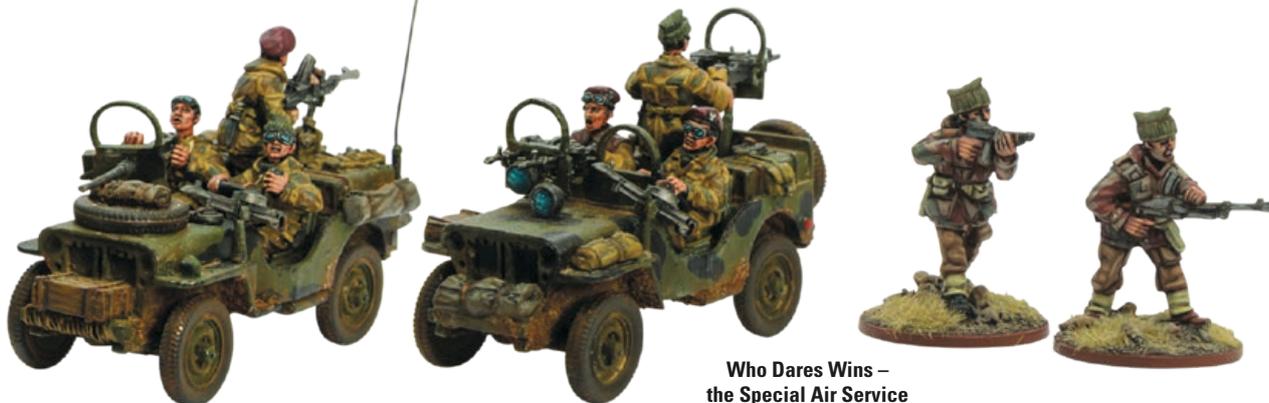


# SOFT UNDERBELLY

## ADDITIONAL SCENARIOS



Who Dares Wins – the Special Air Service

### SCENARIO 1 – A SPOT OF BOTHER, WHAT?

On 16 September 1943, Captain Roy Farran was ordered to conduct a reconnaissance to the north west of Taranto by Brigadier John Hackett, commander of the 4th Parachute Brigade. Hackett needed to know the strength of the enemy and their currently deployed locations. After days of reconnaissance, with a few skirmishes along the way, D Squadron made contact with a Canadian Armoured car squadron of the Eighth Army at Pisticci. Faced with a railway tunnel tunnel ahead, Hackett sent a patrol led by Lieutenant James Mackie to see what was on the other side. As they passed through, Mackie left two men to guard the entrance and pressed on. Further up the road, the patrol made contact with a group of Germans which they engaged. Before they could blink the small group of Germans turned into a throng that threatened to cut them off.

#### FORCES

**British:** Four SAS jeeps (any weapon configuration available), one officer team of three men with the Who Dares Wins! Special rule (representing Lieutenant James Hamilton Mackie) and three three-man ad hoc SAS Infantry sections with any mix of rifles or SMGs (every man also has a pistol).

**Germans:** Create a 500pt German force using the Panzergrenadier reinforced platoon (Italy 1943).

#### SET-UP

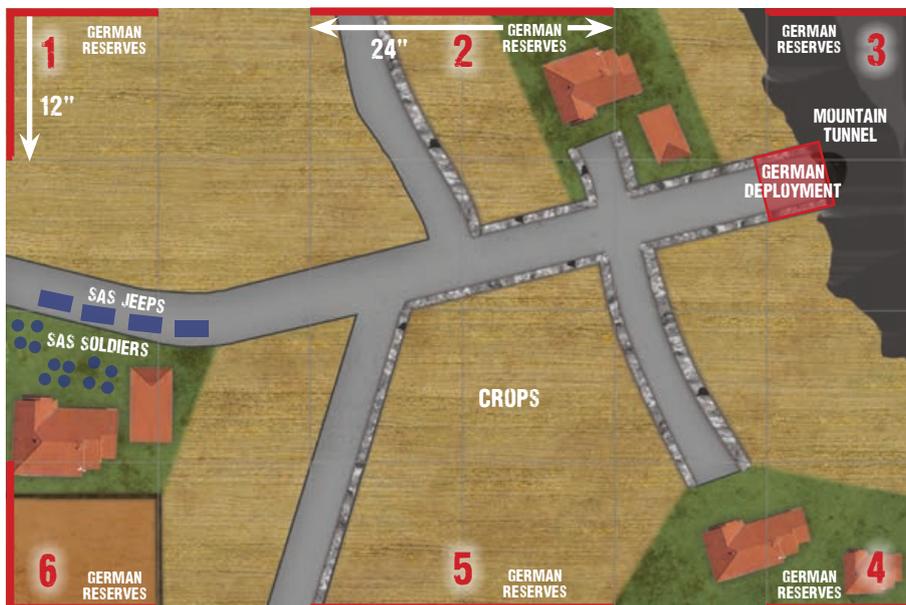
This scenario is played on a 6' x 4' table. Place a mountain tunnel in the top right corner of the board. Then place the road system as shown. The road coming off the main road closest to the tunnel entrance is a driveway for a farm property. Place houses and farm buildings as shown, then crops typical of southern Italy such as vineyards,

olive groves, orchards etc. Some properties also have small vegetable gardens and livestock.

#### DEPLOYMENT

**British:** Deploy the SAS jeeps as shown on the side of the road near the left short table edge. Three of the Jeeps crews have dismounted while the jeep furthest from the left short table edge is crewed (See special rules). The dismounted teams, the small blue dots on the map, have gone to reconnoitre the farm and maybe scrounge some supplies. Place the three dismounted sections as shown.

**Germans:** Only one German unit is deployed on the table at the start of the game. The German player picks one of their infantry squads and deploys it within 4" of the tunnel entrance. The rest of the German force will come on from randomised reserve from turn 1.



## SPECIAL RULES

- **Randomised reserves:** Divide the German force up into four waves, each containing an equal number of units as possible. For example, if the German force consists of five units the force would be divided with three waves of one unit and one wave of two units. One wave of German units will come onto the board as a reserve in each of the first four turns. These waves arrive automatically from a random direction. Roll a D6 and refer to the scenario map to see where the wave enters. Each unit in the wave enters with either an *Advance* or *Run* order.

- **SAS Jeep transports:** In this scenario, each ad hoc SAS infantry section and attached SAS jeep are treated as a single unit. Only one order dice is used for both the SAS infantry section and their assigned SAS jeep. As such, add a transport capacity of 3 to the SAS jeep unit found on page 56 of *Armies of Great Britain* book and the ad hoc SAS infantry sections may mount and dismount them. When the SAS sections are mounted the jeeps count as armoured cars with the *recce* rule. When the SAS section is dismounted, the jeeps count as a transport vehicle with no driver.

While the SAS infantry section is dismounted, the order dice is assigned to the infantry. If they mount a jeep, the order dice transfers to the jeep. The order dice is then assigned to the jeep until the infantry dismount, at which time the order dice transfers back to the infantry. Pinning for the SAS infantry and the jeep are combined in the same way it is combined for a mortar team and their spotter, they act as one unit but can potentially be destroyed separately. When a jeep is immobilised or destroyed with an SAS infantry section on board, follow the effects of damage on passengers. Rule for this is detailed on page 116 of the *Bolt Action* rulebook.

## OBJECTIVE

The SAS must extricate themselves from this sticky wicket by getting as many of their chaps back out through the mountain tunnel. The Germans must not let the British escape.

## FIRST TURN

The battle begins. The Germans bring on reserves on the first turn. Note that no order test is required when bringing units onto the table in this scenario, they roll a D6 to determine what location on the battlefield they come in from. (See *Randomised Reserves* special rule)

## GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 6, roll a die, on a roll of 1–3 the game ends, on a roll of 4–6 play one more turn.

## VICTORY!

Victory is determined by victory points (VPs). One side must acquire two more victory points than their opponent to win the game. Otherwise the game is a draw. The Germans receive 1 VP for each SAS infantry section they destroy and the British receive 1 VP for every SAS infantry section that escapes through the mountain tunnel. If an SAS infantry section has enough movement to make it inside the tunnel remove the unit or units (SAS infantry and Jeep, if they are driving off) from the table. Their order die can be added to a tally to keep track of how many units have escaped. In the same way the German can keep an order die tally of SAS units they have destroyed.

## AFTERMATH

“Bugger it chaps, let’s get out of it!” The patrol fought their way back to the railway tunnel only to find the men stationed there were gone, replaced by a German squad. The men managed to get back to the other side with a bit of luck. The two men that had abandoned their position were RTUd (returned back to their original unit) which was the worst and most dishonourable punishment a member of the SAS could receive. The SAS were very active in Italy throughout the remainder of the war, conducting mission behind enemy lines like *Operation Speedwell*, which led to major disruptions to the transportation infrastructure in northern Italy, jeep reconnaissance, and raids, while also doing their part in the front lines during the Battle of Termoli.



The SAS rapidly advance and scout out the area.

# SCENARIO 2 –STRONGPOINT LILIENTHAL

As the last of the rockets hit the German defences of Strongpoint Lilienthal, just south of Salerno on the Italian shore, the assault forces of the 2nd Hampshires, 128th Brigade began piling out of their landing craft. As they moved up to the sand dunes, they were surprised by the lack of fire being directed against them. They also noticed River Asa to their left, which should have been to their right. Finally, to the Hampshires left, Strongpoint Lilienthal opened up on them – they were on the wrong beach.

In some ways this turned out to be a good thing, it had allowed them to make a good foothold but now they had to attack Lilienthal from the right across the Asa river. Landing on Sugar Amber beach they were also mixed in with the 2/5th Queen's Regiment of 169th Brigade (56th Division) – who had landed on the right beach – creating utter confusion in the pre-dawn darkness. The fact that they had to wait for engineers to clear a way through the minefield added to the chaos and slowed their plans to attack Strongpoint Lilienthal.

In the meantime, the 2nd Hampshire's support units were landing on Uncle Green, the correct beach. As the weapons teams landed, they were sprayed with machine gun fire and soon German artillery zeroed in on the beach. The navy did their best to provide supporting fire but the rain of bullets did not stop. The German artillery fire on the beach became so bad that the support units lugging their equipment choose to attempt to push off the beach through the minefields without engineering support.

The beach became a scene from hell with crashing explosions, burning landing craft, streams of black smoke pouring skywards and broken weapons and the dead laying in clumps.

## FORCES

**British:** In all of the British forces below, with the exception of the 5th Hampshires, Artillery, Armoured cars, Tanks, self-propelled

guns, Self-propelled guns and Anti-aircraft vehicles and Transports and Tows may not be selected.

- 2nd Hampshires Support group: Create a 500pt force using the X Corps Reinforced platoon. This force is constructed differently as the rifle companies of this Battalion had mistakenly landed south of their designated beach. The compulsory infantry sections are changed from Regular Infantry sections (Mid/Late war) or Veteran infantry sections (Early/Mid war) to any available weapons teams. For infantry selections, no infantry sections may be selected only weapons teams like mortars, machine guns, and snipers etc. may be selected.
- 2/5 Queens Regiment: Create a 500pt force using the X Corps Reinforced platoon.
- 2nd Hampshires Assault group: Create a 500pt force using the X Corps Reinforced platoon. In this force only Headquarters and infantry sections may be taken (No infantry weapons teams can be taken).
- 5th Hampshires: Create a 500pt force using the X Corps Reinforced platoon.

**Germans:** Create an 800pt force using the Kampfgruppe Stempel reinforced platoon, fortifications must also be taken. This force may not include tanks, assault guns or self-propelled guns.

At least 200pts of the 800pts must be allocated to fortifications (see page 171 of the *Soft Underbelly* book) and at least three Italian pillboxes or bunkers must be selected and no more than six selected.

The German player receives free communications trenches to connect these bunkers, so keep this in mind when spending point on fortifications (see special rules below).

The panzergrenadiers defending Lilienthal also receive a free artillery observer.



The German defenders are dug in tight – can the British pry them out?

## SET-UP

Place the Asa river. Starting from the attacker's edge it is roughly 8" in from the right long table edge (where the 2/5th Queens are coming on). As it nears the defender's edge it veers inward and ends 12" in as it leaves that edge. The river is rough ground to cross and hard cover for units inside of it due to its high banks. It provides soft cover for units inside it or on the far side of it if they are adjacent to the bank. There is a large building close to the left long table edge that is surrounded by low stone walls. About 14" in from the defender's edge starts a ridge line which gradually rises as it reaches the defender's edge. On the higher part of the ridge is a wood roughly 20" wide. On the beach there are sand dunes which provide soft cover.

**Fortifications:** Place all selected fortifications within the German deployment zone, an area 48" by 36" starting 24" in from the attacker's edge and 12" in from the right long table edge. The German player receives enough free trench line to connect their bunkers together. The free trench lines must only be used for that purpose.

## DEPLOYMENT

**Germans:** Deploy all German forces within the German deployment zone. They may be placed in the fortifications already deployed.

### British:

- 2nd Hampshires Support group: Arrive in the first wave anywhere along the attacker's edge.
- 5th Hampshires: Is in reserve. Begin rolling for them to arrive from turn 3. They enter from the right long table edge, anywhere beyond 12" of both short table edges.
- 2/5th Queens Regiment Assault group: Is in reserve. Begin rolling for the assault group to arrive from turn 4. They arrive from the defender's short table edge.
- 2nd Hampshires: Is in reserve. They arrive in the second wave anywhere along the attacker's edge. Begin rolling for the 5th Hampshires to arrive on the beach from turn 5.

## SPECIAL RULES

- **Preparatory bombardment:** See page 131 of the *Bolt Action* rulebook.
- **Large buildings:** Use the large buildings rules on page 122 of the *Bolt Action* rule book.
- **Bunkers:** See page 127 of the *Bolt Action* rulebook.

## OBJECTIVE

The British must eliminate Strongpoint Lilienthal. The Germans must halt the British advance.

## FIRST TURN

The battle begins. During turn 1 the 2nd Hampshires Support group brings their first wave onto the table. They can only be given either an *Advance* or *Run* order. Note that no order test is required when bringing units onto the table as part of their first wave.



## GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 8 roll a die. On a result of 1, 2, or 3 the game ends. On a roll of 4, 5, or 6 play one more turn.

## VICTORY!

Victory or defeat depends on the destruction of bunkers (including Italian pillboxes). If the German player has three bunkers in their force the British must capture or destroy two bunkers. If they have four or five bunkers the British must capture or destroy three bunkers. If the Germans have six bunkers the British must capture or destroy four. There is no draw result in this scenario, if the British do not take or destroy the required number of bunkers, they lose the game.

## AFTERMATH

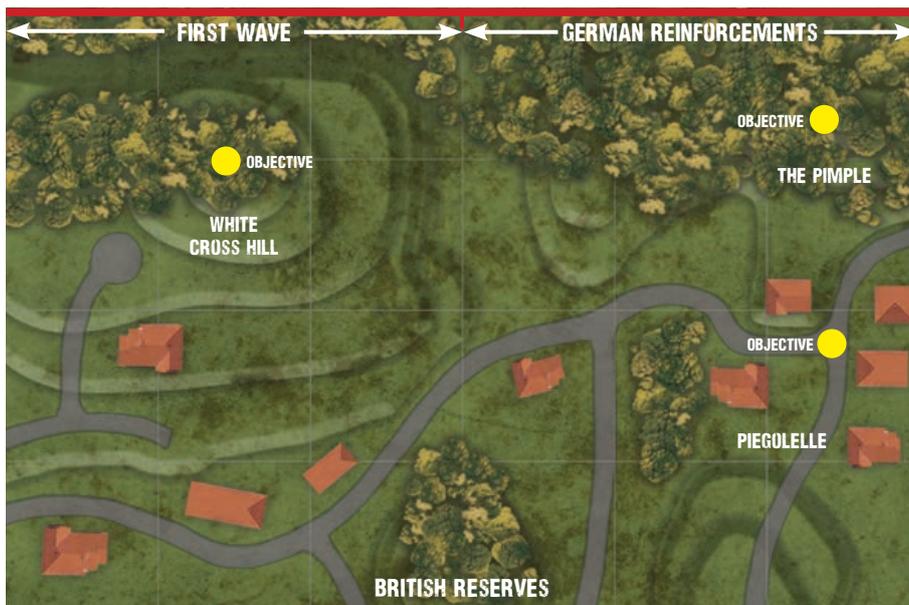
Into the maelstrom the second wave of the assault landed on Uncle Green beach. The 5th Hampshires landing at 0435 found themselves in the middle of the same withering fire the support units had been exposed to, taking heavy losses. It took them an hour to get off the beach as they worked their way around to the west of the defences by 0530. Meanwhile, the 2/5th Queens began to work their way up the stream and engage Lilienthal from the southern bank of the River Asa but they became pinned by the defenders as they tried to cross the Asa. The Hampshires advanced deep inland and eventually crossed the Asa toward the back of the complex. Both the Moltke and Lilienthal strongpoints were taken by 0700 but the resistance of the panzergrenadiers had caused so much carnage and chaos that 128th did not advance off Uncle beach until after 0900.



# SCENARIO 3 – THE STRUGGLE FOR WHITE CROSS HILL

Salerno, 14 September 1943.

Kampfgruppe Stroh of the 15th PG Division had been pushing up the Avellina road for days with the goal of taking back the only decent sized port in the area: Salerno. The British X Corps' bridgehead was dangerously shallow and the two hills flanking the Avellina road were vital to its defence. 'Hospital Hill' on the left flank narrowly held out against German assaults on the 11th. On the same day, the 139th Infantry Brigade are pushed back to 'White Cross Hill' on Salerno's right. The attack had only been stopped by full commitment of divisional artillery and the intervention of naval gunfire. On the 13th, the guns of the Germans had fallen silent, then, minutes after midnight, an artillery cannonade opened up on the 4th Hampshires defending the hill. The bombardment continued for hours, then the grizzled panzergrenadiers moved up the hill in preparation for the assault...



## FORCES

### British:

- 4th Hampshires: Create a 700pt force using the X Corps Reinforced platoon.
- No.2 Commando: Create a 700pt force using the Commando Troop Salerno reinforced platoon. Include 'Mad' Jack Churchill and a Commando captain for free, representing the Duke of Wellington.
- 41st RM Commando: Create a 700pt force using the Commando Troop Salerno reinforced platoon.

### Germans:

- Kampfgruppe Stroh, initial attack force: Create a 1200pt force using the Kampfgruppe Stroh reinforced platoon.
- Kampfgruppe Stroh, reinforcements: Create an 800pt force using the Kampfgruppe Stroh reinforced platoon.

## SET-UP

Begin by placing the hills. White Cross Hill is the highest hill in the area dominating the surrounding terrain. It is located on the left half of the table. Its lower slopes begin 13" in from the defender's edge and continue to the attacker's edge eventually reaching a height of 6". Across from White Cross Hill, adjacent to the centre of the defender's edge, is a smaller hill that rises to a high of 2". To the right of that hill, also adjacent to defender's edge, is another hill of similar height.

To the north of this hill is a conglomeration of two hills. Towards the centre of the table is a smaller peaked hill and to the right, adjacent to the right small table edge, is what the British soldiers that fought there referred to as the 'Pimple', reaching a height of 3". To the south of the Pimple is the village of Piegolelle. Along the roads are a few scattered houses. Also place areas of scrub and low trees scattered across the map.

**Objectives:** Place an objective marker on the peak of White Cross Hill and also on the peak of the Pimple. A third objective marker is placed on the T-junction in the hamlet of Piegolelle.

## DEPLOYMENT

### British:

- 4th Hampshires: Deploy anywhere on White Cross Hill at least 8" from the attacker's edge. They start the game dug in.
- No.2 Commando: Comes on from reserve from turn 3. They enter the table from within 12" of the centre of the defender's edge.
- 41st RM Commando: Comes on from reserve from turn 4. They enter the table from within 12" of the centre of the defender's edge.

### Germans:

- Kampfgruppe Stroh, initial attack force: selects at least half of their force rounding down to make up their first wave. This could be the attacker's entire force if they so choose. This first wave will arrive on the table from the left half of the attacker's edge. An edge that is 36" long from the left short table edge to the centre point of the attacker's edge. Their reserves come on from the same location.
- Kampfgruppe Stroh, reinforcements: Is in reserve. They come on from any point of the right half of the attacker's edge.

British Commandos





Steep hills prove no barrier to a determined British Commando assault.

## SPECIAL RULES

- Dawn assault: During this scenario the dawn assault rules are in play, refer to pages 219–221 of the *Bolt Action* rulebook.
- Outflanking: There is no outflanking in this scenario.
- Dug in: The 4th Hampshires start the game dug in.
- Rule the Skies: See page 167 of *Campaign Italy: Soft Underbelly*.

## OBJECTIVE

Losing White Cross Hill would be a disaster for the British. German observers atop it could spot any part of the beachhead and in turn German artillery could zero in on any target there. It is also an ideal staging point for an assault on Salerno itself. Lt. General McCreery demands it be held. The Germans must sweep the British off these tactically important locations.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is being played. At the end of turn 8 roll a die. On a result of 1, 2, or 3 the game ends. On a roll of 4, 5, or 6 play one more turn.

## FIRST TURN

The battle begins. During turn 1, the Germans bring their first wave onto the table. They can only be given either an *Advance* or *Run* order. These units may enter the table from any point on the attacker's edge. Note that no order test is required when bringing units onto the table as part of their first wave.

## VICTORY!

Victory is determined by victory points (VPs). One side must acquire two more victory points than their opponent to win the game when it ends. To acquire VPs in this scenario objectives must be taken and held. The most important objective on the table is White Cross Hill. Holding White Cross Hill at the end of the game awards 2 VPs. The Pimple and Piegolelle awards the player that

holds them 1 VPs at the end of the game. To capture an objective, one side must have one of their infantry or artillery units within 3" of the objective and no enemy units within that 3" radius. Non-transport vehicles cannot capture objectives but can contest them to deny them to the enemy.

## AFTERMATH

The attack of KG Stroh swept the 4th Hampshires off White Cross Hill, The Pimple and took the hamlet of Piegolelle. By the afternoon KG Stroh threatened Salerno itself. In the next few days the fight for the hill became an obsession for the British. On the afternoon of the 15th the already battered Commando Brigade were brought in to White Cross Hill. From the night of September the 15th to the night of the 17th the battle ebbed and flowed with bloody attack and counterattack over the hills overlooking Salerno. By the afternoon of 17 September, with 'Mad Jack' Churchill leading the way, the Commandos had pushed into Piegolelle but had taken grievous casualties in doing so. But the elan of the Commandos did not allow them to rest and they pushed on to the Pimple. In one of the last engagements of the entire Salerno campaign, the panzergrenadiers counterattacked again driving the Commandos back to Piegolelle. The next morning was eerily quiet. As the battle worn Commandos advanced up the shell torn hill there were no signs of the enemy. The Germans were gone.



'Mad' Jack Churchill