## "Sleepy Head"



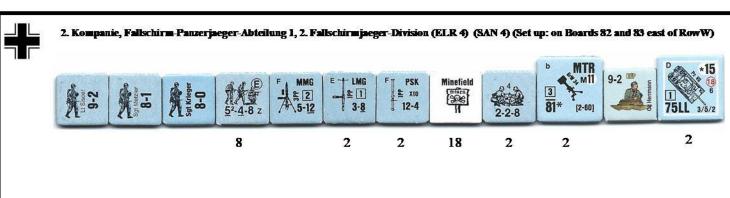
## Along the Via Casilina Road near Piedimonte, Italy — May 22nd, 1944

Only days earlier, the II Polish Corps had helped secure the fall of Monte Cassino. The Germans fell back to avoid being trapped. The Poles pursued and moved quickly to take Piedimonte before the Germans could anchor their next defensive line astride Highway 6. The fighting would be bitter as various Fallschirmjaeger formations continued to put up a fierce defense. To the west of Piedimonte along the via Casilina Road, the Poles would encounter entrenched Panther Tanks with only their turrets above ground. These Pantherturns along with Fallschirmjaeger grenadiers and heavy mortar support would offer up a stout defense.

VICTORY CONDITIONS: The Polish Player wins immediately or at game end if there are no good order German units with an LOS to any Board 82 Road Hex.

Board Configuration: (82 & 83)

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German Player Sets up first	1	2	3	4	5	6	7		
Polish Player moves first								82	





## Special Rules/Notes:

- EC are moderate with no wind.
- The Pantherturms are Armored Cupolas (D9.5). The Cupolas are treated as Panther Tanks. The Pantherturms begin the game HIP.
- 3\_ German 9-2 Armor Leader represents Gefreiter Herbert Fries. Fries is Heroic and if he exits his Pantherturm is replaced with a Hero Counter.
- Pantherturms may Boresight
- Germans my setup entrenched if in the appropriate terrain.



Aftermath: The Poles moving rapidly up the via Casilina would hit well-concealed mines and then find themselves faced with two Pantherturms buried up to their turrets. Manning one of these was Gefreiter Herbert Fries. Over the course of three days, Fries in his Pantherturm called "Schlafmuetze" (Sleepy Head) would knock out twenty Sherman Tanks before destroying his gun and retreating to the north with the remainder of the German 10th Army. For this feat, Fries would receive the Knight's Cross.