

“Backs to the Wall”



Livergnano, Italy — October 10th, 1944

In October 1944, the Germans were dug in on the Livergnano Escarpment. This escarpment was three miles long and nearly 1800 feet high. There were only two openings through this wall at the town of Livergnano where Highway 65 (the Futa Pass Road) passed and at nearby Bigallo. Three battalions of the US 361st Infantry Regiment went into the action to capture Livergnano. The Germans were launch counter-attacks to retake the village. After repulsing the latest attack, the remaining Americans numbering around 80 men of Co. K set up a defensive position in a large house in the center of town. The following Day, the Germans would launch another assault, but this time supported by two self-propelled guns.



Board Configuration: (Boards y & 25)



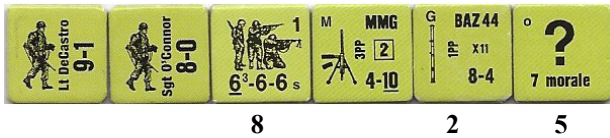
VICTORY CONDITIONS: The German Player wins immediately upon inflicting 20 CVP on the Americans. In accordance with A20.1 prisoners are worth double CVP. The American Player wins immediately if the German Player has no mobile AFV with functioning MA. Any other result at game end is a draw.

American Player Sets up first	1	2	3	4	5	6
German Player moves first						

Only Rows R-GG are playable
Overlay X19 on hexes 25W1-25W2



Col K, I/361st RCT, 91st Infantry Division (ELR 3) (SAN 3) (Set up: in building Hexes on Board 25 and in Board y building hexes numbers >5)



8 2 5



Fusilier Battalion 165, 65th Infantry Division (ELR 3) (SAN 4) (Set up: on board y in hexes less than or equal to 3 & SSR 7)



10 4 3 2

Special Rules/Notes:

- EC are Moderate, with no wind at start. Kindling (B 25.11) and Bore Sighting (C 6.4) are N.A.
- All level 1 hills on board 25 are Level 2 with cliff on the crest line. The Board 25 road X5-V6-W7-W9-X8-X9-Y9-Y10 does not exist.
- Place Overlay X19 on Board 25 Hexes W1-W2.
- Board 25 Overlay Building in Hex W1 has no steeple location and a ground level and level 1 only.
- American player may HIP one MMC (not squad equivalent) without support weapons or SMC's.
- No Quarter is N.A.
- The Germans may deploy 20% FRU of the MMC at start.
- At the start of Play—all American MMC's (excluding the HIP MMC) must take a normal Task Check. Units which fail this Task Check begin the game under Encirclement and remain under Encirclement until Captain Sigman enters the hex during game play, at which time that Encirclement is removed.
- The American 9-1 represents Captain Sigman. Should Captain Sigman be killed, all American MMC's (excluding the HIP MMC) not already marked with an Encirclement are so marked for the duration of the game.



Scenario GJ120

Aftermath: Having pinpointed where the Americans were concentrated, the Germans advanced with their supporting self-propelled guns. These guns punched holes into the building and allowed the German grenadiers to rush the building. In the ensuing struggle, Captain Sigman's entire company would be captured. Only ten Americans, hiding in a pigsty were successful in escaping after nightfall.

