

# 'BARFOOT'



**Carano, Italy — May 23rd, 1944**

By May 1944, the 45th Inf. "Thunderbird" Division had reached the town of Carano. They set up defensive positions. Sgt. Barfoot conducted patrols to scout the German lines. When his company was ordered to attack on the morning of May 23, Barfoot asked for permission to lead a squad. Because of the patrols he had made, he knew the terrain and the minefield which lay in front of the German position. He advanced alone through the minefield, following ditches and depressions, until he came within a few yards of a machine gun on the German flank.

**VICTORY CONDITIONS:** The side with the most VP at the conclusion of Turn 8 is declared the victor. Squads = 2, Half-Squads = 1, SMC = 1, Captured unit VP's are doubled. Each Trench Hex controlled at Game end is worth 2 VP. Guns = 3, Tanks = 5. Control of Hex G8 on Board 13, Hex D6 on Board 63 and Hex L3 on Board 63 are each worth 5 VP's.



**Board Configuration:**

	13	63
43		
		12

German sets up first	1	2	3	4	5	+	6	7	8
American moves first									

**Elements 3rd Panzergrenadier Div. (ELR 3) (SAN 4) Setup: On Rows B, C, D of BD 43 & Rows FF, EE, DD of BD 12**



10      2      2      10      10      30 Factors      Abandoned Gun Hex H9—BD 13

**HQ Company (ELR 3) Setup: BD 63 on or North of Hex Row I**

**Stug Platoon (enter Turn 6 East Edge of BD 63)**

2      3      2      2

**L, Company, 157th Regiment, 45th Infantry Division (ELR 4) (SAN 2) Setup: On or South of Row L on BD 43**



Sgt. Barfoot      2      8      2      2

**Rear Support Elements 45th Infantry Division (ELR 4) Setup: On or South of Row V on BD 12**

10      2      3      3

**Special Rules/Notes:**

- BD 13 Rows P–A are playable / BD 63 Rows P–A are playable / BD 43 Rows A-P are playable / BD 12 Rows R-GG are playable.
- Sgt. Barfoot is Fanatic throughout the scenario. Units moving with Sgt. Barfoot are immune to the German minefield. Sgt. Barfoot is equipped with a bazooka.
- German Mines may be placed on Rows D, E, F, G of BD 43 and Rows DD, CC, BB, AA of Board 12.
- Place Burnt out wreck in these Hexes on BD 12: AA6, AA8, BB7 and EE6
- Place Rubble in these hexes: BD 43—B3, I1 / BD 12—AA1, AA7, V2, V4, V5, U5, S5
- Place shell holes in these hexes: BD 43—E4, F2, H1 / BD 12—DD4, DD7, BB2, BB6, AA4
- Place Overlays as follows: BD 13—RR7 on L5-K6, RR9 D10-D9 / BD 43 RR8 on D5-D4 (Note the Railroad is on a raised bed at same height as Elevated Road.)
- On BD 43 Hex G8 the road goes beneath the Railroad and On BD 63 Hex D6 the road goes beneath the Railroad.
- The abandoned German AT Gun is in working condition.
- For Close Combat the Germans are LAX throughout the scenario.

**Aftermath:**

After taking out the first machine gun with a hand grenade, he entered the German trench and advanced on a second machine gun, killing two soldiers and capturing three others. Others also surrendered and Barfoot captured a total of seventeen German soldiers and killed eight.. When the Germans launched an armored counterattack later in the day, Barfoot disabled one tank with a bazooka, then advanced into enemy-held territory and destroyed an abandoned German artillery piece. He returned to his own lines and helped two wounded soldiers from his squad to the rear.

