

# GOING TO NEW YORK!



## ASL SCENARIO S31



**STATION SAN OLIVA, SICILY. 10 July 1943:** The Americans on the left flank of the Sicily landings, codenamed Joss, were scheduled to land early in the morning near Licata. The landing zone was divided into several different beach designations of which Red Beach was probably the most heavily fortified and defended anywhere in Sicily. The Italian units manning the defenses, generally static Coastal Divisions, fully dominated the beach exits with machine guns and ample firepower. The 7th Infantry Regiment motored towards this maelstrom in their LCIs (Landing Craft, Infantry) with the 1st Battalion designated as the assault wave. Unfortunately, the 2nd Battalion, designated to immediately move inland, passed the assault wave and became the first unit to land at Red Beach. Of the 2nd Battalion's 6 LCIs, only 5 were able to land on time and many of those soldiers became casualties before they hit the beach since the defenses had not been cleared.

### BOARD CONFIGURATION:

#### BALANCE:

☆ Delete "and same hex fire counts triple (triple point blank fire)" in the VC.

⚡ Delete SSR 2.



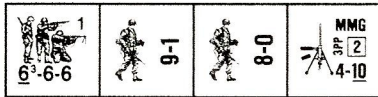
**VICTORY CONDITIONS:** The Italians win immediately if they Control building EE7 or at game end if they are able to place 12 FP factors on the "railroad" running Y10-DD6-GG6. No form of Area Fire (including Long Range Fire) counts but adjacent fire counts double (point blank fire) and same hex fire counts triple (triple point blank fire).

### TURN RECORD CHART

☆ AMERICAN Sets Up First	⚡	1	2	3	4	5	6	END
⚡ ITALIAN Moves First								



Elements of 2nd Battalion, 7th Infantry Regiment, 3rd Infantry Division [ELR: 3] set up on/between hexrows V-Y. A total of 2 MMC may set up in any building hexes (including those outside of V-Y). Leaders and SW must set up with any MMC. No more than 1 MMC may be set up in any hex:



6



Elements of 538th Battalion, 207th Coastal Defense Division [ELR: 1] enter on Turn 1 along the north and/or west edges:



9

4

2

2

### SPECIAL RULES:

1. The road Y10-DD6-GG6 is instead an Embankment Railroad (EmRR), and is a "half level" obstacle. A unit not on an EmRR has its LOS blocked by the EmRR depiction in any non-adjacent hex to all non-EmRR hexes beyond the first hex after the EmRR hex of the depiction crossed. The road hexes Y1-DD6 remain road hexes. It costs 2MP to enter an EmRR hex unless entering from an adjacent EmRR hex in which case it costs 1MP. EmRR hexes provide no TEM benefits.

2. All Italian MMC are subject to Inexperienced penalties (5.4).

**AFTERMATH:** Despite the mounting casualties and the fact that the beach was not cleared yet, the 2nd Battalion proceeded with their mission. One company veered off to the right and established a roadblock at Station San Oliva a few miles inland. At this point the Italian High Command began to piece together the nature of the landings if not how well they had progressed and ordered local units to counterattack. Coastal units were generally made up of older age groups and sub-par equipment. These units were neither well led nor well trained. Mussolini's war was also becoming increasingly unpopular. Despite these obstacles, honor demanded that the Italian units keep faith. The 207th Coastal Division sent in a portion of the local battalion in what turned out to be a dispirited counterattack towards the roadblock that was driven off by the Americans. Having done their duty by engaging the enemy, the Italians soon surrendered often quipping to their captors "I'm going to New York, you have to stay here on Sicily!"