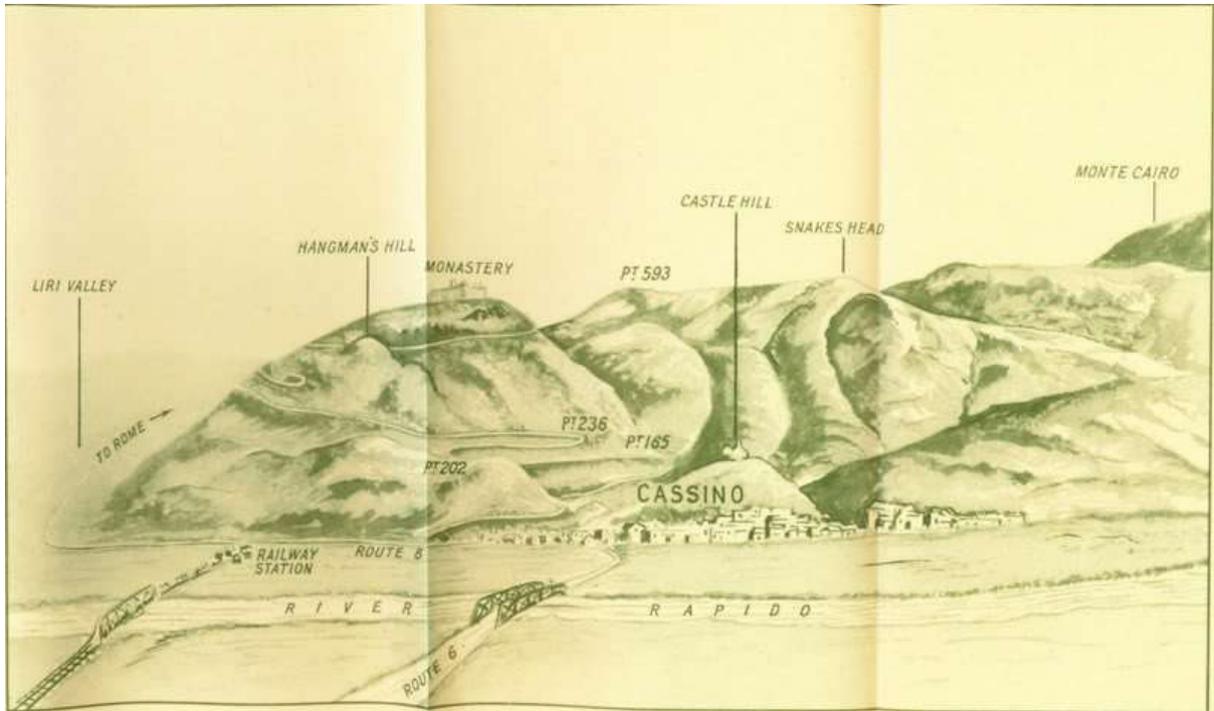


The Road to Rome



A Flames of War campaign for the battles around Cassino and Anzio



Cancon 2015

The Road to Rome

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The Road to Rome

This event is about the battles for Cassino and Anzio. It is a team based event with results based on achievement of campaign points for taking and holding set objectives and glory points based on results of battles and taking of objectives or committing acts that affect public opinion.

The focus is on:

- The battle for the Monastery. This involves the Monastery itself, the road up to it from Cassino, and the other main way to assault it from behind – a ridge that was to become known as Snakeshead Ridge
- The battle to take the town of Cassino
- The battle to cross the Gariglione River, one of the many heavily defended rivers that was made all the more difficult by the Germans flooding the area
- The Anzio landings
- The breakout from Anzio centering around Carroceto involving the vicious fighting in ‘the caves’, the flyover and ‘the Factory’
- The race to Rome through the open country along Highway 7

Special rules to capture some of the unique aspects of this campaign cover:

- Allied strategic air power used for tactical support
- ‘Anzio Annie’, one of two 283cm Krupp K5 railway guns used to shell the Anzio beachhead (the other was nicknamed ‘Anzio Express’)
- The effect of the imposing Monastery on Allied troops
- The extremely rugged mountain terrain on Monte Cassino and the massif
- Naval support

Players

Up to 10 players per side including the C-in-C. The C-in-C rotates between the players each round. depending on the number of players there may also be a bye round. The nature of this event is there will be plenty of time to visit the trade stalls and other games in between rounds.

Timetable

	Day 1	Day 2	Day 3
Battle 1	9:00-12:30	08:30-11:30	08:30-12:00
Battle 2	13:30-17:00	11:30-14:30	12:00-15:30
Battle 3		14:30-17:30	

Cost and Registration

Registration is via the Cancon 2015 website

Historical Background

The broad outlines of the Italian campaign were drawn by the Combined Chiefs of Staff at the Quebec Conference in August 1943. By pursuing military action in Sicily the Allies hoped to knock Italy out of the war and establish air bases from which the air forces could continue their strategic bombing. Most importantly by electing to carry the Mediterranean war into Italy the Allies intended to stage a major diversion by forcing Hitler to maintain large numbers of troops there and away from northern France where they were scheduled to launch the long-delayed cross-Channel invasion in the late Spring of 1944 along the coast of Normandy (Operation Overlord, D-Day).

After decisive victories over the Germans at Stalingrad and Kursk, the Red Army had the upper hand in the East. Nevertheless the Wehrmacht still posed a considerable threat to the Red Army and Stalin was anxious to ease the burden on the Soviet Union. For some time Stalin had been demanding that the Allies open a second front in the west.

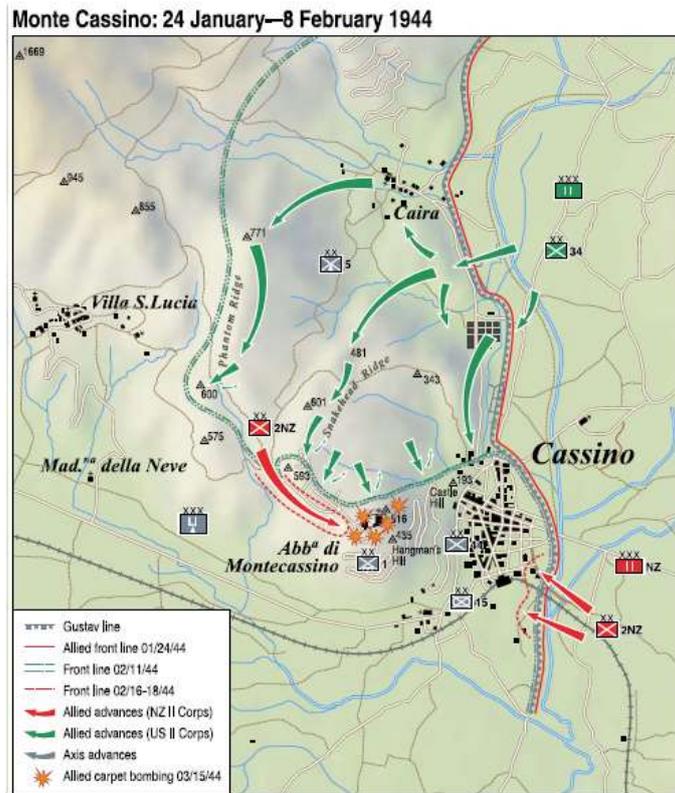
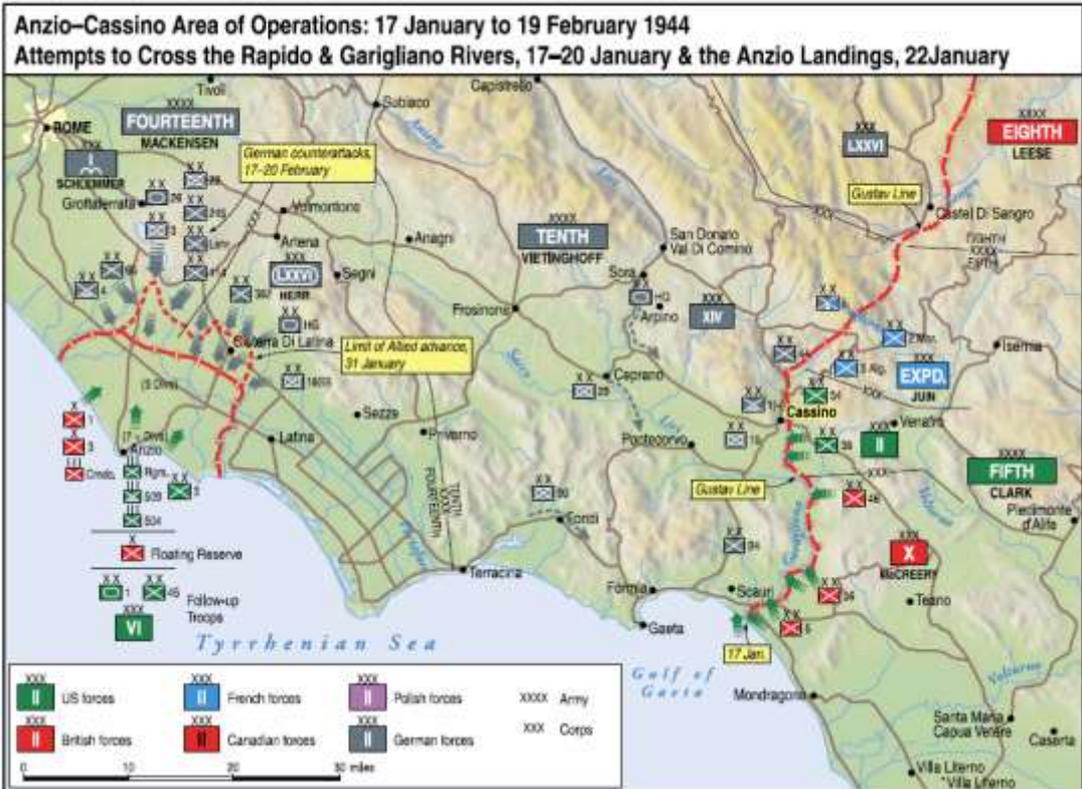
The US was not willing to wait until 1943 to begin operations against Nazi Germany. However, the US and Great Britain agreed they were not ready for a cross-Channel invasion in 1942. That led to joint operations (Torch) in the Mediterranean. When those operations in Tunisia fell behind schedule a cross-Channel invasion in 1943 also became more problematic. The inability of Great Britain and the US to agree on a timetable for the cross-Channel invasion made the British, whose motivation to continue operations in the Mediterranean had both a political and military basis, regard Italy as an attractive alternative.

Churchill persuaded Roosevelt that the 'soft underbelly' was Germany's Achille's heel. Events were to prove the underbelly was not soft and the entire Italian campaign was bitterly fought.

After making steady progress from the southern tip of Italy the Allies became bogged down at the 'Gustav Line' including Cassino. With Churchill's prompting the Allies agreed to launch an amphibious landing at Anzio to break the Cassino deadlock. However, the Allies were also preparing for D-Day so much of the material needed was already being relocated to Britain including landing craft, naval support, air support and both US and British troops. What was left for Anzio was barely enough and many of the Commanders involved had reservations about the chance of success.

The Anzio landings were successful but there was no breakout for many months. That too became a source of contention between the Allies. Some say the Commanders were too cautious, others say there was never enough resources and reserves to do the job.

Attached is an article from Strategy and Tactics Issue 258 describing the Cassino and Anzio campaign. Provided below are maps from the same source showing the overall situation and the Cassino and Anzio battles.



Lists

Any list from the Italy Compilation (Fortress Italy, Road to Rome) or official PDFs containing troops and equipment available at the time of the Cassino and Anzio battles. However, the TO reserves the right to review lists for historical accuracy and gamesmanship.

Players may bring up to 3 x 1,250 point lists of any type from the same side.

The lists may contain any of the combat and weapons platoons and Divisional and Corp support options, except those that are in the Campaign Divisional/Corp Support and the other exceptions noted below. The Campaign and Divisional/Corp Support is allocated to Commanders each round.

Exclusions and Restrictions

Both

- Any Divisional/Corp Support that is in the Campaign Divisional/Corp Support, or any artillery except mortars. Both sides Divisional/Corp Support contain additional Combat/Weapon platoons. As these are not Divisional/Corp Support in the FoW lists it does not prevent them being chosen in the player's core list
- No Warriors

Axis

- Schwere Company/Platoons (Tiger and Elephant tanks are in the Support Pool)
- Brummbars (rare, included in the Support Pool)
- Strongpoint lists
- Panther Platoons (very few available, included in the Support Pool)
- Panzerfausts (not widely available in Italy until late 1944)

Commonwealth

- Sherman 76mm or Firefly (i.e. may only choose Sherman Mk III or V)
- Stuart V (i.e. may only choose "Honey" Stuart III)
- Crocodile Tank Platoon (formed in December 1944)
- Only 1 player may use Indian, New Zealand, South African or Polish list per round
- Bears (dogs and cats are OK)

US

- Only 1 player may use a Devils Brigade list each round
- Only 1 player may use a "Darbys Rangers" Ranger Battalion each round
- Any model Sherman M4A3 (i.e. may only choose Sherman M4 or M4A1)
- M4A1 (76mm)
- M24 Chaffee
- M4 (105mm) Sherman



Fallschirmjager on Monte Cassino overlooking the Liri Valley

Divisional and Corp Support

The C-in-C will allocate the Divisional/Corp Support each round. Players may receive up to another 1,000 points of support. The German side has less support than the Allied side and can expect to fight with fewer points in some battles. However, the Germans have the advantage of being on the defensive and in terrain highly suitable for defence.

Artillery and Tank Destroyer platoons of the same type can be combined to form larger batteries or platoons.

German Support

The Germans may allocate a maximum of 5 to a Commander, or the Panthers, and 20 points in total. Note the German C-in-C may also be required to allocate up to another 10 points to the Carroceto/Anzio Annie battle if the Allies breakthrough the German lines there.

Standard			
Confident/Veteren Wehrmacht			
Combat Platoons		Artillery	
HG Panzer Platoon 4 x Pz IV H	4	Artillery Battery 2 x 15cm sFH18, Obs	2
HG Panzergrenadier Platoon 3 x Squads. Cmd PzKn SMG, Kfz 15 car 6 x MG, 3 x Kfz 70 truck	2	Artillery Battery 2 x 15cm sFH18, Obs	2
HG Gepanzerte Aufklärung Platoon 3 x Platoons. Cmd PzKn SMG 6 x MG, 4 x Sd Kfz 251/1	3	Artillery Battery 2 x 10.5cm leFH18, Obs	1
		Artillery Battery 2 x 10.5cm leFH18, Obs	1
		Artillery Battery 2 x 10.5cm leFH18, Obs	1
		Artillery Battery 2 x 10.5cm leFH18, Obs	1
		Nebelwerfer Battery 3 x NW41, Obs, Cmd SMG	1
Heavy Armour		Luftwaffe Support	
Panther Platoon 3 x Panther G	6	Limited JU87D Stuka flight	1
Schwere Panzer Platoon 2 x Tiger 1e	4	Limited JU87D Stuka flight	1
Schwere Panzer Platoon 2 x Tiger 1e	4	Limited JU87D Stuka flight	1
Schwere Panzerjager Platoon 1 x Elephant	3	Luftwaffe Heavy AA 1 x 8.8cm Flak36, Cmd SMG with Sd Kfz 7	1
Assault Tank Platoon 3 x Brummbar	2	Luftwaffe Heavy AA 1 x 8.8cm Flak36, Cmd SMG with Sd Kfz 7	1
Total			42

Artillery Batteries of the same type may be combined to form a larger Battery. Regardless of size, a deployed Battery has a Command SMG team and a Staff team.

Allied Support

The Allies may allocate a maximum of 10 points to a Commander and 38 points in total. Commonwealth Support may only be allocated to Commonwealth troops and US to US troops. The Allies may have to allocate another 10 points to exploit a breakthrough at Carroceto/Anzio Annie.

Commonwealth			
Combat Platoons		Artillery	
Armoured Platoon (C/V, p78) 4 x Sherman III	3	Field Batt (SP) Royal Arty (C/V,p87) 4 x Priest Cmd, Staff, OP Sherman, Jeeps	3
Armoured Platoon (C/V, p78) 4 x Sherman III	3	Field Battery, Royal Arty (C/V,p94) 1 Gun Troop, 4 x OQF 25 pdr Cmd, Obs, OP Carr, Quads	2
Armoured Platoon (C/V, p78) 4 x Sherman III	3	Field Battery, Royal Arty (C/V,p94) 1 Gun Troop, 4 x OQF 25 pdr Cmd, Obs, OP Carr, Quads	2
NZ Cavalry Platoon (C/V) 1 x Staghound II CS, 2 x Staghound I	1	Medium Battery (C/V, p95) 1 Gun Troop, 4 x BL 5.5" Cmd, Obs, OP Carr, Matadors	3
Recce Patrol 3 x 'Honey' Stuart III	2	Air Observation Post Auster AOP	
Motor Platoon (C/V) Cmd MG, PIAT, Mort, 3 x MG 4 x M5 1/2 Tr	2	Air Observation Post Auster AOP	
Lorried Rifle Platoon (C/V, p47) Cmd RMG, PIAT, Mort, 6 x RMG, 2 x Tr	2		
Lorried Rifle Platoon (C/V, p47) Cmd RMG, PIAT, Mort, 6 x RMG, 2 x Tr	2		
Brigade MG Platoon (C/V, p44) Cmd Rifle, 4 x Vickers HMG, 2 Lorry	1		
Brigade Hvy Mortar Platoon (C/V, p44) Cmd R, Obs, 4 x 4.2" mort Jeep, 2 x 3t Lorry	2		
Special Forces		Air and Naval Support	
Tank Platoon (C/V, p69) 3 x Churchill Mk IV	3	Limited Air Support Hurricane	2
Tank Platoon (C/V, p69) 3 x Churchill Mk IV	3	Limited Air Support Hurricane	2
AT Platoon (SP) Royal Arty (C/V,p93) 2 x M10 3"	1		
Breaching Group (p100) 1 Sherman V, 2 x Sherman Crab, 2 Churchill AVRE, 1 Bulldozer	2	Naval Gunfire Support (4 guns) Cruisers and Destroyers AT: 5, AT: 2+	3
Total			47

US			
Combat Platoons		Artillery	
Tank Platoon (C/V) 4 x M4A1 Sherman	3	Armoured Field Artillery (C/V) 3 x M7 Priest Cmd, Staff, Obs, Jeeps	2
Tank Platoon (C/V) 4 x M4A1 Sherman	3	Field Artillery Battery (C/V) 4 x M2A1 105mm Cmd, Staff, Obs, Jeep	2
Tank Platoon (C/V) 4 x M4A1 Sherman	3	Field Artillery Battery (C/V) 4 x M2A1 105mm Cmd, Staff, Obs, Jeep	2
Cavalry Platoon 2 Patrols: 2 x Command M8 AC 2 x Mortar Jeep, 2 x Recce Jeep	2	Field Artillery Battery (155). (C/V) 4 x M1 155mm Cmd, Staff, Obs, Jeep	3
Light Tank Platoon (C/V) 4 x M5A1 Stuart	2	Air Observation Post L4 Grasshopper	0
Armoured Rifle Platoon (C/V) Cmd, 5 x Rifle, 5 x Bzk, 2 LMG, Mort 5 x M3 1/2 Tr w/ .50 AA MG	3	Air Observation Post L4 Grasshopper	0
Rifle Platoon (C/V) Cmd, 10 x Rifle, Bzk	2		
Rifle Platoon (C/V) Cmd, 10 x Rifle, Bzk	2		
Truck Section 3 x Truck Squads: 6 x 2.5t truck	0		
Special Forces		Air and Naval Support	
Tank Destroyer Platoon (C/V) 2 x M10 3" GMC	2	Priority Air Support Lightning	2
Tank Destroyer Platoon (C/V) 2 x M10 3" GMC	2	Priority Air Support Lightning	2
		Priority Air Support Lightning	2
Nisei Rifle Platoon (F/V) 3 x Rifle Squads Cmd, Bzk, 9 x Rifle	3	Naval Gunfire Support (4 Guns) Cruisers and Destroyers AT: 5, AT: 2+	3
			45

Campaign and Glory Points

The Cassino and Anzio campaigns were characterised by tough fighting and controversial decisions among the Allied Commanders. At times the British and US generals were at odds with each other about the direction of the campaign and action or inaction. This includes the decision to land at Anzio, the subsequent perceived slowness to breakout of the beachhead and finally Mark Clark's advance to Rome instead of cutting off the retreating forces from Cassino.

Campaign Points

Campaign Points represent the achievement of military objectives. They are earned for taking or holding the tactical Objectives on the battlefields and casualties inflicted and avoided in taking those objectives.

The side with the highest number of Campaign Points wins the Italian military campaign.

Glory Points

Glory Points represent propaganda opportunities for each side and the personal reputation of the various Commanders. They are based on high profile objectives and outstanding battlefield results. These high profile objectives are not always synonymous with the military objectives.

There are multiple winners and losers based on public opinion. The categories are:

1. Axis or Allied (Commonwealth and US are cumulated)
2. Commonwealth or US
3. Overall Best General from either side
4. Axis Commander
5. Allied Commander



Mark Clark Enters Rome

Campaign and Glory Points Table

Campaign and Glory point are awarded for taking or holding objectives.

100% of the points are awarded for taking objectives, and 33% for holding objectives.

Campaign and Glory Points	Allies		Axis	
	Campaign	Glory	Campaign	Glory
Battlefield and Objective				
Battle Results				
6-1 Victory/(loss)	1 / (-2)	2 / (-2)	1 / (-2)	2/(-2)
5-2 or 4-3 Victory/ (loss)	- / (-1)	- / -	- / (-1)	- / -
The Monastery and Snakeshead				
Monastery	5	5	5	5
Hangman's Hill	3	2	2	
Castle Hill	3	2	2	-
Snakeshead Ridge	3	2	3	2
Point 593	3	2	3	2
Allies bomb the Monastery	-	-10	-	5
Cassino town				
Hotel Continental	2	2	2	2
The Nunnery	2	2	2	2
Hotel des Roses	2	2	2	2
Cassino Station	2	2	2	2
Gariglione River Beachhead	4	2 each	4	Both: 4 One/none: -
Anzio				
Secure Anzio North	3	2	4	2
Secure Anzio South	3	3	4	2
Secure Anzio North and South	+4	+7	+4 each	+6 each
Padiglione Woods	2	-	2	
Anzio Town	2	-	2	
Carroceto				
"The Caves"	2	4 for both	2	4 for both
"The Factory"	2		2	
Dung Farm	2	-	2	-
Anzio Annie	3	4	3	8
Highway 7				
Village	1	0	2	1
Roma Junction	2	6	3	1
Cassino Junction	5	1	3	1

Campaign Turns

The campaign consists of 7 Campaign Turns.

Campaign Turn Phases

The Campaign Turn consists of the following phases:

- *Advice of next Battlefield (receiving Orders) 2 hours into current game*
- *Allocation of Campaign Reserves*
- *Strategic Force planning*

Advice of Battlefield

The C-in-C and Commanders are advised of the next battlefield by the TO according to a pre-determined sequence so as to ensure each Commander plays on each battlefield and has the widest range of opponents possible.

Allocation of Campaign Support Units

Once the Commanders have been advised of where they are fighting, the General and Commanders determine the allocation of Campaign Support Units to the Commanders.

- 1) The Commanders have 15 minutes from receiving their orders to lodge a request with the General for support from the Campaign Support Pool. The request is returned to the General along with their choice of force (List).
- 2) If the Commanders are still engaged in battle they may request a recess of no more than 3 minutes to complete their support requests.
- 3) The General has a total of 30 minutes to allocate the support to the Commanders for the next battle.
 - a) If a particular support choice is requested by more than one Commander the General decides which Commander receives it;
 - b) If a particular support choice is not requested by any Commander, the General may allocate the support to any Commander;
 - c) Any support choices not provided to the Umpire within 30 minutes remain allocated

Strategic Force (Anzio Annie and Allied Strategic Bombing) Planning

- 1) Anzio Annie. The German C-in-C plots the target co-ordinates for Anzio Annie and provides the co-ordinates to the German Commanders fighting on Anzio North, Anzio South and Carroceto. The sequence of firing and actual target is chosen in the games (see Anzio Annie, p24)
- 2) Allied Strategic Bombing. The Allied C-in-C chooses whether to use Strategic Bombers and if so chooses a target (p25)

The Campaign Turn is over once the Campaign Support Choices have been allocated and Strategic Force Planning is complete.

The Front Line

The Monastery, Snakeshead Ridge, Cassino Town, Carroceto and Anzio Annie tables use the **Front Line** rule. Battles on those tables are fought as one continuous battle over the length of the campaign. The deployment line for each individual battle is determined by the result of the previous one.

Definition of the Front Line

The **Front Line** is formed by:

- Connecting the forward most occupied terrain features or dug-in troops.
 - A terrain feature is occupied if there is no in-command enemy teams on or in that feature. For example uncontested woods, buildings, trenches, wadis, or hills
 - Independent teams cannot hold or contest a terrain feature
 - Connect occupied terrain features nearest to a table edge directly to that edge by the shortest route
 - Terrain features in a friendly deployment zone remain held until they are occupied by the enemy
 - Connections are from the outer edges of the terrain features
- Connect to any in-command dug-in teams forward of a terrain feature. Connection cannot be made to an independent team
- If a terrain feature is contested, connection is made to in-command teams in or on that feature instead of the edge of the feature

Deployment

- 1) Teams may deploy up to their **Front Line** and may start in **Prepared Positions**
- 2) There is no minimum distance between the two opposing **Front Lines**
- 3) The Player who moves 1st in any Mission may not conduct an Assault in their first turn

Mission Length

Commanders in the Cassino, Snakehead Ridge, Carroceto, Anzio Annie and Highway 7 battles may continue beyond the standard Mission rules in order to try and capture more Campaign Objectives or to improve their *Front Line* for subsequent battles.

Continuing Missions

A Commander that satisfies the Mission Victory conditions at the beginning of their turn may end the Mission as normal or opt to continue.

If the Commander opts to continue the Mission, the defeated Commander may either continue or *Fall-Back* and end the Mission.

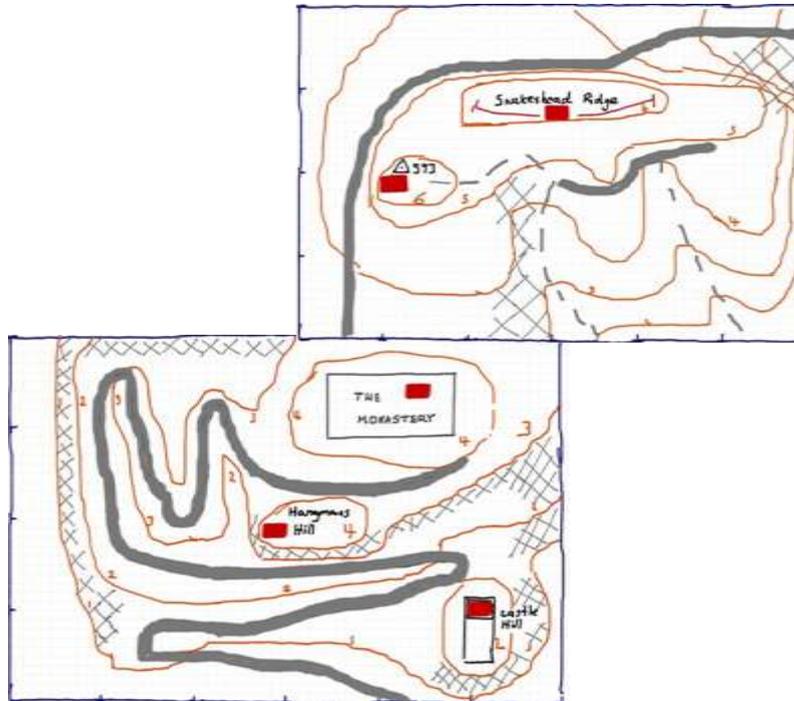
Fall-Back

If the defeated Commander opts to *Fall-Back* rather than to continue a Mission, the defeated Commander immediately moves all teams directly to their rear so they are least 6" from enemy teams that are in Command and from any contested or enemy held Objective. The Attacker remains where they are, except any of their teams may occupy positions within 4" of any abandoned Objective.

The Monastery and Snakeshead Ridge

The Monastery is the iconic image of the Cassino battles. The Allies made many attempts to try and seize it using three different approach routes. The first is up the road directly to the Monastery. The second is up the slope and along the ridge lines from the rear to what became known as “Snakeshead Ridge” due to its shape. The third is from the rear.

The extremely rugged terrain made it very difficult to assault.



The battles for the Monastery and Snakeshead Ridge are team battles.

Special Rules

- Teams may move between battlefields where the tables join
- The entire massif is impassable to vehicles, heavy guns and medium guns except on roads (light guns and man-packed guns are OK)
- Impassable areas cannot be crossed by any teams
- Mountain roads are Slow Going
- Infantry and Man-Packed gun teams movement:
 - Roads, along same gradient or downhill: 6"
 - Up a gradient: 4", except Mountaineers who may move up to 6"
- Infantry and man-packed gun teams are always concealed and are in bullet proof cover if they did not move
- Assaulting or counter-assaulting downhill: +1
- **Front Line** rule applies
- If the Allies take the Monastery, the Germans must attempt to re-take it from Pont 595
- If Snakehead Ridge is captured, the Germans may arrive from the western short table edge

German Deployment

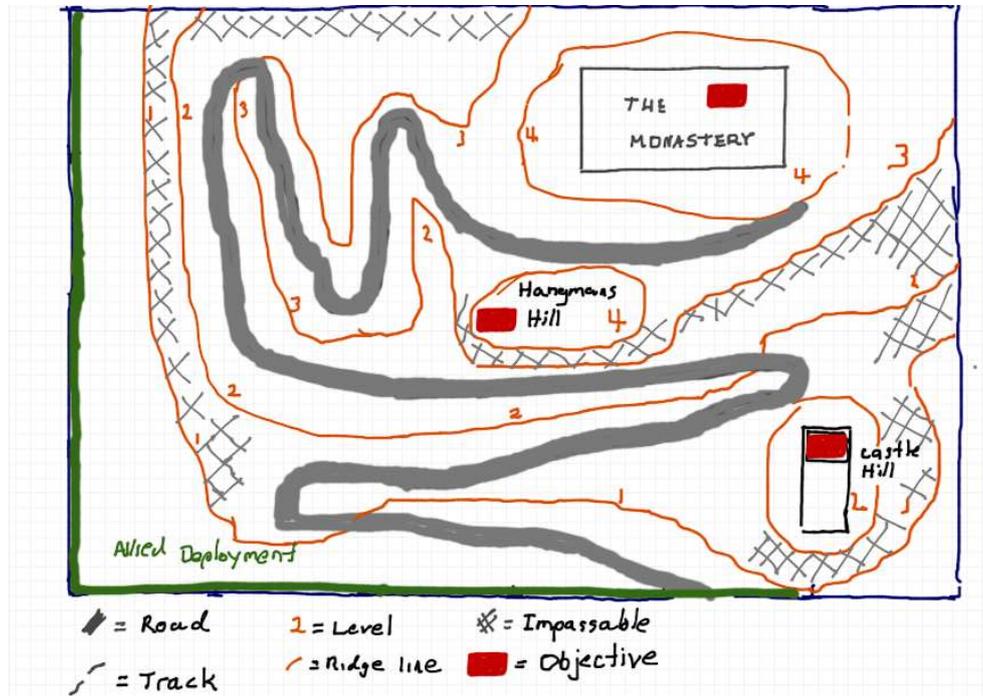
The initial deployment for the German troops is on elevation 2 or higher and are in **Prepared Positions**. Each German Commander must hold at least ½ in **Reserve** and may have 1 in **Ambush**.

Troops may be deployed on either battlefield, however teams from the different battle groups cannot be intermingled (i.e. it must be possible to trace a line between the two battle groups). The Germans cannot place any fortifications on the Monastery or Snakeshead Ridge map.

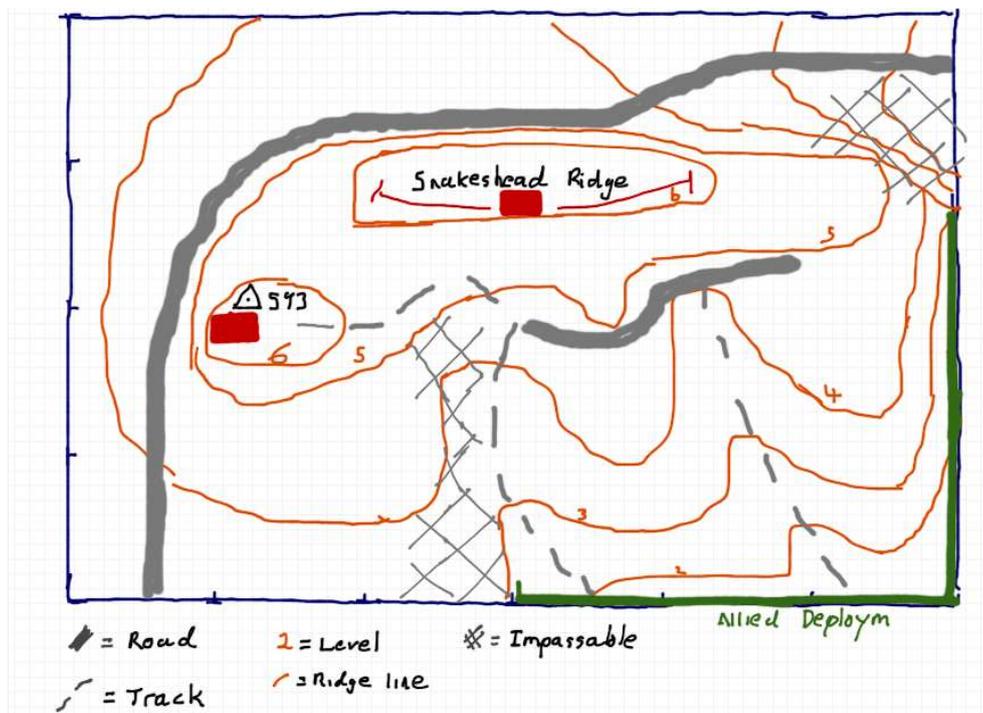
Reserves arrive at the table edge to the north of the Monastery or along the long table edge north of Snakeshead Ridge.

Allied Deployment

Initial Allied deployment for Monte Cassino is up to 8" in on level ground along the western edge or the southern edge up to the impassable terrain. Artillery may be deployed off-board. All Allies are in **Prepared Positions**.



Deployment for the Massif is to the south and south east of the ridge (right hand side of the long table edge, short table edge up to the impassable terrain) in **Prepared Positions** no closer than 16" to any enemy team.



The Snakeshead ridge objective is held if the objective is uncontested and no individual enemy team has been on the ridge for more than one turn.

Cassino Town

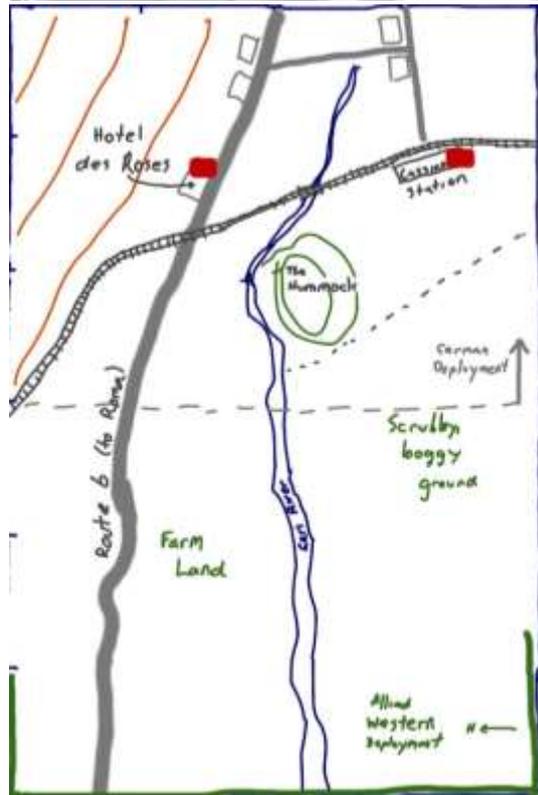
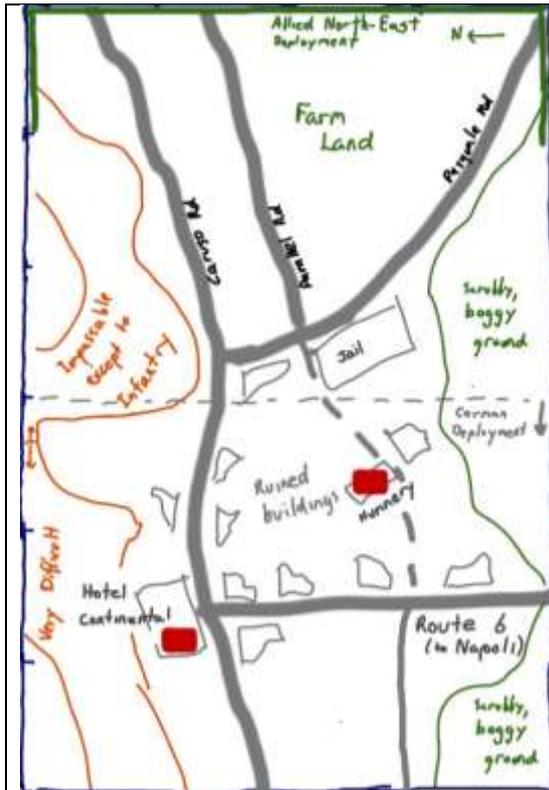
The town of Cassino saw extensive fighting as the Allies attempted to secure it as a base to launch attacks on the Monastery. Fighting ranged from urban fighting to fighting in rubble after the town was extensively bombed and shelled.

There were 4 major assaults to take key positions in and around Cassino Town.

A Maori contingent attacked from the East to take Cassino Station and the Hummock.

At another time Commonwealth forces attacked from a north westerly direction. This route along "Caruso Rd" and "Parallel Rd" was protected from observation from the Monastery and shelling until they rounded the corner and the town was in sight. The attack was supported from Pasquale Rd.

The Germans had major strongpoints in the *Hotel des Roses*, the *Hotel Continental*, the Nunnery, and Cassino Station, each of which was supported by strong defensive positions.



Special Rules

- Pairs game
- The battle is fought as per the **Surrounded** Mission, with the following amendments:
- The Allied and German C-in-C are provided with their respective Commander's forces (lists) and:
 - Assigns on Commander to the N/E and one to the West
 - May re-allocate forces between the Commanders
 - Allocates Support Reserves to each Commander
- The Allied Players may deploy up to 12" from their base lines
- The German Commanders may deploy up to ½ way to the Allied base line on the N/E and Western approaches
- The German Commanders may deploy over the ½ way mark of the entire table but may not intermingle their troops

Terrain

Scrubby, boggy ground (flooded areas):

- Difficult going (bog check)
- Infantry/Man-packed guns cannot be seen over 12" and are concealed at 12" or less
- Vehicles and guns are concealed at more than 12"

Scrubby, good, ground

- As above, except only Slow going (no bog)

Ruined buildings area

- Slow going (no bog checks)
- Concealment and bullet proof cover based on WYSIWYG

Gari River

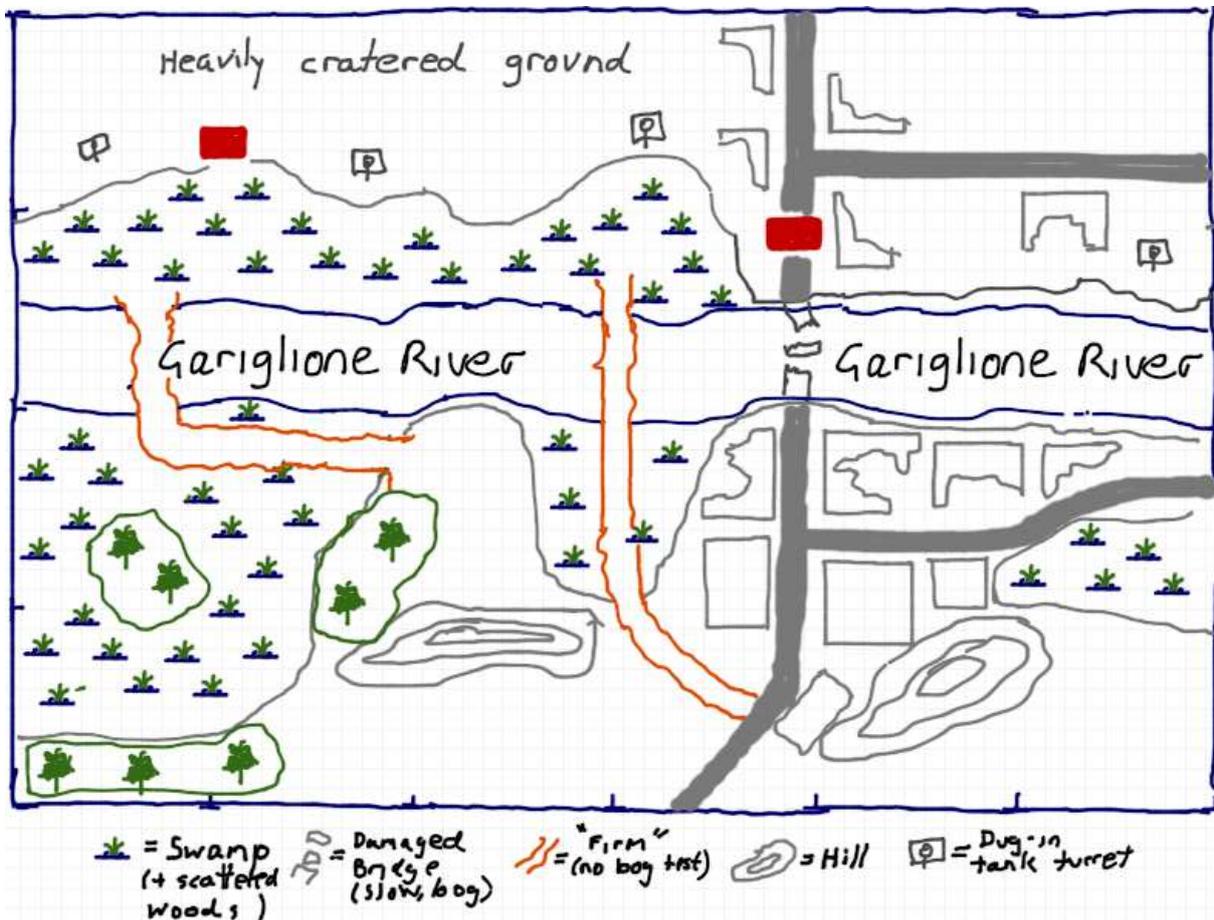
- Slow going and bog check

Scattered Olive Groves and Vineyards

- Vineyards and olive groves are Difficult Going. The ground in between the vineyards and olive groves is Slow Going
- Vineyards provide concealment for infantry, small and medium guns, and small vehicles. Visibility 6"
- Olive groves provide concealment for all teams. Visibility 12"

Gariglione River

The Germans flooded the low lying lands and added fortifications behind rivers. This made the natural barriers of the rivers very difficult to assault. There were numerous failed attempts to cross the Rapido and Gariglione Rivers by the Americans, Commonwealth, and French. The British attempted an amphibious assault at the mouth of one river to try and flank the defenders. That also failed.



Special Rules and Terrain

Standard Rules: **Reserves** (Germans), **Delayed Reserves** (Allied), **Night Attack** (optional at choice of Allies), **River Crossing** (p56)

The game is re-played each round.

- Swamps:
 - Very Difficult going (Skill Check to bog)
 - Provide concealment for infantry (scrubby/bushy land)
- Cratered Ground
 - Difficult going (bog check for vehicles)
 - Provide concealment and bullet proof cover for infantry and guns if stationary
- Destroyed Bridge is Very Difficult
- Ford is Difficult
- If the Monastery is intact, German observers may spot from anywhere on the German baseline from a height of 24"

German Deployment

- Germans deploy up to ½ of their platoons on the northern side of the river on good ground (not the swamp) in **Prepared Positions**. The remainder are in **Reserve**.
- Germans may not move into the swamp areas unless assaulting Allied troops. Once any German team moves into the swamp area all Axis troops have freedom of movement.
- There are four Tank Turret fortifications as noted.

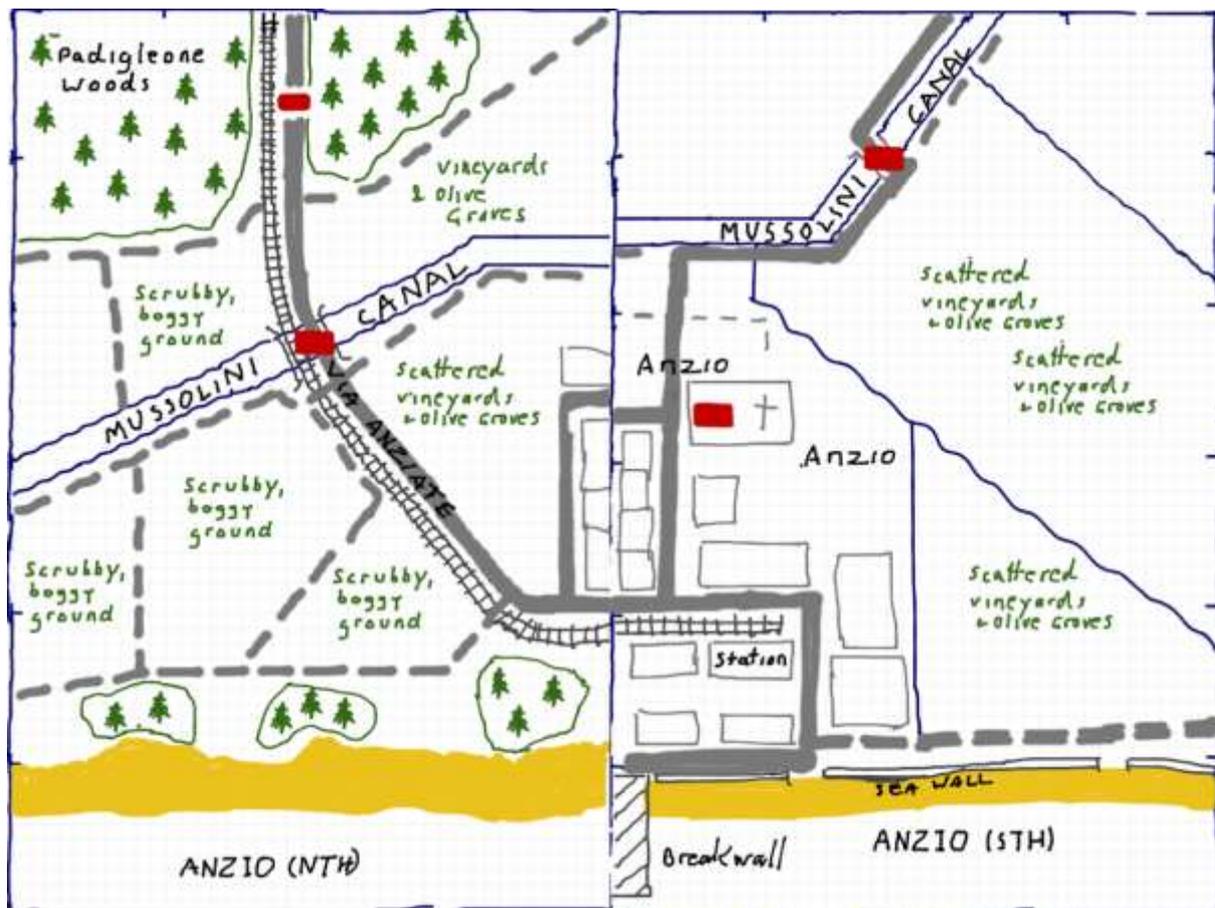
Allied Deployment

- The Attacker may place up to 2 platoons in **Delayed Reserves** in an attempt to flank the Germans upstream. **Delayed Reserves** arrive on a 6 on the short edge between the river and the German baseline. Any that arrive automatically arrive on the Allied side. All platoons must arrive on the same short edge.
- The remainder are deployed up to 12" in from their baseline.

Anzio

The beach landings at Anzio were essentially unopposed. Once ashore, the Allies secured their bridgehead in preparation for a breakout. The limited transport shipping, limited reserves, distance from air bases and a cautious approach to keep naval assets safe resulting in a slow build-up of the beachhead and a much delayed attempt to break out. This was a source of major controversy between the Allies.

The very low ground was boggy in many places punctuated by a poor road network. The Allies plan was to establish a beachhead and push through the Padigleone Woods and beyond to threaten the rear of the Germans fighting around Cassino.



Allied Landings north of Anzio



DUKWs on Anzio Beach

Special Rules and Terrain

Anzio is a team event with 2 players per side. The game is re-played each round.

Standard Rules: **Prepared Positions**, **Delayed Reserves** (Germans), **Ambush**, **Amphibious Assault** (modified as noted below).

- The *Via Anziate* is a road
- The railway is good going and is not elevated
- Dirt roads are good going
- Scrubby, boggy ground is Difficult Going (bog check)
- Vineyards and olive groves are Difficult Going. The ground in between the vineyards and olive groves is Slow Going
- Vineyards provide concealment for infantry, small and medium guns, and small vehicles. Visibility 6"
- Olive groves provide concealment for all teams. Visibility 12"
- The *Mussolini Canal* is Slow Going and requires a bog check to go up a bank
- Irrigation ditches are Difficult Going and provide concealment and bullet proof cover for infantry
- The Anzio North beach has no sea wall
- The Anzio South beach has a sea wall

Deployment

Each German Commander deploys up to ½ of their forces, with up to 1 in **Ambush** and the remainder in **Delayed Reserves**. Each German Commander may only deploy 1 Platoon including any in Ambush west of the Mussolini Canal (i.e. between the Canal and the beach). One of the Commanders may deploy a platoon in Anzio evenly spread between the confines of the town.

Amphibious Assault

- No DD tanks (they are all in the UK readying for D-Day)
- Floating Artillery is only available if artillery is allocated from the Reserve Pool
- There are no fortifications
- Naval Gunfire support is from light cruisers and destroyers: AT:5, FP: 2+
- Preliminary bombardment is from cruisers and destroyers
 - Hit on 5+
 - AT: 5, FP 2+
- Destroyed landing platoons are not returned to the Floating Reserve (there were barely enough Allied troops and landing craft available for the assault)
- No Retreat, No Surrender does not apply
- Air Superiority was not achieved due to the distance from Allied air bases. Air Support is available as allocated by the C-in-C from the Reserve Pool

Objectives

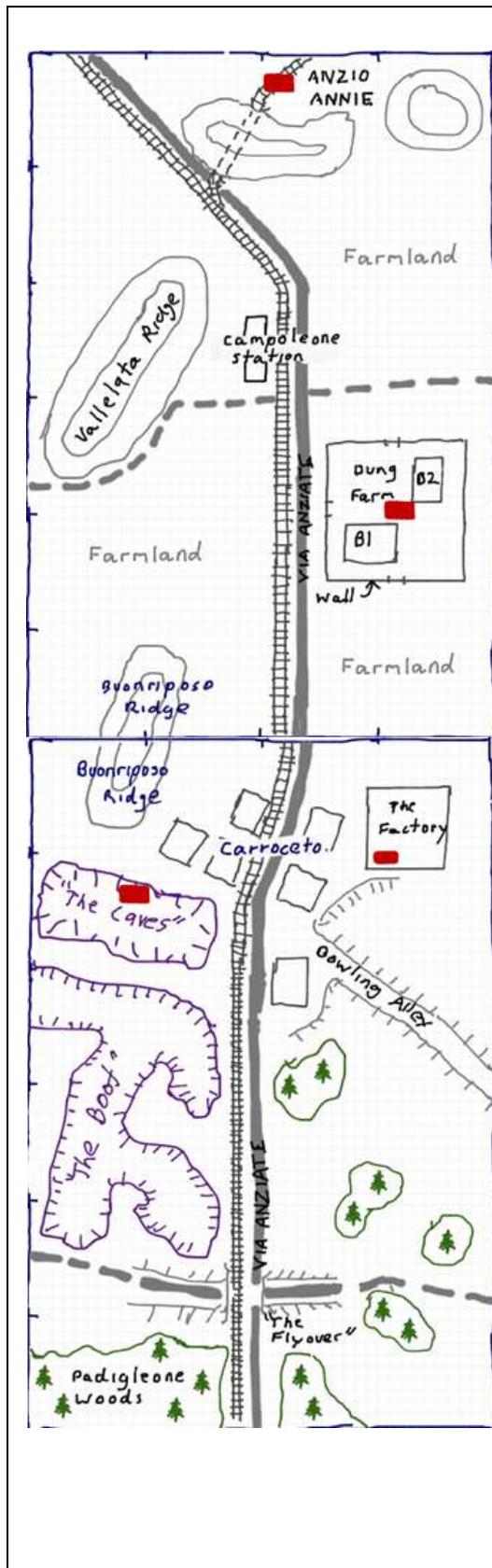
Padiglione Woods: The Allies have secured the beachhead and achieve an early breakthrough

Mussolini Canal Objectives: The Allies must hold the Objective and have no individual German teams on the western side of the Canal for more than 1 of their turns (i.e. if a German team crosses the Canal in their preceding turn that does not prevent the victory condition – the Germans must have been there for 2 or more turns). Teams in Anzio do not count against this condition.

Anzio: Hold the objective

Carroceto and Anzio Annie

The breakout from Anzio saw vicious fighting around the flyover, 'the caves', 'the factory' and 'the Dung Farm'. The German defenders were able to create caves inside the wadi like depressions.



Special Rules

- "The Caves" and "the Boot" are like wadis and are Very Difficult (Skill Check)
- Defenders inside and on the edge of the wadi and who do not move are in a caves and are concealed and in bullet proof cover
- The "Bowling Alley" is a disused elevated railway. It blocks line of sight
- The Via Anziate is a road
- The railway is good going and is not elevated
- The Buonrioso and Vallelata ridges are Slow Going
- The two hills near Anzio Annie are Difficult
- Farmland is good going
- "Frontline" rule applies

1st Round Deployment

Allies are the Attackers. Play as a "Hold the Line".

Germans must deploy at least ½ of their forces east of Campoleone Station (i.e. between Campoleone Station and the baseline near Anzio Annie) and count as dug-in if not already in bullet proof cover.

These count as in Reserve and have access to wheeled transport if they have none of their own.

The remainder may be deployed up to 'the Flyover' with up to 2 held in Ambush.

Allies deploy up to the edge Padigleone Woods and south of the woods parallel to that edge.

German Reserves

Units in Reserve cannot participate in the battle until they are mobilised except for AA.

Platoons in Reserve mobilise:

- by the normal 5, 6 Reserve Roll
- if they are fired upon by direct or artillery fire
- if any Allied team comes within 20" of them

Once mobilised they may move and participate in the battle as normal.

They may be attacked by air, and if so, any AA in Reserve may conduct AA as normal. This does not mobilise any unit in Reserve.

2nd and Subsequent Rounds

The starting positions are determined by the Frontline Rule. Both sides alternate deploying their platoons. Allies are the Attackers unless the Germans launch a Flank Attack.

German Flank Attack

If the Allies hold “the Caves”, “the Factory” and the “Dung Farm” at the beginning of the game, the Germans may launch a Flanking Attack.

The Germans may declare the Flanking Attack at any time, but must declare when a platoon is nominated to be held in Reserve.

In addition to being able to deploy behind the frontline, any German unit may be placed in Reserve and arrive anywhere on the western edge, except within the Padigleone Woods. Two units arrive automatically at the start of the game in the German players turn

Exploitation Reserves

If the Allies are able to take the Factory and Carroceto by the end of their Turn 6, at Churchill's urging additional forces are allocated to the attacking force to attempt a breakthrough to Rome.

The Allies immediately gain the US Motorised Infantry reserve force. It enters anywhere on the southern (right) long edge up and including the Bowling Alley.

German Counter-Attack

If the Allies Breakthrough Reserve is mobilised Kesselring mobilises his Reserves to stop them.

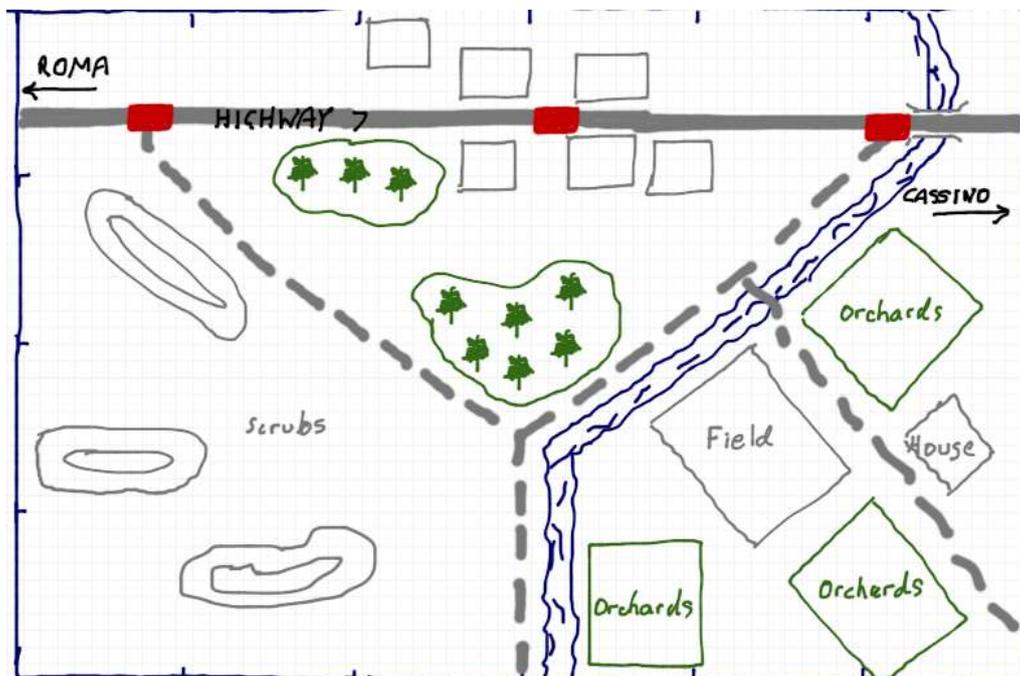
The German C-in-C may mobilise up to 10 points from the Reserve Pool that have not already been allocated to another battle.

They enter from the western within 6” of the Via Anziate.

Highway 7

Highway 7 was the main road from Rome to Cassino and southern Italy.

The Allied plan was to cut the highway and encircle the German troops at Cassino or force them to withdraw. Ultimately Mark Clarke prioritised reaching Rome ahead of completing the encirclement, and thus, according to British historians, allowing many Germans to retreat north of Rome to fight another day. Mark Clarke's glory of taking Rome was brief. The following day the Allies invaded Normandy



Special Rules and Deployment

Rules are per **Fighting Withdrawal** with a **modified strategic withdrawal**. The game is re-played each campaign round. However, note the Campaign Objective points and Glory Points that apply to each objective. The game is re-played each round.

Germans defend the long edge closest to Highway 7. Objectives are placed as noted on the map.

The Germans deploy their entire force 1st up to the half way line. One platoon may be in Ambush.

The Attacker then deploys their entire force within 8" of their baseline.

Strategic Withdrawal and Counter-Attack (Modified Strategic Withdrawal)

Delay counters and withdrawing of platoons occur as per Strategic Withdrawal (p270).

However, instead of only withdrawing, the Germans conduct a counter-attack in attempt to re-gain their original position using the platoons that have previously withdrawn.

- Any platoon that withdraws is placed in Reserve
- Once any platoon is in Reserve, the Germans may attempt to return them in a counter-attack
- Roll Reserves as normal starting with 1D6 on the first turn after any Platoon is Withdrawn
- Reserves return at the strength they were at the time of withdrawal. They count towards the total number of platoons on table when they return, but cannot be withdrawn a 2nd time.
- Reserves return with 8" either side of the centre of the German's baseline, i.e. near the village
- Objectives are not removed
- The Allies may continue the Mission after capturing an Objective (Mission length rule, p13)
- If the Allies continue the Mission, then the option to continue or stop passes to the Axis

Anzio Annie

Anzio Annie terrified the Allied troops in the crowded Anzio beachhead. With access to high ground over-looking the entire beachhead, there was no-where to hide.

Anzio Annie General Rules

- The German C-in-C controls Anzio Annie
- Anzio Annie fires a maximum of every other turn onto Anzio North, Anzio South or Carroceto Station battles and can switch between current battles
- Anzio Annie can only fire onto pre-set co-ordinates
 - Up to 3 co-ordinates can be set for each battlefield in advance. The co-ordinates are to be written down and handed to the umpire during the Strategic Force Planning phase (p13)
- Anzio Annie cannot fire if the Allies hold the Anzio Annie objective

Anzio Annie Firing Procedure

- The German C-in-C chooses the battlefield to fire on
- The co-ordinates are written on the fire control card
- The fire control card is sent to the German field commander. Dummy cards are given to the other two field commanders. The field commanders may look at the fire order
- In the following turn, the shell arrives

1. Accuracy

5,6 = shell is on target

1-4 = the shell is off target by the number rolled x 4"

Use artillery template and 1D6 to determine direction

Place artillery template on landing point

2. Effects

Roll to check if any team under the template is hit

To-Hit: 4+

AT: 6

Firepower: 2+

Then place a *devastating bombardment* template on the landing point. Infantry and guns team under the *devastating bombardment* template are pinned and vehicles are bailed. Teams automatically unpin or un-bail the turn after one attempt.



Anzio Annie

Allied Strategic Bombers

The US sometimes employed their strategic bombing assets for tactical purposes in Italy. The US had a wide range of aircraft including B17 Flying Fortress, B25 Liberator and B-26 Marauder. The B-26 Marauder medium bomber was the one usually used although B17s were used to bomb the Monastery on Monte Cassino. The British preferred to employ their Wellingtons and Hallifaxes against strategic targets (such as the Ploesti oil fields) although the Mosquito was regularly used for reconnaissance and some interdiction bombing raids.

Strategic Bombing

- The Allied C-in-C controls the Strategic Bombers
- Strategic Bombers can only be employed 3 times during the campaign
- The bombers can be employed against ground targets or to bomb the Monastery
- If against the Monastery the attack automatically succeeds in destroying the Monastery, however, as the bombing is not co-ordinated with ground forces, no troops from either side are considered to be under the template. From then on the Monastery is rubble (Very Difficult, concealing, bullet-proof cover). It also costs the Allies Glory Points
- The bombers may be employed on the Anzio, Carroceto, Anzio Annie, Cassino Town and Hotel des Roses battlefields



B17 Flying Fortress over
Monte Cassino

- Prior to any deployment, the Allied Commander notes a prominent feature as the target point and hands the bombing order to the umpire. Once ordered the bombing raid cannot be changed or cancelled (Examples. Point 593 / junction where road enters Padiglione Woods / centre of 'the Caves')
- Bombers always attack parallel to Allied lines (to minimise the potential for bombing friendly troops)
- After both Germans and Allies deploy the Allied commander places the Strategic Bomber near the target
- The template is 32' long x 16' wide
- Check for Accuracy:
 - 6 = bombers are on target
 - 1-5 they are inaccurate
- Dispersion:
 - Direction: Use 1D6 with artillery template
 - Distance: 1D6 x 6
 - The misdirected aiming point can start off-table
- Effects
 - Roll to hit any team under the template: 4+
 - AT: 6, FP: 2+

Any team under the template, including armoured vehicles is concussed. Count as pinned or bailed.

In the Shadow of the Monastery

The Allies believed the Germans had placed expert artillery spotters in the Monastery. That caused the Allies to be cautious when moving in areas visible from above – which was just about everywhere!!

Artillery Spotting from Monte Cassino

The Germans may take advantage of their superior artillery spotting position in the following ways if the Monastery is still intact:

Improved Spotting

For German artillery firing onto lower elevations than the Monastery on Monte Cassino and Snakeshead Ridge or anywhere on the Gariglione River battlefields:

- Re-roll missed first attempt
- On Gariglione River artillery spotting can be from anywhere on the German baseline at a height of 24"

Faint Artillery Barrage

In addition to real artillery support the Germans may use a *Faint Artillery Barrage* onto:

- a. lower elevations than the Monastery on Monte Cassino and Snakeshead Ridge battlefields
- b. Anywhere west of Pasquale Rd on the Cassino Town and Hotel des Rose battlefield
- c. Anywhere on the Gariglione River battlefield

Procedures

- The Germans may attempt to range in once on an Allied platoon with the highest Skill rating under the template
- If successful, the Germans roll once for each Allied platoon under the template as if they have been hit by artillery – including the modifications for ranging in on the 2nd or 3rd attempt.
- Any Allied platoon 'hit' by the *Faint Artillery Barrage* is pinned
- Allied platoons pinned by a *Faint Artillery Barrage* are automatically unpinned the turn after an unsuccessful attempt to unpin