

POINT OF THE SWORD - VALMONTONE

When General Clark, Commander US 5th Army, changed the direction of the breakout spearhead towards the Alban Hills and Rome, the original objective of Operation Buffalo, the taking of Highway 6 was left to the 3rd Infantry Division and Task Force Howze.

Generaloberst von Mackensen, the German 10th Armeekorps Commander, was still reacting to the Allied thrust through

Cisterna and was moving whatever available troops he could muster to plug the gap and defend the town of Valmontone astride Highway 6. One of the first to arrive was the *5. Schwere Aufklärungs Kompanie, Hermann Göring Fallschirmpanzerdivision*. Panzers from the *Hermann Göring Panzerregiment* and *Sturmgeschutesabteilung* were on their way and the outcome of the battle would depend upon their arrival.



All forces used in this scenario can be found in this battlebook.

Table Size: 72"/180cm x 48"/120cm

TASK FORCE HOWZE

American platoons are rated *Confident Veteran*

HQ, Company I, I/7 th Regiment 3 rd ID	US Company HQ with two bazooka teams.
1 st Platoon (Assault), Company I	Assault Platoon at full strength with extra Pioneer team.
2 nd Platoon, Company E	Rifle Platoon at full strength with extra Rifle team.
A Company, CCB, 1 st Armored Division	Tank Platoon with 5 M4 or M4A1 Sherman tanks.
D Company, CCB, 1 st Armored Division	Light Tank Platoon with 5 M5 Stuart tanks.
C Company, I/6 th Armored Infantry Regiment, 1 st Armored Division	Armored Rifle Platoon at full strength.
91 st Armored Field Artillery	Armored Field Artillery Battery with two Priest Gun Sections.



VALMONTONE

With the bulk of Allied Forces being redirected towards the Alban hills and Rome, Task Force Howze and the 3rd Infantry Division are left responsible for capturing the final objective of Operation Buffalo. Elements of Combat Command B and the 7th Regiment of the 3rd Infantry are racing towards Highway 6 in an effort to cut the vital artery between the Tenth and Fourteenth German Armies.

The 5. Schwere Kompanie of the Hermann Göring Aufklärungs battalion was one of the first units to arrive and attempt to keep Highway 6 open, thus allowing the bulk of the German Tenth Army to escape the advancing British Eighth Army. Neither side has much left in their offensive firepower but victory rides on the force that can hold the highway at Valmontone.

Valmontone uses **Prepared Positions** and **Reserves** special Rules.

YOUR ORDERS

US

As the lead element of Operation Buffalo your task is to cut Highway 6 to Rome, preventing the German Tenth Army from retreating northward and escaping capture. Even though your forces are battle weary, severing the German lifeline can reap enormous benefits in the battle for Italy.

GERMAN

With the collapse of both the Gustav and Hitler Lines, the Tenth Army is in grave danger of being cut off and surrounded. Keep Highway 6 open and clear of any Allied troops. Use whatever forces arrive to secure this vital artery.

PREPARING FOR BATTLE

1. Set up terrain using the map as your guide.
2. Place the objectives at **A** and **B**.
3. The German player deploys all their platoons, except those held in Reserves, within 16"/40cm of Highway 6.

4. The US player places all their platoons within 12"/30cm of their table edge.

5. Beginning with the German player, both players now place their Independent teams in their respective deployment zones.

BEGINNING THE BATTLE

1. All German teams on the table start the game in **Prepared Positions**, so they are in Foxholes and are Gone to Ground.
2. The US player has the first turn.
3. German Reserves enter the battle from either end of Highway 6.

ENDING THE GAME

The battle ends at the completion of Turn Six or when the US player holds an objective.

DECIDING WHO WON

The US player wins by capturing an objective before the end of Turn Six, closing Highway 6. The German player wins by preventing the capture of either objective, keeping the road open for the retreating Tenth Army.

HERMANN GÖRING SCHWERE AUFKLÄRUNGS

German platoons are rated *Confident Veteran*

5. Schwere Kompanie HQ, Hermann Göring Aufklärungs Abteilung

5. Pionier Zug, 5. Kompanie, Aufklärungs Abteilung

5. Schwere Kompanie, Aufklärungs Artillerie Zug

Göring Aufklärungs Cannon Zug

3. Zug, 3 Kompanie, HG Aufklärungs Abteilung

9. Nerbelwerfer Abteilung attached to LXXVI Panzerkorps

1. Battery, Hermann Göring FlaK Regiment

RESERVES

Hermann Göring Assault Gun Platoon

Hermann Göring Panzer Platoon

Two Command Panzerknacker SMG Teams, 3 Panzerschrek Teams.

HG Motorised Pionier Platoon with Command Panzerknacker SMG team and three Pionier Squads with Supply Truck.

HG Aufklärungs Artillery Battery at full strength with observer.

HG Anti-tank Gun Platoon with three 7.5cm PaK40 Anti-tank Guns.

Panzergranadier Platoon with Command Panzerknacker SMG team and three Panzergranadier Squads (with Trucks, Motorcycles, or Schwimmwagens).

Rocket Launcher Battery at full strength.

HG Heavy Anti-aircraft platoon at full strength with extra crew.

HG Assault Gun Platoon with 3 StuG G Assault Guns.

HG Panzer Platoon with 2 Panzer IV H and two Panzer III M tanks.

