

MECHANISED ACES



At the end of the campaign it is time to gather your allies together for one final showdown on the Gothic Line. The Gothic Line mission is a multi-player game designed to provide your Ace's story with a thrilling conclusion. It is also an opportunity for your side to put the final nail in your enemy's coffin or, if you're lacking in campaign points, for you to snatch victory from the jaws of defeat.

THE GOTHIC LINE



The Gothic Line mission uses the **Concentrated Assault**, **Goat Trails & Mules**, **Reinforce the Line**, and **A Head Start** special rules from the Infantry Aces campaign turns in addition to the **Prepared Positions** (see page 198 of the rulebook) and **Delayed Reserves** (see page 200 of the rulebook) special rules.

YOUR ORDERS

ATTACKERS

Your forces have broken through and are now poised to take advantage of the opening. However a thin line of enemy troops have rushed to seal the opening. You must break through this line and march on toward victory.

DEFENDERS

The enemy have managed to break a small hole in the line, but the battle is far from lost. Your forces must blunt and turn back their spearhead. Hold them until reinforcements arrive and then strike back to reclaim lost ground.

PREPARING FOR BATTLE

1. Decide on a start and ending time for the game.
2. The Axis side will defend in this battle.
3. The defending side chooses a table side to defend.
4. The attackers place three objectives in the area defined by the mission map and number them 1, 2, and 3.
5. Place an objective at the point marked ④ and number it 4.
6. The defenders then place two objectives in the area defined by the mission map and number them 5 and 6.
7. Each defending player nominates at least half of their platoons to be held off the table in Delayed Reserve.
8. The defenders now evenly divide up their table edge into sectors, one for each player, and deploys their remaining platoons in their sectors. Platoons held in reserve will arrive in their owning player's sector.
9. The attacking side now deploys its entire force in the area defined by the mission map.

BEGINNING THE BATTLE

1. Defending players begin the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the Defending players, both sides make Reconnaissance Deployment moves for any Recce Platoons they have on the table.
3. The Attacking players have the first turn.

ENDING THE BATTLE

The battle ends as soon as both sides have had the same number of turns and the agreed upon ending time has passed.

If the game has reached a critical moment and both sides want to see what happens next, give each player another turn or two to find out.

DECIDING WHO WON

At the start of a side's turn when you normally check for victory conditions that side earns one Victory Point for each objective that it holds.

The side with the most Victory Points at the end of the game wins the Last Day Of Combat mission.

FIGURING OUT CAMPAIGN POINTS

At the end of the game both sides tally up the total number of Victory Points they have earned. Subtract the losing side's total Victory Points from the winners' total. The remainder is the number of Campaign Points the winning side adds to their overall Campaign Points total.

ROLLING FOR DELAYED RESERVES

Each defending player rolls for their own reserves as normal. Platoons arriving from reserve may only come onto the table in the sector belonging to the same player.



MISSION RULES

CONCENTRATED ASSAULT

For the final battle you will be fighting shoulder to shoulder with your allies on a single battlefield. Below is a table showing roughly how large an area you will need to accommodate the extra players. If you have a lot of participants feel free to split them across two (or more) tables.

Players	Table	Approx. Time
2-4	6'x4' (180cm x 120cm)	1-2 hours
6-8	12'x4' (360cm x 120cm)	2½-3½ hours

RULES SUMMARY

You may spend up to 900 points on your force.

You may take Combat, Weapons, and Support Platoons.

You may now take your Ace of Ace ability

Table size depends on the amount of players in the game

REINFORCE THE LINE!

During the race to the Gothic Line the Axis rushed to fortify the line to stem the Allied attacks. They used whatever they could to maintain their defensive line.

Each defending Axis player may place one Unknown Fortification marker at the start of the game, before placement of objectives, in the defenders deployment zone.

After deployment and before the attackers first turn roll a dice for each Unknown Fortification.



Replace the Unknown Fortification marker with an HMG Nest



Replace the Unknown Fortification with a HMG Bunker



Replace the Unknown Fortification marker with a Pak 38 Bunker



Replace the Unknown Fortification marker with Pak 40 Nest



Replace the Unknown Fortification with a Pak 40 Bunker



Replace the Unknown Fortification marker with a Panther Turret Bunker.

GOAT TRAILS & MULES

Mules moved guns and ammunition through the mountains of Italy for all of the armies. They were used to such an extent that the mule trade had difficulty keeping up with the demand.

Gun teams that are not Immobile may be carried by pack mules. When using pack mules, a Gun team becomes a Pack Mule Transport team and moves as a Man-packed Gun team.

A HEAD START

Before the game add up the total campaign points. Whoever has the most points will get an advantage.

AXIS

If the Axis have the most campaign points, for each campaign point the Axis have over the Allied players the Axis side gain one Fortification Point that can be spent as a group on the following fortifications

Fortifications	Fortification Point Cost
4x Barb Wire Entanglements	1
6x Trench Lines or gun pits	1
1x Minefield	1
1x Extra Unknown Fortification marker	2

ALLIED

If the Allies have more points they get a bonus for how many points they have over the Axis.

1-3 The Allies can deploy 4"/10cm closer to the enemy line

4+ The Allies can deploy 4"/10cm closer to the enemy line and have caught the Axis off guard. All Axis platoons start the game pinned down and baited out.