

A campaign from Jacques "jdrommel" David

# AUDIE MURPHY'S CAMPAIGN

August 1943 - February 1945



A handwritten signature in blue ink that reads "Audie Murphy". The signature is written in a cursive, flowing style.

The 3<sup>rd</sup> US Infantry Division "Rock of the Marne" was one of the first divisions engaged in World War II. It fought in Sicily, in Italy (Salerno and Anzio landings), then in southern France, in Alsace, and finally in Germany, near the Czech border, where it finished the war. The division suffered heavy losses throughout the war, as it was engaged in violent battles in Italy and in the Vosges mountains. One of the bravest soldiers of this division was Audie Murphy, the most decorated American soldier of Second World War. He started the war as a private in the 15<sup>th</sup> US Infantry Regiment in 1943. By the time the war was over in 1945, he was a lieutenant with 38 medals, including the Medal of Honor. After the war, he became a Hollywood movie star and wrote an autobiographical book, "*To Hell and Back*", about his World War II experience.

This campaign does not focus on a particular front or on an important general. It is dedicated to the memory of all of the GIs that, like Audie Murphy, did their duty during the dark hours of World War II, and that went "To Hell and Back".

- Jdrommel

**Required expansions:** *Terrain Pack, Eastern Front*

**Recommended expansions:** *Winter Board, Campaign Book, Pacific Theater, Tigers in the Snow*

# CAMPAIGN NOTES

The campaign progresses chronologically through the 8 scenarios. In most of the scenarios, the Allies player moves first, as it was historically. More points are granted for the capture of medal objectives.

The 8 scenarios must be played in the following order:

- 1- The San Fratello Line (6555)
- 2- Crossing the Volturno (6558)
- 3- Mignano Monte Lungo (6557)
- 4- Cisterna di Littoria (6564)
- 5- Alpha Yellow (6568)
- 6- The Quarry of Cleury (6590)
- 7- Counter-attack at Holtzwihr (5797)
- 8- The capture of Biesheim (6592)

## Reserve Tokens

There are no Reserve tokens in this campaign.

## Victory Event Rolls

There are no Victory Event Rolls in this campaign.

## Conditions of Victory

Once the final scenario of a campaign has been played, each player tallies his score as follows:

- total number of medals
- + 1 pt for each victory
- + 1 extra pt for each Medal Objective

For example if the Allied player won 5 scenarios with 6 medals each (30 medals), including 4 medals objective, his final score will be  $30 + 5$  (victories)  $+ 4$  (objectives) = 39 pts.

The player with the most points wins the campaign.

## Campaign Score

	ALLIES	AXIS
Total number of medals		
Number of victories		
Medal Objectives		
<b>TOTAL</b>	pts.	pts.

## ADVANCED RULES

Experienced players may want to play with the following advanced rule: the winner of each scenario gets a bonus for the next one, as per the table below.

<b>Scenario</b>	<b>ALLIES Bonus</b> <i>if they won the previous scenario</i>	<b>AXIS Bonus</b> <i>if they won the previous scenario</i>
The San Fratello Line	None	None
Crossing the Volturno	Place 1 extra armor unit on your baseline	Once in the game, play any Command card as a Barrage
Mignano Montelungo	You may use Air Strikes ( <i>Actions 3</i> )	Place 3 minefields (0,2,3) on the battlefield ( <i>Terrain 29</i> )
Cisterna di Littoria	2 Infantry units of your choice are now Specialized units ( <i>Troops 2</i> )	Place 1 Tiger (or 4-figure armor unit) on your baseline ( <i>Troops 16</i> )
Alpha Yellow	Place 1 destroyer in the central section of the battlefield	1 Infantry unit of your choice is now a Specialized unit ( <i>Troops 2</i> )
The Quarry of Cleury	Your artillery unit is now a Big Guns artillery unit ( <i>Troops 4</i> )	Place 1 Sniper on your baseline ( <i>Troops 10</i> )
Counter-attack at Holtzwihr	Once in the game, play any Command card as a Barrage	3 Infantry units of your choice are now Specialized units ( <i>Troops 2</i> )
The capture of Biesheim	Apply the Heroic Leader rule on any Infantry unit ( <i>Actions 8</i> )	Place 3 minefields (0,2,3) on the battlefield ( <i>Terrain 29</i> )



# HISTORICAL NOTES

Historically, the Allies won all of the battles of this campaign. However, German resistance took a heavy toll on the 3<sup>rd</sup> US Infantry Division. Each scenario has been balanced to give equal chances to both players.

Private Murphy joined the 3<sup>rd</sup> US Infantry Division in Morocco in 1943. He did not take part in the Tunisia campaign that ends before his enlistment, but fought for the first time during the Sicily landings and was promoted Corporal during the advance on Palermo.

## The San Fratello Line

After the battle of San Fratello, the Allies occupy Messina, putting the Sicily campaign to an end. The 5<sup>th</sup> US Army lands on Salerno in September 1943. Corporal Murphy and his 3<sup>rd</sup> US Infantry Division are engaged at the end of the Battle of Salerno, advancing towards the Volturno River. There, Murphy is promoted to Sergeant.

## Crossing the Volturno

After having crossed the Volturno, the 5<sup>th</sup> US Army advances towards Cassino, but the Allies' progression is blocked by the Barbara line, held by veterans of the 15. Panzergrenadier Division. After an intense battle, Murphy is rewarded with his first decorations.

## Mignano Monte Lungo

As the 5<sup>th</sup> US Army is blocked before Cassino, Allies organize landings on Anzio and Nettuno to try and force their way through Italy. Unfortunately, the landing troops do not manage to take the upper hand and remain stuck in a small bridgehead. The 3<sup>rd</sup> Infantry Division must take Cisterna di Littoria to break through. Sergeant Murphy is now a veteran and an unparalleled soldier.

## Cisterna di Littoria

August 1944. The 6<sup>th</sup> US Army Corps divisions land on the beaches of Southern France. The 3<sup>rd</sup> US Infantry Division is the 'Alpha Force': Murphy is now a Platoon Sergeant.

## Alpha Yellow

As Allied forces progresses through the Rhône Valley, the Germans are regrouping to the north to try and stop them in the Vosges mountains. Platoon Sergeant Murphy receives the Distinguished Service Cross for his heroic behavior during the landings on Southern France.

## The Quarry of Cleury

Murphy is promoted First Lieutenant during the fierce battles of the Vosges. Severely wounded, he spends the end of 1944 in a hospital. In January 1945, he is back to the front in Alsace.

## Counter-attack at Holtzwihr

While the 1<sup>st</sup> French Army is mopping up enemy resistance in the Colmar pocket, and after his exploits in Holtzwihr, Murphy and his company are heading for Biesheim to take bridges on the Rhine.

## The Capture of Biesheim

The last enemy troops in the Colmar pocket finally surrender. The 3<sup>rd</sup> US Infantry Division advances towards the Siegfried Line. For Murphy, who is now a Second Lieutenant, the war is over. In June 1945, he receives the Medal of Honor and the Legion of Merit, the highest US decorations, at the age of only 20. He received 38 decorations in total, including 5 French and 1 Belgian.

# THE SAN FRATELLO LINE AUGUST 4, 1943

## MEDITERRANEAN FRONT OPERATION HUSKY CROSSING THE FURIANO RIVER



Setup order		
1		x1
2		x16
3		x4
4		x5
5		x7
6		x9
7		x6
8		x2
9		x5
10		x4
11		x2
12		x8

### Historical Background

After capturing Palermo, Patton and his 7th Army advanced along the north coast of Sicily with the unavowed objective of entering Messina before the British 8th Army of General Montgomery. But Axis forces delay Patton's advance, systematically destroying bridges and setting up successive defense lines. Solidly entrenched on the San Fratello line, the 29. Panzer Grenadier Division had dug in behind concrete strongpoints and found the time to lay out mines everywhere. On August 4, 1943, hiding behind smoke screens, the 15th US Infantry Regiment of the 3rd Infantry Division crosses the Furiano river, to try and storm the enemy's positions. But the attempt fails and the assault is repelled with heavy losses for the Regiment. The San Fratello line is finally abandoned by the enemy following the landing of Task Force Bernard on their rear, at Sant' Agata di Militello. It's during this Sicily campaign that Private Audie Murphy is promoted to Corporal.

The stage is set, the battle line are drawn, and you are in command. The rest is history.

### Briefing

Axis player [Germany]  
Take 5 command cards.

Allied player [United States]  
Take 6 command cards.  
You move first.

### Conditions of Victory

6 medals.

Sant'Agata and San Fratello are Temporary Medal Objectives for the Allied player.

### Special Rules

Place a badge on the 2 elite German infantry units (Troops 2 - Specialized Units).

The Furiano river is fordable (Terrain 41 - Fords & Fordable Rivers).

San Fratello is built upon a hill (Terrain 49 - Hills with Villages).

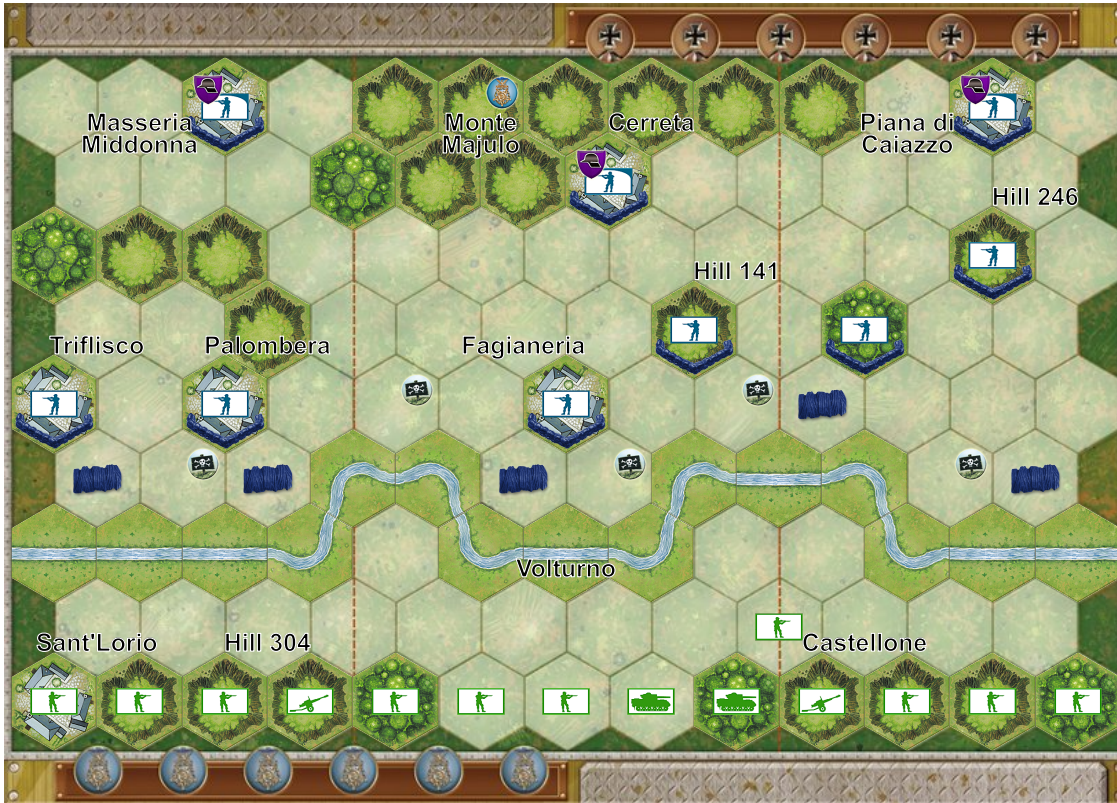
The Axis player lays out the minefields (Terrain 29 - Minefields).

If you own the Campaign Book expansion, any Allied artillery unit that is ordered can fire smoke emitting shells (Actions 21 - Smoke screens) instead of firing. Place 3 Smoke screen markers in 3 adjacent hexes, all within range of the artillery.

# CROSSING THE VOLTURNO

## OCTOBER 13, 1943

### MEDITERRANEAN FRONT THE 3RD US INFANTRY DIVISION BREAKS THROUGH



Setup order	
1	x8
2	x7
3	x7
4	x19
5	x6
6	x9
7	x5
8	x1
9	x5

## Historical Background

After coming out of the bridgehead they've established at Salerno, elements of the 5th US Army reach the southern bank of the Volturno river on the 5th of October 1943. During the night of October 12-13, British and US troops cross the river en masse. While the British find themselves pinned down next to the river, US troops of 6th Army Corps and in particular units of the 3rd US Infantry Division manage to cross the Volturno east of Triflisco and succeed in taking Monte Majulo and Piana di Caiazzo. The US engineers immediately set out to build a pontoon bridge, allowing tanks to cross and enabling the British to reinforce their bridgehead and finally break through. The 1st battalion of 15th Infantry Regiment in which Sergeant Audie Murphy served was involved in the action, near Triflisco.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## Briefing

Axis player [Germany]  
Take 5 command cards.

Allied player [United States]  
Take 6 command cards.  
You move first.

## Conditions of Victory

6 medals.

Monte Majulo is a Temporary Medal Objective for the Allied player.

## Special Rules

Place a badge on the 3 elite German infantry units (Troops 2 - Specialized Units).

The Volturno River is impassable (Terrain 8 - Rivers & Waterways), except on the Pontoon Bridge the Allies may build (Terrain 33 - Pontoon Bridges). In addition, all Allied infantry units are considered equipped with collapsible rafts and boats (Action 5 - Collapsible Rafts & Boats).

If you own the Campaign Book expansion, any Allied artillery unit that is ordered can fire smoke emitting shells (Actions 21 - Smoke screens) instead of firing. Place 3 Smoke screen markers in 3 adjacent hexes, all within range of the artillery.







The Axis player lays out the Minefields (Terrain 29 - Minefields).

Night Attack rules are in effect (Action 19 - Night Attacks).

# MIGNANO MONTE LUNGO MEDITERRANEAN FRONT

NOVEMBER 5, - NOVEMBER 13, 1943



Setup order	
1	 x18
2	 x14
3	 x3
4	 x7
5	 x6
6	 x2

## Historical Background

After crossing the Volturno river, the 3rd US Infantry Division managed to advance to Cassino before finding itself blocked by the "Barbara" line at Mignano. Well entrenched on Monte Lungo and Monte Rotondo, the German soldiers of the 15. Panzer Grenadier Division, defend themselves fiercely, holding their positions for a week. Despite heavy losses, the Americans fail to breakthrough. During this whole fight, the company of Sergeant Audie Murphy was engaged in the vicinity of Hill 193.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## Briefing

Axis player [Germany]  
Take 5 command cards.

Allied player [United States]  
Take 6 command cards.  
You move first.

## Conditions of Victory

6 medals.

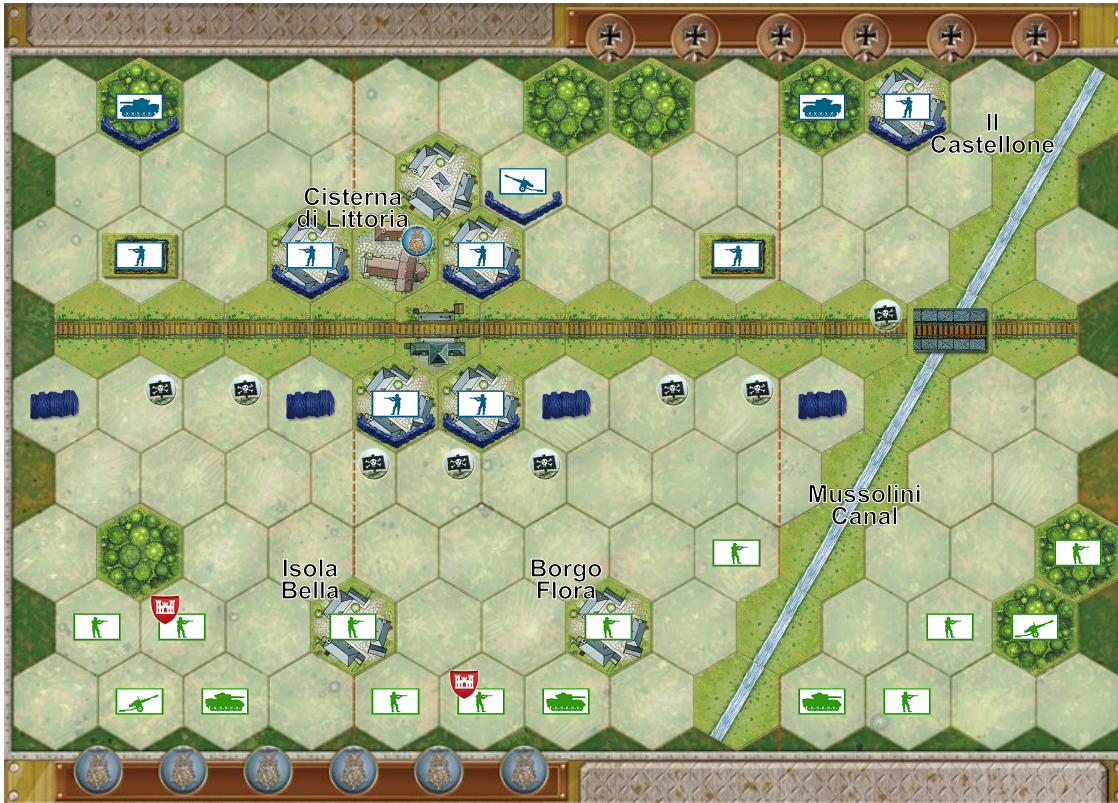
Monte Lungo and Monte Rotondo are Temporary Medal Objectives for the Allied player.

## Special Rules

Place a badge on the elite German infantry unit (Troops 2 - Specialized Units).

# CISTERNA DI LITTORIA MAY 23, - MAY 25, 1944

## MEDITERRANEAN FRONT OPERATION BUFFALO



Setup order	
1	x1
2	x10
3	x1
4	x8
5	x9
6	x7
7	x2
8	x1
9	x7
10	x4
11	x1
12	x8

### Historical Background

By the middle of May 1944, General Clark has decided he's had enough. Determined to finish his opponent off, he launches the 6th US Army Corps on the little town of Cisterna di Littoria, the centerpiece of the German defense against the Allied bridgehead in the Anzio-Nettuno area. From May 23 to 25, GI's of the 3rd US Infantry Division fight fiercely to capture the city held by troops of the German 362.ID. The GIs suffer terrible losses (1600 KIAs, wounded or missing) before finally capturing the city, on the 25th. Sergeant Audie Murphy's unit was involved in the action, managing to cross the railway south of Cisterna.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

### Briefing

Axis player [Germany]  
Take 5 command cards.

Allied player  
[United States] Take 6 command cards.  
You move first.

### Conditions of Victory

6 medals.

The church of Cisterna is a Temporary Medal Objective for the Allied player.

### Special Rules

Place a badge on the 2 American engineer units (Troops 4 - Combat Engineers).

The Mussolini Canal is fordable (Terrain 41 - Fords and Fordable Rivers).

Air Strikes and Blitz rules are in effect for the Allied player (Action 3 - Air Strikes and Blitz).

The Axis player lays out the Minefields (Terrain 29 - Minefields).



# ALPHA YELLOW

# AUGUST 15, 1944

## MEDITERRANEAN FRONT OPERATION DRAGON LANDING ON PAMPELONNE BEACH



Setup order	
1	x9
2	x2
3	x3
4	x2
5	x4
6	x12
7	x2
8	x12

## Historical Background

August 15, 1944 marks D-Day for the Allied landing in Provence. In the morning, 3rd US Infantry Division (Alpha Force) lands at Cavalaire (Red Beach) and Pampelonne (Yellow Beach). Demoralized and reluctant to fight, the Germans offer little resistance to the US troops but the beaches littered with mines remain treacherous. After some scattered firefights to clear the bridgehead of enemy troops, units of the 15th US Infantry Regiment advance inland and soon connect with the Allied paratroops dropped on the enemy's rear during the previous night. It was during this advance that Staff Sergeant Audie Murphy single-handedly destroyed several nests of German machine-guns on his own.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## Briefing

Axis player [Germany]  
Take 4 command cards.

Allied player [United States]  
Take 5 command cards.  
You move first.

## Conditions of Victory

5 medals.

Pampelonne and the artillery bunker on the hills are Temporary Medal Objectives for the Allied player.

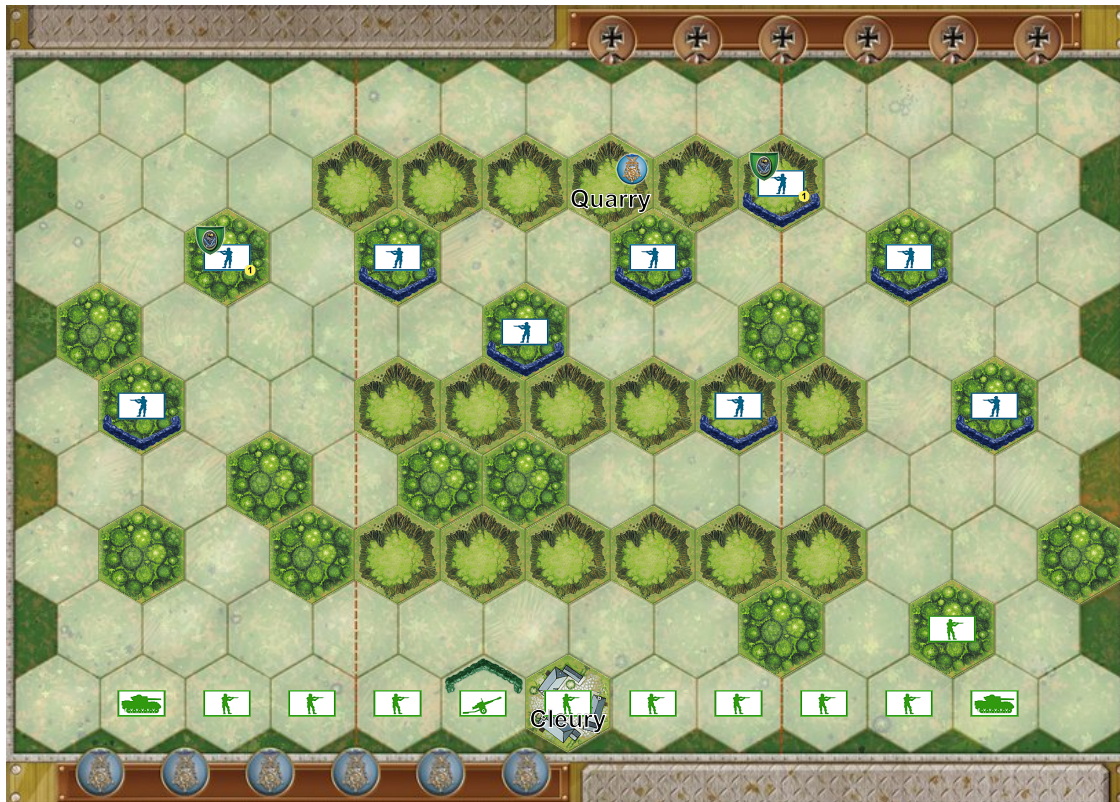
## Special Rules

Place a badge on the two Allied engineer units (Troops 4 - Combat Engineers).

The Axis player lays out the minefields (Terrain 29 - Minefields).

# THE QUARRY OF CLEURY    OCTOBER 1, - OCTOBER 10, 1944

## WESTERN FRONT    BATTLE IN THE VOSGES MOUNTAINS



Setup order	
1	x18
2	x17
3	x1
4	x9
5	x1

### Historical Background

At the beginning of October 1944, after freeing up the city of Besançon, the 3rd US Infantry Division is engaged in the Vosges Mountains. Near the village of Cleurie, they find themselves stopped by a German party entrenched on nearby heights and in a quarry. Despite artillery and tanks support, the US division suffers heavy losses as it attempts to reduce the enemy's defenses. Following this fight, Staff Sergeant Audie Murphy was promoted 1st lieutenant on the battlefield. Shortly after, he was wounded and kept away from the front for two months.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

### Briefing

Axis player [Germany]  
Take 5 command cards.

Allied player [United States]  
Take 5 command cards.  
You move first.

### Conditions of Victory

Allied player 5 Medals.

To win, the Allied player must also capture and hold the Quarry (a Temporary Medal Objective for the Allied player).

### Special Rules

Place a badge on the two Axis single figure Sniper units (Troops 10 - Snipers).

# COUNTER-ATTACK AT HOLTZWUHR JANUARY 26, 1945

## WESTERN FRONT MEDAL OF HONOR FOR 1ST LIEUTENANT MURPHY - FRENCH OPEN 2010



Setup order		
1		x3
2		x20
3		x3
4		x4
5		x5
6		x4
7		x2

## Historical Background

During the Battle for the Colmar Pocket, the 3rd U.S. Infantry Division, attached to the 1st French Army for the occasion, bravely inched through the snow-covered plains of Alsace despite the bitter cold. The 15th U.S. Infantry Regiment had just seized the village of Riedwihr and the Holtzwihr woods when the Germans launched a counter-attack. Two battalions of the 136th Gebirgsjäger (mountain troops) Regiment, backed by a half-dozen "Jagdpantners" of the 654th Panzerjäger Abteilung (heavy tank destroyers battalion), attacked from the villages of Holtzwihr and Wickerschwihr. During the fierce engagement that followed, Lt. Audie Murphy, a future Hollywood star in his own right, showed exemplary courage: left alone on the battle field, armed with a campaign phone in one hand, he directed American artillery fire onto the incoming waves of Germans while using his other hand to fire the turret's machine gun of a tank destroyer in flames onto the enemy infantry approaching his position. His heroic action allowed the GIs to contain the the Germans and restore the situation and earned him the highest American Military decoration, the prestigious Medal of Honor.

The stage is set, the battle lines are drawn, and you are in command. The rest is history!

## Briefing

Axis player [Germany]  
Take 5 command cards.  
You move first.

Allied player [United States]  
Take 5 command cards.

## Conditions of Victory

6 medals.

The village of Riedwihr and the Holtzwihr woods are Temporary Medal Objectives for the Axis player.

## Special Rules

All Axis armored units are elite tank units (Troops 2 - Specialized Units). No badge is required.

The Allied units marked with a battle star are camouflaged at the start of the game (Actions 16 - Camouflage).

Despite its appearance, the Ill river is not frozen enough to cross over: it remains impassable (Terrain 8 - Rivers & Waterways).

# THE CAPTURE OF BIESHEIM FEBRUARY 3, - FEBRUARY 4, 1945 WESTERN FRONT LAST BATTLE IN ALSACE.



Setup order	
1	x1
2	x1
3	x16
4	x16
5	x3
6	x2
7	x3
8	x7
9	x1

## Historical Background

In Alsace, combats are drawing to an end; the Colmar pocket is being reduced by the 1st French Army, and the troops of the German XIX.Armee, decimated and demoralized, are withdrawing toward Chalampé bridge over the Rhine in a bid to find some protection behind the Siegfried line. The rear guard, consisting of units of the 2.Gebirgsjäger Division entrenched in Biesheim, covers the German retreat. On February 3, 1945, the 3rd US Infantry Division attacks. The battle is fierce and lasts two days. The company of 1st lieutenant Audie Murphy, having taken position in the cemetery, is involved from start to finish. Biesheim marks Audie Murphy's last engagement as an infantryman; following this battle, he was designated liaison officer of the division and would no longer be involved in 1st line combat.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## Briefing

Axis player [Germany]  
Take 5 Command cards.

Allied player [United States]  
Take 6 Command cards.  
You move first.

## Conditions of Victory

6 medals.

The church of Biesheim is a Temporary Medal Objective for the Allied player.

## Special Rules

The Axis armor unit is an elite tank unit (Troops 2 - Specialized Units).

The canal and Giessen river are impassable except through the bridges (Terrain 8 - Rivers & Waterways).

For the Axis player only, the "Air Power" card is played as a "Barrage" card instead.

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