still apply.
8. Bridges will not support armour.

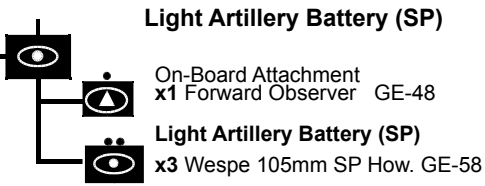
German Order of Battle

26 Panzer Reconnaissance Battalion (a)



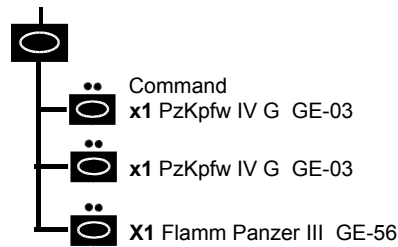
(a) Most of this unit's transport and support vehicles are off board for this scenario.
 (b) This transport may be left off board.

OFF BOARD DIRECT FIRE SUPPORT ELEMENT



MANEUVER ELEMENT

Elements of 26th Panzer Regt. (Veteran)



ME-14 Light Arm. Recon Company (recon)



MANEUVER ELEMENT

Infantry Company, II Battalion, 146 Regt. (Trained) (a)

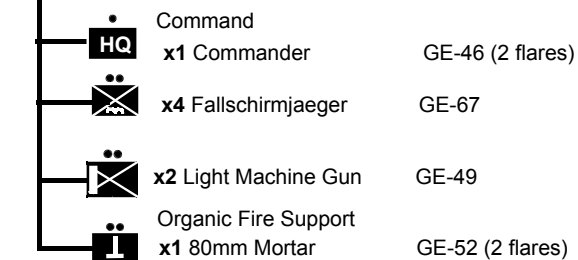


(a) Other than one platoon this unit is confined to its deployment area as it is involved in the attack by 28 (Maori) Battalion's attack on Pascuccio Ridge.

Reinforcements

MANEUVER ELEMENT

1. Kp., III Battalion, 4 FJ Regt. (Vet.)



Scenario 2: 28th (Maori) Battalion's attack on Pascuccio Spur

Duration

15 turns

New Zealanders move first.

Victory Conditions

Minor New Zealand Victory

28 Battalion controls 10'' of Orsogna/Ortona road either side of cemetery and from escarpment southeast of road to the rail line on the northwest by end of scenario. Control means no undisordered enemy units in the area.

Major NZ Victory

All of Orsogna/Ortona road is under control of 28 Battalion, including all area southeast of paved road and area northwest as far as rail line.

Minor German Victory

NZ forces control less than 10'' of the Orsogna/Ortona road either side of the cemetery and bordered from escarpment southeast of road to the rail line on the northwest by end of scenario

Major German Victory

No undisordered New Zealand forces within 5'' of the Orsogna/Ortona road.

Briefing for New Zealand Commanding Officer, 28 Battalion

Your mission is to seize Pascuccio Spur, cutting the road a half mile either side of the cemetery and holding as deep as the rail line beyond. You will be supported by the 24th Battalion on your left in their attack on Orsogna and the 23rd on your right, who will seize and hold Sfasciata Ridge to protect that flank.

In scouting the terrain that you must cross you determine that it is impossible to get armour or vehicles down from Felice Ridge and up Pascuccio from this direction. Therefore your success in holding this feature and warding off the almost certain armour-supported counterattacks will depend largely upon 24 Battalion seizing their objective and allowing the tanks of C Squadron, 18th Regiment, to pass through to your position.

Your attack was to be preceded by intensive air strikes and an artillery barrage. Unfortunately, heavy cloud cover has grounded the continued air support planned for this offensive. Your Maoris have made their way over the difficult country from their position on the east side of Felice Ridge, and are now formed up on Pascuccio waiting for the standing barrage to end and the rolling barrage to begin in order to move forward.

Turn Sequence

Turn 1 Rolling barrage begins, C and D Companies, 28 Battalion, begin east of blue line on Pascuccio Spur. FOO's may begin on board or enter at anytime.

Turn 2 A Company enters within 5'' of Point P. Battalion HQ may also enter any time Turn 2 or later.

Turn 4 or later B Company enters within 5'' of Point P.

Turn 6 4th NZ Field Regiment becomes available as direct support.

Turn 8 Night time rules commence.

Deployment

28 Battalion (C and D Cos.) begin east of blue line on Pascuccio Spur.

3'' mortars are considered off board to the east for this scenario.

Preliminary Barrage

- Guns of the 5th New Zealand Field Regiment (3 batteries) will shell Pascuccio Spur with a rolling

barrage spanning the entire battlefield, 12 templates wide, beginning 12” from the eastern edge of the table – may be angled up to 45° from the eastern board edge. On Turn 2 the pattern rolls west advancing one large IDF template every turn (roll for Danger Close). The centre point of the barrage will follow the light red arrow on the New Zealand map and ends on Turn 5.

- One battery of medium guns (5.5”) will also be available for firing troop concentrations. These must be pre-registered by the New Zealand player prior to German placement of dummy markers, may be angled up to 45° from the eastern board edge and will arrive as two concentrations per turn for the first five turns (large template, +2/+3). Roll for Danger Close for each concentration.
- For the first five turns a 4.2” mortar platoon is also available to provide smoke. This should be pre-registered prior to the start of the scenario.
- Artillery may reduce minefield to “scattered” (+1 for passage). German player will need to note this, rolling separately against “dug in troops” (-1).

Fire Support

On Turn 6, after the rolling barrage ends, one troop of 4th NZ Field Regiment becomes available as organic fire support, with the remainder of 4th Regiment in direct support. “Mike” patterns are possible against targets of significance.

A “Murder” pattern is also available to the NZ player. Unique to NZ artillery and similar to a TOT, a “Murder” pattern brings all of the guns of the regiment to bear on a single template. Use the base strength of the mediums (+1/+2) and add +3 (+1 for each of the NZ batteries). The NZ player is limited to only one “Murder” pattern, it can only be called in on a *spotted* target and arrives as General Fire Support. Roll for Danger Close.

Hawkins grenades

Knowing that they would be without AT support for a period of time the 28 Battalion carried an abundance of Hawkins grenades with them on this attack.

At any point the NZ player may lay one (and only one) 1” by 1” AT minefield through a successful “improve position” roll adjacent to the stand. This is surface laid and not hidden, unless laid after dark, in which case the position should be kept secret.





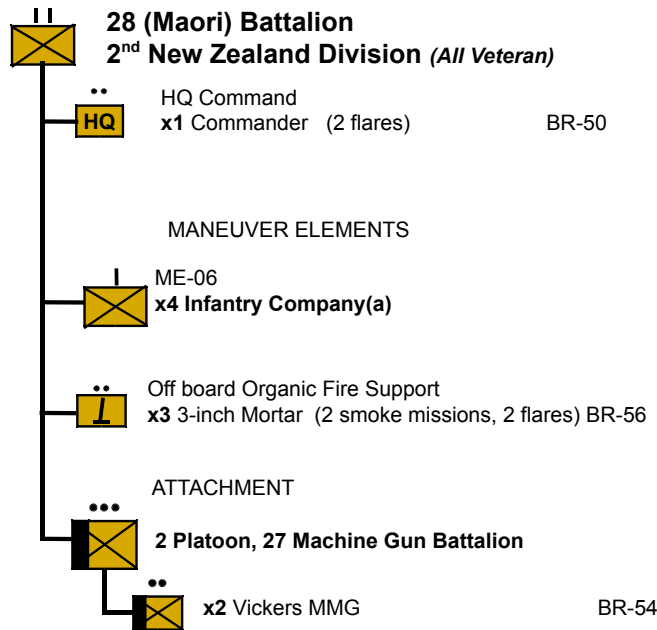
- | | | | |
|--|-----------------------------|--|---------------------------------|
| | Level 1 | | Paved Road |
| | Level 2 | | Unpaved Road |
| | Level 3 | | Track |
| | Orchards (Olive, vineyards) | | Stream, shallow |
| | Woods (Cleared) | | Ridge Line |
| | Sheer Slope | | Arcaded cliff face (impassable) |
| | Steep Slope | | BUS, Stone |
| | Rough Terrain | | BUS, Stone, 2T |

Terrain notes

This is mountainous terrain with elevation levels representing roughly 50 metres and challenging terrain that limits movement and sight lines. So the following scenario specific rules are in place.

1. On Level One or Two, any unit “up slope” of another, regardless as to whether they are on the same level, is considered on higher level terrain as per ability to fire over that unit and spotting bonuses. See “Firing through units”, page 31.
2. Level 1 obstacles (BUS's and woods) have their dead zones halved for this scenario, to reflect the steepness of the terrain.
3. Steep slopes – Treat as rules, but rate “impassable” for all vehicles. All other slopes are gentle.
4. Ridge lines – Consider these to conform with road. Units must be within 1” of the road edge to spot to either side (or be spotted).
5. Treat all areas off road as “soft ground”.
6. Tracks give a +1 to bogdown checks but all other terrain effects that tracks travel through still apply.
7. Bridges will not support armour.
8. Cemetery is surrounded by a high stone wall.

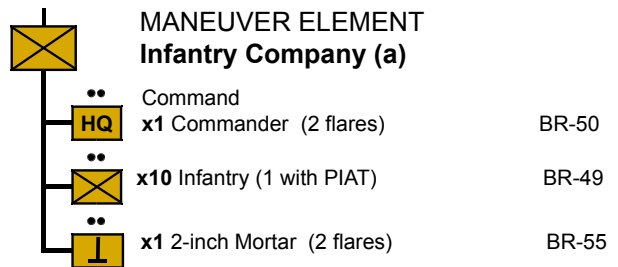
New Zealand Order of Battle



(a) Some of the carrier platoon was divided up between the companies, accounting for the extra infantry stand in each. Two companies may have that stand be designated as an extra PIAT.
 (b) Mortar fire originates from east side of board.



(a) The 5th Field Regiment provides the rolling barrage for the first five turns of the scenario. See "Preliminary Barrage". After this one troop is available in organic support and the remainder of the regiment as direct support.



Preliminary Barrage



(a) The 5th Field Regiment provides the rolling barrage for the first five turns of the scenario. See "Preliminary Barrage". After this one troop is available in organic support and the remainder of the regiment as direct support.



(b) The medium battery is available for pre-registered concentrations for the first five turns of the scenario. See "Preliminary Barrage".



(c) The 4.2" mortar platoon is present to provide smoke screen cover for the first five turns. Platoon fire may not be split, each tube represented by a large template.

Briefing for German Commanding Officer

Your sector covers the Orsogna-Ortona road, and is held by three companies of infantry from two different regiments. The impending attack falls directly on that regimental boundary, and that combined with the disruption in communications caused by the air attacks and intensive artillery barrage has sewn confusion in the ranks. Your left hand company, Panzer Grenadiers of the 9th Panzer Grenadier Regiment, II Battalion are solid troops, but on your right the line is held by the remnants of the battered and dispirited 146 Regiment. The 146 Regiment's Division, the 65th, has been in the process of pulling out of the line and repositioning further west, with HQ already departed and the remaining troops falling under the command of 26 Panzer Division.

You must hold the road at all costs, until counterattacks can be initiated in your support. To your right 26 Panzer Reconnaissance Battalion fights to keep the enemy from breaking through Orsogna.

Turn Sequence

Turn 8 Night time rules commence.

Turn 9 or later – counterattacks commence (see below).

Deployment

- German troop units, mortars and AT gun begin dug in.
- One 1”X2” mixed minefields may be laid prior to the start of the game. This is surface laid but only detected when a unit is adjacent to it, so the German player should record its location before starting. After dark the minefield is only detected when it is entered by the unit. Igniting mines can trigger opportunity fire (suspected) at otherwise unspotted targets.
- 1 Kp. of II Battalion, 146 Regiment, is deployed in Area C (burgundy border).
- Two platoons of 2 Kp. of II Battalion, 146 Regiment, are deployed in Area A (purple border).
- One company of II Battalion, 9th Panzer Grenadier Regiment, is deployed in Area D (yellow border).
- Off board fire support originates from the west side of the board.

Counterattacks

To represent the confusion and disorder in the German command at this time and its inability to coordinate a response, use the following method of generating the arrival of the counterattacks:

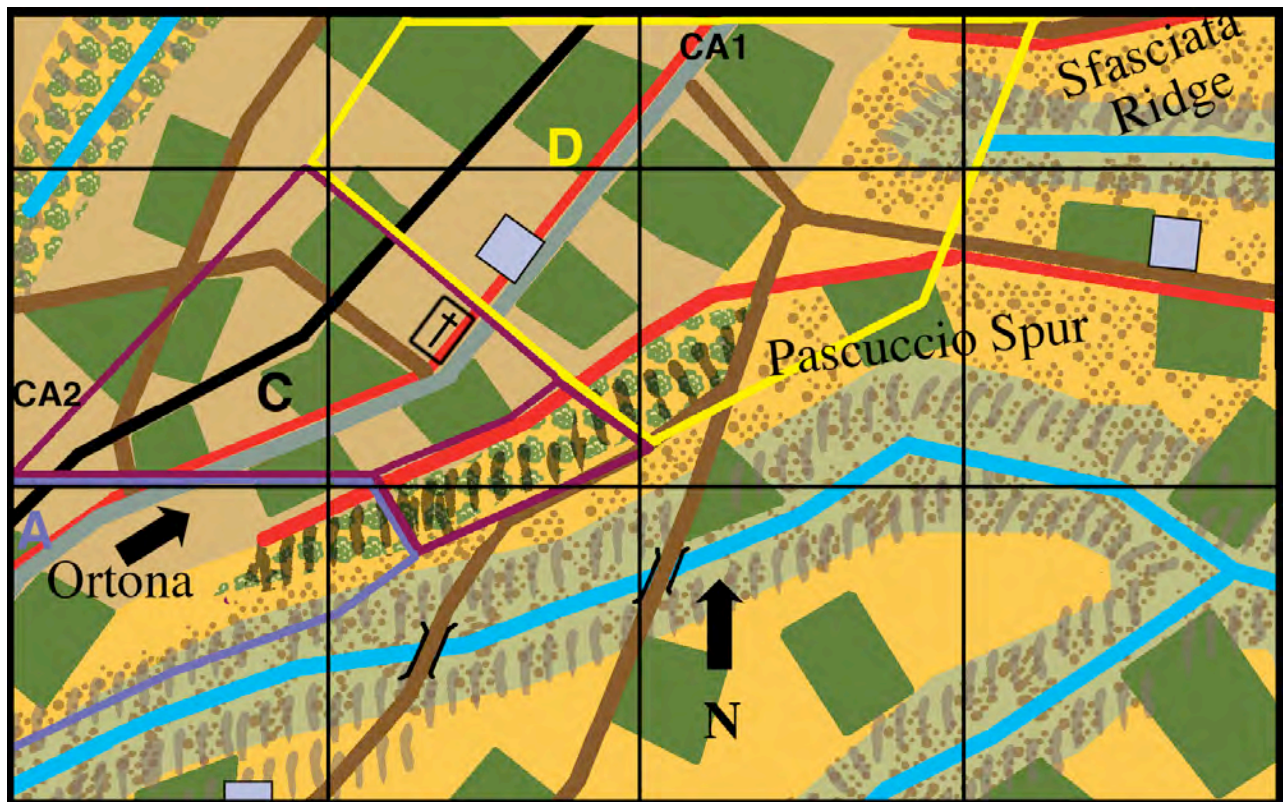
From Turn 9 onwards, roll a D10 at the beginning of the German maneuver phase. On a roll of 1 both counterattacks come in. On a roll of 2 the northern counterattack comes in. On a roll of 3 the southern counterattack comes in. If only one counterattack (not both) materializes, then continue rolling on subsequent turns, but now any roll from 1 to 3 means the second counterattack is initiated.















Counterattack One

This attack is made up of a reserve company of Panzer Grenadiers and tanks from 26 Panzer Regiment. It enters the board within 5” of Point CA1.

Counterattack Two

This attack is made up of a reserve company of 146 Regiment. It enters the board within 5” of Point CA2.



- | | |
|---|---|
|  Level 1 |  Paved Road |
|  Level 2 |  Unpaved Road |
|  Level 3 |  Track |
|  Orchards (Olive, vineyards) |  Stream, shallow |
|  Woods (Cleared) |  Ridge Line |
|  Sheer Slope |  Arcaded cliff face (impassable) |
|  Steep Slope |  BUS, Stone |
|  Rough Terrain |  BUS, Stone, 2T |

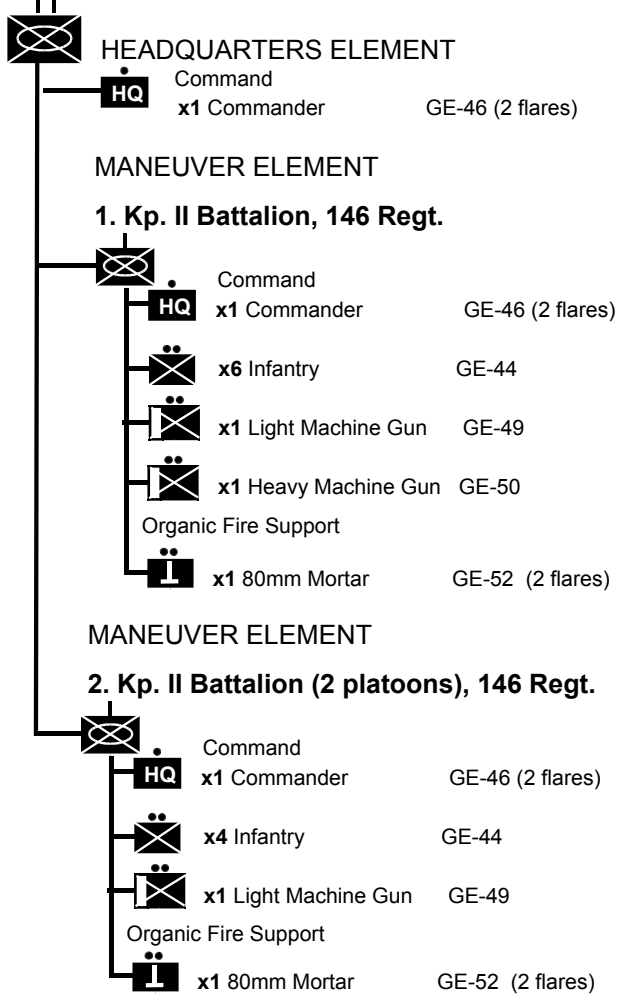
Terrain notes

This is mountainous terrain with elevation levels representing roughly 50 metres and challenging terrain that limits movement and sight lines. So the following scenario specific rules are in place.

1. On Level One or Two, any unit “up slope” of another, regardless as to whether they are on the same level, is considered on higher level terrain as per ability to fire over that unit and spotting bonuses. See “Firing through units”, page 31.
2. Level 1 obstacles (BUS's and woods) have their dead zones halved for this scenario, to reflect the steepness of the terrain.
3. Steep slopes – Treat as rules, but rate “impassable” for all vehicles. All other slopes are gentle.
4. Ridge lines – Consider these to conform with road. Units must be within 1” of the road edge to spot to either side (or be spotted).
5. Treat all areas off road as “soft ground”.
6. Tracks give a +1 to bogdown checks but all other terrain effects that tracks travel through still apply.
7. Bridges will not support armour.
8. Cemetery is surrounded by a high stone wall.

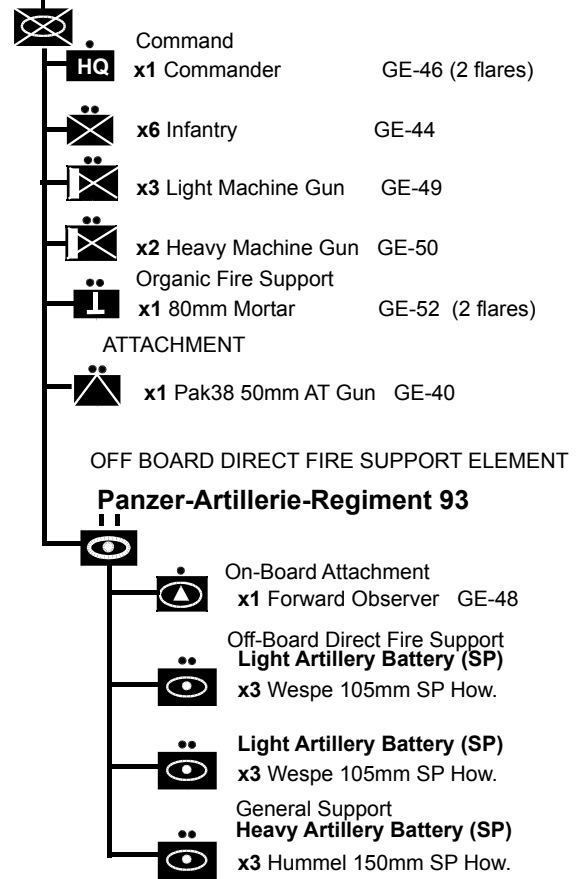
German Order of Battle

II Battalion, 146 Regt. (trained)



MANEUVER ELEMENT

1. Kp. II Battalion, 9th Pz. Gr. Regt. (exp.)



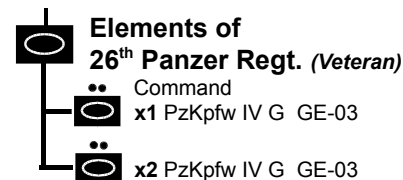
COUNTERATTACK 1

MANEUVER ELEMENT

2. Kp. II Battalion, 9th Pz. Gr. Regt. (exp.)



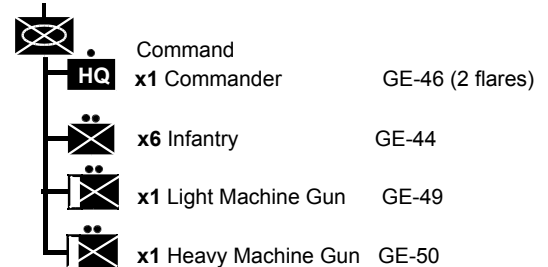
MANEUVER ELEMENT



COUNTERATTACK 2

MANEUVER ELEMENT

3. Kp. II Battalion, 146 Regt. (trained)

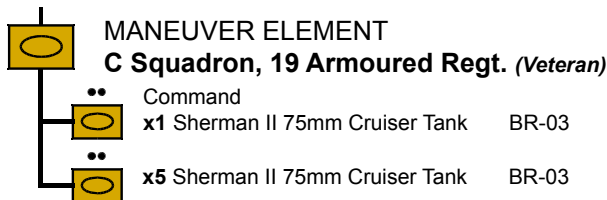


Play Options

As linked scenarios

If you play the scenarios as linked, play 24th Battalion's attack on Orsogna first. If the NZ player clears Orsogna (no undisordered enemy within 5" of the BUA), take note of the turn when that is achieved. This will allow tanks of C Squadron, 19 Regt., to arrive two turns after this point when playing Scenario 2, on the southwest edge of the board via the paved Orsogna/Ortona road.

As the German infantry company in Area A (2 Kp., II Battalion, 146 Regt.) overlaps both scenarios, the German player may only place as many units from this ME as survive Scenario 1, and only up to the maximum shown on the Scenario 2 orbats.



As a single large Scenario

If played as one large scenario, use the combined map below in conjunction with scenario maps. All deployment, reinforcements and counterattacks remain the same as in the separate scenarios, with the following exceptions:

1. As 2 Kp., II Battalion, 146 Regt. appears in both scenarios, drop the two platoons in the Scenario 2 orbats. Also disregard the restrictions in movement indicated in Scenario 1 for this unit.
2. Place 3 Kp., II Battalion, 146 Regt. dug in on board in Area E (see combined map). It still may not be released from this area until a successful counterattack roll, as indicated in Scenario 2.
3. If the route forward through Orsogna is cleared (no undisordered enemy within 5" of the BUA) then C Squadron can be committed to the scenario. It will enter along the Lanciano road on the east side of the board.
4. B and C Cos. (24 Battalion) begin on board east of light blue starting line (see combined map).
5. Tanks of A Squadron, engineers, A Company and HQ (24 Battalion) may all begin within 5" of east board edge if desired.
6. D Company's entry (24 Battalion) is moved up to Turn 6 or later.

Victory Conditions for large scenario

Minor New Zealand Victory

Majority of Orsogna BUS's either occupied or last occupied by 24 Battalion by end of scenario. 28 Battalion controls 10" of Orsogna/Ortona road either side of cemetery and from escarpment southeast of the road to the rail line on the northwest by end of scenario. Control means no undisordered enemy units in the area.

Major NZ Victory

All of Orsogna and Point Z in 24 Battalion control, no undisordered enemy within 5" of the BUA or Point Z. All of Orsogna/Ortona road is under control of 28 Battalion, including all area southeast of paved road and area northwest as far as rail line. Control means no undisordered enemy units in the area.

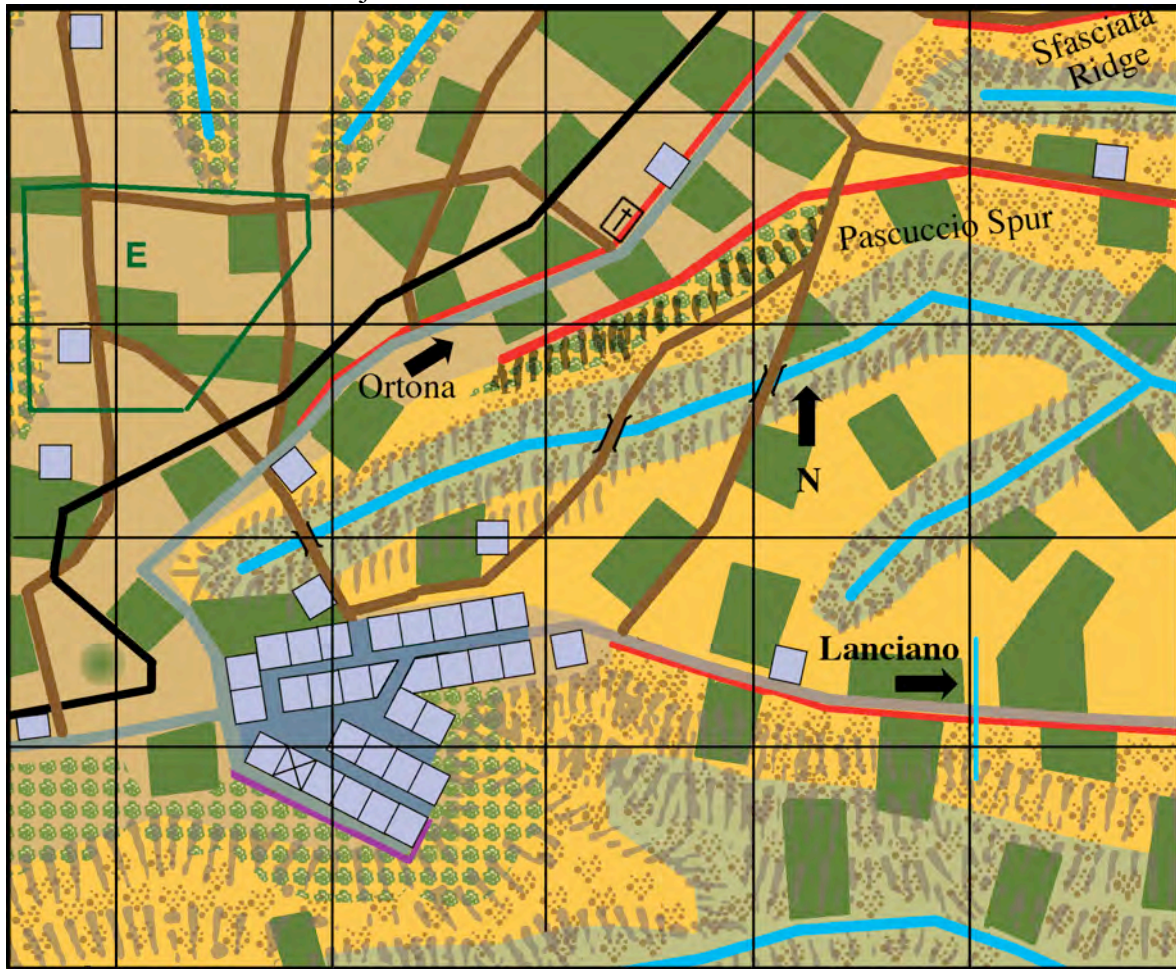
Minor German Victory

















Majority of Orsogna BUS's either occupied or last occupied by friendly forces by end of scenario. NZ forces control less than 10" of the Orsogna/Ortona road either side of the cemetery and bordered from escarpment southeast of the road to the rail line on the northwest by end of scenario.

Major German Victory

All of Orsogna and Point Z in friendly hands, no undisordered enemy within 5" of the BUA or Point Z. No undisordered New Zealand forces within 5" of the Orsogna/Ortona road.

*Note: Armour cannot hold an objective.



- | | |
|---|---|
|  Level 1 |  Paved Road |
|  Level 2 |  Unpaved Road |
|  Level 3 |  Track |
|  Orchards (Olive, vineyards) |  Stream, shallow |
|  Woods (Cleared) |  Ridge Line |
|  Sheer Slope |  Arcaded cliff face (impassable) |
|  Steep Slope |  BUS, Stone |
|  Rough Terrain |  BUS, Stone, 2T |

Historical Outcome

The flaw in the plan of attack for Operation Torso was always that for the 28th Battalion's attack on Pascuccio Ridge to eventually succeed Orsogna had to be taken. From early on things began to unravel as demolitions on the road to Orsogna delayed the tanks, and the defenders succeeded in bringing withering fire on 24 Battalion, attacking on a narrow front. Although the infantry made some inroads into the town, the presence of German tanks (some Flamm Panzers) made it impossible for them to hold ground without the support of their own armour. A single Panzer IV, firing from within the town down the single road entering Orsogna from the east, kept the tanks from entering, while difficult terrain, minefields and enfilading fire from the ridge running northeast of the town discouraged any successful flanking of the objective.

The battle continued into the night, and a last ditch effort, with B and C Companies consolidating on the more lately arrived A Company's position for a push into Orsogna under tank fire from A Squadron, failed to achieve a foothold. A counterattack by newly arrived paratroops from the 4th Fallschirmjaeger Regiment quashed any hopes of success and 24th Battalion withdrew from Orsogna.

On their right 28 (Maori) Battalion had more success, actually achieving a lodgement on the Ortona road. But relentless counterattacks and shelling and the eventual arrival of German armour made their situation untenable, and without the arrival of supporting anti tank guns and armour brought in through Orsogna, they were forced to withdraw before dawn.

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Many thanks to Andy Parkes for his aid in running a critical eye over this scenario and helping me with the German orbat.