

# THE NISCEMI-BISCARI HIGHWAY

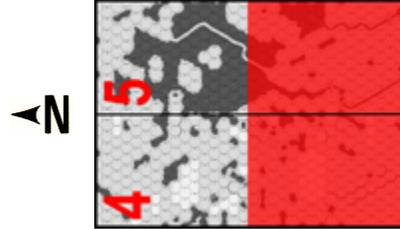
## Scenario E

110720



**SICILY, July 10, 1943:** During the initial invasion of Sicily many American parachute units were given the task of blocking German unit movement toward the landing beaches. One such unit, the 3rd Battalion, 504th Parachute Regiment, landed two miles northwest of Biscari. After gathering as many of the scattered troopers as possible the under strength battalion moved out toward the town of Niscemi. As they approached the Niscemi-Biscari Highway, they encountered and captured two Italian antitank guns. With the newly acquired guns to bolster their defenses, the paratroopers dug themselves in with covering positions on the main highway.

### BOARD CONFIGURATION:



Playing area is shown in red  
Row "Q" (inclusive) thru GG Only

**VICTORY CONDITIONS:** To win, the German player must have uncontested control of any two of the following building hexes: 4X1, 4CC6, and/or 4Y9 at the end of the last game turn. The American player is considered to have control of all buildings at the beginning of the game. The American player wins by avoiding the German victory conditions.

### TURN RECORD CHART:

☆ American Sets up First	1	2	3	4	5	6	7	8	END
✚ German Moves First									

☆ Elements, 3rd Battalion, 504th Parachute Regiment, 82nd Airborne Division - set upon any whole hexes on board "4" within playing area:

8-1	8-0	8-4-7	2-4-6	6 4 X11+	10	47 BT+
2	5	2				2

✚ Kampfgruppe elements from Reconnaissance Battalion, Hermann Goering Division - enter turn 1 on hex 5Q6 or hex 5GG5/5GG6:

9-2	8-1	8-0	4-6-7	4-12 B12	2-8 B12	35 PSW 231 -4 -5 20L(6) -12
			8		4	

### SPECIAL SCENARIO RULES:

- SSR E.1:** Building hexes may not be mined.
- SSR E.2:** All building hexes are considered wooden.
- SSR E.3:** The 47mm ATGs function as captured weapons (90) for both the American and German player. For this scenario, both ATGs have gun shields (63.5).
- SSR E.4:** The German initial entry hex may not be fired on in the German player turn one.
- SSR E.5:** No entrenchments may be constructed during the game.

**AFTERMATH:** Not long after the Americans had finished preparing their positions with mines, a German column approached, made-up of mixed elements of the Hermann Goering Division. Caught initially by surprise, the Germans soon recomposed and pressed the attack. But the German troops never fully recovered and the stiff resistance shown by the paratroopers proved too much for the Germans to breakthrough. With the armor support destroyed, the German infantry finally broke and dispersed. In repeated efforts such as this, the American paratroopers were able to harass and block the German units from reaching the invasion beaches.

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