

Cassino '44 – Optional Rules

Cassino '44: Gateway to Rome, contains the largest number of special rules in any published Panzer Grenadier game so far. This is due to the extreme terrain and fighting that took place over such a small area for a period of five months. Due to the complexity of the terrain the special rules were pared down to make the game more manageable. Presented here below are several rules that didn't make the final cut. These rules add a little more complexity to the game and should be treated as optional, all or some of the rules may be used by mutual consent of both players.

Cassino Town:

Cassino town was heavily fortified by the Germans with many basements reinforced with prefabricated steel supports. The following rule makes the defence of Cassino town much more difficult and reflects the tenacity of the German defenders during the battle. If you play with these rules you will realise why neither the Americans nor New Zealanders' made much progress in the town during the course of the battle and why every effort was made to circumnavigate the town in later battles. These additional rules are used for Cassino only.

- All hexes of Cassino town give the defenders in an assault First Fire. If assaulting units have a FLM unit then assault is simultaneous.
- German Fallschirmjager units/leaders may exit an assault hex without the 'free shot' of rule 12.12 against them.

Friendly Fire:

Due to the difficulty of accurately placing fire on the steep slopes of the Cassino Massif, the +1 modifier in rule 9.52 for German and Allied fire is not applicable for fire directed at Mountain hexes. This effectively means that friendly units adjacent to a bombardment attack will be hit on a die roll of 1 or 2. Units in hexes adjacent to targeted Mountain hexes will also be affected by this rule.

FLM:

Any scenario of campaign game that includes a FLM unit, that unit may be exchanged for a regular Engineer/Sapper unit.

Cohesion:

The battles of Cassino were characterised by such intense fighting that they often left one or both sides of the combatants totally exhausted. To reflect this use the following rule.

When a German or allied force in a scenario lose two initiative steps the reduced morale value of each side is reduced by 1. When four initiative steps are lost the full-strength morale value is reduced by 1. If a side begins the scenario with an initiative of 3 or less, continue to record unit step loses for the purpose of this rule, even if these go into the negative.

Force Cohesion	Initiative lost		
	Starting	2+ lost	4+ lost
German Grenadier	8/7	8/6	7/6
German Mountain	8/8	8/7	7/7
German Paratroopers	9/8	9/7	8/7
US Infantry 'initially Rapido crossing	7/6	7/5	6/5
Allied Infantry & Armour	8/6	8/5	7/5
Maoris	8/7	8/6	7/6
Gurkhas	8/8	8/7	7/7

Tactical Assault Combat:

The following optional rule allows players to simulate some of the nuances of assault combat within a hex. It attempts to create a more detailed narrative of the combat and the actions that are taking place within a single hex.

Procedure: Conduct the first round of an assault as normal. At the end of that assault phase the player who scored the highest result on the Assault Combat Chart, regardless of the later outcome of morale checks or step losses, gains a tactical assault advantage. Mark the hex with a +1 counter for the side earning the advantage.

Example of play: On the first turn of an assault the following results from the Assault Table are shown:

The US player has rolled a 'M1' check on the Germans, and the Germans have rolled a 'M' check on the US.

As the US player has a 'better' result than the Germans the US gain a +1 advantage counter.

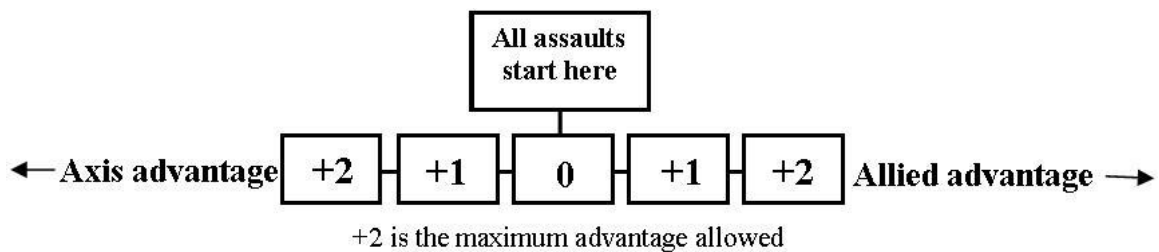
If both players have the same result on the Assault Combat Chart then no advantage is gained by either.

Hierarchy of results from the Assault Combat Chart are as follows from lowest to highest:

No effect - M - M1 - M2 - 1 - 2 - 3

On the next and subsequent rounds of Assault combat the side with any tactical assault advantage gains column shifts equal to the number on the advantage counter. After each round of assault combat the player who has the 'better' result on the Assault Combat Chart (remember this is not affected by later results of morale checks) either gains a tactical assault advantage or reduces their opponents advantage.

Use the following track to identify what tactical advantage has been gained, move one space along the track for towards the side that earned the advantage. If no side achieves an advantage during an assault combat round the tactical advantage remains unchanged:



Example of play: When an assault is first started the tactical advantage is at '0'. Example: Axis Player has a +1 advantage but in the next assault round the Allied player gains an advantage. Moving along the track one from Axis +1 towards Allied Advantage the result is '0'. The marker is removed and any tactical advantage that the Axis player had has been lost.

The maximum tactical assault advantage for different terrain hexes vary:

Terrain	Maximum tactical assault modifier
Mountain Town Building Gustav Line Fortification Barracks Open	+2
All other	+1

If an assaulting player gains the maximum tactical assault advantage against a dug-in enemy the enemy is assumed to have been driven out of their original positions and they lose the dug-in first fire advantage. Dug-in status is removed and cannot be regained (there is no effect on entrenchments.)

As long as the assault continues in the same hex, regardless of units entering and exiting the assault the marker remains in place. Only when one side is solely present in the assault hex is the marker removed. Removed markers have no further effect on play even if that hex is subsequently assaulted again.

Campaign rules/additions

Artillery Attrition table

When a formation (Support Units use losses in the brackets) is activated, either by attacking or defending, roll on the following table.

- <1. Remove 3 steps from formation. (1 step)
- 1-3. Remove 1 steps from formation. (0 steps)
- 4-6. Remove 0 steps from formation. (0 steps)

Players choose which units to remove (often soldiers from depleted or unused units were redeployed – most often as infantry. Transport units cannot be selected.)

Table is modified by the following modifiers.

-2 per 1CP spent on friendly Artillery during current battle.

Mines

The Germans used mainly anti-personnel mines and so the mine effects on vehicles is reduced:

1 Factor = 1 anti-personnel, 0 vehicle.

2 Factor = 2 anti-personnel, 1 anti-vehicle.

If these mines remain at the end of the scenario their strength and location should be recorded and set up at the start of each scenario.

Battle set-up

The attacker can set up units adjacent to defending units if they are setup in town hexes or any hex that provides automatic 'dug-in' status (eg. Marked summits).

Non-combat Days

Days where neither side gives attack orders gives the opportunity for soldiers at aid stations the opportunity to return to their units. On any day when neither side declares an attack each side rolls a dice.

1-2 Flip 1 Reduced strength infantry unit to full strength.

3-4 Flip up to 2 Reduced strength infantry units to full strength.

5-6 Flip up to 3 Reduced strength infantry units to full strength, OR return 1 eliminated infantry unit to play

Campaign 2 – Operation Diadem

Add to the allied OOB - 16/5 Lancers, 6th British Armoured - 6xM4, 1xM5, 1xDaimler.

Campaign Game Random Events Table

If during the Initiate Roll at the start of the turn a double is rolled, roll once on the table below.

2. The German player randomly draws 1 aircraft
3. Sniper! The German player selects one Allied leader within five hexes of any German unit with a direct fire value and rolls two dice. On a result of 9 or more the leader is eliminated.
4. Artillery – An extra 1x12 barrage is available this turn for German player.
5. Clear path – One German unit may move an extra hex this turn OR choose to become dug-in if in an eligible hex.
6. No event
7. Weather change(-3 to die roll if April/May):

Day:

1 = No change.

2-3 = Rain, reduce maximum spotting distance to 5 for this turn.

4 = Heavy Rain, reduce maximum spotting distance to 3 for this turn.

5 = Persistent Rain, reduce maximum spotting distance to 5 for 1D6 turns. On all Level 3+ Mountain hexes fog/snowstorm descends, at the start of each turn roll 1D6, the result on the dice is the maximum spotting distance for this turn. Condition exists until a '6' is rolled.

6 = Persistent Heavy Rain, reduce maximum spotting distance to 3 for 1D6 turns. On all Level 3+ Mountain hexes fog/snowstorm descends, at the start of each turn roll 1D6, the result on the dice is the maximum spotting distance for this turn. Condition exists until a '6' is rolled.

Night:

1-2 Uninterrupted clear sky, increase spotting distance by 1 for 1D6 turns.

3-4 Clear sky, increase spotting distance by 1 this turn.

5-6 Rain, all Direct Fire has a -1 column shift also reduce spotting distance by 1 this turn (Spotting range cannot be less than 1).

6 Heavy sudden snowstorms – no actions for any units on Level 3+ Mountain hexes. No unit may enter a 3+ Mountain hex. No artillery fire or aircraft attacks on Level 3+ Mountain hexes.

*Additional weather change results immediately supersede exiting condition.

8. No event
9. Clear path – One Allied unit may move an extra hex this turn.
10. Artillery – An extra 1x20 barrage is available this turn for Allied player.
11. Sniper! The Allied player selects one German leader within five hexes of any Allied unit with a direct fire value and rolls two dice. On a result of 9 or more the leader is eliminated.
12. The Allied player randomly draws 2 aircraft