



# SMILING ALBERT

## SCHWERPUNKT SCENARIO SP176

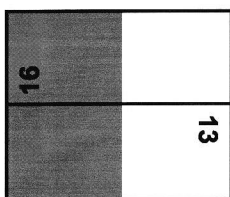
**SITUATION:** Near APRILIA, Italy, 16 February 1944: Before first light, the rain-soaked, freezing soldiers of the 45<sup>th</sup> Division were subjected to a heavy artillery barrage, which signaled the beginning of another German attack. The thumping of the German guns suddenly ceased when the roar of tank engines and yelling German infantrymen took its place. The main German effort fell on E Company, 2<sup>nd</sup> Battalion of the 157<sup>th</sup> Regiment, which was straddling the all-important north-south highway. In the foggy half-light of dawn, the commander of E Company, Captain Felix Sparks, saw forms moving. They were three German tanks, which were quickly dispatched by American TD's. The Germans attacked a second time with infantry, but no tanks, this attack also failed. After thirty minutes, they came again with tanks and infantry. What came next was a furious fight for the positions of E Company. During the fight, a crewman of one of the tank destroyers strapped himself to a .50 caliber machine gun on the tank. He was killed, but not before he stopped the Germans at the edge of Captain Sparks' foxhole. E Company's position became critical as the Germans sent battalion after battalion against it. Company E managed to hold, but this was only the beginning of its ordeal.

**Sources:** Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45<sup>th</sup> Infantry Division* (Boulder: Westview Press, 1998) pp. 183-187.



**MISSION:** The Germans win immediately upon exiting  $\geq 26$  VP off the south edge (prisoners are worth 0 VP).

### MAP ORIENTATION:



(Only hexrows A-P on board 16 and R-GG on board 13 are playable)

### OPTIONS:

- ☆ Exchange a 6-6-6 for a 6-6-7.
- ✚ Delete a BAZ44 from the Americans.

### COORDINATING INSTRUCTIONS:

1. Weather is Overcast (E3.51) with no wind at start. Rain is falling. Rain intensity may not increase.
2. All roads are paved, Soft Ground (E3.54) is in effect. All buildings are wooden.
3. All off-road AFV movement costs two MP per hex and requires a bog check as per (D8.23).
4. Americans may set up in foxholes if terrain allows.

Scenario Design: Bill Sisler 090709.8

### MISSION LENGTH

☆ AMERICAN SETS UP FIRST		1 ☆	2	3	4	5	6
✚ GERMAN MOVES FIRST							

☆

✚

{ELR: 4}  
{SAN: 4}

E Company, 2<sup>nd</sup> Battalion, 157<sup>th</sup> Infantry Regiment, 45<sup>th</sup> Infantry Division set up on board 16 in hexes ≥ 9 and/or anywhere on board 13.

6-6-7	6-6-6	9-1	8-1	MMG	BAZ 44	M2 60*MTR
2	6				2	

Reinforcements enter turn 1 on the south edge.

9-1 Armor	M10 GMC -/-/4
2	

✚

{ELR: 3}  
{SAN: 3}

Elements of Infanterie Regiment 725, Infanterie Division 715 set up on/north of the road 16A6-16N4-16P4.

4-4-7	8-1	8-0	MMG	LMG
12		2		2

Elements of Schwere Panzer Abteilung 508 enter turn 1 on the north edge.

PzVIE(L) 3/5/2
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