

**BUNKERS**  
2  
Infantry may move in and battle in a bunker. Artillery may not. Artillery in a bunker may not fire. Artillery in a bunker may not retreat. Bunkers have 30° arc of fire. Block line of sight.

**SPECIALIZED UNITS**  
2  
Including Elite, Rangers & Commandos  
SPECIAL FORCES  
Elite ARMOR  
Starts with 4 tanks per unit

**NIGHT ATTACKS**  
18  
Use Night Visibility Chart  
each Star increases visibility  
When full daylight is reached chart set aside, normal visibility conditions resume

**Special Rules:**  
Mountain is impassable and artillery cannot fire over it.

**Conditions of Victory:**  
Cisterna is a temporary medal objective for the Allied player.

The 1st Battalion commander Major Dobson personally hooked out one tank by shooting the commander with his pistol, climbing atop the tank, and dropping a white phosphorus grenade down the hatch. Two other tanks were captured by Rangers, but then knocked out by other Rangers who did not know they had been captured. Despite fierce fighting, there was little chance of success once the Rangers were attacked on the open ground. German units put Ranger prisoners in front of their tanks and commanded other Rangers to surrender. After the approximately seven-hour battle, only six of the 767 Rangers and one member of the 3rd Recon Troop returned to Allied lines, resulting in an overall loss of 803 men. The exact number of killed, wounded and captured is unknown, although historian Carlo D'Este estimated well over 400 Rangers became POWs. German casualties reached a similar level. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

**Historical Background:**



**Historical Background:**

The 1st and 3rd Ranger Battalions preceding the main attack by the 4th Ranger Battalion and the 3rd Battalion, 15th Infantry Regiment attempted a night infiltration behind German lines into the town of Cisterna. Their objective was to seize the town in a surprise attack and hold it until the main attack came through.

The two battalions totaling 767 men and supported by a platoon of 43 men of the 3rd Reconnaissance Troop moved out at 01:30 and moved in the darkness along a drainage ditch in column formation. Although they were able to bypass numerous German positions, at first light they were still short of their objective and needed to cross open ground for the final portion of the approach. At this point the Rangers were attacked by strong German forces of the 715th Motorized Infantry Division and Herman Göring Panzer Division, including at least seventeen German Panzer IV tanks. According to the Army history of the operation, the infiltration movement had apparently been discovered and an ambush prepared.

**HEDGEROWS**  
1  
Units moving in must stop and may move no further on that turn. Units moving in cannot battle. Units entering or leaving hedgerows must start its move from adjacent hex. When exiting, unit must stop. Roll a die. If 1-2, unit may still move. Block line of sight.

**RIVERS & WATERWAYS**  
8  
Do not block line of sight. Do not block line of sight.

**CHURCHES**  
18  
Unit moving in must stop and may move no further on that turn. Unit moving in cannot battle. Artillery may not fire. Block line of sight.

**PRISON CAMPS**  
35  
Unit moving in must stop and may move no further on that turn. Unit moving in cannot battle. Artillery may not fire. Block line of sight.

**ROADS**  
42  
Unit that starts its move on a Road and stays on it may move a additional hex. No combat restrictions. Do not block line of sight, except when entering or leaving. Block line of sight.