



# WWII MICRO ARMOUR®: THE GAME

## Black Monday

Salerno, Italy - 13 September 1943

On September 9, 1943, a combined British/American army invaded the Italian mainland. The Allied leaders had hoped that General Mark Clark's 5th Army landing near the port town of Salerno, combined with a drive up the southern Italian coastline by the British 8th Army, would compel all German forces to leave southern Italy. The Germans, however, were well prepared for the Allied landings at Salerno. The mechanized divisions of General der Panzertruppen Heinrich von Vietinghoff's 10th Army quickly concentrated towards the Allied landing sites and threatened to drive the 5th Army back into the sea before it could be relieved by Montgomery's 8th Army.

A series of German counterattacks, beginning on the 12th of September, threatened the precarious Allied beachhead. The German 10th Army commander, having discovered a gap between the Allied beachheads, believed that the Allies were preparing to abandon one or both. German forces launched a series of strong hasty attacks in order to capture or destroy as many Allied units as possible before they could complete their evacuation.

On September 13th, a German force comprised of two separate battle groups from the the 16th Panzer and 29th Panzer Grenadier divisions overran two American infantry battalions in separate attacks. The combined German battle group was now poised to drive towards the American beach head. All that was present to stop them were 2 American artillery battalions, as well as a scratch force of infantry, a platoon of obsolete 37mm anti-tank guns, and a handful of tanks and tank destroyers.



## INITIAL DEPLOYMENT:

A. The American player may set up his units anywhere south of the river. The artillery battalions should be placed from 8 to 12 inches south of the river. The units of each artillery battalion should be placed adjacent to each other.

B. The German player enters the map with his forces on Game Turn 1 on the north edge of the map.

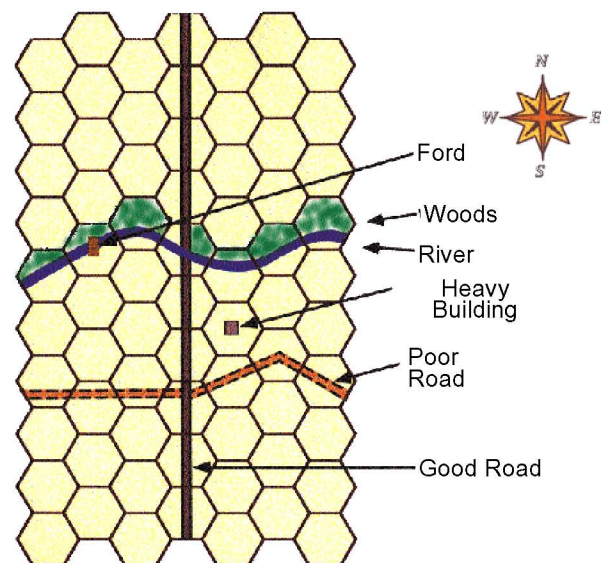
## SCENARIO LENGTH: 15 TURNS

## SPECIAL RULES:

- 1. Woods on the north side of the river are actually brush 100 yards (1 inch ) deep. 100 yards (1 inch ) is destroyed the instant any artillery fire lands on it. This actually happened in the battle, revealing concealed Germans behind the woods/brush!
- 2. The ford (see sketch map) is the only way for German units to cross the river. Treat the ford as Rough Terrain 3.
- 3. Optional rules to be used:
  - 12.1 The Hot Shot!
  - 12.2 The Communications Breakdown

## TERRAIN SUGGESTIONS:

- The map should be approximately 24"x 48".
- Terrain is "Mixed": Maximum sighting distance - 20"
- 10 - 30% of the playing surface should be features.
- There is no road bridge over the river, previously blown.



Map is shown in GHQ's Terrain Maker. 1 hex = 4 acres.

## VICTORY CONDITIONS:

The German player must exit 1/2 or more of his stands off the southern edge of the map by the end of Turn 15.

Any other result is an American victory.



# Black Monday - Salerno, Italy 1943



## Germans

Kruger Battle Group  
Kleine Limburg Group

Cohesion

17

Battle Group HQ : 1 x GHQ (+1) (FO)  
1 x Light Truck

### Kruger Battle Group

1st Bn /71st PanzerGrenadier Regiment:

Battalion HQ : 1 x Headquarters (FO)  
1 x 251/10 Halftrack  
1 x 251/9 Halftrack

3 x Co. : @ 3 x Infantry '43  
@ 3 x 251/1 Halftrack  
@ 1 x 251/2 (1) Halftrack  
@ 1 x 251/9 Halftrack

Heavy Co : 1 x 75mm ATG  
1 x 120mm Mortar (2)  
2 x Light Tractor

Rgt. gun Co. / 71st PanzerGrenadier Regiment:  
1 x 150mm sIG (Bison) (3)

Rgt. Heavy Weapons Co. / 71st PanzerGrenadier Regiment:

1 x 50mm ATG  
1 x 75mm IG (1)  
2 x Light Truck

1 Co./2nd Pz. Rgt: 4 x PzIVf2

### Kliene Limburg Group

16th Engineer Battalion

Battalion HQ : 1 X Headquarters (FO)  
1 x 251/10 Halftrack  
1 x Kubelwagon (FO)

3 x Co. : @ 3 x Engineers '43  
@ 1 x Infantry Support  
@ 3 x Heavy Truck

Heavy Co : 1 x 50mm ATG  
1 x 75mm Infantry Gun (1)  
2 x Light Truck

1 Co./26th Recon Bn; 4 x 231/8rad A/C (R)  
1 x 233/8rad A/C

1 Bttry/16th Art. Bn: 1x 105mm How (2)OFF MAP



## Americans

Elements:  
158th & 189th Art. Bns

Cohesion

14

Task Force HQ : 1 x GHQ (+0) (FO)  
1 x Jeep (FO)

Provisional battalion/158th & 189th Artillery  
Battalions

4 x '42 Infantry  
1 x 37mm ATG  
1 x M4 Sherman  
1 x M10 Tank Destroyer

158th Field Artillery Bn: 3 x 105mm How (2)

189th Field Artillery Bn: 3 x 155mm How (2)

11 x Light Improved Positions

### AMERICAN REINFORCEMENTS:

Game Turn 7 anywhere along south end of map  
27th Arm. Field Art. Bn: 1 x M7 SPH "Priest" (3)

## PLAY BALANCE NOTES

Though it may seem that the Germans have a huge advantage, this scenario is a proper 2:1 ratio for a hasty attack. The real problem is getting the troops over the ford! Remember to use smoke. Also remember that two wreck counters will effectively block the ford.

One interesting variant would be to add a second ford, on the opposite side of the main road. This increases the tactical options for the attacking German forces, and the number of potential targets for the US artillery fire.

Historically, the Americans held the position, saving the beachheads from annihilation.