

Sicily '43 Designer Notes

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I. Design Notes

A) Why Sicily?

I have long looked on Sicily as a particularly fascinating battle and one that is ideal for a Panzer Campaign game because it has a good unit density unit, neither too many nor too few units, an interesting map where a fair bit of ground changes hands during the course of the battle and a time period that is manageable within the scale of the Series. Furthermore, there are a lot of variable strategies and extremely interesting historically based 'what if' situations such as the invasion of the western

part of the island by the US Army to add variation to the game.

I am an old board wargame player from way back, but somehow, I missed out and never played any of the boardgames covering Sicily when I was growing up. I only really began studying this campaign later in life perhaps because being Canadian it was the first place our troops fought for any period beyond an ill-fated day in August of 1942, that day being the Dieppe Raid. A few years ago, when I was testing another operational computer wargame that had a Sicily scenario, I became quite captivated by Sicily and remarked to a few of my colleagues that this scenario alone was worth the topic of its very own game. Little did I know that I would have the opportunity to customize a Panzer Campaign title to the extent I have in this Sicily '43 game, to achieve that very dream.

The Panzer Campaign Series is a very flexible system that provides designers with control over many parameters and I believe you will be happy with our results here. Sicily '43 I think perhaps has more parameter differences and interesting design twists than any previous title in the Series. And with that, I will present below some of the reasoning that went into the making of Panzer Campaign #8: Sicily '43.

B) The Order Of Battle:

The OOB began with the framework provided by the Order-of-Battle from the Appendix of Carlo D'Este's book "Bitter Victory". This had to be supplemented with details from other sources, such as Mitcham and von Stauffenberg where the make up of the Italian Mobile and Tactical Groups was given in greater detail other than formation name. From the start, building the OOB looked like quite a cut and dried affair, but as I dug deeper, conflicting information and omissions began to appear.

For example, I noticed, in their order of Battles, that D'Este and Mitcham both repeat a couple errors that I believe have been carried forward from other games. For example, the British 15th Brigade is missing a battalion, the "1st Yorks and Lancasters". As it happens, this was one of the first units to hit the beach in the 5th British Division sector on D-Day. I discovered this whilst cross-referencing these two books which were initially my primary data source, with information in the British Official history by C.J.C. Molony.

Molony also provides other unknowns such as the make up of the 1st Special Raiding Squadron. It turns out this formation was actually part of the 2nd SAS Regiment, and lists its strength as 16 Officers and 238 men commanded by Maj. R.B. Mayne. D'Este lists this as an independent unit. In any case, players looking over our OOB and finding things that don't match perfectly with their own sources will know why. For example, our game has the "Yorks and Lancasters", even though the unit isn't in the D'Este OOB.

The Axis OOB was a little foggier right off the mark, and got less clearer the deeper I looked. Sometimes, in some references, I saw things like the composition of Group Koerner as "Largely Unknown". There were also differing opinions as to the amount of transport that some units had. There were also issues surrounding the breakdown of the Axis Forces that fought the campaign in flexible KG organizations. So I created the German units first, using the Divisional information as listed in George Nafziger's Order of Battle volumes. People have told me that Nafziger isn't perfect, but it isn't bad either. From this beginning, I was able to use these 'perfect division formations' as defined in Nafziger, as the building blocks on which I was able to assemble the "At Start" KGs called for by the German OOB. For this game, Axis units will remain in these KG during the entire battle, and that seemed to work out relatively well in the tests of the Campaign Game.

Troop quality is one of those subjective decisions facing any game designer and I thought it would be worth sharing my rationale. First of all, understand that Troop Quality and Morale have two main game impacts; 1) Fire Modification and 2) Command; where die rolls check for things such as disruption recovery. In this respect understand that C Quality is average quality – neither positive or negative modifiers apply.

Therefore, I started by setting the default Allied Quality at C and looked for clear examples where Allied troops were better than the average. In this respect, I set the US 1st Division, (The Big Red One) at "B" Quality. This unit was generally accepted as the best division in the US Army and had combat experience from the invasion of North Africa. Similarly, the 82nd Airborne units are also set at B Quality. I was less kind to the Commonwealth side of the OOB, here I set only some Battalions of the 1st Canadian Division and the Parachute elements of the 1st British Airborne as "B" Quality. There were a few exceptional Allied units that I felt, qualified for an "A" rating, and these included "Darby's" US Rangers, and the various British Commando units, such as the SAS, Royal Marine Commandos, and the Special Raiding Squadron.

On the Axis side of the OOB, despite evidence that all the German units were not made up of 10-foot giants, I set them all at "A" Quality. While grognards may quote references of lesser quality German troops in Sicily, and specifically, of bungling by the Herman Goering Division in the early days at Gela, the fact remains that the Germans did not 'under perform' in the primary task. That is, they held up a vastly superior sized Allied Army for much longer than anyone thought possible, and then, in the end, still escaped with many of their units intact to fight another day. One need only look at the titles of the books which chronicle the fighting, titles such as "Bitter Victory", and "Sicily: Whose Victory?" to prove the Germans performed well beyond the showing of the Herman Goering Division in its worst days of the battle.

This overall performance is the reason I set all German forces at Quality "A". Those that dispute this assumption, or that wish to try other settings, are of course free to

experiment with the game editors to see if altered values yield better results over the length of the campaign.

The Italian troop quality was something altogether different. There were some troops who performed adequately, such as the 1st Livorno Division, so I set it at "C" Quality. The other regular divisions, 28th Aosta Division, the 26th Assietta Division, and the 54th (Napoli) Infantry Division, I set with a mixture of "C" and "D" Quality units. The artillery on the other hand was somewhat better than average. At first, I set them with C Quality but as the campaign tests proceeded, I went out on a limb and gave the artillery units of the main Italian infantry formations a slight Quality bonus, and thus a lesser chance of disruption under fire. Artillery of the more numerous Coastal Divisions is unaffected and, in fact, these formations were often a non-factor in combat and surrendered en masse. So I set their Quality at "F" and have set them to be withdrawn randomly to simulate the way they generally "melted away". This withdrawal was a feature introduced in Normandy '44 to facilitate the historical withdrawal of the Airborne Division at the correct time in the campaign. But, in Sicily '43, I have set this withdrawal with a low percentage, so that the effect will be spread out over time. This also creates an effect where the axis player is unable to trust these units to any extent, because they could simply disappear at any time. The withdrawal is set at the battalion level so the "melting away" effect is completely random and non-selective. An Axis player may be alarmed when they see the size of the list of units involved, but players must keep in mind it only affects battalions of the Coastal Division, so the net result is that a player can't trust Coastal Divisions for mission critical situations. However line Italian divisions, and the Mobile and Tactical Groups are reliable, and can be trusted as much as other combat units of that Quality level.

Most of the Italian units in the Coastal Division are company sized. This was necessary to stretch them the length of the various beaches they were covering. Using larger, battalion sized units for them would not have depicted combat properly in my opinion. An added side effect of Low Quality troops in Coy sized formation is that as they get extra Battle Fatigue when engaged in combat, the result will be that many of these units will simply cease to exist as an effective combat formation after one good shot. Here again, this seemed to work and be representative of the situation we were trying to portray.

For the strength of the Allied infantry, I employed two different approaches. The US Army Handbook lists the strength of an infantry company as three platoons, with any additional Heavy Weapons, MGs, and Mortars at the battalion level. In fact, these weapons were parceled throughout the battalion, so I broke these support weapons out, and added some additional value in numbers of men and combat value to account for them.

For the British, the OOB provides a slightly different approach that perhaps offers some advantages, and some disadvantages, between the two Allied sides involved.

British, and in fact, Canadian divisions too, had an MG Battalion with four company's at the division level. One company was generally assigned to each of the three brigades in the division, and the fourth company in divisional reserve. So I left those independent heavy companies in the OOB.

Explicit Supply has been implemented in the main Campaign Games for players who have enjoyed this optional rule. In this title we have done it with a slight twist. The island of Sicily in 1943 apparently had the world's highest population density of mules, and it was these beasts, which were commandeered to carry much of the supplies. So players wanting to explore this option will now find it less than speedy to move the bulk of their supplies to the front line. Also, given that all mules are not equal, I've varied the unit Quality, which will in effect give three classes of mules all with different speeds just to keep things interesting. As with our other games, scenarios that have Explicit Supply, as a possible rule, are denoted with a lowercase "s" at the end of the scenario number (Example: #0709_01s_SicilyCG.scn).

There were many other design choices, too numerous to mention, even if we had kept a comprehensive list. Things like removing the Allied AA units from the OOB, even though they were present. These units would be pointing skyward in their traditional role, but if left in, these motorized units could, I feel, lead to "gamey" tactics that I wished to avoid. I also cut the speed for Anti-tank gun units, so people can't use them as roving, fast, motorized recon units as we have seen in other games. Doing this we still encourage gamers to use these weapons in the manner they were historically employed. We can't completely anticipate and remove every gamey tactic, but with this Order-of-Battle, we have tried.

C) Mines And Forts

The Allied advance in Sicily was held up, in the later stages of the campaign, by defensive lines that the Axis created during the battle for control of the Island. Furthermore, mines were used extensively by the Germans as D'Este (Pg 478) remarked:

"The use of Mines continued to be the most devilishly effective German tactic in Sicily. Seemingly possessed of an inexhaustible supply, the Germans planted mines in defense of their positions and along the Allied route of march as they retreated across Sicily."

This provided another first in a Panzer Campaign title. In previous games of the series, defense lines were generally prepared ahead of time and while you could have your engineers lay a mine, the chances of success were not really that high. In Sicily we needed to increase this chance of mine placement and this was accomplished through the use of the Parameter table. We have given the Axis 3 times the chance of success in placing mines from other games in the series, whilst

also increasing its ease in constructing lines of Trenches and Improved Positions. These should be keys to any victory, or should, at least seriously delay the inevitable Allied conquest of the island.

D) Command

The Corps Attachments rules that have been part the Series since the beginning, will take on new importance in Sicily '43, even with the relatively few number of units and higher-level formations in the game. When the US Provisional Corps HQ arrives, US divisions can be assigned to it on the first turn of the 16th. July. This makes it much easier to move American units towards western Sicily without becoming "Out of Command".

Also, Allied HQs at the brigade level have a slightly shorter command range, when compared with similar HQs in others games at a later time in Europe. The US divisional HQs have a higher command range than British divisions. This is attributable to the historical speed and ability shown by the US forces when spreading out west and capturing Palermo.

On the Axis side, you will find no German Corps HQ available until the arrival of General Hube and XIV Panzer Corps HQ. At this point the Axis Player should assign all German or even all Axis units to the command of this senior HQ, which has a very high Command Range. It is the design intent that, with the arrival of this HQ, Axis units will see much less "Out of Command" messages as General Hube enters, and, hopefully this will help to stem the Allied advance.

E) Airborne

Modeling the Airborne aspects of the battle was a challenge that, in the end, was overcome with typical John Tiller style: "Simple Elegance". We have had the airborne arrival of troops in Panzer Campaigns since the beginning, and major airborne operations in the Normandy '44 title. But with the notable exception of some small scale drops in North Africa, this was the first real large scale, Allied airborne operation of the war. The lessons learned here would save many lives later in Normandy, but they were lessons with a terrible cost of lives lost.

But back to the game - here we have an operational situation where the troops are scattered 'hither-and-yon'. So on one hand I needed the game's units to be squad level, or less, but that wouldn't work in a game based on battalions and companies. In fact, even with platoon sized units, there would simply be too many game counters cluttering the map. But the traditional OOB company sized units wouldn't work either.

The best solution I found was to make the paratrooper units basically double platoon

sized or roughly 60 men. Then I organized them in the OOB in such a way that units of different “companies” could combine together, as long as they were part of the same battalion.

The Tiller “Simple Elegance” came in the form of a Parameter change, so that we could control the rate of AB losses, actually making them here a lot higher than in Normandy. Who knows? Perhaps the same parameter might also be useful, in making airborne losses lesser than Normandy for another title later? Furthermore, we have in the airborne parameter a setting for each side, so that it is actually only the Allied AB Operations that face the historically correct higher losses. The Axis FJs who dropped in virtually at the front line will not be affected.

Finally, to get the best correct scatter for the Allied drops, we spread out the entry hexes for the Allied paratroopers, before applying scatter. Then, we used very high scatter values associated with each small unit, which gave the chance of many units dropping at sea and being lost. Certainly the Axis player will not know where to find those pesky airborne raiders in this game. They will be found all over the place, and an Allied player will struggle to regroup them, perhaps with more of a birds-eye point-of-view than the original commanders did, but overall, we are pleased with the effect we were able to achieve.

F) Air Aspects

There is good historical information on the Allied Air Force in Malta and North Africa including unit ID's, aircraft numbers, and types, available to fly missions in Sicily. But for game purposes, we have used less total aircraft and kept air units more or less generic. The justification for this approach is due to the poor Air Support Control ground commanders actually had according to Bradley and as noted on the bottom of page 465 in D'Este.

"Close air support of ground operations was rare during the Sicily campaign and of the estimated 1000 direct-support fighter-bomber sorties recorded, most were against towns and enemy convoys with the object of isolating the battlefield. Provisions for timely response to the requirements of the ground forces were clumsy and inefficient, with the result that response time was far too long."

Therefore, most Air effects in this game are Interdiction. Bradley went on to say:

"In Sicily, poor maps, inexperienced pilots, and the similarity of terrain, all combined to produce numerous unfortunate incidences. During the battle of Troina, Canadian troops in Regalbuto were bombed several times by US fighter-bombers. Finally, after one particularly close call, Oliver Leese was obliged to ring Bradley to enquire, 'What have we done that your chaps would want to bomb us?' Asked where the bombs had landed, Leese replied 'Squarely on my Headquarters; they've really plastered

the town.'

But it wasn't always the British and Canadians on the receiving end. Bradley and Allen were nearly killed when an A-26 had strafed the 1st Division CP for the third time in a single day.

A check of the game parameter data will reveal a fairly high value for the Luftwaffe, which may raise questions as to why? The answer is not due to the Luftwaffe, but the Allied Air Force and friendly fire! Justification for using Allied Air strength and interdiction on themselves is found in Bradley's own book, "A Soldier's Story" (pg 150-151) where he says:

"Later, when the Statistics were compiled, it was found that the 2nd Armored lost more men and equipment to 'friendly' air attacks than to the Luftwaffe"

G) Naval Aspects

Panzer Campaigns is a wargame where the focus is on ground combat. In the case of the Navy, it played a vital role in getting the troops to the island, supplying them, and even coming to the aid of ground forces at a few, but critical, moments in time. The challenge with modeling the naval aspects of the battle was to provide them and remove them at the appropriate times, so that the game didn't go off on a tangent with Allied ships facing Italian Coastal batteries.

The Allied Naval Group commanders were very concerned about shore based guns, more so than can be easily depicted in this game. To this end, the game does not include the Coastal Batteries, unless such positions were the objectives of specific missions for units, such as commandos. Then, Naval Assets are also withdrawn from the control of the ground commander – ie: they are withdrawn from the player, as these powerful assets had other missions to fulfill.

However, there is no denying the US Navy saved the day at Gela with timely, accurate, and devastating fire. So the ships, or at least some of the ships, had to be present and represented in the game, but not dominate it every turn as the entire Western Task Force was never able to fire 'en masse', with accurate, ground directed fire. Furthermore, the more I read, the more I found that controlling naval gunfire was different between the US and British fleets.

SWC Pack said of US Ship to Shore communications for Naval Gunfire (Pg 77) in his book:

"...the Americans were on a whole prepared to use naval gunfire in support more freely than the British, and in view of the greater opposition they met on this first day,

perhaps it was as well."

There is another reference to the US having more Naval FOOs available from its ships with all major HQs ashore. This contrast with procedures in the Eastern Task Force is best illustrated by this example at the Primosole Bridge taken from D'Este (pg 368).

"Accompanying the battalion [2nd Btln - 1st Para] was a Royal Artillery gunnery officer, Captain Vere Hodge, who was acting as the Naval Forward Observation officer for the six-inch guns of the cruiser HMS Newfoundland which was lying off shore. For some time Hodge's attempts to gain wireless contact proved fruitless. Finally at about 0900, he succeeded, and 'almost immediately the high velocity medicine began to arrive with a suddenness and efficiency that completely turned the scales ... What seemed like imminent defeat was staved off and from then on the danger receded'"

Therefore, in the British OOB you will find a number of small, HQ type units with a small number of men who are the FOO, or Forward Observer teams from the British Navy.

Under the 2nd Parachute Btln OOB, in the Primosole Bridge scenario, you will find an FOO and the HMS Newfoundland. This will make things more realistic for Naval Gunnery in the game. In the Campaign we have the ships at sea on the map, and the FOO's on land arriving with variable entry, with variable exit of the ships. The effect is one of unreliability. You may at any time have a target not visible by an FOO to call the shot, leaving you on the beach cursing the Navy, seeing the ships, but having no means to contact them to put their guns to good effect.

The FOOs (Forward Observing Officer counters) are used only for the ships of the Eastern Task Force while their US counterparts can fire at will, as long as they have a ground unit spotting the target.

As the campaign progressed there was little by way of co-ordination between the Army and Navy, the exception being the limited support afforded the "End-round-run". So little was the coordination between forces that Martin Blumenson in his book, "Sicily: Whose Victory?" recounts a very interesting story that happened along the north coastal road. Apparently 14 unidentified ships appeared and the 45th Division's excellent advance came to a halt as they prepared to repel a suspected German invasion force. It turned out the ships were actually Allied destroyers on a routine mine clearing mission. So you see, for the bulk of the period of the campaign, the Navy was concerned with itself and its own missions, therefore they have been withdrawn from play to be out of the control of ground commanders.

H) The Map

The Sicily map in this game was created by Dave "Blackie" Blackburn, and it reflects some of the most rugged terrain that we have ever depicted in a Panzer Campaign game. You just can't run motorized units over open terrain like you can in the open country of France, or the Steppes of Russia. Even tanks in Sicily had difficulty in the towns and villages on account of the narrow roadways. While the tanks may not become stuck in these tight streets, a tank commander might take more time in route selection, and then exercise a bit more restraint, lest they throw a track.

Mitcham and Stauffenberg (Pg 92) states:

"The roads are rarely straight or level and are often tortuous. Travel off the road is often impossible except for anything except mules and infantry men."

Players may notice to that much of the Allied Infantry is on foot. What happened to the Motorized transport some people may ask? D'Este (Pg 281) says:

"In the first three days of the of the Campaign the men of the 17th Brigade of the (British) 5th Division marched nearly 100 miles in salt-water laden boots, and in the next thirty-five days would march a great deal further".

And for the US Infantry as they raced about the island, D'Este points out:

"The 3rd Division marched the length and breadth of the island, from Licata to Agrigento, to Palermo and eventually to Messina, under the most grueling conditions."

In fact, while training in North Africa, the 3rd US Division learned to do what weary GI's called "The Truscott Trot", which was a 30 mile hike, the first five of which was run at a trot.

Most Panzer Campaign maps have contour levels at around 20 meters; Sicily uses 100m contours near the coast, and even higher values around Mount Etna. Coincident with the higher contour interval, this game has better defense for higher elevation positions, and higher movement costs associated with moving uphill. Also, we have marked the higher regions of Mount Etna as unplayable terrain, that is, too rough to be considered crossing by a modern army.

The interior has many hexes that are "Rough" terrain and only foot units, or motorized units "On Foot", can move into such hexes. These "Rough" hexes along the roadside often make excellent defense positions. We are also using more "Broken" terrain than on previous maps, these also offer good defense, but not as good as some others. Villages, for example, were also particularly tough to take in

this battle, so players will notice them as stronger defensive positions, especially when combined with IP's, or Trenches.

The fields have a terrain height of 0 meters, so they don't affect LOS. This isn't tilled ground that we are depicting and causing movement to be slower. Most fields in Sicily were not tilled in 1943. Rather it is the sheds, houses, barns, small vineyards, etc., - causing the Allies to be more cautious as they advance across this more open lower elevation countryside - this is why the movement cost is slightly higher for this terrain.

Also, you can see from the War Diary in a later section that the average daily temperature was uncomfortably hot. This, the height of the ground, and in general the difficulty of the terrain combine in a much altered Parameter table with respect to movement, which players should notice fairly quickly once they begin playing the game.

I) Making the Scenarios

This game is built on the Sicily Campaign, or Campaigns, which owing to the Fast-AI and On-Map Combat results released with Kursk '43 combined with the lower unit density in this game, should increase the tempo of play over previous game titles of the Series.

The Scenarios are numbered so as to follow a chronological order when sorted by date, with the "Started", or introductory, scenario at the top of the list. The first main game scenario is the historical full campaign, which in game terms begins at 2200, July 9th 1943, this allows for a single turn at night with only airborne forces in play, and most Axis units "Fixed", to reflect the confusion at the start of the battle.

While testing Sicily '43, players often raised the dilemma of how to handle the Herman Goering Division, in terms of the AI, and the aggressiveness of the AI. Gamers familiar with the details of the battle will know this division was positioned close to the American beachhead, which it attacked – and caused great concern for the Allied commanders. The AI could be instructed to attack with the same vigor, but it then has difficulty knowing when "enough is enough", and it is time to break off and "live to fight another day". On the surface there was no choice. The HG Division actually did take an aggressive approach to the invasion, so this was what we wanted the AI to do. However, some of the playtesters encouraged us to consider a passive HG Division, to see if better play would result from the Axis AI trying to hold, and contain, the US beachhead. In the end, we elected to provide a "second" Campaign with this minor variation, so that the player could decide between the two options. As this really isn't a true "second" Campaign, we kept the scenario number the same and added an "_alt" at the end of the filename. The variant is explained in the Scenario Overview.

The Main Second Campaign is an alternative history play and something often speculated upon. That is “What If Patton’s US 7th Army had have invaded Western Sicily instead of on Montgomery’s flank”? This Campaign explores this option using an actual battle plan the Allies were discussing in March and April 1943. There were many such plans, but this one had the US landings later than the British, on D+2 and D+5. In the early plans too, the US was not intending to use the 1st (Big Red One) Infantry Division, nor was the Canadian 1st Division called for. While other units take their place, neither of these have as good a troop Quality. The Plan depicted by the game is one that was published in the book by Swift and Sharpe entitled “Historical Maps of World War II: Europe”, and this provided most of the Divisions involved and the timings of the follow up invasions. Actual beach arrivals were then based on the US Beach experience at JOSS and DIME.

To understand the Third Campaign, you first have to hear about the newest rule added to the series with this title called “Strategy | Operations”. And as people usually ask I should say YES, this rule will be back-dated to previous games of the series too for designers who want to experiment with their own ideas. This Strategy | Operations rule concerns reinforcements and the concept is that a player will be provided with a decision point for a “strategy”, and then will be able to select one of the possible “Operations” within that strategy. Strategy | Operations, or S|O’s for short, are illustrated in the Started Scenario with the strategy called “End-round-run” and three operations: a) Go Deep, b) Right in the Middle, and c) Exercise Caution. S|O’s are also used in the main campaign to provide the Allies options, so that the Axis cannot by knowing history, be waiting for the British Paratroopers at Primosole Bridge on 13 July for example. Nor will the Axis player know exactly where Task Force Bernard may strike along the north coast.

The Allied player on the other hand does not exercise complete control over these reinforcements, but can select from the list of choices provided to them in the Scenario design itself. With that in mind, the Third Campaign gives the Allied player the choice of opting for either the actual invasion plan from the first campaign, or the historical alternative used in the second campaign.

At this point, players may be thinking – what can the S|Os do to give the German player a little fun?

Well, we called this Third Campaign “Rock, Paper, Panzer” after the kid’s hand game “Rock, Paper, Scissors” where two parties exercise their options without the other person knowing to see who wins. So in this 3rd Campaign scenario, there is an extra turn at the beginning where the Allied Player secretly selects invasion plan a) or b) and then nothing happens for the remainder of his turn. Next, the Axis player selects from three choices where he wants to deploy the 15th Panzer Grenadiers; a) historical - which has some troops in the west, b) centrally located – so that they can move to either hot spot, or c) near Gela - where it could strike early at either of the

historical beaches.

Pick correctly and you could see a situation where a single British Infantry division comes ashore to face two German divisions. Can the Germans finish it off and turn to take on either the Americans or the British Army, one at a time? There are a number of interesting possibilities that this sort of situation can set up.

The other campaigns, 4, 5, and 6 are further variations of history, with added Allied Forces for a more challenging play against an Allied AI opponent. More Axis troops for a bigger challenge for the Allied Human vs. the AI, and finally both sides reinforced for just a larger battle. However, more troops does not mean more Supplies if you are using the Explicit Supply rules, and players will have to keep this in mind, or add their own additional supplies using the editor. With some of these additional invasion Campaigns, SIOs are used to provide more variation.

For me personally to be interested in these sorts of "What If" situations, they have to be plausible within the historical context. It was easy to find additional Allied units by looking at forces in the reserves that were not used, or forces in the Mediterranean Theater. Such units are listed in the Allied Order of Battle for Sicily, even though they saw no action.

However, additional forces for the Germans proved to be a little more challenging. First, we added two additional Panzer Grenadier Regts to the Herman Goering Division, based on a reference in D'Este (Pg 207), where he refers to these formations as being left in France on Goering's personal orders. As the HG Division is organized in KG, or Battle Groups, we called this formation KG France. Next, we created an Ad Hoc Corps group made up of the 10th Panzer Division, the 334th Infantry Division, and the Italian 1st Superga Division. These forces are mentioned in Mitcham's book (Pg 7) as reinforcements sent to North Africa, but it isn't unreasonable to think they may have been held in Sicily had the Germans abandoned Tunisia or at least decided to not throw these forces into action there.

If six invasion Campaigns are not enough, there is more still campaigning. We wanted to provide a "Dry Feet" Campaign where the Allies are already established on land and have to sweep the island. Robert Mayer, whose name many people will know from his days as Editor of Computer Games Online, created this campaign. I first got to know Bob when he was the Forum Moderator of Computer Games Online, and he always seemed to speculate on Sicily as a Panzer Campaign, so we were happy to have him assist with additional research details and by providing this campaign which begins on 18 July. As well, Bob created another scenario covering US action at Troina.

There are other Scenarios in the game too, one covering the later action along the Etna Line, and a number of smaller and mid sized Scenarios. One set of scenarios

worth a special mention is Messina at the end of the Campaign. By this late period of the battle, the Germans had decided to withdraw, and it was a forgone conclusion that the Allies would conquer Sicily. What was yet to be determined was who would get to Messina first – Montgomery or Patton? Therefore a scenario was created so a player could simulate this race. The scenario can be played normally of course with one player taking on the AI. Alternatively, two Allied Players could PBEM with a third, German opponent, for the honor of being the first into Messina. Players embarking on this venture may wish to agree to keep the British 78th Division south of and off, the main highway Route 120, on the northern fringe of Mount Etna as a ‘House Rule’ perhaps, keeping that road as the dividing line between the two Allied Armies.

However, if finding a third player to "beat upon" is too much of a challenge, this scenario is cut into two pieces, so two players could play them both simultaneously, with an Axis Player vs an Allied Player swapping sides in each of #0812_02_Messina_North.scn and #0812_03_Messina_South.scn. Both scenarios would progress at the same rate, turn for turn to see who could get to Messina fastest. Or, if they both get there on the same turn, who had a unit closer or faster to beat the other to the prize? Yet another way to approach this would be for two Humans to take on the AI via PBEM or hotseat, where players each assume the role of one of the Allied Armies, determining which of them goes first each turn. In this method of playing Messina, players could opt for either the 0812_01 scenario or the more challenging 0812_04 scenario. In this combined two player vs. the AI style, one player might "accidentally" block a road or borrow the other guy's Air Strike - "so sorry about that old chap - won't happen again - an honest mistake" and this could in itself lead to a new dimension in play.

Whichever way you approach Messina, I think we are presenting a novel approach to the situation and something which we haven't tried before in previous titles. Of course, players can still opt to play these scenarios against the AI too, as either the larger scenario(s), or each part separately. We did find that with the Axis on a ‘hold at all cost’ defense, it might take players longer than normal to capture Messina, so in the Fourth Messina Scenario, we added more turns to the game and relied heavily on fixed units. Of course there is the usual collection of small and medium sized scenarios like Primosole Bridge for example, which capture the action at particular times in the full campaign.

We trust that anyone who plays Panzer Campaigns Sicily '43, gets as much enjoyment out of playing it as we did in helping to create it for you.

Glenn Saunders
for the entire team of designers and testers.

II. The Scenarios

A) Scenario List

#00_Started.scn	A Route to Ribera or "A Bridge Too Far"
#0709_01s_SicilyCG.scn	0709_01: Operation Husky Campaign Game
#0709_01s_SicilyCG_alt.scn	0709_01s alt: Operation Husky (Passive HG Div)
#0709_02s_SicilyCG_West.scn	0709_02s: Sicily Invasion - "A Dog's Breakfast"
#0709_03s_SicilyCG_Setup.scn	0709_03s: Sicily - Rock, Paper, Panzer
#0709_04s_SicilyCG_alt_Allies.scn	0709_04s: Rock, Paper, Panzer (Stronger Allied)
#0709_05s_SicilyCG_alt_Axis.scn	0709_05s: Rock, Paper, Panzer (Stronger Axis)
#0709_06s_SicilyCG_alt_Both.scn	0709_06s: Rock, Paper, Panzer (Both Sides)
#0709_07s_Dime.scn	0709_07s: A Day at the Beach!
#0709_08s_Dime_longer.scn	0709_08s: Two Crucial Days at DIME Beach
#0710_01_Joss.scn	0710_01: The JOSS Beach
#0710_01a_Joss.scn	0710_01a: The 1st Livorno Div. Turns West
#0710_02_Gela.scn	0710_02: Decision at Gela
#0710_03_MobGrpE.scn	0710_03: Old Tanks and Tactics
#0710_04_HG.scn	0710_04: Not Quite German Precision
#0712_01_Canicatti.scn	0712_01: Truscott's First "Real" Clash
#0713_01_Primosole.scn	0713_01: The First "Bridge Too Far"
#0718_01_Dry_Feet.scn	0718_01: Sicily Dry Feet Campaign
#0721_01_Leonforte.scn	0721_01: The Flying Column
#0723_01_Etna_Line.scn	0723_01: The Etna Line
#0801_01_Troina.scn	0801_01: Sicily's Highest City
#0807_01_SantaAgata.scn	0807_01: The End-Around-Run
#0812_01_Messina.scn	0812_01: The Race for Messina
#0812_02_Messina_North.scn	0812_02: The US Race for Messina
#0812_03_Messina_South.scn	0812_03: The British Race for Messina
#0812_04_Messina_Alt_harder.scn	0812_04: The Race for Messina (Harder)

B) Scenario Overviews

Started: A Route to Ribera or "A Bridge Too Far"

NW of Agrigento, July 19th 1943: After an initial attempt, mainly on the US side, to drive the invaders into the sea, the Axis powers decided to withdraw toward Messina and give up all efforts to contain the Allied beachheads. This scenario examines what might have happened had the Italians put up more of a fight, and if the US had to pay for the ground it captured as the GIs drove up the coast. Use this scenario along with the STARTED.HLP file in order to learn not only the basics of play, but also the basics of the New Strategy | Operations rules, which give you more control over where reinforcements will arrive. This scenario features a small "end-run" by US Rangers, and the arrival by air of the tough 509th Parachute Battalion, veterans of the North African campaign, who were resting but available for a quick mission. [Size small] Designer Note: This is a hypothetical scenario for the purpose of illustrating the basic game rules as well as the new Strategy | Operations feature.

0709_01s: Operation Husky Campaign Game

Operation HUSKY, Sicily, late in the evening of July 9th 1943: With the North African Campaign over, the Allies, at the behest of an impatient Soviet Union, turned towards the invasion of Hitler's Fortress Europa. The island of Sicily was the logical stepping-stone between the Allies' desert victories and the European mainland. In what was something of a dress rehearsal for the much more famous Normandy landings a year later, two Allied armies, the American 7th and the British 8th, set out to invade Sicily. Each supported by its own airborne assault, the invading armies would hit the southern shores and immediately push northward, with their ultimate objective the port of Messina at the island's north-eastern tip. The plan called for a Commonwealth thrust along the eastern coastal roads and for an Americans drive directly through the island's center. The Italian 6th Army, supported by two German divisions, lay in wait across the rugged Sicilian landscape. The Axis forces would use the unforgiving terrain to offer opposition that historians would immortalize in books with names like "Bitter Victory", and "Sicily: Whose Victory?" [Size large]

0709_01s alt: Operation Husky (Passive HG Div)

Operation HUSKY, Sicily, late in the evening of July 9th 1943: In the development of the main historical campaign scenario, one central question recurred. That was, "Should the AI play the historic role and vigorously attack the US beachhead at Gela with the Herman Goering Division, or should it remain passive and defend, trying to contain the invasion?" The main campaign scenario sticks close to history, but this slightly modified scenario allows you to explore the other possibility. In this scenario the AI will not attack the beachhead, and the division is spread out more, in order to assist the AI in containing the US invasion. Be aware, though, that the AI does have a mind of its own and may change these orders at will. [Size large]

0709_02s: Sicily Invasion - "A Dog's Breakfast"

Operation HUSKY, Sicily, late in the evening of July 9th 1943: According to historian Carlo D'Este, Montgomery called the original plans for the invasion of Sicily with the US in the west "a dog's breakfast". There were a number of plans, all of which were bedeviled by contradictory needs, Air Force requirements, naval issues, and squabbling over the role the US Army would play. Furthermore, the campaign in Tunisia wasn't over when planning for HUSKY began, and this distracted the ground commanders who were to mount the new operation. This scenario covers one of the plans the Allies considered but rejected. It features the historical Axis setup and Allied invasion date, but with very different landing zones and initial Allied forces. The Allied invasion plan used here comes from "Historical Maps of World War II", by Swift and Sharpe, and is a plan from the March - April period that has an (unspecified) British division used at the Gela (DIME) Sector. The British are responsible for the entire southeast portion of the island, and the US Western Invasion operations begin

on D+2 at Sciacca and D+5 near Palermo. [Size large]

0709_03s: Sicily - Rock, Paper, Panzer

Operation HUSKY, Sicily, late in the evening of July 9th 1943: In this variable Alternate or Historical Campaign, both sides get options at the start of the game that may have a huge impact on later developments. The Allies have no action on the first turn, but instead will secretly pick their invasion plan. Choices include the historical plan with the US 7th Army on the left flank of the British 8th Army, or the earlier plan depicted in Scenario 0709_02, where the US Army invades western Sicily at two locations on D+2 and D+5. After the Allies pick an invasion plan, the Germans select the placement for the 15th Panzer Grenadier Division. Options include either the historical setup, with much of this unit in the west, a central deployment, with the division concentrated near Etna, or a southern deployment, where the German troops can strike either the DIME or the JOSS Beaches. [Size large]

0709_04s: Sicily - Rock, Paper, Panzer (Stronger Allied)

Operation HUSKY, Sicily, late in the evening of July 9th 1943: In this Alternate Campaign, both sides will be given the same unit placement and strategy options at the start of the game as in the #0709_03s scenario. The Allied player receives the 9th US Infantry Division two days earlier than it arrived historically, though, and will also receive two additional Infantry Divisions, one US and one Commonwealth, both arriving around the 26th of July. Furthermore, some withdrawals that occurred historically may not actually happen, giving the Allied player a larger force over the course of the campaign. [Size large] Designer Note: This scenario will be a harder challenge for the Axis player.

#0709_05s: Rock, Paper, Panzer (Stronger Axis)

Operation HUSKY, Sicily, late in the evening of July 9th 1943: This Alternate Campaign is based on 0709_03s, with the same deployment choices for each side, but with additional Axis forces. The Axis player receives the German 334th Infantry and the Italian Superga Infantry divisions, with default deployments, but also gets an extra Kampfgruppe from the Herman Goering Division (one that was historically left in France) and the entire 10th Panzer Division, each with at least one additional possible deployment location. [Size large] Designer Note: This scenario should be harder for the Allied player.

0709_06s: Rock, Paper, Panzer (Both Sides Stronger)

Operation HUSKY, Sicily, late in the evening of July 9th 1943: This Alternate Campaign combines the Stronger Allied and Stronger Axis variant campaigns into

one mega-variant. In this scenario, the Allied player gets the additional forces and fewer withdrawals of 0709_04s, while the Axis player gets the forces from 0709_05s. The result should be a true Sicilian slugfest, with both sides having many deployment choices and plenty of troops to send into battle. [Size large] Designer Note: This scenario examines what might have happened had both sides made an even bigger push to contest Sicily.

0709_07s: A Day at the Beach!

Gela, Sicily, late in the evening of July 9th 1943: The II Corps landing at the Gulf of Gela saw some of the heaviest fighting of the early days of the campaign. As fate would have it, a large part of the Herman Goering Division was stationed some 25 km in from the beachhead; it was to be the cause of some very tense moments for the Americans. Airborne troops of the reinforced 505th Parachute Infantry from the 82nd Airborne Division were wildly scattered behind the landings, sowing confusion mainly among the Italians. In the center, the most effective and experienced division in the US Army, Gen. Terry Allen's 1st "Big Red One" Division stormed ashore with elements of the 45th Thunderbirds Division on their immediate right flank. [Size medium]

0709_08s: Two Crucial Days at DIME Beach

Gela, Sicily, late in the evening of July 9th 1943: The II Corps landing at the Gulf of Gela saw some of the heaviest fighting of the early days of the campaign. As fate would have it, a large part of the Herman Goering Division was stationed some 25 km in from the beachhead; it was to be the cause of some very tense moments for the Americans. D-Day as well as D+1 proved to be both crucial days on the beachhead and this scenario covers the action over the longer two day period with different victory levels assigned. [Size medium]

0710_01: The JOSS Beach

Operation Husky, JOSS Beach, in the early morning hours of July 10th 1943: The easiest of all the landings occurred at Licata, where Truscott's JOSS Force encountered feeble resistance from the Italian 207th Coastal Division. The first wave came ashore in 45 minutes but, once ashore, quickly by-passed the enemy gunners. By 1000 it had successfully established itself on its objectives and broken up a lackluster Italian counterattack against a roadblock established at Station San Oliva. By the evening of the 12th July, the force beachhead extended from Palma di Montechiaro, inland to Canicatti, and northeast to Riesa. Historically, this wasn't much of a fight, but it is presented here more for comparison with an alternative scenario covering the same time period. [Size small] Designer Note: Look for the alternate version of this scenario [0710_01a: The 4th Livorno Div. Turns West] for a more interesting fight, but one that the Allies will likely prevail in as well.

0710_01a: The 4th Livorno Div. Turns West

Operation Husky, JOSS Beach, in the early morning hours of July 10th 1943: The easiest of all the landings occurred at Licata, where Truscott's JOSS Force encountered feeble resistance from the Italian 207th Coastal Division. By the evening of the 12th of July, the force beachhead extended from Palma di Montechiaro, inland to Canicatti, and northeast to Riesa. In this alternative scenario, you will see what effect the Italian 1st Livorno Division, the best Italian division in Sicily, may have had if it had moved on the weaker JOSS beach rather than moving on Gela. [Size small]

0710_02: Decision at Gela

Gela, the main US sector, mid-morning on July 10th 1943: In war, plans seldom work in the manner intended, and the experience of the Hermann Goering Division on the 10th July was no exception. At this early stage in the campaign, a division that would shine later in the campaign was still mediocre at best. The division's tankers and grenadiers were not accustomed to working together, and the leaders of the Hermann Goering demonstrated no understanding of the need for combined arms in terrain that, for the most part, was wholly unsuitable for armored warfare. The events that occurred on the Niscemi Road on the morning of 10 July have been the subject of considerable confusion and contradiction, and offer an excellent example of what is meant by the term 'fog of war'. As the two KG's of the Hermann Goering Division were still struggling to get organized and move southward, an Italian Force from XVI Corps, Mobile Group E, began its advance towards Gela. [Size medium] Designers Note: See the two other scenarios that depict each of these attacks as separate events occurring at the same time.

0710_03: Old Tanks and Tactics

Near Gela, July 10th 1943: The German commander of the Herman Goering Division realized that a counter-attack on the beaches had to be made before 0900 hours to be most effective. German-Italian communications proved inefficient and, unknown to the Germans, an Italian force, Mobile Group E, was already ahead of the Herman Goering and was about to launch an attack of its own. The force of obsolete light tanks was split in two by its Italian commander, and, initially, advanced well as there were few anti-tank guns ashore. Then, unfortunately, it was spotted by a forward observer from the American cruiser USS Boise. [Size small]

0710_04: Not Quite German Precision

Near Gela, July 10th 1943: Despite delays and confusion, the Herman Goering Division's leaders did their best to make their counterattack before 0900 hours on

the 10th. Unknown to them, however, an Italian force, Mobile Group E, was already ahead of the Germans and was about to launch an attack of its own. Oblivious to this, and close to five hours late, the HG was split into two KGs, one tank heavy, to attack from the west, the other infantry heavy, to attack from the east. It was touch and go for the US forces until naval gunfire support began to pour down on the Germans. [Size small]

0712_01: Truscott's First "Real" Clash

Licata, the JOSS sector, in the early hours of July 12th 1943: On the extreme left flank of the invasion, Truscott's 3rd US Division, supported by elements of the Combat Command A of the 2nd Armored Division were fighting their own battle in the face of light opposition. But the Italian Sixth Army had hastily ordered scattered elements to attempt to contain the expanding beachhead. During the 12th, several short, sharp engagements occurred as Truscott ran up against Italian counterattacks as well as their first German opponents in the Battle for Sicily, as KG Fullreide of the 15th (Sizilien) Pz Gren Division blocked the advance on Canicatti. [Size medium]

0713_01: The First "Bridge Too Far"

Primosole Bridge, July 13th 1944: Montgomery was not known for dashing thrusts, but he was confident that a "coup de main" was possible to take the Primosole Bridge. He made an audacious plan to drop the 1st Parachute Brigade to capture the vital crossing of the Simeto River, 7 miles south of Catania, a bottleneck for any Allied advance north along the coast. 3rd Commando battalion was also part of the plan, they were to capture the Ponti di Malati, another bridge just north of Lentini, to enable the 50th Infantry Division and 4th Armored Brigade to sweep north, over both bridges, and then on to Catania. It was not to be the last time in the war that the 1st Para went "a bridge too far" [Size medium]

0718_01: Sicily Dry Feet Campaign

Sicily, July 18th, 1943: With the beachheads secure, and supplies increasing daily, the Allies on Sicily were ready for the second phase of their efforts to conquer the island. After a great deal of agitation and friction, General George S. Patton's 7th Army received the task of clearing the western half of Sicily and taking the port of Palermo. General Bernard Law Montgomery's 8th Army, meanwhile, had the ostensibly more important, and certainly more glamorous, task of driving up the eastern side of the island towards Messina, the ultimate prize. Despite the fading away of the Italian Army, and the relatively modest number of German forces in Sicily, the "Race to Messina" was going to be no picnic. Sicily's rough terrain and pitiful road network, combined with the efficient work of Axis engineers, and the tenacity of German soldiers, would turn the rest of the campaign into a hot, bloody summer. [Size large]

0721_01: The Flying Column

Leonforte, near Enna, July 21st 1943: The 1st Canadian Division was in a tough position, as it had the task of dislodging parts of the capable 104th Panzer Grenadier battalion from the towns of Leonforte and Assoro. Both of these towns held commanding views atop craggy hills, and were defended by a determined enemy. Assoro was the target of a surprise night attack, where the Hastings and Prince Edward Regiment climbed cliffs, thought by the Germans to be impassable, in the dark, storming the town by surprise. Leonforte was a more difficult task, and could only be taken with a frontal attack. But on the night of 21 July the Loyal Edmonton Regiment, supported by a heavy artillery barrage, roared across a ravine to gain a toehold in the town, but was then cut off. Then, valiant work done by the engineers who erected the first Bailey bridge under fire enabled a "Flying Column" to storm into the town forcing the Germans to withdraw. [Size small] Designer Note: See the Diary of the 1PPCLI in the game NOTES file for the events leading up to this battle.

0723_01: The Etna Line

On the Etna Line, July 23rd 1943: As the battle for Sicily entered its third week, General Hube had a set up a tight defensive line running along the north coast at Santa Agata (also known as the San Fratello Line), south to Adrano, and then to the coast at Catania. Both Allied Armies had been stymied in their drives up the coasts, so now the keys to collapsing the German defenses lay inland, at Troina, for the Americans, and Adrano, in the British sector. Both these locations were at high elevations in the mountainous interior commanding roads leading to Messina, and the fall of either would unhinge the line and lead to the envelopment of the Germans. The Allies were bringing in new Divisions, including the British 78th Division and the US 9th, while the US 3rd Division was to soon relieve the battered 45th. Against this the Germans, while still fielding elements of the 29th Panzer Grenadier Division, were in fact not making any commitment to hold Sicily, only trying to delay the inevitable. [Size large]

0801_01: Sicily's Highest City

Troina, August 1st, 1943: After the breathtaking pace of the sweep through the western portion of the island, the campaign for Sicily slowed to a grind for the American forces under Patton. At the beginning of August, II Corps found itself facing the 15th Panzer Grenadier Division ensconced around the town of Troina, at 1120 meters above sea level, Sicily's highest city. The 1st Infantry Division had chased the Germans since Nicosia, but now found itself facing rough terrain, enemy artillery, and minefields, as well as blown bridges and dug-in troops. Aided by the 9th Division, the Big Red One had the unenviable task of breaking through the Etna Line at Troina. [Size medium]

0807_01: End-Around-Run

Santa Agata, Sicily, August 7th 1943: The Battle of San Fratello had ebbed and flowed for a couple days now as the US 3rd Division was repulsed repeatedly by elements of the 29th Panzer Grenadiers. But August 7th saw the climax when, in the afternoon after an unsuccessful morning assault, the line began to finally crack. During the night, Task Force Bernard, made up of a reinforced battalion of the 30th Infantry, landed behind the German line at Santa Agata. This was the first US "end-run" of the German defenses on the north coast of Sicily, in the waning days of the Campaign. The move captured many Italians of the Assietta Div, who surrendered in droves, as well as 350 Germans, and a few armored vehicles that were caught behind a blown bridge. [Size small]

0812_01: The Race for Messina

Messina, Sicily, August 12th 1943: By this late date in the battle, the final result of the campaign was no longer in doubt; Sicily would soon be completely in Allied hands. General Hube issued orders on August 11th to begin evacuating XIV Panzer Corps. German strength had declined dramatically from the start of the campaign. The Luftwaffe no longer posed the threat it had early on, and, for the first time, a shortage of supplies was becoming evident. All that really remained was to see who would get to Messina first. Monty or Patton! This is a very different Panzer Campaign scenario as it is really designed for three people, one German and two Allied Players. Victory levels have been included, but the intent is that this is a race between the two Allied Players, not so much as a traditional battle of Axis vs. Allies. It is a race to the finish line by two equal forces against an equal enemy. [Size medium] Designer Note: This scenario can be played many different ways using House Rules such as no British units ON or NORTH of Route 120 on the north fringe of Mt. Etna before the dashed line of impassible hexes. See the game NOTES file for more information on this scenario and scenario set.

0812_02: The US Race for Messina

Messina, Sicily, August 12th 1943: By this late date in the battle, the final result of the campaign was no longer in doubt; Sicily would soon be completely in Allied hands. General Hube issued orders on August 11th to begin evacuating XIV Panzer Corps. German strength had declined dramatically from the start of the campaign. The Luftwaffe no longer posed the threat it had early on, and, for the first time, a shortage of supplies was becoming evident. All that really remained was to see who would get to Messina first. Monty or Patton! In this scenario you are presented with the US side of the race for Messina. The idea is that two players can enter into a PBEM match where the Allied player in this North scenario (0812_02) plays the same opponent in the South (0812_03) but does so as the German player in the other game. [Size medium] Designer Note: See the game NOTES for more discussion on this scenario and scenario set.

0812_03: The British Race for Messina

Messina, Sicily, August 12th 1943: By this late date in the battle, the final result of the campaign was no longer in doubt; Sicily would soon be completely in Allied hands. General Hube issued orders on August 11th to begin evacuating XIV Panzer Corps. German strength had declined dramatically from the start of the campaign. The Luftwaffe no longer posed the threat it had early on, and, for the first time, a shortage of supplies was becoming evident. All that really remained was to see who would get to Messina first. Monty or Patton! In this scenario, you play the British (South) thrust of the race for Messina. The idea is that two players can enter into a PBEM match where the Allied player in this South scenario (0812_03) plays the same opponent in the North scenario (0812_02) but does so as the German player in the other game. [Size medium] Designer Note: See the game designer NOTES file for more discussion on this scenario and scenario set.

0812_04: The Race for Messina (Harder)

Messina, Sicily, August 12th 1943: By this late date in the battle, the final result was no longer in doubt. Sicily would soon be completely in Allied hands. General Hube, against Hitler's wishes, issued orders the previous evening to begin evacuating XIV Panzer Corps. "What If" those orders and plans for evacuation had never come to pass? In this scenario we will examine events had the German troops stood and held their ground at all costs. This scenario uses many fixed units for the Axis side and although victory levels have been included, the idea of the scenario is to create a race between the two Allied Players and not so much a traditional battle of Axis vs. Allies. [Size medium] Designer Note - can be played many different ways, one of which would see two Allied Humans talking on the AI, where each Allied player takes a turn watching the AI complete it's move with no replay for the other human. House Rules such as those with US British Lines might be agreed upon. See the game NOTES file for more information on this scenario and scenario set.

II. The War Diary: 1 PPCLI (Princess Patricia's Canadian Light Infantry)

The following section is a copy of the actual Regimental War Diary for a Battalion of Infantry that served in this campaign. Any spelling errors, missing spaces and abbreviations below are as they appear in the original document which was typed, presumably at Battalion HQ on a daily basis. I have also left the font as courier to preserve the feel of the original document.

MV LLANGIBBY CASTLE

9 Jul. 43

Weather - Cooler today and a heavy sea.

Today is D-1. All aboard spent the day making the final preparations for the long awaited "action". Troops are in excellent spirits, and although very enthusiastic, display a calmness worthy of veterans.

All ranks were assembled at their boat stations at 1630hrs, when an "Order of the Day" by Brigadier C. Vokes was read. The message read as follows - "Action speak louder than words! Go in and get the bastards." The words were typical of our Brig. And a roaring cheer greeted them.

Just off Malta we ran into the heaviest sea of the voyage, and it rather looked as though "D" day might be postponed. However, on nearing Sicily, the wind died down and the L.C.As. had only a medium swell with which to contend.

A hot dinner was served the troops at 2130hrs, and the officers had coffee in the lounge. P.P.C.L.I. officers entertained a larger number of the combined forces, by singing some of our regimental songs - the Ric a Dam Doo proved as popular as ever.

Appendicies - NIL.

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SICILY

Area West and South west of PACHINO

10 Jul. 43

Weather - Very hot.

Herewith a list of Officers holding key positions in this Bn. at the commencement of operation

Comd.	- Lt.Col. R.A.Lindsay.
2i/c.	- Major C.B.Ware.
Adjt.	- Capt. W.deN.Watson.
I.C.	- Lieut. G.A. Smith.
"A" Coy. Comd.	- Major R.P.Clarke.
"B" Coy. Comd.	- Capt. D.Brain.
"C" Coy. Comd.	- Capt. R.C.Coleman.
"D" Coy. Comd.	- Major A.E.T.Paguet.
H.Q..Coy. Comd.	- Capt. ;J.L.Wiswell.

SP. Coy. Comd. - Major ;J.R.G.Sutherland
M.O. - Capt. G.C.Fairfield.
Paymaster. - Capt. .I.A.McLeod.
Chaplain - Capt. M.J.D.Carson.

There were no enemy to hinder our huge armada as it neared the coast of SICILY but flares and flackwere visible as our heavy bombers pounded PACHINO. Serials stood by in their mess decks at 2345 hrs, 9 Jul. and at approx. 0100 hrs, first flights lowered to commence the rough 7 mile trip to SUGAR GREEN BEACH.

The landing was made with "B" and "D" Coys in the assault. Complete surprise effected. A certain ~amount of M.G. firing on fixed lines was encountered and also heavy wire. Serials made up from Bn.H.Q., "A" and "C" Coys followed the assaulting troops and came under heavy fire from Coastal Batteries, which were silenced at 044 hrs by Navy guns

Due to the heavy swell, some serials became scattered and a certain amount of confusion resulted, as timing was put out, and some landed at wrong places. However the Bn. was soon able to reorganize and pushed forward from the initial beach-head position to occupy the ground planned as the first Phase of the invasion. At approx 1000 hrs the 1st Phase was completed and the Bn. consolidated with the Coys taking positions previously allotted in the planning.

Patrols were sent out and several minor clashes took place, with few casualties. Many Italian prisoners were taken without their offering any fight, and these were soon cleared back to the beach where a P.W. Cage had been established. The natives were very friendly and appeared happy to have their country invaded by the Allied Forces.

At 2130 hrs the Bde. Gp. commenced to advance from the 1st Phase positions to occupy those of the 2nd Phase. "A" Coy acting as advance guards to the Bn, came under

(contd)

Continued -- came under fire just short of it's objective. An attack was put in and resulted in the surrender of the enemy and the capture of 4 Italian guns intact. During this advance the sky was aglow with flak and tracer as enemy planes carried out an attack on our ships which were still unloading on the beaches.

The 2nd Phase positions were occupied, and after consolidation and digging- the troops were able to get something to eat end some rest. In these early stages success came easily and swiftly, and all were warned against any relaxation of the small points that

make for the success of an operation.

Casualties in the Bn were very light, but for the enemy quite heavy in comparison. Lieut. G.S.Lynch was at first believed to have been taken prisoner, but though badly wounded, managed to make his way back to his Pl. H.Q. after the enemy had left him for dead, and was evacuated to the beach Dressing Station.

Map showing Beaches, Beach defences, and route taken by this Bn.

Trace showing 1st and 2nd Phases of Exercise "HUSKY".
THE INITIAL LANDING IN SICILY.

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SICILY

Just South of ISPICA

11 Jul. 43

Weather - Very hot.

At first Light the Bn "stood to" in preparation for the much expected count4 attack from the enemy, which did not materialize. Many more Italian F.W. were taken. Mounted patrols, on on horses belonging to the Italian Artillery captured the night before, carried out recces as .far as the outskirts of ISPICA. At 1215 hrs an attack by the Edmn. R. on ISPICA encountered no enemy, and they passed through, taking up posns to the North-west of the town.

The C.O., Lt. Col. R.A.Lindsay, attended a Bde,. "O" Gp at 1600 hrs when orders were given for P.P.C.L.I. to occupy positions to the north of the town. At 1715 hrs the Bn moved off and passed through ISPICA. As the enemy were on the run, further orders were issued for the advance to continue and follow the retreating enemy to the high ground east of MODICA. This advance was carried out under very hot and dusty conditions and the troops, though tired from the previous activities, carried out magnificently. At mid-night we were still marching, having met little opposition.

Lieut. G.S.Lynch -- S.O.S. to X list. -- 11 Jul. 43.

Appendicies - NIL.

+++

SICILY

East of RAGUSA

12 Jul. 43

Weather - Very hot.

After marching all night and completing a distance of 22 miles the Bn moved into positions on the heights overlooking MODICA at 0500 hrs. It was a real test for the troops who had not done a march of this distance for two months and had suffered a certain amount of softening-up from the months trip on the ship. Conditions were made more difficult by the many tanks and vehicles that leap-frogged through the column. Raining a permeating dust from the road.

As soon as the Bn was in position, patrols were sent forward to investigate the approaches to the town. These returned with some captured equipment and large number of P.W.s Later in the day, another patrol from SP. Coy., under Sgt. N.I.G. McGowan entered the town and captured the Div. Comd. and Div. H.Q. of the 54th NAPOLI DIV.

In the afternoon "C" Coy passed through MODICA and established positions on a hill to the north of the town. During the evening and night the Bn. less Bn.H.Q. Coy less 7 Pl., and parts of Sp. Coy were moved partially by M.T. to high ground over-looking RAGUSA from the east.

Appendices - NIL.

+++

SICILY

Near of RAGUSA

13 Jul. 43

Weather - Very hot.

The remainder of the Bn waited for the transport to return, embussed at 0500 and moved up to reorganize with the rifle Coys already in position.

At 0530 hrs information was received that the Americans had entered and occupied RAGUSA.

It was expected that the Bn would remain in these positions for a two day rest.

Appendicies - NIL.

+++

SICILY

Near of RAGUSA

14 Jul. 43

Weather - Very hot.

Today was marked by a visit by General B.L.Montgomery. A parade which includes P.P.C.L.I., S.H. of C., Engineers and other elements of the Bde Gp., was formed up to await his arrival. The car bearing "MONTY" drove up and on his orders the complete parade doubled forward and gathered around the vehicle. He talked to the troops in a personal and informal manner, welcoming them to the Eighth Army, praising the Canadian fighting traditions and commenting on the excellent health and spirits of the men.

When he mentioned that he had met us before, all remembered the great Exercise "TIGER" in ENGLAND, and cries of 'Tiger' went up.

The friendly, free and easy manner of the General appealed to all, and they bid him farewell with three thunderous cheers no ---"TIGER".

PERSONAL MESSAGE FROM THE ARMY COMMANDER.

+++

SICILY

Move RAGUSA to GRAMMACHELE

15 Jul. 43

Weather - Very hot.

The two days rest had materialized and all were able to do a bit of cleaning up. In the late afternoon, orders were received for the Bn

to push forward and engage enemy who were believed to be in the vicinity of GRAMMACHELE. At approx. 1430 hrs Major R.P. Clarke led a patrol consisting of "A" Coy, 3 tanks, and 6 Carriers, to GRAMMACHELE. On arrival, the area was reported to be clear of enemy.

Certain elements of the Bn moved by M.T., but it was after an all night march for most of the rifle Coys.

ADVANCE TO RAGUSA.

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SICILY

South of GRAMMACHELE

16 Jul. 43

Weather - Very hot.

The march continued throughout the night, but in the morning the Coys were leap frogged through by M.T., to a Bn position 4648 (Sheet 273) south of GRAMMACHELE. Here the Bn remained for the night.

Appendicies - NIL.

SICILY

North west S. Michele

17 Jul. 43

Weather - Very hot.

In the morning orders were received for the rapid advance to be continued, and the Bn moved off through GRAMMACHELE which had been captured by the 1st Bde. The marching troops were once more lifted half way between GRAMMACHELE. and CALTAGIRGONE by T.C.Vs, but the column was held up just outside of St. MICHELE during the after-noon, as the Edmn. R. had bumped into a German position on the far side of the town.

In the late afternoon we were once more lifted and moved up to a firm base posn on the high ground in Sq. 3355 (Sheet 272). Here we remained for the night.

Appendicies - NIL.

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SICILY

South of PIAZZA-ARMERINA.

18 Jul. 43

Weather - Very hot.

Before first light we were ordered to continue the move forward, and after a march of about 10 miles positions were occupied south PIAZZA-ARMERINA at 3264 (Sheet 268). These were held till the early evening when the Bn V;8S pulled into an F.U.P. area in the vicinity of the road, in preparation for another move forward.

Again we made no move during the night.

Appendicies - NIL.

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SICILY

6 miles north VALUARNERA.

19 Jul. 43

Weather - Very hot.

The expected move along the road PIAZZA-ARMERINA - VALUARNERA was cancelled temporarily as the 1st Bde. engaged the enemy in the vicinity of Rd. Junc. 3074 (Sheet 268), making it necessary for the Bn to remain in the F.U.P. for most of the day.

At 2100 hrs, T.C.Vs. lifted the marching troops to a point about 3 miles south the Rd. Junc. 3074 (Sheet 268), where they debussed and marched towards VALGUARNERA.

At first light the Bn halted just short of VALGUARNERA and all ranks enjoyed E

good breakfast after the nights march. NO contact had yet been made

with the enemy. After passing through VALUARNERA at about 1000 hrs, to a point about three miles, beyond the town, we were once more held up as the Seaforths had contacted the enemy, but were pinned to the ground by mortaring and shelling.

P.P.C.L.I. were ordered to attack and occupy the high ground in the vicinity of 3583 (Sheet 268). By 2000 hrs all objectives were taken with the support of M.Gs. and tanks. As the enemy had withdrawn from the well dug in positions they had established on the objectives of the Bn, this attack was carried out without difficulty. In their hasty withdrawal the enemy had been forced to leave behind considerable weapons, ammunition and equipment. The Bn dug in and held this high ground for the night.

Appendices - NIL.

+++

SICILY
LEONFORTE
20 Jul. 43

Weather - Very hot.

Early after first light the Bde push was continued and the Edmn. R. and S.H. of C. passed through us in that order. As we moved behind the S.H. of C. the two leading Bns. came under mortar and artillery fire. The Bn was withdrawn to the previous night position and recces were carried out and orders issued for a Bn attack on Mt. ROSSI, Sq. 3486 (Sheet 268).

The attack went in at 1800 hrs supported by the Div Arty, a Troop of tanks, and the Bde Sp Gp mortars and M.Gs. Once again no enemy were encountered, although we were shelled in the F.U.P. area and suffered a few casualties. The 1.0., Lieut. G.A. Smith was severely wounded when a shell landed in the Bn.H.Q. area. After moving off from the F.U.P., the heights were taken without opposition and Coys dug in on their objectives for the night.

Lieut. G.A. Smith --- S.O.S. to "X" list --- 20 Jul. 43.
THE REGIMENT'S FIRST CONTACT WITH THE GERMAN.

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SICILY
LEONFORTE
21 Jul. 43

Weather - Very hot.

The Bn remained in it's position at 342869 (Sheet 268), until the afternoon when it was moved to a position in the vicinity of 344899 (Sheet 268). A firm base position was established as we dug in for the night.

At 2100 hrs the Edmn. R. and Seaforths put in an attack on LEONFORTE under a terrific artillery concentration which we were/able to view from our vantage ground.

There was heavy fighting all night long, and as wireless communications were poor there were only rather confused reports of stragglers drifting back from the town.

Appendicies - NIL.

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SICILY
LEONFORTE
22 Jul. 43

Weather - Very hot.

As the situation in the town had not yet been clarified, "C" Coy, counter-attack Coy for the Bn, was placed under command of the Edmn. R.

At 0335 hrs "C" Coy moved off 'and by 0430 hrs reached Rear Bn.H.Q. of the Edmn. R. At 0645 hrs the Coy endeavored to form up and move into the town, providing infantry protection for four Sherman tanks and four 6 pounders of the 90 A/Tk. Bty. The F.U.P. area was heavily mortared and machine gunned and the attack through the town was postponed.

The attack went in at 0900 hrs. with one platoon and Coy H.Q. of "C" Coy mounted in the Quads and guns of the 90 A/Tk. Bty. By 0945 hrs they contacted Bn.H.Q. of the Edmn. R., consisting of about men in the centre of the town. They were entirely out of contact with the rest of the Bn. "C" Coy continued to push through the town, and against stiff opposition, finally attacked and occupied the area

around the railway station.

In the meantime, "A" Coy was brought forward on Sherman tanks and halted at the southern entrance to the town while the O.C., Major J.R.G.Sutherland went forward to liase with O.C. "C" Coy. Capt. R.C.Coleman. "B" Coy passed through "A" Coy and contact was made with "C" Coy by 1300 hrs.

By 1330 hrs. the wreckage of an enemy tank which had been blocking the main road through town was finally cleared away, and our own tanks were able to move forward. The leading tank, when it came abreast of "C" Coy. was knocked out by a dual purpose gun which had strafed "B" Coy during the morning. The 3 in mortars u/c "A" Coy were employed in rendering this gun ineffective.

At 1520 hrs. "A" Coy made a spirited attack on a high feature to the left. In this action, Lieut. R.Carey, Commander of 7 platoon. and one of his men. Pte. Reilly W., distinguished themselves by their bravery and resourcefulness in clearing out 3 enemy M.G. posts, and were later awarded the M.C. and M.M. respectively.

By 1730 hrs, despite heavy casualties including Major J.R.G.Sutherland wounded, "A" Coy had gained their objective, and in the face of sniping and mortaring never relaxed their grip. 8 platoon had come up against strong opposition which was finally overcome, and it was here that Pte. Cousins S.J. so distinguished himself that he was recommended for the V.C.

(Continued)

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(Continued)

Continued --- By this time. "D" Coy had moved into town and taken up a position in rear of the three leading Coys. and Bn.H.O. was established in the centre of the town.

The R.A.P. made use of Leonforte Hospital, where casualties poured in, not only from our own, but also other units. During the afternoon, Cpl.R.Middleton of the R.A.P. earned the M.M. for his coolness under fire in aiding the wounded.

The battle was by now practically over. At last light the Bn A/Tk guns were moved forward to guard the north entrance to the town. and the Coys consolidated on their positions for the night. "D" Coy had the task of clearing the town of snipers. There was sporadic firing and patrolling during the night, but we had strong local patrols out, and nothing developed of a serious nature.

Major J.R.G.Sutherland --- S.O.S. to "X" List --- 22 Jul. 43.

Lieut. W.L.Smith --- S.O.S. to "X" list --- 22 Jul. 43.

Lieut. A.R.H.Birch --- S.O.S. to ftX" List --- 22 Jul. 43.

Lieut. R.D.Browne-Clayton-- T.O.S. from 4 Bn. C.B.R.D. --- 22 Jul. 43.

The Battle for LEONFORTE.

An account of the exploits for which Pte. Cousins S.J. was

recommended for the V.C.; told by his platoon Officer.

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And finally, I would like very much to thank the Regimental Secretary of 1 PPCLI (Princess Patricia's Canadian Light Infantry) for providing me with the Regiment's War Diary that was useful in a number of tasks, not the least of which was educating me on the daily weather conditions, and allowing me to build into the game the odd rain storm that occurred on the 29th of July!