“The Hornet’s Sting”



North of Dung Farm, Anzio, Italy — January 30th, 1944

Throughout the late evening of January 29th and into the dawn of January 30th, the Scots and Irish Guards had attempted to open the road north of Dung Farm. Unfortunately, the Germans had taken a copy of the British attack plans form a dead British officer. The Guards’ assaults were thrown back. Now as the sun began to rise, the Scots Guards assembled for on last attempt to open the road north.

4a

VICTORY CONDITIONS: The British immediately by controlling Hex I9.

German Player sets up first	1	2	3		4	5	6
British Player moves first							

Board Configuration:
4a

Elements of 7./Panzergrenadier Regiment 25 (ELR 4) (SAN 3) (Set up: on/north of hexes numbered less than 14)



2 2 2 2 3

Elements of Scots Guards Battalion (ELR 4) (SAN 2) (Set up: enter Turn 1 on the south edge)



6 3 2 2 2 2 3 4

Special Rules/Notes:

1. EC are moderate with no wind. Bore Sighting and Kindling are N.A.
2. Place Overlays as follows: RR2 on B13-B12, RR4 on B6-B5, 03 on D12-E13, B2 on L14-M15 and Wd2 on M13-N13.
3. Place burnt out wrecks in Hexes J15 and I17.
4. German Nashorn and one MMC equivalent along with SMC and Support Weapons may set up HIP.

Aftermath: The Scots Guards assault would cost them three officers and forty-two other ranks killed, with many more wounded. They had very nearly succeeded in breaking through the gap between the 3rd Panzer Division and 65th Infantry Division. This two-mile gap was ably defended by Lt. Paul Semrau with twenty men, two self-propelled guns and one tank destroyer. For his successful defense, Lt. Semrau would be awarded the Knight’s Cross.

GRUMBLE JONES BLOG

Scenario GJ003