

# INTO THE VALLEY OF DEATH

CAC #6.1

GERMAN Sets Up First	1	2	3	4	5	6	7	8
POLISH Moves First								

**Elements of the 1st Parachute Battalion, 3rd Parachute Regiment, 1st Parachute Division** set up in any building hex of Albaneta Farm (EXC: Guns and crews may set up ≤ 2 hexes from any building hex of Albaneta Farm):

E 5-4-8	E 2-3-8	FP: 3 Rng: 8 ROF: 1 LMG	FP: 5 Rng: 12 ROF: 2 MMG	FP: 12 Rng: 4 PSK	2-2-8	PaK 40 MA: 75L ROF: 2 M#: 8 AT
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[ELR: 5] 3 3 2  
 {SAN: 3} Set up on or southwest of hexrow H21-X13 (see SR #4):

E 5-4-8	E 2-3-8	9-2	8-1	8-0	FP: 3 Rng: 8 ROF: 1 LMG	FP: 5 Rng: 12 ROF: 2 MMG	FP: 12 Rng: 4 PSK	2-2-8	Mine AT	Mine AP	Cnct: 8 Radio	PaK 40 MA: 75L ROF: 2 M#: 8 AT
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6 2 2 2 2 20 30  
 Factors Factors

7.5 cm LG 40 MA: 75* M#: 10 B#: 11 RCL	Trench	Pillbox	Sangar
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3 2 3

Set up ≤ 8 hexes from V1:

2-2-8	FP: 7 Rng: 16 ROF: 3 HMG	GrW 34 MA: 81* Rng: 2-60 ROF: 3 SA: s8 MTR
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3 2

**Elements of the 1st Carpathian Rifle Battalion, 1st Carpathian Rifle Brigade** set up ≥ 2 hexes Northeast of German setup line:

E 4-5-8	9-1	8-1	7-0	FP: 2 Rng: 7 ROF: 1 LMG	MA: 51* Rng: 2-11 ROF: 2 MTR
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[ELR: 4] 12 2 3 3  
 {SAN: 2}

FP: 2 Rng: 7 ROF: 1 LMG	MA: 51* Rng: 2-11 ROF: 2 MTR	Sherman II(a) MP: 13 MA: 75* MG: 2/4/4 ROF: 1	Sherman V(a) MP: 13 MA: 75* MG: 2/4/4 ROF: 1
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3 3 3 3

**Elements of the 4th Polish Armored Regiment** enter on turn four on/adjacent to X23:

E 4-5-8	E 3-3-8	9-2	8-1	8-0
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10 4 2 3

Sherman II(a) MP: 13 MA: 75* MG: 2/4/4 ROF: 1	Sherman V(a) MP: 13 MA: 75* MG: 2/4/4 ROF: 1
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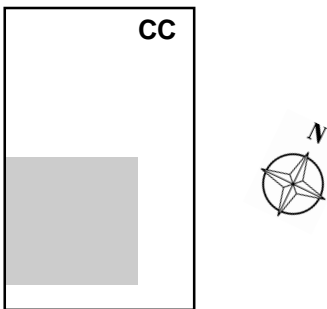
3 3

Enter on turn 2 on/between hexes Q23-X23:

E 4-5-8	E 3-3-8	9-2	8-1	8-0
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10 4 2 3

**MAP LAYOUT:**



(Only hexrows H-X and numbered ≤ 23 are playable)

**OBJECTIVES:** The Polish win if at game end ≥ 4 of the Polish tanks are Mobile with functioning MA and a contiguous path exists from N13-P19 which a tank could traverse free from mine attacks and bog checks.

**HANDICAPS:**

- Delete 1 8-1 from the initial Polish OB.
- Only two Polish tanks need be mobile to meet the victory requirements.
- Any mutually agreed upon alteration to either side's OB.

**SPECIAL RULES:**

- CAC CGSR are in effect. EC are Moderate with no wind at start. There is a +1 Dawn LV Hindrance throughout the firefight. Place a Burnt-out wreck in W22 before setup. Note this version of the firefight supersedes ver. 6.
- The Polish player receives a module of 88mm OBA with an off board observer at level 8 in a hex with a coordinate of 24, recorded before all setup.
- The German player receives a module of 120mm OBA (HE only).
- No more than four AT mines may be placed in any one hex. OB-given AP mines cannot be exchanged for AT mines. Trenches may not set up in road hexes.
- The Polish 3-3-8 HS are Sappers (H1.23).

**THE GORGE, NEAR CASSINO ITALY, 12 MAY 1944:** The Polish 1st Carpathian Rifle Battalion advanced on the right flank of the 2nd Carpathian Rifle Battalion assaulting Points 593 and 569. The lead Co. fought its way towards The Gorge with its initial objective being to take Albaneta Farm to the rear of Snakeshead Ridge. The lead Co. met stiff resistance from the German Paratroopers but managed to reach the entrance to The Gorge which was discovered to be mined. Artillery fire pinned the Polish infantry down for a time until a counter battery shoot could be organized. Having suppressed the German guns somewhat, sappers moved forward in the early light of dawn to clear the mines that were discovered in The Gorge. First one troop and then a second troop of tanks moved forward to support the mine clearing effort. A second Polish Battalion was stopped cold by the German defenders. German fire in the area of The Gorge was extremely heavy. All but 2 of the sappers assigned to mine clearing duty were killed or wounded. All of the first troop of tanks assigned as support were destroyed, as was the lead tank of the second troop. Some of the supporting infantry was able to work its way forward toward Albaneta farm, but deprived of the support of the tanks they were forced to withdraw.

