

OPERATION FISCHFANG

The capture of the Factory provided the Germans with the key positions from which they could launch a full-scale attack on the Anzio beachhead. The network of roads leading south and southeast offered the opportunity for the employment of heavy tanks to effect a breakthrough to the coast. In addition the German infantry used infiltration tactics to get up close to the Allied defenders.

Once the Germans crossed the open ground between the factory and the Padiglione woods they would have the cover needed to break the Allied defence in two and destroy the entire Anzio beachhead. The Allies pulled out all the stops bringing heavy anti-aircraft guns and 4.2 " mortars forward to help and stop the German advance. Finally, even the artillery was used in direct fire to stop the German advance at the last line of defence.

Operation *Fischfang* uses **Delayed Reserves, German Infiltration, Prepared Positions** and **Reserves Special Rules**.

YOUR ORDERS

US

Keep the German offensive from opening the road to the Anzio beach. Use everything you have and don't let up.

GERMAN

You have been given the finest *Feldmarschall* Kesselring can deliver, including the new Panther tanks. Though faced with a massive Allied artillery and air support the *Luftwaffe* has arrived to help out. Keep the advance moving and break through to the beaches!

PREPARING FOR BATTLE

1. Set up terrain using the map as your guide.
2. Place the objectives at **A** and **B**. Both Objectives are 8"/20 cm from US table edge.
3. The US player places all their platoons, except those in Delayed Reserves, in the US Deployment area.
4. The German player deploys all their platoons, except those in Reserves, in the German Deployment area.
5. Beginning with the US player, both players now place their Independent teams in their respective deployment zones.

BEGINNING THE BATTLE

1. All teams on the table start the game in Prepared Positions.
2. The German player has the first turn.
3. US Reserves enter from the US table edge.
4. German Reserves enter from the road exiting the German table edge behind the Factory.

ENDING THE GAME

The battle ends at the completion of Turn Seven or when the German Player holds an objective.

DECIDING WHO WON

The German player wins by capturing an Objective, securing the road to Anzio before the end of Turn Seven or by breaking the US Force. This opens the way to split the Allied defence and collapse the Anzio bridgehead. The US player wins by preventing the capture of either objective, containing the German offensive against the Anzio beachhead.

GERMAN INFILTRATION

Before the first turn the German player may have one infantry platoon conduct a reconnaissance move. (It may move its full movement allowance (6"/15cm) towards the enemy but cannot end the movement within 16"/40cm of any enemy team).

MAP

All off-road terrain is considered mud (Difficult Going) as per terrain on page 246 of the *FoW* Rulebook. This can either be represented by roadways or continuous area terrain features between the designated roadways.

Factory should have at least one two-story building allowing German OPs Line of Sight over raised road.

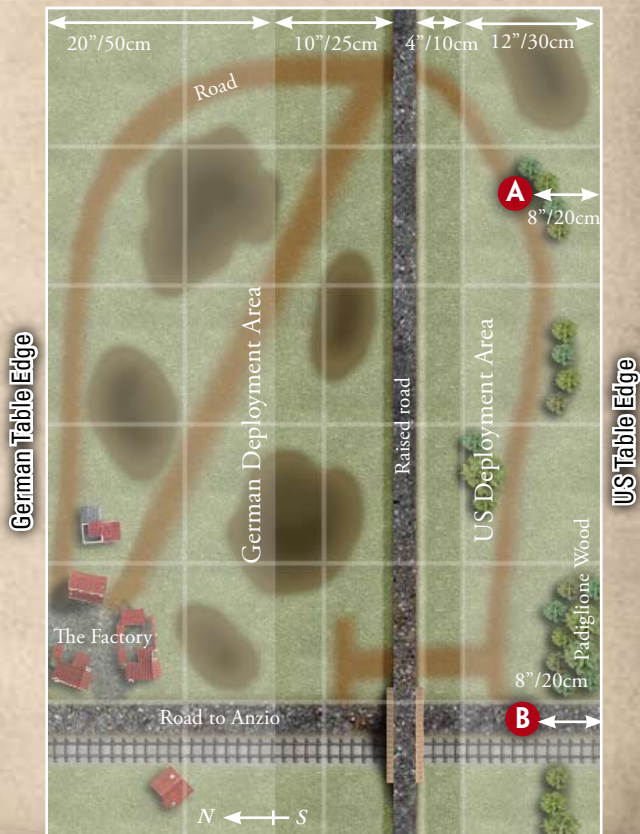


Table Size: 72"/180cm x 48"/120cm

1ST BATTALION, 179TH INFANTRY REGIMENT, 45TH INFANTRY DIVISION

American platoons are rated *Confident Veteran*

Company G HQ, 1/179 45 th Infantry Division	US Company HQ with two bazooka teams.
1 st Platoon (Assault), Company G	Assault Platoon with three Rifle Squads, additional Pioneer Rifle team and Sharpshooter.
2 nd Platoon, Company G	Rifle Platoon with three Rifle Squads, additional Rifle team and Sharpshooter.
Weapons Platoon, Company G	Weapons Platoon with Mortar Section and 2 Machine-gun Sections. (with Jeep with .50 cal AA MG).
9 th and 10 th Field Artillery Battalions	Two Field Artillery Batteries of two sections each (one battery of M2A1 105mm howitzers and one battery of M1 155mm howitzers with FDC).
3 rd platoon, Company A, 83 rd Chemical Battalion	HQ section with two sections of 4.2" chemical mortars.
72 nd Gun Battalion	HQ section with two M1 90 mm heavy anti-aircraft guns.
XII Tactical Air Force & Fifth Army	P-47 Priority Air Support with AoP. AoP starts game deployed in US Deployment Area.
DELAYED RESERVES	
3 rd Platoon, Company G	Rifle Platoon with three Rifle Squads, additional Rifle team and Sharpshooter.
2 nd Medium Tank Platoon, 191 st Tank Battalion	A tank platoon with 5 M4 or M4A1 Sherman tanks.
Company B, 645 th Tank Destroyer Battalion	A Tank Destroyer Artillery Platoon with two Tank Destroyer Sections

725. GREINADIERREGIMENT, 715. INFANTRIEDIVISION

German platoons are rated *Confident Veteran*

3. Kompanie HQ, II Battalion	Two Command panzerknacker SMG Teams and Anti-tank Section (two Panzershrebs).
1. Zug, 3. Kompanie, II Battalion	Grenadier Platoon with Command panzerknacker SMG team, and three Grenadier Squads.
2. Zug, 3. Kompanie, II Battalion	Grenadier Platoon as above.
3. Zug, 3. Kompanie, II Battalion	Panzergrenadier Platoon with Command panzerknacker SMG team, and three Panzergrenadier Squads in Trucks.
8. Zug, 3. Kompanie, II Battalion	Grenadier Machine-gun Platoon with Command Panzerknacker SMG and two Machine-gun Sections.
8. Zug, 3. Kompanie, II Battalion	Grenadier Mortar Platoon with three Mortar Sections.
1. Kompanie, HG Panzerregiment	Tank Platoon with 2 Panzer III N and two Panzer IV H
1 Batterie, 671. Artillerie Regiment	HQ with 2 sections of 10.5cm leFH18 howitzers.
Limited Air Support	Bf 109E or FW 190F
RESERVES	
<i>LXXVI Panzerkorps</i>	
1. Zug, I Battalion/4. Panzerregiment	Platoon of 3 Panther A tanks.
2. Zug, 508. schwere Panzerabteilung	Platoon of 2 Tiger I E heavy tanks.
3. Zug, 653. schwere Panzerjäger Abteilung	Platoon of two Elefant Tank-hunters.
2. Zug, 4 Kompanie, 8. Panzergrenadierregiment	Panzergrenadier Platoon with three panzergrenadier squads with trucks

Both forces taken from the Dogs & Devils Battlebook