# "Smoking Cobras" 



Montese, Italy - April 15th, 1945
Among the many Allied participants of World War II, the Brazilians of the Forca Expedicionaria Brasileira were some of the fiercest fighters in the waning days of the Italian Campaign. The German retreat up the Italian Boot had been a masterful study in Fabian Tactics, but with the Spring of 1945, the Germans were exhausted and their resources stretched. But at the Italian town of Montese, the Germans would once again stand and trade vicious blows with their Allied counterparts. Leading the Allied attack on Montese would be the infantry and armor of the Brazilian FEB. Montese would quickly become the scene of bitter hand to to hand fighting in the narrow streets of the old town. And the Brazilians would live up to their moniker...the Smoking Cobras!

## Board Configuration:

VICTORY CONDITIONS: The following three buildings represent the scenario victory locations: 60L6 Building, Board 8aG3 Building and 8aM7 Building. Victory may be accomplished in the following ways. The Brazilian Player wins immediately at the end of Turn 6 if the Brazilians control Building 60L6 and one additional 8a building. Conversely, the German Player wins immediately at the end of Turn 6 if all three buildings are still in German control. Finally, the Brazilian Player wins at game end by controlling at least two of the three building locations.


Elements of 148th Infanterie Division (ELR 3) (SAN: 4) (Setup: as on Board 60 on or north of Row S per SSR and on Board 8a north or Row D)


## Special Rules/Notes:

1. EC are moderate, with a mild breeze from SW at start.
2. Orchards and Grain are not in season.
3. Only Rows numbered 1-9 are playable on Boards 5a and 8 a .
4. The Brazilians use US equipment without penalty and act as American Troops in all other respects.
5. As the scenario begins in the afternoon, the sun begins setting behind the Italian mountains on Turn 7 reducing the NVR to 8 hexes and on Turn 8 reducing the NVR to 6 hexes. Neither side is equipped with star shells.
6. Kindling is N.A.
7. Due to constant German shelling, many of the buildings are rubbled. Prior to start, both players alternately place 5 rubble counters each with the Brazilian Player going first.
8. The German radios represent one module of 100 mm OBA. Both radios are tied into the same battery. Either radio spotter (if it has radio contact) may direct the fire. If a spotting round is not visible to one radio spotter, then the other may assume fire direction and correct the spotting round or convert to FFE.
9. Setup SSR's: Both players share a setup zone on Board 60 Rows R-S are shared setup. Prior to setup, both players determine which of their units will be placed in hexes within the Board 60 rows R-S zone. These units are placed first with the German player placing one unit and then the Brazilian player placing one until all designated units are placed within the zone. NOTE: Each player may elect to place a unit in the same Hex as an opposing player's unit and place a melee counter in that location. Multiple units may be placed in such a melee hex within normal stacking rules. Players may also place units in the upper level of a hex occupied by an enemy unit. Once the units are placed in the Board 60 R-S zone, the German player then completes the remainder of his setup followed by the Brazilian player.
10. The church in 60L6 has a level 3 Steeple.

Aftermath: Securing the town of Montese would require four days of bloody fighting. The FEB would finally take the town, but at a cost of 426 casualties. From Montese the FEB would continue to fights for Monte Rosa and San Marco. There success in these battles would finally lead to the surrender of the 148th Infanterie Division to the Brazilians. It would be a signature honor for the FEB as Brazilian General Mascarenhas accepted the surrender on April 29-30 of 2 generals, 800 officers, and 14,700 troops. The 148 th would be the only intact German division to surrender on that front.

