

SHINGLE'S LIST

UK £5.00

US \$10.00

A set of *Advanced Squad Leader* scenarios
covering the fighting in and around
the Anzio beach-head
January - March 1944



**SPECIAL
BONUS INSIDE!**

Italian and British SASL Generation Tables!
Re-fight the Italian campaign
on your own

INTRODUCTION

On Christmas Day 1943 Winston Churchill summoned various high ranking American and British commanders to his impromptu convalescence home in Tunis, North Africa. Here he unveiled his plan to break the stalemate being encountered in front of the Gustav Line. Operation Shingle would involve landing a force of at least two Divisions at the small Tyrrhenian port of Anzio, some 30 miles south of Rome. Churchill believed this amphibious landing would cause the withdrawal of enemy troops from the Gustav Line, leaving the door to Rome wide open. As Churchill had stated, "He who holds Rome, holds the title deeds to Italy."

Amid wide scepticism among American Generals, the task of seizing the Anzio Beachhead was passed to VI Corps of the Fifth Army, commanded by General Mark Clark. A bare 40,000 troops would land, led by Major-General John P. Lucas. D-Day was set for 22 January 1944. Consequently, at 2AM on that date the first assault troops hit the beach encountering minimal opposition.

During the early hours of D-Day, Field Marshall Kesselring, Wehrmacht commander in the Mediterranean, had received numerous reports of the landing at his headquarters at Monte Sorrate near Rome. Kesselring had predicted an allied amphibious landing at one of a handful of ports close to Rome. Anzio was one such prediction. By 5AM Kesselring was confident the landing was more than a minor distraction and issued the command: 'Code Richard'. This was translated

as 'Converge on Anzio', and as such, just three hours after the first allied soldier stepped ashore, Kesselring was already constructing a noose around the bridgehead.

During the first 48 hours of Shingle the Allied forces encountered very little opposition. However, General Lucas preferred to consolidate his bridgehead, which was only approximately six miles deep. Huge amounts of supplies and equipment were landed on the shoreline whilst Lucas awaited additional troops to expand his toe hold. No doubt, the parting words of General Mark Clark after a visit to the Beachhead on D-Day were forefront in his mind. "Don't stick your neck out, Johnny. I did at Salerno and nearly got it chopped off."

Little did Lucas realise, but the strategic Alban Hills, just 15 miles from the bridgehead, were already in the hands of the elite Herman Goering Division and 3rd Panzer Grenadiers. Furthermore, the 26th Panzer Division were being rushed up from the Gustav Line to prevent the impending breakout. Meantime, Kesselring continued to surround the flatlands around Anzio with reinforcements. Thus commenced one of the bloodiest sieges of WW2.

23rd January found the Allies still sitting within their bridgehead. The Luftwaffe licked its lips and descended upon the area in force, utilising their latest secret weapons, glider bombs, which were homed in to their target by remote control. However, the Allies quickly learned to jam the radio signals and having to revert to more common practice the Luftwaffe found itself 100 aircraft short after the sortie.

By 25th January storm clouds had gathered around Anzio. Not only was the area bathed in rain, but a storm of abuse arrived from Churchill demanding progress be made to breakout. Lucas still refused but preferred to consolidate. He did, however, agree to small advances to test the lie of the land. The first of these fell to British troops of the Guards Brigade to probe the area covered by the Albano - Anzio Road. They soon found stiff resistance at Aprilia. ('Factory Farming'). US Rangers were later ordered to attack Cisterna. Under cover of darkness they infiltrated close to the town by using a large drainage ditch, but when they emerged to cover the last piece of open ground, Germans appeared in numbers and a slaughter ensued. Of 767 men sent to Cisterna, just 6 returned. (ASL G5 'Six Came Back').



By 30th January the bridgehead had been expanded by a small distance, but nothing compared with Churchill's expectations, or indeed the initial potential of the landing. By this time Allied Intelligence estimated that the Anzio area was surrounded by some 40,000 German troops, and their numbers were increasing every night. Worried by the gravity of the situation, General Clark embarked upon a perilous visit to the bridgehead. He found Lucas in a more optimistic mood with the recent arrival of US 1st Armored Division and US 45th Infantry Division. Lucas agreed on a major attempt to push inland. The main thrust of the attempt fell to the British 1st Division with assistance from US troops on their right flank attacking towards Cisterna. Again, the open terrain thwarted American attempts and their advance ground to a premature halt. Meanwhile, the British assaulted in the area towards Campoleone and made steady progress, thrusting some 12 miles forward before digging in at the base of the Alban Hills ('Forming The Thumb'). However, the gains made were precarious as the British, although advancing 12 miles, had left their flanks wide open. Despite the strategic situation it was decided to maintain the level of troops within 'the thumb' and await further advances on either flank. By 4th February these advances had not come to fruition, but the Germans had amassed enough reserves for a concerted counterattack. Holding the British line at this point were 6th Gordons who quickly found they were surrounded, and were given permission to withdraw. ('Tally Ho'). The 'Anzio Thumb' crumbled and the Allied line was not stabilised until it was realigned



with less further advanced flanks.

Over the next four to five days the Germans continued a more measured approach, gaining precious ground by infiltrating (mainly at night) Allied positions back as far as The Factory. As each subsequent day ended the German forces moved closer and closer to the beaches. By now there were some 120,000 Allied troops in the beachhead suffering from the slow strangulation tactics of the German commanders. Both sides used a lull in proceedings to regroup their units, and await the oppositions next move. The Allies were the first to crack on February 14th, by forcing an attack to regain The Factory which was regarded as a vital strategic location. (*GISL38 'The Factory'*). The attacking force, comprising of one US Infantry Battalion, 2 Companies of tanks, and the last reserve British Infantry Battalion, were doomed to failure.

No doubt bolstered by this failure, the Germans launched a major offensive two days later, with orders to not stop until the Allies were pushed back into the sea, estimated to take some 72 hours. (*SFW 3 'Nowhere to Hide'*). German Panzers were brought up along the Albano-Anzio road, and streamed steadily out of The Factory. Numerous small tank engagements ensued, with



both sides armored units desperately trying to buy time and cover for their infantry comrades. ('A Productive Day at the Office').

However resolute the Allies were, it had become impossible to stem the steady flow of German troops. The following day found the Germans had blasted a dangerous two mile breach in the Allied lines. Small pockets of platoon sized Americans which had once been Companies, found themselves isolated and had to fight their way back to the main line of resistance. ('Sparks Fly'). Upon



realising the gravity of the situation, Lucas made a desperate plea to 5th Army for air support. General Clark managed to persuade the Mediterranean Strategic Air Force to assist for one day, giving a respite to the German industrial regions. This action stemmed the tide only temporarily, though. At the same point Clark appointed General Lucian Truscott as 'Deputy Commander of 6 Corps'. Lucas had, all but in name, been relieved of his command (which was to happen officially ten days later).

Despite the German advances, Allies flanking the bulge remained steadfast. It was to these flanks the Germans now turned their attentions. To deploy effectively they needed a wider breach and began their assault against a vital flyover on the



Albano-Anzio road, widely regarded by both sides as a gateway to the sea.

('Here Come The Bastards'). Company, after brave Company, of Allied troops stood fast in the face of a terrific German onslaught. However, the battle still balanced on a knife edge as Von Mackensen prepared to commit his final reserves to inflict another Dunkirk upon the Allies.

Clark's appointment of Truscott proved to be most timely and effective. Truscott insisted that Lucas order a grand counterattack into the German flank on 19 February too alleviate the pressure. Lucas could do little but acquiesce, and all spare non-front line US troops formed up under the auspices of Task Force Harmon. Surprise was complete, as the US tanks and infantry advanced straight into the final contingent of German Reserves forming up for the final push. ('Everything We've Got'). In the



hours of their last attack at Anzio more than 3,500 Germans had been killed. It was at this point that the Germans' iron resolution broke and morale took a turn for the worse. Across, the whole front line news spread of Harmon's success and Germans started surrendering in large numbers.

It quickly dawned on the German commanders that without massive reinforcements they were no longer in a position to win the battle for Anzio, and attempted to convey these thoughts to Hitler. The Fuhrer took the unprecedented step of flying some 20 soldiers from the front line and personally interviewed them. Reluctantly, he agreed that the beachhead could not driven back into the sea, and gave permission for more permanent defensive positions to be consolidated behind the line. Similarly, Truscott (who had by now replaced Lucas in name as well as reality) concentrated more on the security of his troops after such a long, brutal engagement. Both sides had more or less fought themselves to a standstill. One last half attempt at an all out attack was made by the Germans on February 29th but this had been widely predicted by Truscott and was repulsed with ease. ('Get Ready')

Both Axis and Allies now settled down to a period of structured defence, and the scenes became reminiscent of the Western Front, aided in no small way by the preceding wet winter. Massive air assaults on German positions made little difference to the situation. Kesselring, determined that he would not suffer another Stalingrad debacle began to concentrate on a long defensive war in Italy. Allied manpower was no longer being routinely reinforced or resupplied due to the build up for the forthcoming Overlord. The position developed into a stalemate of night patrols and small skirmishes.



It was not until May 22nd that a further breakout from the Anzio Bridgehead was authorised. This coincided with a push through the Gustav Line and on 26 May, Anzio ceased to

become a bridgehead, some four months after the initial landings. Rome would fall in little over a week.

DESIGNER'S NOTES

Like most ASLers, I had always wanted to try my hand at scenario design. I read my fair share of WW2 history books and from time to time would find suitable information to compile the odd scenario. More often than not the actions had been covered by more astute players than myself, and with the release of Red Barricades, HASL seemed to be the order of the day.

Thus, it was with some surprise that I found that the fighting around Anzio had been treated lightly by ASL scenarios. Whether this was a misconception that the whole affair consisted of trench warfare, I know not. If so, I hope that this offering of eight scenarios helps diminish that misconception.

I apologise to any purists that feel that the generic boards I have used fail to accurately portray the terrain. Early on I made a conscious decision not to attempt accurate HASL maps - the area was just too large, and individual actions were either too infrequent or over too quickly to justify a Campaign Game. The possible exception to this is the fighting that took place in Aprilia (The Factory), but I think this has been covered adequately. Another conscious decision was to include no Night scenarios. There was plenty of action after dark during the Anzio campaign, but I felt I would lose at least 75% of my audience for Night actions. Don't get me wrong, I like the Night Rules, but there are far better places to utilise them than by a first time scenario designer!

I hope that the eight presented scenarios give everyone something to enjoy. I have tried to include a diverse bunch, from small actions with a handful of tanks - to the bigger blow-out style found in 'Everything We've Got'. Furthermore, I feel they are playable by all levels of ASLers with a basic knowledge of Chapters A to D.

A small word on balance. Any of the scenarios contained herein that fail to match up to a player's balance expectations are solely my responsibility. I am indebted to those who playtested for me but at the end of the day, balance provisions were my call.

Anybody wishing to read more on Anzio is recommended to obtain one of the following (though there are many other works):

For a detailed analysis - *Agony At Anzio* by William Brueer

For a potted version - *The Great Battles Of World War II* by Henry Maule.

Finally my thanks to the following people for playtesting, inspiration, insight and general advice, without who these scenarios would not be before you:

John Agar, Scott Byrne, Kevin Croskery, Ian DGLISH, Jason Dickie, Steve Linton, Pete Phillips, Aaron Sibley, and Chas Smith.

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All those in favour?

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British Generation Tables

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B1: ACTIVATION CHECK (AC) (5.1)

British ENEMY S? rolls for Activation iL...

A) FRIENDLY Infantry is in LOS within 10 hexes with a Final IFT DRM of =< -2
 B) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of =< -1
 C) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of =< 0
 D) FRIENDLY Infantry/Unarmoured vehicle is in LOS within 4 hexes with a Final IFT DRM of =< 1
 E) FRIENDLY Infantry/Unarmoured vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of =< 2
 F) Any FRIENDLY unit is ADJACENT

B2: SQUAD (5.72)

Final DR	Squad Type	NOTE:
≤3	6-4-8*	* See 12.22
4-6	4-5-8	
7-10	4-5-7	
≥11	4-4-7	

FRIENDLY CG COMPANIES (18.1)

British Infantry Company (1939-45) [US#45/31]
 3 x Leader; 10 x 4-5-7; 6 x 1-2-7; 3 x LMG; 3 x ATR*; 3 x LtMtr (PIAT after 6/43)
 Also add: 1 x HMG, 1 x MMG and 2 x 127 whenever the ENEMY is in ADVANCE Attitude and the FRIENDLY units set up on board. [US#49/34]

British Independent Commando Company (1940) [US#71/49]
 5 x Leader; 18 x 4-5-8; 2 x 6-4-8 (Sappers); 3 x 127; 1 x HMG; 1 x MMG; 4 x LMG; 3 x LtMtr; 3 x DC

ANZAC Infantry Company (1942) [US#45/31]
 3 x Leader; 12 x 4-5-7; 3 x 1-2-7; 3 x LMG; 3 x LtMtr
 Also add: 1 x HMG, 1 x MMG and 2 x 127 whenever the ENEMY is in ADVANCE Attitude and the FRIENDLY units set up on board. [US#49/34]

British Airborne Infantry Company [US#34/23]
 2 x Leader; 10 x 6-4-8; 2 x LMG; 2 x 2" Airborne MTR; 2 x ATR or PIAT*; 1 x 2-2-8; 1 x 3" MTR
 *Use PIAT if date is 4/43

British Air-landing (Glider) Infantry Company [US#44/30]
 3 x Leader; 13 x 4-5-8; 3 x LMG; 3 x 2" Airborne MTR; 3 x ATR or PIAT*; 1 x 2-2-8; 1 x 3" MTR
 *Use PIAT if date is 4/43
 © Rick Lubben (EXC: Airborne and Air-landing company © Dave Schipani)

B7: TRANSPORT (5.71)

DR	1940-42	1943-45
2	Quad FAT	Carrier C
3	Loyd Carrier	3 ton Lorry
4	Carrier A	Loyd Carrier
5	15cwt Lorry	Carrier A
6	30cwt Lorry	30cwt Lorry
7	15cwt Lorry	15cwt Lorry
8	30cwt Lorry	30cwt Lorry
9	3 ton Lorry	Carrier A
10	Jeep	Quad FAT
11	Carrier B	Carrier B
12	Carrier A	Jeep

ELR

Thru	7/42 -	1945
6/42	12/44	
3	4	3

*Includes all Commonwealth and forces of other non-aligned countries fighting with British backing. For Free French, see separate SASL Tables (not yet available)

B3: LEADER (5.73)

Final DR	Infantry Leader	Armour Leader
≤1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	-
7-8	8-0	-
9	7-0	-
10-11	-	-
≥12	6+1	Inexp. Crew

Cumulative DRM:
 *If date is 1940-41#
 † if date is 1940-41#
 † if date is 1945
 † if any accompanying MMC is elite*
 † if all accompanying MMC are 2nd Line*
 *NA to infantry leader generation DR
 *NA to armour leader generation DR

B8: OBA AVAILABILITY

DR	Result
1-2	Plentiful
3-5	Normal
6	Scarce

B6: STANDARD AFV (5.71)

DR	1940-41	1942-43	1944	1945
2	Mk VIB [1940] Carrier MMG A [1941]	Carrier 3" MTR	Challenger [1-2] Crocodile [3-6]	Wasp [1-4] Badger [5-6]
3	Mk VIC [1940] Carrier 2" MTR [1941]	Carrier 2" MTR	Carrier 2" MTR	Stuart III [1-3] Stuart V [4-6]
4	Matilda II	Valentine II	Stuart III [1-3] Stuart V [4-6]	Sherman II [1-2] Sherman III [3-6]
5	A9 [1-4] A9 CS [5-6]	Sherman III	Cromwell VII [1-4] Cromwell VIII [5-6]	Cromwell IV [1-3] Cromwell VI [4-6]
6	A10 Mk 1A	Sherman II	Sherman II	Churchill VI [1-5] Churchill VIII [6]
7	A13 Mk II [1-5] A13 Mk II CS [6]	Sherman II	Sherman III	Churchill VII
8	Daimler SC	Carrier MMG A	Churchill VII	Sherman V [1-4] Sherman VC [5-6]
9	A9 [1-4] A9 CS [5-6]	Sherman III	Churchill VI [1-4] Churchill VIII [5-6]	Cromwell VII [1-3] Cromwell VIII [4-6]
10	Daimler SC	Carrier MMG A	Cromwell IV	Churchill IV [1-4] Churchill V [5-6]
11	Mk VIB [1940] Carrier 2" MTR [1941]	Valentine II	Cromwell VI	Sherman IIC
12	Mk VIC [1940] Carrier MMG A [1941]	Carrier 2" MTR	Churchill IV [1-4] Churchill V [5-6]	Crocodile [1-5] Churchill AVRE [6]

B7a: ESCORT VEHICLE (5.71)

DR	1941-43	1944-45
2	Morris C9/B*	Crusader AA [1944] M17 MGMC [1945]
3	Carrier MMG A	Staghound AA
4	Humber AA	Morris C9/B
5	Humber AA	Humber AA
6	Carrier MMG A	Carrier MMG B
7	Humber AA	Humber AA
8	Humber AA	Humber AA
9	Carrier MMG A	Morris C9/B
10	Morris C9/B*	Staghound AA
11	Humber AA	Staghound AA
12	Carrier MMG A	Crusader AA [1944] M17 MGMC [1945]

*prior to 1943 use Humber AA instead

B4: SW (5.75)

DR	1940-42	1943	1944-1945
2	HMG	HMG	HMG
3	HMG	HMG	HMG
4	MMG	HMG	HMG
5	Lt. Mtr	MMG	MMG
6	LMG	Lt. Mtr	Lt. Mtr
7	-	LMG	LMG
8	LMG	-	LMG
9	ATR	ATR*	PIAT
10	MMG	LMG	PIAT
11	MMG	LMG	Lt. Mtr
12	-	MMG	MMG

PIAT from 4/43 onwards

B5a: AT GUNS (5.76)

DR	1940-41	1942-43	1944-1945
2	25mm Hotchkiss	25mm Hotchkiss	76LL 17-pounder
3	25mm Hotchkiss	76LL 17-pounder	76LL 17-pounder
4	25mm Hotchkiss	57L 6-pounder	76LL 17-pounder
5	40L 2-pounder	57L 6-pounder	57L 6-pounder
6	40L 2-pounder	57L 6-pounder	57L 6-pounder
7	40L 2-pounder	57L 6-pounder	57L 6-pounder
8	40L 2-pounder	57L 6-pounder	57L 6-pounder
9	40L 2-pounder	57L 6-pounder	57L 6-pounder
10	40L 2-pounder	76LL 17-pounder	76LL 17-pounder
11	25mm Hotchkiss	17/25 pounder	76LL 17-pounder
12	25mm Hotchkiss	25mm Hotchkiss	76LL 17-pounder

B6a: SPG (5.71)

DR	1941	1942-43	1944-45
2	Carrier 2" MTR	Priest	M3 GMC (a)
3	Carrier 2" MTR	Bishop	Priest
4	Carrier 2" MTR	Carrier 3" MTR	Sexton
5	Carrier 2" MTR	Carrier 2" MTR	Carrier 3" MTR
6	Carrier 2" MTR	Carrier 2" MTR	Carrier 2" MTR
7	Carrier 2" MTR	Carrier 2" MTR	Carrier 2" MTR
8	Carrier 2" MTR	Carrier 3" MTR	Carrier 3" MTR
9	Carrier 2" MTR	Carrier 3" MTR	Sexton
10	Carrier 2" MTR	Bishop	Sexton
11	Carrier 2" MTR	Bishop	Priest
12	Carrier 2" MTR	Priest	M3 GMC (a)

B6b: RECONNAISSANCE VEHICLE (5.71)

DR	1940-41	1942-43	1944-45
2	Daimler SC	AEC II	Staghound I
3	Carrier MMG A*	Otter LRC	Locust
4	Mk VIC	Humber IV	Daimler AC
5	Carrier MMG A*	Daimler AC	Humber III AC
6	Mk VIB	Daimler AC	Daimler AC
7	Mk VIC	Stuart III	Humber SC
8	Mk VIB	Humber III LRC	Humber III LRC
9	Daimler SC	Stuart Recce	Humber IV
10	Daimler SC	Daimler SC	Stuart III
11	Carrier MMG A*	Humber III AC	Otter LRC
12	Daimler SC	Stuart III	Lynx

*In 1940 use Daimler SC instead

B5: STANDARD GUN (5.76)

DR	1940-41		1942-43		1944-45	
	Inside	Outside	Inside	Outside	Inside	Outside
2	25mm Hotchkiss	OQF 3.7" Howitzer	25mm Hotchkiss	OQF 3.7" Howitzer	M1A1 75mm Howitzer	OQF 3.7" Howitzer
3	25mm Hotchkiss	OQF 3" AA Gun	25mm Hotchkiss	OBL 4.5" Gun	76LL 17-pounder	M1A1 75mm Howitzer
4	25mm Hotchkiss	OBL 6" Howitzer	76LL 17-pounder	OQF 3.7" AA Gun	76LL 17-pounder	57L 6-pounder
5	25mm Hotchkiss	40L 2-pounder	57L 6-pounder	76mm Mortar	57L 6-pounder	76LL 17-pounder
6	25mm Hotchkiss	76mm Mortar	57L 6-pounder	57L 6-pounder	57L 6-pounder	Bofors
7	40L 2-pounder	76mm Mortar	57L 6-pounder	76mm Mortar	57L 6-pounder	76mm Mortar
8	40L 2-pounder	Bofors	57L 6-pounder	57L 6-pounder	57L 6-pounder	57L 6-pounder
9	40L 2-pounder	40L 2-pounder	57L 6-pounder	76mm Mortar	57L 6-pounder	OQF 3.7" AA Gun
10	40L 2-pounder	OBL 6" Howitzer	57L 6-pounder	OQF 3.7" AA Gun	57L 6-pounder	76mm Mortar
11	40L 2-pounder	OQF 3" AA Gun	76LL 17-pounder	OBL 4.5" Gun	76LL 17-pounder	OQF 20mm AA Gun
12	40L 2-pounder	OQF 3.7" Howitzer	76ll 17/25 pounder	OQF 3.7" Howitzer	M1A1 75mm Howitzer	OQF 3.7" Howitzer



Italian Generation Tables

thru Italian capitulation in Sept. 1943 [EXC: North Africa and East Africa]

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I1: ACTIVATION CHECK (AC) (5.1)

French ENEMY S? rolls for Activation if...

- A) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of =< -2
- B) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of =< -1
- C) FRIENDLY Infantry is in LOS within 4 hexes with a Final IFT DRM of =< 0
- D) FRIENDLY Infantry/Unarmoured vehicle is in LOS within 3 hexes with a Final IFT DRM of =< 1
- E) FRIENDLY Infantry/Unarmoured vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of =< 2
- F) Any FRIENDLY unit is ADJACENT

I4: SW (5.75)

DR	Thru 7/41	8/41 - 4/42	5/42 - 9/43
2	LMG	LMG	LMG
3	-	MMG	MMG
4	HMG	LMG	LMG
5	-	LMG	LMG
6	LMG	-	Lt. Mtr
7	-	-	ATR
8	-	-	-
9	Lt. Mtr.	Lt. Mtr.	-
10	MMG	HMG	HMG
11	Lt. Mtr	MMG	MMG
12	-	-	-

I2: SQUAD (5.72)

Final DR	Squad Type	DRM:
≤3	4-4-7	+1 if in Balkans
4-6	3-4-7	
7-9	3-4-6	
≥10	3-3-6*	

ELR

Thru	7/41 - 6/41	1/43 - 12/42	7/43 - 6/43	9/43
	1	2	1	0

I3: LEADER (5.73)

Final DR	Infantry Leader	Armour Leader
≤1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5	8-1	-
6	8-0	-
7-8	7-0	-
9-10	-	-
≥11	6+1	Inexp. Crew

Cumulative DRM:

- +1 If all accompanying MMC is elite *
- +1 if any MMC are Conscript *
- +1 if date is 1942-1943 *
- * No DRM apply to armour leader generation DR

I8: OBA AVAILABILITY

DR	Result
1	Plentiful
2-4	Normal
≥5	Scarce

+1 if in Balkans

+1 during Nov. - Feb.

I5: STANDARD GUNS (5.76)

DR	Thru 5/41		6/41 - 4/42		5/42 - 9/43	
	Inside	Outside	Inside	Outside	Inside	Outside
2	Can. da 47/32	Can. da 149/35 *	Fucile-cc S	Can. -aa da 75/46 [1-3] Obice da 149/13 [4-6]	Fucile-cc S	Can. -aa da 75/39 [1-4] Can. da 75/32 [5-6]
3	Can. da 47/32	Can. da 105/28	Obice da 75/13	Obice da 75/18	Fucile-cc S	Mort. da 81/14
4	Obice da 75/13	Can. mtr da 20/65 [1-5] Obice da 149/13 [6]	Can. da 47/32	Can. da 105/28	Can. da 47/32	Can. mtr da 20/65
5	Obice da 75/13	Can. da 47/32	Obice da 75/13	Obice da 100/17	Can. da 47/32	Mort. da 81/14
6	Can. da 65/17	Mort. da 81/14	Can. da 65/17	Mort. da 81/14	Can. da 65/17	Can. da 75/27
7	Can. da 65/17	Can. da 65/17	Can. da 65/17	Can. da 65/17	Can. da 65/17	Can. da 65/17
8	Can. da 65/17	Obice da 75/13	Can. da 65/17	Obice da 75/13	Can. da 65/17	Obice da 75/13
9	Obice da 75/13	Obice da 100/17	Obice da 75/13	Can. da 75/27	Can. da 47/32	Can. da 47/32
10	Obice da 75/13	Can. da 75/27	Can. da 47/32	Can. da 47/32	Can. da 47/32	Can. da 105/28
11	Can. da 47/32	Can. da 75/27	Obice da 75/13	Can. mtr da 20/65	Fucile-cc S	Obice da 100/17
12	Can. da 47/32	Can. -aa da 75/46	Fucile-cc S	Can. -aa da 75/46	Fucile-cc S	Can. -aa da 90/53 [1] Can. -aa da 75/46 [2] Can. da 149/35 [3] Obice da 149/13 [4] Obice da 75/18 [5] Can. da 149/40 [6]

* if not in Balkans 10/40 - 4/41, reroll

F7: TRANSPORT (5.71)

DR	
2	TP 32
3	Tm 40
4	TL 37
5	Autocarro P
6	Autocarro M
7	Autocarreta *
8	Autocarro L
9	Wagon
10	Wagon
11	Wagon
12	Wagon

* TL 37 if pre 8/41

I6: STANDARD AFV (5.71)

DR	Thru 12/41	1/42 - 9/43
2	L3 a [1-5] L5/21 [6] *	L6/40 [1-3] MR/35(f) [4-5] & L5/21 [6] &
3	L3 aa	M13/40 ~
4	L3 aa +	L3 aa
5	L3 aa	L6/40
6	L3 aa	L3 aa
7	L3 aa [1-3] L3/35 [4-6]	L3/35
8	L3/35 #	L3/35
9	L3/35	L3 aa
10	L3/35 @	L3/35
11	L3/35	L3 aa
12	L3/35	L3/35 [1-4] ~2 M15/42 [5] & L5/30 [6] &

* if not in France, reroll

† L3 if (if 6/41+)

‡ L6/40 (if 5/41+)

§ M13/40 (if 1/41+)

¶ Reroll if not in Sicily/Italy

* Reroll if in Russia

‡ Reroll if in Russia 2/42+

I5a: AT GUNS (5.71)

DR	
2	Fucile-cc S
3-11	Can. da 47/32
12	Fucile-cc S

I6a: SPG (5.71)

DR	7/42 - 9/43
2	Autocannone 90/53 *
3	SMV M41 75/18 *
4	SMV L40 47/32 #
5	SMV L40 47/32 #
6	SMV L40 47/32 #
7	SMV M41 75/18 *
8	SMV L40 47/32 #
9	SMV L40 47/32 #
10	SMV M42 75/32 *
11	SMV M43 105/25 *
12	Autocannone 20/65

* NA unless in Russia thru 8/42

† Reroll if not in Sicily/Italy

‡ Reroll if not in Russia 7/42 - 12/42; or if not in Sicily/Italy

I6b: RECONNAISSANCE VEHICLE (5.71)

DR	
2	AB41 *
3	AB41 #
4	AB41 #
5	AB41 +
6	AB41 *
7	AB41 *
8	AB41 *
9	AB41 +
10	AB41 *
11	AB41 #
12	AB41 *

* NA unless in Russia thru 8/42

† If in Sicily/Italy make dr; 1-3 = AS42 aa, 4-6 = AS42 cc

‡ AS42 if in Sicily/Italy

I7A: ESCORT VEHICLE

DR	
2	L3 aa *
3	L3 aa *@
4	L3 aa *+
5	L3 aa **
6	L3 aa *
7	L3 aa [1-3] * L3/35 [4-6] *
8	L3/35 *
9	L3/35 **
10	L3/35 *+
11	L3/35 *@
12	L3/35 *

* Reroll if in Russia 2/42+

† L6/40 if in Russia 2/42 - 12/42

‡ Russia 12/41 - 8/42

§ Autoprotetto S37 10/42+

SHIN I FACTORY FARMING

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HISTORICAL ACCOUNT

LOCATION: Aprilia, Italy

DATE: 25 January 1944

COMMENTARY: At dawn on 24 January, a small contingent of Grenadier Guards, loaded in Bren Gun Carriers, headed up the Albano-Anzio Road to probe terrain to the front. Finding the village of Carroceto undefended the Guards pressed on to Aprilia (one of Mussolini's model farm towns) some 200 yards to the north east, one Guardsman enthusing, "Blimey, let's go all the way to Rome."

Seconds later, the Bren Carriers were raked with machine gun and 88mm fire from the town, forcing a hasty withdrawal.

The following morning General Penney's Guards Brigade were tasked with driving the enemy from Aprilia - now dubbed by the British as 'The Factory'.

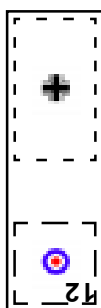
The Guards were met by heavy fire upon approaching the building complex but managed to fight their way amongst the houses. Hand to hand fighting developed using grenades, bayonets, rifles and automatic weapons. It took 24 hours of bloody fighting but the Guards seized Aprilia, taking some 112 prisoners. The battered 29th Panzer Grenadiers withdrew to Campoleone, some 4 miles to the north.



TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	END
BRITISH Moves First								

THE BATTLEFIELD AND CONDITIONS



EC are Wet with No Wind at start.

VICTORY CONDITIONS

The British player wins if he Controls all multi-hex stone buildings at the end of any player turn.

SCENARIO SPECIFIC RULES:

- 1 Kindling is NA.
- 2 HTH Close Combat may be declared by either side regardless of Attacker/Defender/Ambush status.

Elements 29th Panzer Grenadier Regiment, 3rd Panzer Division set up on/north of hexrow M. All German units may set up concealed.

Balance: add a 4-6-7 and 7-0 to the German OB.

ELR: 3
SAN: 4

4-6-7	2-2-8	5-12	3-8	8-1	8-0	AA M3
8			2			2

Elements Guards Brigade, 1st Infantry Division set up on/south of hexrow F.

Balance: add an extra 51mm mortar to the British OB.

ELR: 4
SAN: 2

4-5-8	2-7	4-12	51 [2-11]	9-2	9-1	8-0	7-0
16	4	2	2			2	

SHIN2 FORMING THE THUMB

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HISTORICAL ACCOUNT

LOCATION: South of Campoleone, Italy

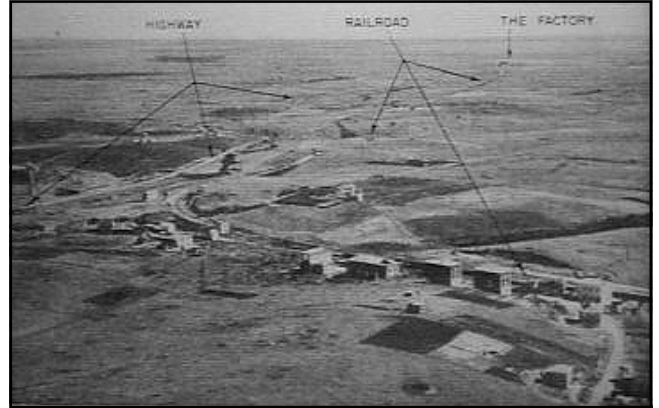
DATE: 30 January 1944

COMMENTARY: Due to the continued build up of German troops around the bridgehead, General Lucas was urged to speed up his advance from Anzio. While Darby's Rangers were being slaughtered at Cisterna (ASL Scenario 'G5 Six Came Back'), General Penney's Scots and Irish Guards were ordered to seize Campoleone.

Under heavy fire the Irish Guards were forced to withdraw. As daylight broke on 30 January a company of Irish Guards supported by troops from the King's Shropshire Light Infantry, 46 Royal Tank Regiment, and the US 894th Tank Destroyer Battalion jumped off in an attempt to re-secure the start line.

The American tank destroyers led the advance, sending shells into every farmhouse en route. British infantry quickly mopped up each building and by early afternoon the start line was retaken. An aggressive General Penney ordered the attack on Campoleone to continue, and shortly after 3PM a battalion of KSLI reached a low ridge just short of Campoleone and dug in for the night.

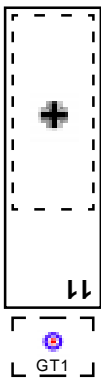
However, on either side of the advance things had not gone so well, and Penney realised elements of his command stuck out "like a sore thumb". Their position was ripe for a German counter attack.



TURN RECORD CHART

+	GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
⊙	BRITISH Moves First									

THE BATTLEFIELD AND CONDITIONS



EC are Wet with No Wind at start.

VICTORY CONDITIONS

The British player wins if he Controls all buildings south of hexrow T and all hexes of the Z5 Grainfield at game end.

SCENARIO SPECIFIC RULES:

1 Kindling is NA.

ELR: 3
SAN: 4

Elements Hermann Goering Division set up on/north of hexrow I. Any German units set up in a building may set up HIP.

Balance: decrease the game length to 6½ turns.

1 4 ¹ 6-7	3 7-18	2 5-12	1 3-8	X10 12-4	8-1	8-0	7-0	5 OVR, OBR: +4 Other: +2
10			2	2				4

ELR: 4
SAN: 2

Elements Irish Guards, KSLI, 46 RTR, and US 894th TD Battalion enter on/after turn 1 along the south edge.

Balance: increase the game length to 8½ turns.

1 4 ² 5-8	1 4 ² 5-7	2 4-12	1 2-7	2 [2-11]	9-2	9-1	8-0	7-0	13 75	15 76L
8	8	2	4	2						

Counter artwork taken from *Virtual ASL (VASL)* and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).

SHIN 3 TALLY HO!

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HISTORICAL ACCOUNT

LOCATION: South of Campoleone, Italy

DATE: 4 February 1944

COMMENTARY: Field Marshall Kesselring had ordered Colonel General Eberhard von Mackensen to command the German troops now gathered around the Anzio bridgehead. Upon the specific instructions of Hitler himself, Mackensen drew up plans to inflict another "Dunkirk" upon the Allies. To this end, on the night of 3 February, Grenadiers attacked down the Albano-Anzio road towards Aprilia. By the following day 6th Gordons found themselves surrounded by Axis troops.

Penney acted quickly by employing the newly arrived 168th Regiment, 56th Division to blast a corridor through which the Gordons could withdraw. Penney visited the CP of Brigadier James with the message "You'll have to get them out in daylight". James immediately radioed the code 'Tally Ho' signalling a withdrawal.

The withdrawal was not an easy one. British Tommies had to fight their way out whilst being pounded by accurate German artillery, as icy rain turned to sleet. The Anzio 'Thumb' had crumbled, causing 1,400 British casualties, 900 of whom were captured.

Kesselring and Mackensen however had failed in their bid to recapture the Factory. They would return more successfully on 9 February, thus seizing the springboard they needed to drive the Allies back into the Tyrrhenian Sea.



TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	END
BRITISH Moves First							

THE BATTLEFIELD AND CONDITIONS



All unpaved roads are treated as Gullies.

EC are Wet with Rain and No Wind at start.

VICTORY CONDITIONS

The side with the most VPs wins. The Germans amass VPs for CVPs and units exited off the south edge. The British amass VPs for units exited off the south edge, which count double. Prisoners count for German VP purposes only.

SCENARIO SPECIFIC RULES:

- 1 Kindling is NA.
- 2 The Germans receive one module of 80mm+ Battalion Mortar OBA (HE only) with one Pre-Registered hex directed by an Offboard Observer at Level 4 on the north edge, who receives a -1 Final Accuracy drm.

ELR: 3
SAN: 5

Elements 65th Infantry Division set up on/north of hexrow P in hexes numbered 0, 1, 2, 3, 9 and/or 10.
Balance: exchange 4 4-4-7 for 4 4-6-7 in the German OB.

2 4-4-7	3 7-18	2 5-12	1 3-8	3 50* [2-13]	8-1	8-0	7-0
10	2						

ELR: 4
SAN: 3

Elements 6th Gordons set up between hexrows T and Z (inclusive) in hexes numbered 4, 5, 6, 7, and/or 8. Any units which set up in Open Ground may do so in a Foxhole.
Balance: exchange a 8-0 for a 8-1 in the British OB.

1 4-5-7	2 4-12	1 2-7	2 [2-11]	9-2	9-1	8-0	7-0
16	2	4	2			2	

SHIN 4 A PRODUCTIVE DAY AT THE OFFICE

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HISTORICAL ACCOUNT

LOCATION: Aprilia, Italy

DATE: 16 February 1944

COMMENTARY: Realising the importance of The Factory, Allied troops attempted to recapture the strategic point on 11 February without success (*GI: Anvil of Victory* 'SL38 The Factory'). On 16 February Von Mackensen unleashed his attack from Aprilia with the intent of driving the Allies back into the sea within 72 hours ('SFW3').

Meanwhile, Sergeant Charles W. Keyser of the US 191st Tank Battalion sat in the turret of his Sherman just south of Aprilia, trying to ease the pressure put upon the 179th Infantry Regiment.

Keyser saw two Mk VI Panzers rumble out of The Factory towards him. Three quick rounds knocked out one Panzer whilst four more set the other ablaze. The black uniformed crew of the German tank were cut down by Keyser's machine guns as they tried to escape.

Of Keyser's two accompanying Shermans, one was knocked out and the other disabled. Seeing six more Panzers heading towards him, Keyser decided to retire gracefully.

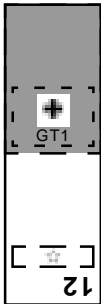
After 300 yards retreat Keyser's Sherman took a direct hit killing his driver. Keyser escaped from his turret and spent the rest of the day hiding in a ditch, badly wounded. That evening Keyser crawled back to his own lines. Although all three Shermans had been knocked out, he and his fellow tankers had thwarted all out efforts of the German Panzers to break through. It had been a productive day at the office.



TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	♣4	5	END
♣ GERMAN Moves First						

THE BATTLEFIELD AND CONDITIONS



Only hexrows A-P are playable.

EC are Wet with No Wind at start.

VICTORY CONDITIONS

The Americans win if they have equal to or more VPs than the Germans. CVPs are accumulated in the normal manner. Americans may gain VPs for exiting off the south edge on/after turn 4, or if there are no Mobile PzKpfw VIEs on the mapboard.

SCENARIO SPECIFIC RULES:

1 All Shermans are equipped with Gyrostabilisers.



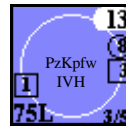
Elements 3rd Panzer Division enter along the north edge (i.e. hexrow Q) on turn 1.
Balance: the German reinforcements may enter on GT3.

ELR: -
SAN: -



2

enter along the north edge (i.e. hexrow Q) on GT4.

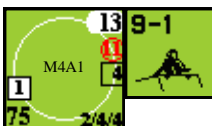


6



Elements 191st Tank Battalion set up on hexrow E.
Balance: exchange the 9-1 Armor Leader for a 9-2 Armor Leader.

ELR: -
SAN: -



3

SHIN5 SPARKS FLY

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HISTORICAL ACCOUNT

LOCATION: Albano-Anzio Road, Italy

DATE: 17 February 1944

COMMENTARY: During the night of 16 February two companies of the German 715th Infantry Division assaulted Company E of the 157th Infantry Regiment. All night the fighting raged until Company E was squeezed into a tiny perimeter. Also trapped were three Shermans of 191st Tank Battalion led by Lt. Tommy L. Cobb Jnr.

By daybreak, just 14 riflemen remained. At 5AM the following morning, Captain Felix L. Sparks, commander of Company E, was radioed permission to withdraw.

Five Panzers rumbled towards the isolated group, set on administering the coup de grace. Paced by Lt. Cobb's three Shermans, the little group had to fight its way to the rear. The virtual decimation of Sparks' company left a yawning gap in the 45th Infantry Division's lines, a fact quickly recognised by German commanders, who began hurried planning to exploit the situation.



TURN RECORD CHART

☆ AMERICAN Sets Up First	+1	2	3	4	END
+ GERMAN Moves First					

THE BATTLEFIELD AND CONDITIONS



Only hexrows A-P are playable.

EC are Wet with No Wind at start.

VICTORY CONDITIONS

The side with the most VPs wins. CVPs are accumulated in the normal manner. American Infantry units exited off the south edge are worth double VPs. US vehicle crews do not count towards exiting VPs.

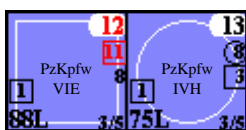
SCENARIO SPECIFIC RULES:

None



Elements 3rd Panzer Division enter along the north edge on turn 1.
Balance: add a 8-1 Armor Leader to the German OB.

ELR: -
SAN: 4



4



Remnants of Company E, 157th Infantry Regiment, and 191st Tank Battalion set up between hexrows E and H inclusive.
Balance: add a 8-1 Armor Leader to the American OB.

ELR: 4
SAN: 2



3

2

3

SHIN 6 "HERE COME THE BASTARDS"

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HISTORICAL ACCOUNT

LOCATION: Albano-Anzio Road, Italy

DATE: 18 February 1944

COMMENTARY: I Company, 157th Infantry Regiment, under the command of Captain James G. Evans were tasked with defending a crucial overpass on the Albano-Anzio Road.

On 17 February they had suffered heavy casualties repelling German infantry and Panzer attacks. Despite being almost isolated, spare ammunition was supplied to them during the night.

The morning of 18 February brought a tremendous artillery barrage upon their positions. As the bombardment abated, Evans peered over the rim of his slit trench towards the German lines. He called out to the remnants of his company, "Here come the bastards!".

Masses of feldgrau clad Germans advanced towards I Company. As they neared they shouted in broken English: "At ease I Company!", "Watch out I Company!", "Here we come I Company!". A yell came from the American positions: "Go to hell you goddamn Kraut sons of bitches!".

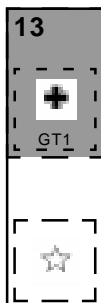
As the Germans approached the barbed wire rolls they were raked with fire from I Company. Where they fell others took their place, but could not force their way through. Survivors of the attacking force, now under artillery fire, turned and fled.



TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	END
⊕ GERMAN Moves First							

THE BATTLEFIELD AND CONDITIONS



Only hexrows R-GG are playable.
The stream R4-CC6 represents an unpaved road. The bridge and stream in CC5 do not exist.
The pond represents Marsh.

EC are Wet with No Wind at start.

VICTORY CONDITIONS

The German player wins by exiting at least 20 CVPs off the south edge.

SCENARIO SPECIFIC RULES:

1 After set up the playing area undergoes a Bombardment.

⊕ **Elements 721st, 741st, and 735th Infantry Regiments** enter along the north edge (i.e. hexrow Q) on turn 1.
Balance: exchange the US HMG for a MMG.

ELR: 3
SAN: 3

4 ² 6-8	4 ¹ 6-7	4 ² 4-7	7-16	5-12	3-8	50* [2-13]	9-1	8-1	8-0	7-0
6	6	6	2	5	2	2				

☆ **Company I, 157th Infantry Regiment** set up on/south of hexrow U.
Balance: add 1 IS Foxhole and 1 WIRE to the US OB.

ELR: 4
SAN: 4

6 ¹ 6-6	3-4-6	6-12	4-10	8-4	60* [3-45]	9-2	9-1	8-1	5	5
8	2	3							5	5

MPH/RtPh: dr=MF
CC:+1/-1

SHIN7 "EVERYTHING WE'VE GOT!"

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HISTORICAL ACCOUNT

LOCATION: Albano-Anzio Road, Italy

DATE: 19 February 1944

COMMENTARY: By the evening of 18 February matters were approaching crisis point for the US 45th Infantry Division. Von Mackensen's troops had nearly broken through and he was planning to release his final reserves for the last push.

Clark called a meeting of his generals, where it was agreed that units from 1st Armored, 6th Armored Infantry, and 30th Infantry Regiment would launch a counter attack into the German flank "with everything we've got".

The task force, under General Ernie Harmon, jumped off at 6.30AM on 19 February along the 'Bowling Alley', a ridge of ground leading from Padiglione Woods to Carroceto. By 8.30AM the tanks and infantry had reached a point one mile from the line of departure.

Task Force Harmon soon ran into a heavy concentration of Germans forming up for another attack along the Albano-Anzio Road. The flanking force, with the element of surprise, soon threw the Germans into confusion and panic.

Stone farm houses were blasted with the aid of artillery and the Germans cleared from this section of the 'Bowling Alley'. So many German prisoners were taken that an extra regiment was called upon to escort them to POW cages.

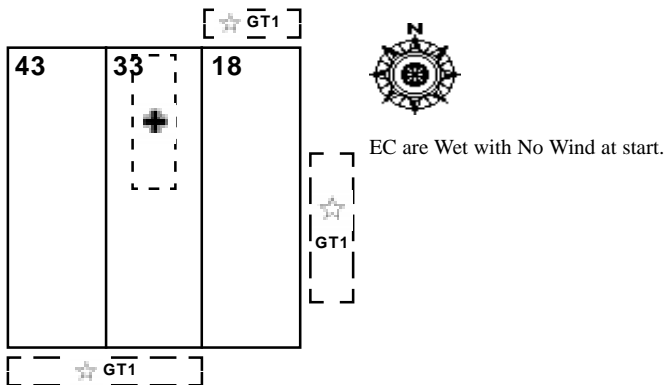
German forces already advancing south along the road, realising their rear was being attacked by a flanking force, hesitated, slowed and then ground to a halt. The German offensive had been nipped in the bud.



TURN RECORD CHART

+	GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10	END
☆	AMERICAN Moves First											

THE BATTLEFIELD AND CONDITIONS



VICTORY CONDITIONS

The American player wins by Controlling all stone buildings at game end.

SCENARIO SPECIFIC RULES:

1 The Americans receive two modules of 105mm+ OBA (HE and SMOKE).

+ Elements 29th Panzer Grenadiers, and 26th Panzer Division set up on mapboard 33, on/north of hexrow P on hexes numbered 3 to 6 inclusive. All vehicles must set up south of hexrow D, CE, with TCA and VCA facing south.

Balance: decrease game length to 9 game turns.

ELR: 3
SAN: 3

☆ Elements of Task Force Harmon enter as follows on turn 1:
Balance: increase the game length to 11 game turns.

on the north edge of mapboard 18

ELR: 4
SAN: 3

between hexes 18M1 and 18U1

on the south edge of mapboard 33 and 43

SHIN8 GET READY

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HISTORICAL ACCOUNT

LOCATION: Carano, Italy

DATE: 29 February 1944

COMMENTARY: With the failure of the assault along the Albano-Anzio Road, Von Mackensen recommended a further assault against the US 3rd Infantry Division along a wider front near Cisterna. Thinly spread between the 3rd and 45th Infantry Divisions was the 509th Parachute Infantry Battalion.

B Company were defending a small knoll near Carano when, during the early hours of 29 February, they were overrun and virtually wiped out by 1st Battalion, 1028th Grenadier Guards. Upon being informed of this by A Company, Battalion commander Colonel Yarborough told them, "Get ready, they'll be after you next".

A Company had previously captured a high velocity German AA piece with plenty of ammunition. Lt. Dan A. DeLeo, commander of A Company ordered it be readied for the coming onslaught. Attempts to secure air support failed due to cut lines from shelling, and a platoon of tanks sent to aid A Company bogged down in muddy fields before reaching their destination.

With the assistance of artillery and the AA gun, A Company repulsed the grenadiers 100 yards short of their second defence line.

A similar story unfolded all along the lines, as it did three days later with the Germans final attempt.

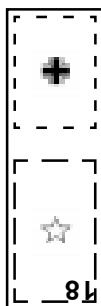
Stalemate ensued until 23 May when Allied forces broke out of the Anzio beach-head, assisted by troops pouring through the crumbling Gustav Line. Rome would fall on 4 June, just two days before a somewhat larger and more successful amphibious assault across the English Channel.



TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	END
⊕ GERMAN Moves First							

THE BATTLEFIELD AND CONDITIONS



EC are Wet with No Wind at start.

VICTORY CONDITIONS

The German player wins by exiting at least 10 CVPs off the south edge.

SCENARIO SPECIFIC RULES:

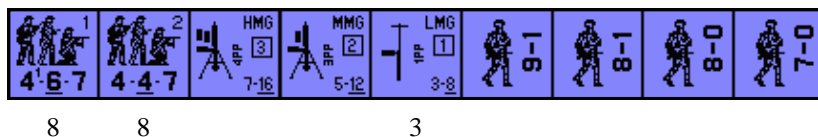
- 1 The Americans receive one module of 80mm+ Battalion Mortar OBA (HE and SMOKE).
- 2 Captured Use penalties do not apply to the AA Gun. However, non-qualified use does apply.



Elements 1st Battalion, 1028th Panzer Grenadier Regiment set up on/north of hexrow T.

Balance: increase the game length to 7 game turns.

ELR: 3
SAN: 3



A Company, 509th Parachute Infantry Battalion set up on/south of hexrow P.

Balance: add 3 1S Foxhole to the American OB.

ELR: 4
SAN: 4

