

Shootout at Cecina

by Billy Payne

The Tuscan town of Cecina was the scene of a bitter engagement in the summer of 1944. Men of the US 34 Infantry division, supported by the 752nd Tank Battalion, struggled to liberate the town from the 16th SS Panzergrenadiers.

By the first day of July, the town was largely in Allied hands but SS men hung on to the outskirts.

Morale bolstered by the arrival of elements of the 504th Heavy Panzer Battalion, the I/SS Panzergrenadiers Regiment 35 launched a counter attack into the town on the afternoon of July 1.

The men of the 3rd platoon, B company, 752nd had thus far managed to dodge that days action, but word came over the radio that enemy tanks were entering the town. With elements of E company, 133rd Infantry Regiment, they drove east, to meet the enemy.....

Historically, this portion of the battle ended as soon as it started when the lead Sherman knocked out the lead Tiger in a old west style shootout. I have designed this scenario so a similar ending is possible. If however the battle stays close and the Germans make progress, this scenario can form into a fine battle with reinforcements coming in for both sides, as could have easily happend in history.

OBJECTIVE:

The Germans are ordered to take the road junction and repel any american forces. If they have any success, they can expect reinforcements.

Tip: use your Tigers very wisely. Bring them to bear without putting them in danger, losing just one of them can cause a rout of your forces.

The Americans are ordered to stop the German advance. If they get a

foot hold into town, we may be in for a fight. Beware the Tigers and dont lose ant Shermans, there are none that can reinforce you. If you can manage to hunt and kill a Tiger early, the Germans may lose heart.

The player with the most victory points at the end of 8 turns wins the game. If by the end of any command phase, a player is 2 or more victory points in the lead, then the oposing forces begin to route and he is immediately declared the winner.

1 victory point is given per turn for each victory objective held. 1 victory point is given for knocking out a Panzer or Sherman tank. 2 victory points are given for knocking out a Tiger tank.

"Shoot to thrill" - AC/DC

Rounds: 8

Starting Initiative
Americans

Actions

3 actions per turn

Reinforcements
none.

Terrain

Almost all of the overlays are used. Check the map carefully. There will be no hills if the map is set up proper.

Special Rules

If the tank ace is knocked out, then the elite tank crew card is also lost.

American

Elements of 752nd

- 0 Squad Bases
- 5 Sherman Tank

Elements of 133rd

- 4 Squad Bases
- 11 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1



x 2

Starting Strategy Cards: 3 Strategy Decks

- American Reinforcements I
- Artillery I
- Supply I

Operations Cards

- Tank Ace
- Elite Tank Crew

Deployment Zone

May be deployed in any green hex.

Special Rules

If the tank ace is lost, so is the elite tank

crew card. These cards represent the leadership of Lietenant Edwin W. Cox.

Americans begin the game with 1 command point.

The Shermans are M4A3(75)W with the following stats.

M4A3(75)W Sherman(heavy vehicle)
movment: 7
armor: 5
vs infantry range: 5 firepower 6
vs armor range: 6 firepower 8
cuncussive firepower
overrun

German

Elements of the 504th

- 0 Squad Bases
- 1 Panzer IV Tank
- 2 Tiger I

Elements of I./SS

- 4 Squad Bases
- 10 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1



x 1

Starting Strategy Cards: 3 Strategy Decks

- Command I
- German Reinforcements I
- Morale I

Operations Cards

- Lay Smoke

Deployment Zone

Germans may deploy tanks in any grey hex and any purple hex. Squads may deploy in any purple hex.

Special Rules

Germans begin the game with 2 command points.

The Panzer is not a Panzer. Instead it is a StugIIIIG with the following stats.

StugIIIIG(heavy vehicle)
movement: 5

armor:4
vs infantry range: 5 firepower: 6
vs armor range: 8 firepower 10
Cuncussive firepower
Overrun
May not use move and shoot order(no turret)

