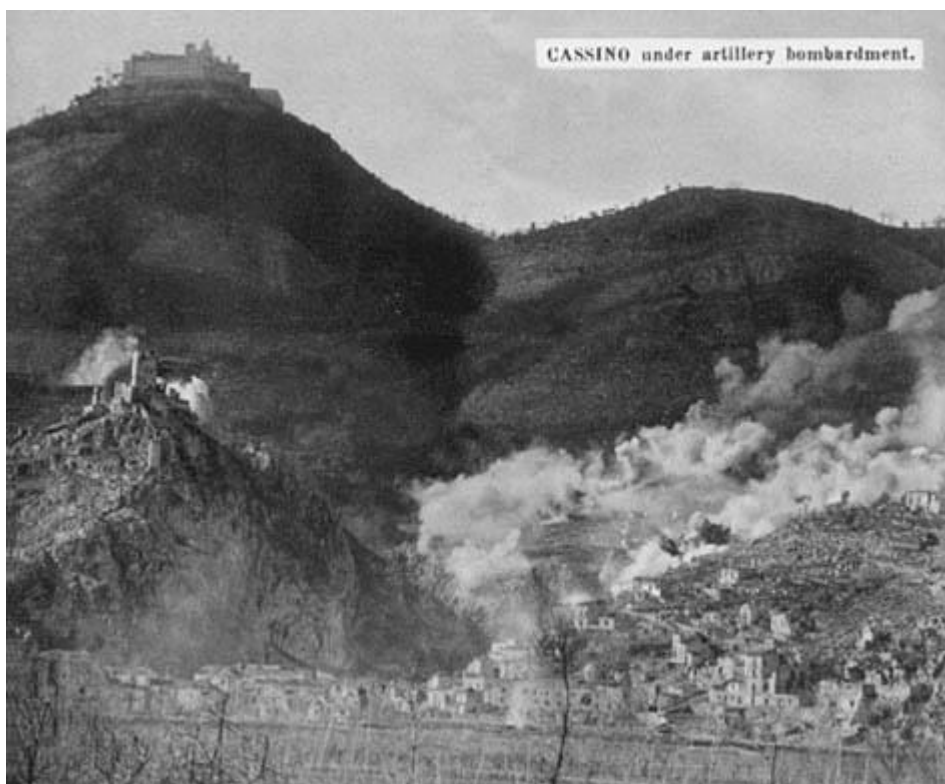


CASSINO '44

Gateway to Rome

A Panzer Grenadier game
Version 1.4



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Cassino '44 – Gateway to Rome. Historical overview

In early 1944 the monastery of Monte Cassino stood at the centre of a substantial German line of fortifications, named the Gustav Line. The Gustav Line stretched across Italy from coast to coast incorporating mountainous terrain and the Rapido, Garigliano and Sangro Rivers. Hitler had ordered the defenses to be of 'fortress' strength and it consisted of extensive minefields, barbed wire, camouflaged pillboxes and complex fire plans designed to repel any attempt to breach it.

The German army had fought a skillful rearguard action as the allies slowly advanced up the spine of Italy buying time for the completion of the Gustav Line. The Allies paid a high price for every kilometer of Italian soil, as soon as they got the upper hand in one location the Germans would withdraw and set up another a few kilometers further on. By January 12th the Allied forces of the US 5th Army had struggled up to within a few kilometers of the Gustav Line.

In January the Cassino sector of the Gustav Line was manned by units of the German 44th Infantry Division, stationed on the Massif. 211th Grenadier Regiment of the 71st Infantry division, defending the slopes around the monastery, Castle Hill and Cassino town. 129th & 104th Panzer Grenadier Regiments from 15th Panzer Grenadier Division manned the defenses in the Liri Valley. The Allied forces in the area consisted of the USII Corps made up of the 36th 'Texan' Division and the 34th 'Red Bull' Division.

As the Allied armies prepared to face the Gustav Line's formidable defenses the difficulty of breaching this 'fortress' was becoming increasingly evident. The Gustav Line crossed the Italian mainland at one of its narrowest points; there were only three routes that the Allies could realistically advance north along. The route along the Adriatic coast was very narrow and the British 8th army advance had already been checked at the town of Ortona. The southern route was also narrow and did not allow sufficient space for the Allies to use their advantage of armour and materials. The remaining route was along Highway 6 through the Liri Valley. The Liri Valley would allow the Allies to use their numerical advantage in tanks

and transport to their advantage but it was also where the Gustav Line was its strongest.

In the Liri Valley the Gustav Line crossed the valley at its narrowest point, barely 10 miles across. Flowing through the Valley was the Rapido River. Although the Rapido was only around 30ft wide it was very fast flowing with steep sides and in winter it regularly burst its banks water logging the surrounding farmland. Elevated above the Liri Valley commanding perfect views for miles around was the Benedictine monastery of Monte Cassino.

Monte Cassino was reputed to have been founded by Saint Benedict himself in 529. After being destroyed by an earthquake in 1349 it had been rebuilt with walls up to twenty feet thick and it resembled a fortress. Directly below the monastery was the small town of Cassino through which Highway 6 ran.

The First Battle of Cassino 20th January – 12th February

The Allies aware of the strength of the Gustav Line decided to undertake an amphibious landing behind it to the north at the small fishing village of Anzio. In order to ensure that the landings were successful the US 5th army would attack the Gustav Line and advance up the Liri Valley to draw German troops way from the proposed landing area.

The French Expeditionary Force attacked to the north of Cassino through the mountains and the British X Corps attacked to the south across the Garigliano River. The major assault would be by the USII Corps across the Rapido around the village of Sant' Angelo in the Liri Valley. The French and British attacks made some initial progress but were soon halted after meeting strong resistance. The 36th 'Texan' Division, of the US II Corps, attacked across the Rapido on the night of the 20th January. *Scenario 1 represents the efforts of the 141st Infantry Regiment, 36th Texan Division, in their attempts to cross the Rapido north of Sant' Angelo.* After two days of fighting the attack of the 36th was called off. The US attack had been nothing short of a disaster, casualties were terrible. The complete lack of success of this major offensive can be summed up by the German reports at the time who considered it nothing more than a minor spoiling attack. It was not until the Germans started clearing the area and discovered

the number of dead and wounded GI's that they realised the attack was intended to have been a major assault. ***Scenario 2 represents the final elimination of the US beachhead across the Rapido on the night of the 22nd January.*** Note: *The US forces in the first two scenarios have a lower morale than regular US forces – this reflects the lack of coordination in the attack, and the general feeling amongst the troops that the crossing could not conceivably succeed.*

The Anzio landings took place on the 22nd January. The earlier attacks by the US 5th Army on the Gustav Line had not caused the German commanders to commit many of their reserves and the Germans quickly contained the beachhead at Anzio. The pressure was on in the Cassino sector to draw German troops away from the Anzio beachhead. This time the 34th 'Red Bull' division was chosen to try and breach the Gustav Line. On the 24th January they attacked north of Cassino town towards the abandoned Italian Barracks. ***Scenario 3 represents the initial attack towards the Barracks by the 133rd Regiment of the 34th 'Red Bull' Division.*** It took several attempts before the US troops had a secure bridgehead across the Rapido. ***Scenario 4 represents the second attempt of the 133rd to gain the Barracks.***

On the 29th of January the whole of the 168th US infantry Regiment with close support from 756th Tank Battalion was committed and within a few days Points 56 and 213 along with the village of Cairo was in US hands. ***Scenario 5 represents the successful assault of the 168th Regiment.*** The Germans now decided to reinforce the Cassino area with elements from the 1st Parachute Division and the 90th Panzer Grenadier Division. On the Massif the 135th US Regiment took up the running from the now exhausted 168th. Colle Maiola was taken and by the 3rd February Point 771 on Monte Castellone had fallen. ***Scenario 6 represents the 135th's attack on Point 771.*** The US soldiers on Monte Castellone attempted to push along the ridge to Colle Sant' Angelo but were halted by the German 132nd Grenadier Regiment. On the 7th February the rested 168th regiment was once again called upon to launch a major offensive, this time towards the monastery itself. ***Scenario 7 represents the attack of the 168th across the Massif towards Mont Cassino.*** At the same time the 135th launched an attack towards the Albaneta Farm area to stop the Germans from launching any flanking attacks on the 168th as they advanced towards the monastery. As the

135th prepared to attack, the Germans launched a major counter attack towards Snakeshead Ridge and it was all the 135th could do just to hang on to their starting positions. ***Scenario 8 represents the counter attack of the German 361st Panzer Grenadiers on Snakeshead Ridge.*** Both attacks cancelled each other out and after an exhausting day of fighting both sides withdrew almost to their starting positions. ***Scenario 9 combines scenarios 7 & 8 together to represent the fighting of the 7th February.***

The Germans were frustrated by not capturing Point 593 on the 7th of February and on the 10th launched an attack that eventually seized it from the Americans. ***Scenario 10 represents the 361st Panzer Grenadiers successful assault on Point 593.*** On the 11th of February the US forces launched their last assault on the Massif; this was pretty much a carbon copy of the previous attacks and was again unsuccessful. ***Scenario 11 represents the last US assault on the Massif.*** On the 12th February Major General Ryder, commander of 34th Division, called off the assault and ordered his troops to dig-in, and so ended the American attempt to capture Monte Cassino. Both sides had suffered horrendous casualties, the 34th US infantry Division had lost 49% of their rifle company personnel (318 killed, 1641 wounded, 392 missing). Accurate figures for German casualties are harder to ascertain but there was no doubt that the Germans had also taken considerable casualties.

The Second Battle of Cassino

15th – 18th February

Following the failure of the USII corps to capture Monte Cassino a new Allied formation was formed to take over from them. Designated the II New Zealand Corps it consisted of the 2nd New Zealand Division, the 4th Indian Division & the 78th British Division.

The Germans also made some changes to their defending formations. On the Massif the 44th Infantry Division, heavily mauled by the US assault was withdrawn. The 200th Panzer Grenadier Regiment joined its sister Regiment the 361st on the Massif. The 1st Regiment and a single battalion from the 3rd Regiment of the 1st Parachute Division, along with a Para MG battalion took up positions around the monastery and lower slopes of the Massif. The 104th and 129th Panzer Grenadier Regiments remained in the Liri Valley and the 211th in Cassino town.

The Indian 4th Division relieved the battered US units on the Massif. The Indian & British troops were amazed at the conditions that the American soldiers had had to endure, and many remarked on the vacant expression of many of the American GI's as they slowly made their way down the mountain to their rest areas.

The Indian forces had been given erroneous information from the American staff officers and much of the area they thought they were taking over was now actually in the hands of the Germans, including Point 593, which was supposed to be the jump off point for the Indian attack on the monastery. Lieutenant General Freyberg, commander of the New Zealand II Corps, was convinced that the Germans were using the monastery for observation and asked for it to be bombed. Both sides had agreed not to occupy the monastery and a military exclusion zone had been established around it. Allied command eventually agreed to the request. The bombing of the monastery has been a controversial issue ever since. The Allies did leaflet the monastery before the bombing but evidence that the Germans were using the monastery for military purposes is still scant. On the 15th February 142 heavy and 114 medium bombers destroyed the monastery; this was followed by an extended artillery barrage. By mid afternoon it should have been time for the Indian Division to attack but Point 593 was still under German control and it was not until nightfall that a single company attacked towards Point 593 and was hastily repulsed. All the advantage of the bombing raid had been squandered and the German paratroopers quickly moved into the ruined monastery and turned it into a formidable fortress.

In the Valley below, the New Zealanders planned to attack along the railway line and capture the railway station. Engineers would follow this attack and bridge the Rapido and repair the breaches in the railway embankment deliberately created by the Germans. The embankment could then be used to channel amour across the Rapido and break out into the Liri Valley. The 28th 'Maori' Battalion was chosen to lead the assault. The Maoris succeeded in taking the Railway Station but elements of the 361st Panzer Grenadier Regiment denied them the Hummocks. ***Scenario 12 represents the night-time Maori attack on the Railway Station defended by the 3rd Battalion of the 361st Panzer Grenadier Regiment.*** The New Zealand engineers managed to repair all but one large

breach in the embankment and as dawn broke all work by the engineers was halted due to accurate German mortar & artillery fire from the Massif. The Maoris had not been able to bring up any heavy weapons or anti-tank guns but were ordered to hang on until nightfall. The New Zealand artillery kept up a smoke screen to protect the Maoris from long range fire from the Massif. The smoke also masked the movement of the Germans troops as they assembled to assault the Railway Station. German attacks intensified all day. By late afternoon the Germans launched a major counter attack this time supported by tanks, the Maoris were forced back across the Rapido. ***Scenario 14 represents the 211th counter attack supported by tanks on the Maoris at the Station.***

On the 18th February the 7th Indian Brigade was at last ready to launch their delayed attack on the Massif. The 4/6 Rajputana Rifles, with support from 1st Royal Sussex attacked towards Point 593 and Albaneta Farm. The 1/2 & 1/9 Gurkha Rifles were to capture Points 444 & 445 and the monastery itself. The defending Germans of the 361st Panzer Grenadier Regiment and 1st Parachute Regiment gave little ground and when they were pushed back they quickly regrouped and launched several counter attacks. By daylight the Indian brigade were back at their start lines with little to show for their efforts but high casualties. ***Scenario 13 represents 7th Indian Brigade's attack on the Massif.*** The failure of the New Zealand Corps to capture the monastery marked the end of the second battle of Cassino. On the 16th of February the Germans launched a major offensive against the Anzio beachhead. After four days of intense fighting the German attack was repulsed.

The Third Battle of Cassino

15th March – 23rd March

By the time of the third battle of Cassino, plans were already in place for Operation Diadem, the major offensive that would eventually breach the Gustav Line. However the Allies wanted to keep the pressure on the Germans in the Cassino sector and so the New Zealand II Corps was again asked to launch an attack. The Third battle would begin with the destruction of the town of Cassino by a huge bombing raid. The New Zealanders with tank support would follow soon after into Cassino Town. The 4th Indian Division would attack through Point 175 and Castle Hill and on to Monte Cassino. Before the attack could

be launched the weather turned and for three weeks it rained delaying the battle as the Liri Valley was too wet to allow the planned armoured breakthrough. During this time both sides made some changes to the forces in the Cassino area. The 78th British Division arrived and took up positions in the Liri Valley. For the Germans, the rest of the 1st Parachute Division arrived and the 211th Grenadier regiment was withdrawn.

By the 15th March the weather had been dry enough for the attack to begin and all that morning bombs fell reducing the town of Cassino to rubble. The 25th New Zealand Regiment supported by tanks of the 19th Armored Brigade advanced from the Barracks to the northern end of the town. Allied artillery kept the northern end of the town under a barrage until the New Zealanders reached the outskirts. It was expected that little German resistance would be met and what few survivors remained would be disorientated and would quickly succumb to the attacking force. At the start of the bombing 2nd Battalion of 3rd Parachute Division had just over 300 men in the town and five StugIII's, after the bombing around 160 men were buried under the rubble and four of the Stugs were destroyed. However the men of the Parachute Division were truly elite troops and quickly they scabbled from their cellars and bunkers and set about defending the town. The New Zealanders were surprised by the speed at which the Paratroopers recovered and soon the advance slowed. The bombing of the town had been so successful that no roads existed and the cratered landscape made it all but impossible for the New Zealanders' tanks to enter the town at all. It was not until several hours later that the arrival of engineers allowed any tanks to progress into the shattered town of Cassino. **Scenario 15 represents the attack of the New Zealand 25th Battalion and the 19th Armored Regiment against the town of Cassino.** Later in the day the 24th & 26th New Zealand battalions were also committed to the town but still progress was extremely slow.

The one highlight of the day was the capture of Castle Hill by a company from 25th Battalion. But even this success was not capitalized on. 1/4th Essex Regiment of 5th Indian Brigade were awaiting a signal to take over the Castle and move onto the Massif itself, however no pre arranged signal had been agreed upon and it was not until midnight that the Essex finally made it into the Castle. This gave the Germans plenty of

time to dig-in troops between the Castle and the monastery.

By the 17th march the New Zealanders had captured the western side of the town and the Railway Station. The Germans alarmed by the capture of the Railway Station launched the dismounted Parachute motorcycle battalion to capture it back. The attack of the motorcycle battalion stands out as one of the most inept actions of the whole campaign and very uncharacteristic of the Parachute troops. The Parachute Battalion charged across the open ground forded the Gari which in some places was up to their necks, on leaving the river they were caught in their own mortar barrage. The defending New Zealanders quickly picked off the advancing Paratroopers with accurate small arms fire. The Paratroopers eventually turned and fled, only 19 soldiers made it back to their own lines. **Scenario 16 represents the attack of the dismounted paratroop motorcycle company on the Railway Station.**

On the 19th March the Allied commanders were surprised to discover that elements of the 1/9th Gurkhas who had been missing for several days had in fact made it onto Hangman's Hill. The Hill was so named because on it stood a support for a cable car that used to run from the Station to the monastery. The remaining support looked like a gallows when viewed from a distance. In the early hours of the 19th March elements of the 4/6 Rajputana Rifles attempted to re-supply the Gurkhas on Hangman's Hill. The Germans were well aware what was happening and launched their own spoiling attack to deny the Gurkhas their much needed supplies. **Scenario 17 represents the attempt by the Rajputanas to supply the Gurkhas.** Only a few soldiers made it to the Gurkhas and the Allied commanders decided it was too dangerous to attempt the mission again and the Gurkhas were then re-supplied from the air.

As dawn broke on the 19th the Germans launched a major attack to recapture Castle Hill, some paratroopers even made it to the walls of the Castle and had to be beaten off in desperate hand to hand combat. Once the Allies were alerted intensive mortar fire was called down on the attackers and eventually the Germans called off the attack. **Scenario 18 represents the attack of 1st Battalion, 4th Parachute Division on the Castle.**

The Allies had planned a major offensive for the 19th of March; however the events around Castle Hill and the town of Cassino had delayed the projected infantry attack towards the monastery from the town. In support of the attack the Indian engineers had in secret improved sections of a mule track that ran from Cairo village to the monastery so that armour could use it, this was named Cavendish Road. It seems that no one informed the tanks that were preparing to attack that the infantry attack had been delayed and so around mid-day a force of 15 US Shermans, 12 US and 5 Indian Honeys and 3 US M7 Priests launched an attack on the Massif. The Germans were amazed to see tanks on the Massif. However they soon regained their composure and quickly knocked out the leading tanks. As other tanks moved off the track to move around the wrecks some lost tracks and became immobilised. Some of the US Shermans tried to attack towards Phantom Ridge but the gradient was too steep. The tanks fired at enemy positions but without supporting infantry they unable to completely eliminate the enemy strongpoints. The tanks continued to advance but fire from Point 593 and Albaneta Farm was too intense and they had to withdraw. ***Scenario 19 represents the Allied tank assault on the Massif.***

The 22nd of March saw the last major attack by the New Zealanders at Cassino. The attack in the town supported by tanks achieved little the paratroopers were firmly entrenched as ever in the south-west corner of the town and slopes above. ***Scenario 20 represents the last attack of the third battle of Cassino by the New Zealanders.***

The Fourth Battle of Cassino 'Operation Diadem'

11th May – 5th June

During the third battle preparations were already underway for a major offensive codenamed, 'Operation Diadem.' This involved a major reorganization of the Allied units facing the Gustav line. The formations facing the Gustav Line near the Adriatic were moved to the Cassino sector, leaving just enough forces to hold the line. The majority of the US 5th & British 8th armies were concentrated on a front of barely 20 miles running from the sea to Cassino. The New Zealand II Corps was disbanded and control of the Cassino sector passed to the British 8th Army. Taking over on the Cassino Massif were the Polish II Corps. In the Liri

Valley were the British XIII Corps. The Germans had also reorganized. In the Liri Valley the 115th Panzer Grenadier Regiment, 305th Infantry Division and a Parachute MG Battalion formed Kampfgruppe Bode. The 1st Parachute Division still manned the Massif and to the north were the 5th Mountain Division. Late on the evening of the 11th May Operation Diadem began with an artillery barrage all along the front. Nearest the coast the US II Corps advanced, to their right the French Expeditionary Corps attacked through the Aurunci Mountains. In the Liri Valley the Indian 8th Division attacked across the Rapido near the village of Sant' Angelo. ***Scenario 21 represents the efforts of the 17th Infantry Brigade of the Indian 8th Division as they attempted to cross the Rapido.*** Just south of Cassino town the British 4th Division also attacked across the Rapido. On Cassino Massif the Poles launched their attack to gain the high ground and link up with Highway Six.

General Anders, commander of the Polish II Corps, did not want to commit his forces in 'penny packets' as in previous attacks. He also wished to avoid assaulting the monastery directly. His plan was to capture the high ground behind the monastery therefore isolate it; his forces could then link up with the British forces in the valley below. In the early hours of the 12th May the Polish Brigades attacked towards Point 593, Albaneta Farm and the high ground beyond. ***Scenarios 23 & 24 represent the Polish attacks on the Massif during the 12th May. Scenario 25 combines scenario 23 & 24 into one large scenario.*** The Poles made some progress but not the breakthrough hoped for.

The British crossed the Rapido just south of Cassino town. Their crossing was into the strongest defenses of the Gustav Line within easy observation from the monastery. The British found the crossing very difficult and as soon as dawn broke they were subject to numerous counter-attacks, including some by German tanks. ***Scenario 22 represents one of the German counter-attacks against the British bridgehead.***

Scenario 26 represents the first 14 hours of Operation Diadem all along the area depicted by the game map.

The Polish II Corps wanted to renew their attack but was advised to wait for the British in the Liri Valley to make more progress so the units could

meet up at Highway Six. The Indians captured the Village of Sant' Angelo on the 13th. ***Scenario 27 represents the capture of Sant' Angelo by 8th Indian division supported by Canadian tanks.***

On the 15th of May the British introduced the 78th Division into the Liri Valley in order to boost their flagging advance; they were immediately launched into combat to capture the Pignataro-Cassino road. ***Scenario 29 Represents the Elements of the 6th Inniskilling Fusiliers & 5th Northamptonshire Regiments with armour support advance towards the Pignataro-Cassino road.***

Also on the 15th the 8th Indian Division captured the village of Pignataro. ***Scenario 28 represents the 3/8 Punjab Regiment with support from the 14th Canadian Armoured Regiment's attack on the village of Pignataro.***

The advances in the valley were the trigger for the Poles to resume their attack. Early on the 17th the 5th Kresowa Division attacked towards Colle Sant' Angelo. ***Scenario 30 represents the Polish assault on Colle Sant' Angelo.*** Shortly after the Kresowa attack the Carpathians attacked towards Point 593 and Albaneta Farm. ***Scenario 31 represents the Carpathian assault on Point 593 and Albaneta Farm.*** The capture of Point 593 led to a series of desperate German counter-attacks to recapture it – this marked the last attack of the paratroopers on the Massif. ***Scenario 33 represents the last attack of the paratroopers on Point 593.*** The Polish attack came very close to breaking through the German defences but could not quite manage it. ***Scenario 32 depicts the Polish II Corps attack on the Massif during the 17th May; it combines the actions in scenarios 30 & 31.***

By now Operation Diadem was making progress in other areas of the front. The Americans had made substantial progress along the coast. The French had broken through the Mountains to the south of Cassino. The German positions on the Cassino Massif were at risk of being cut off so on the night of the 17th the Germans withdrew to another line of fortification named the 'Hitler Line' a few miles further up the valley. On the morning of the 18th May a detachment of the Polish 12th Podolski Lancers entered the abandoned monastery and raised the Polish flag.

It had taken five months and the combined firepower of two Allied armies to breach the Gustav Line. Accurate figures for the casualties

at Cassino are difficult to find but estimates for the whole Cassino/Rome campaign, including Anzio, were around 105,000 Allied Casualties and somewhere in the region of 80,000 Germans.

Special Rules

Farmland: The spotting rules for farmland vary from those of regular ‘fields’ in *Panzer Grenadier*.

For units in a Farmland hexes Spotting range is 5 hexes. It is not limiting terrain. This means that LOS is blocked after it has passed through five farmland hexes.

For units in a hill/Farmland hex the spotting range is doubled to 10 hexes for spotting in farmland hexes at a lower elevation.

For units in a Mountain hex Spotting range is unlimited into farmland hexes. This means that as long as no intervening Mountain hex blocks LOS a unit in a Mountain hex can see units in any Farmland hex on the board.

Farmland has no effect on Direct fire, Assault or Bombardment.

Farmland Spotting Table

From	To	Spotting Range
Farmland	Farmland	5 hexes
Farmland/Hill	Lower Farmland hex	10 hexes
Mountain	Farmland	Unlimited

Woods: Standard *Panzer Grenadier* rules are used for Woods. No unit in a woods hex can be spotted by enemy units more than 3 hexes away. Woods block LOS for units in non-Mountain hexes, units in Mountain hexes can see past all wood hexes in the Liri Valley.

Mountain Hexes

The elevation changes on the Cassino map represent approximately 100-150m. The following rules are used to simulate the mountain environment.

Mountains have the following special LOS rules:

- In order to determine if mountain hexes block LOS for units on different elevation levels use the standard method outlined in 8.4. (although designed for elevation changes of 20m the formula works for greater elevation changes just as well.)
- Any unit in a Mountain hex has LOS to all Liri Valley hexes – unless blocked by an intervening elevation as in 8.4 or

other spotting limitations such as rain, fog or night.

- Any unit in any lower elevation hex (including other Mountain hexes) considers a Mountain hex as Limiting terrain.
- Any unit tracing a LOS from a Mountain hex to a same level or lower Mountain hex has a spotting range of 5 hexes.

Mountain Spotting Table

From	To	Spotting Range
Mountain Hex	Same level or lower Mountain Hex	5 hexes
Mountain Hex	Higher level Mountain Hex	Limiting Terrain
Mountain Hex	Farmland or Hill	Unlimited
Farmland or Hill	Mountain Hex	Limiting Terrain

Movement cost:

- Foot movement for a Mountain hex costs 1.5 MP.
- Foot movement to cross a Mountain elevation line to a higher elevation is all MPs. Units with a movement cost of less than 3 become disrupted.
- Foot movement using a track costs 1 MP. Crossing a track elevation change 2 MP.
- Motorised vehicles cannot enter any mountain hex, unless on a road (not track).
- Mechanised units found moving on the massif very difficult. To represent this every time a mech. unit wishes to move roll a D6. 1-2 move 1 hex. 3-5 can't move and mark as activated. 6 immobilised: can't move, mark as activated, lose a step. Mechanised units may not cross a Mountain elevation change.
- Mechanised units can enter a track hex at the cost of 4MP; and they do not need to roll for movement loss. Mechanised units can only cross an elevation line if it is on a track (exc. The Monastery road), this costs all its movement allowance.
- Tracks on the massif were very narrow. If a wreck is placed on a track hex, it negates the movement benefits of the

track. Any Mechanised units moving through a track hex that contains a wreck must use the Mountain hex penalties. Wrecks can be removed as in rule 16.3.

- The road to the Monastery costs motorised and mechanised units 3 MPs to enter per hex.

Mountain Movement Table

	Foot	Mot.	Mech.
Mountain Hex	1.5	NA	All (Special)
Crossing mountain elevation change	All (if less than 3MP unit becomes disrupted)	NA	NA
Mountain Road Hex	1.5	3	3
Track Hex	1	NA	4
Crossing track elevation change	2	NA	All

Mountain hexes have the following effect on combat:

Direct Fire	None +1 target at lower elevation* -1 target at higher elevation*
Bombardment	none
Assault	-1 defender for first round of combat if defender on higher elevation
Anti-tank	none

* This modifier is also used for fire from farmland to a mountain hex and visa-versa.

All units that begin a scenario in a mountain hex can be Dug-in. Units can dig-in on any Mountain hex as per 16.2 (these actually represent sangar like structures.) Entrenchments can be placed in Mountain hexes.

Anti-tank guns and artillery may be setup in Mountain hexes, mechanised units may setup on friendly Mountain track hexes, if the owning player can trace an uninterrupted line of friendly track hexes to the valley floor (Level 0 hex)

Cliffs: these represent extreme gradients that require climbing. Units at the base of a cliff can only be spotted and fired upon by adjacent units, and units that do not trace their LOS across the target's cliff hex edge. To climb a cliff:

- Foot units must start their activation adjacent to the cliff hex side.
- Foot units with a movement allowance of 3 or more may attempt to climb a cliff. This takes 2 turns. On the units first activation place a climb counter on top of the unit. On the Units next activation remove the climb counter and move the unit onto its target hex. If a 'good order' leader is present the unit can move into a hex to join or initiate an assault.
- Units under a climb counter are very vulnerable to direct fire gaining a +2 Direct Fire modifier (see cliff LOS rules above.)
- Units activated when under a climb counter can decide whether to continue to climb or descend. To descend remove the climb counter. When a unit no longer has a climb counter on it, it has reached the bottom of the cliff and may take other actions.
- Units disrupted whilst climbing may continue to climb or descend. If the target hex at the top or bottom of the climb is occupied by an enemy the disrupted units are not allowed to enter it, they must ascend/descend and try to regain good order before another attempt is made.
- Units demoralised whilst climbing must return to the hex they began the climb from when activated.
- No unit may attempt to Rally while under a climbing counter.

Towns and Villages

The town of Cassino and its surrounding villages consisted of solidly built buildings, with thick walls and cellars. The towns and villages had very narrow streets making use of tanks difficult. For aesthetic reason the towns and villages on the map are shown with some outlying individual buildings these have no effect on game play. The following special rules are used for all towns and villages on the map:

- Assaults in town and village hexes can not gain the +1 modifier for undemoralized closed-top AFV's and infantry.
- AFVs in town and village hexes without supporting infantry have a +2 assault modifier against them.

Cassino Town: Cassino town was heavily fortified by the Germans with many basements reinforced with prefabricated steel supports. These additional rules are used for the Town of Cassino.

- All hexes of Cassino town give the defenders in an assault First Fire.
- German Fallschirmjager units may exit an assault hex without the ‘free shot’ of rule 12.12 against them.

The town was very heavily bombed on the morning of the 15th March. This effectively destroyed the town and made all roads nearly impassable to vehicles. Any scenario set after mid-day on the 15th of March uses the following additional rules:

- No motorised vehicle can enter Cassino until the hex has been ‘cleared’ by an engineer unit (Campaign game).
- The stacking limit for vehicles in a ‘non-cleared’ Cassino hex is 1. (there is no modification for foot units.)
- Any mechanised unit wishing to enter a Cassino town hex must roll 1D6. 1 = unit may move a single hex. 2-5 = unit may not move and is marked as activated. 6 = unit is immobilised; it takes a step-loss and is marked as activated.
- A single engineer may assist a single mechanised unit. If both units activate together subtract 1 from the above die roll.
- Wrecks are not left in uncleared Cassino town hexes.
- The ability to ‘clear’ Cassino town hexes to allow freedom of movement for vehicles are part of the campaign rules and is not normally available during a scenario.

The Monastery & Castle Hill: The Monastery and Castle Hill have the same characteristics as entrenchments. In addition the Monastery has an increased foot stacking limit of 4, there are no additional penalties for this.

Continental Hotel: This hotel was a key defensive position for the Germans. The Hotel is considered to have inherent entrenchment characteristics. The Germans also have emplaced a Panzer IV in the entrance to this building. Use a Panzer IV tank counter but it may not leave the hotel hex.

Hotel des Roses, Barons Palace & Railway Station: These isolated buildings are considered to have inherent ‘dug-in’ properties. Units occupying the Railway Station cannot claim the railway embankment modifier.

Hangman’s Hill & marked summits: Hangman’s Hill and the summits indicated by the white triangles are considered to have inherent ‘dug-in’ properties. Hangman’s Hill and marked summits block LOS for units on the same elevation.

Summary of Defensive benefits of map locations

Monte Cassino	Entrenchment. Stacking limit of 4 for foot.
Castle Hill	Entrenchment
Continental Hotel	Entrenchment. Immobilized PzIV, does not affect stacking limit.
Hotel des Roses Baron’s Palace Railway Station	Dug-in properties
Hangman’s Hill Massif Points	Dug-in properties Blocks same level LOS

Rivers: The Rapido and Gari rivers are relatively narrow and so do not occupy a hex but rather run along a hex edge. For aesthetic reasons the rivers appear to meander a little but for game purposes they are considered to follow the closest hex edge.

Rapido River: The Rapido is a small fast flowing river. Due to the difficulties of crossing, the following crossing rules are used for the Rapido:

- Units can only cross with the assistance of an engineer unit.
- An engineer unit wishing to assist units in crossing the Rapido must first move adjacent to the river and announce it is preparing a crossing. The following turn it may assist other units in crossing.
- Any units assaulting across the Rapido suffer a -2 column shift on the first assault round.
- If the engineer unit becomes disrupted or demoralised it can no longer assist units in crossing. The status of the other units in the hex are unaffected by the status of the engineers.
- It costs foot units 2MP to cross the river, Mechanised units 4MP and motorised units 7MP.

- The Rapido has different crossing numbers depending on location and weather.

Rapido Crossing	Jan, Feb, Mar.	April, May
South of the Gari River	Foot 9, Mot 4, Mech 3	Foot 10, Mot 6, Mech 5
North of the Gari River	Foot 11, Mot 6, Mech 5	Foot Auto, Mot 7, Mech 6

Bridging the Rapido – In the campaign game the Allied players may wish to bridge the Rapido River. To construct a bridge an engineer must spend 20 turns on its construction. The 20 turns do not need to be continuous but do have to be completed within the space of one battle. If the bridge is not completed in a campaign day then any progress is lost. Only ‘good order’ engineers adjacent to the river can spend turns building a bridge.

The German player can use indirect fire on the hexes either side of the bridge to attack it (includes both completed bridges and those under construction.) The bridge has a -1 bombardment modifier. During construction any bombardment result of M1 or more adds an extra turn to the construction of the bridge. A completed bridge can take 2 steps and is damaged by X results only.

At the end of a battle if an allied bridgehead is not viable (ie. Enemy unit within 5 hexes) motorised and/or mechanised units west of the Rapido are ‘cut-off’ west of the river. If a bridge is captured or destroyed all allied units west of the Rapido River are ‘cut-off’. In future battles all ‘cut-off’ units are always set up before any other units. They are set up west of the Rapido and not within two hexes of the Front line.

If the minimum requirements for a bridgehead are not met at the end of a battle (ie. bridgehead across the Rapido on the west bank is less than 6 adjacent farmland hexes, with at least one hex adjacent to the river.) all forces west of the Rapido are ‘trapped.’ In future battles all ‘trapped’ units are always set up before any other units. They are set up west of the Rapido, and not within two hexes of the Front line, in addition all ‘trapped’ units suffer a reduction in their morale value by 1. During the battle as soon as the bridgehead is re-established the -1 morale modifier is removed.’

The Flooded Rapido: The Germans destroyed a dam blocking the Rapido and flooded a large

area of the surrounding farmland. Depending on the weather and time of year, the flooded area will be considered either, ‘Flooded’ or ‘Waterlogged’

‘Flooded’ – Foot units cost +1MP. Motorised units may not enter. Mechanised units can enter but each time they move into a ‘Flooded’ hex roll a D6. 1-2 move 1 hex. 3-4 can’t move and mark as activated. 5-6 immobilised: can’t move, mark as activated, lose a step.

‘Waterlogged’ – Foot units no additional movement cost. Motorised units may not enter. Mechanised units roll a D6. 1-3 move 1 hex. 3-6 can’t move and mark as activated.

Each mechanised unit that moves with an engineer unit gains a -1 to the die roll.

Waterlogged	Flooded
Foot: +0MP Mot: NA Mech: Roll a dice 1-3 move 1 hex 3-6 can’t move marked as activated	Foot: +1MP Mot: NA Mech: Roll a dice 1-2 move 1 hex 3-4 can’t move marked as activated 5-6 immobilised, lose step, can’t move, mark as activated.
-1 to die roll if Mech. activated with engineer.	

Gari River: This is a minor river.

Gustav Line

The Germans had heavily mined the east bank of the Rapido and covered it with barbed wire. The area was also covered by sophisticated fire plans. This area is mined with a factor of 2 for foot units and 1 for all others. The barbed wire also adds 2 MP to all foot movement. All German direct fire and Bombardment attacks gain a +1 modifier for fire into these hexes. The mines can be cleared by engineers as 16.75. (clearing 1 minefield factor will leave only 1 foot factor in the hex. Clearing 2 factors will leave the hex totally cleared of mines and wire).

Mines	2 factor for foot. 1 factor for all others.
Barbed wire	+2 MP for Foot.
Direct fire	+1 German fire only
Bombardment	+1 German fire only

At night due to the complex German fire plans in place on the Gustav Line, German units have an effective sighting range of two when observing units in a Gustav Line hex.

Infantry anti-tank capability – (from BN)

In any assault with a full-strength RIF, INF, GREN, PARA, MTN, MAOR, GURK, ENG,

PNR or SAP may attempt to fire their anti-tank weapons at enemy vehicles engaged in the assault. Roll 1 dice for each full-strength unit that is neither demoralized nor disrupted. On a 6 for allied and 5 or 6 for German, the unit fires an AT weapon at an enemy vehicle in the same hex. This AT fire is conducted with the assault combat and all results applied simultaneously (unless one side has a first fire bonus). AT value for this fire is 6, and does not satisfy any flank shot criteria. The only modifier is the +1 if the enemy vehicle is unsupported by infantry.

Horseshoe Ridge, Hummock & Farmland hills: These act as a standard *Panzer Grenadier* hills.

Railway: The railway is built on a low embankment. This blocks same level LOS for units tracing a LOS across it. Units in a railway hex can claim a -1 Direct Fire & -1 Assault modifier. This modifier can only be claimed for fire from one side of the embankment each turn. If fired upon from the other side of the embankment the modifier cannot be claimed.

Mud – When Mud is specified in a scenario or campaign and a vehicle wishes to move in a farmland or flooded farmland hex roll a dice. Deduct the dice roll from the vehicles movement allowance for this turn.

Strongpoints – (from Airborne) many strongpoint counters are included in the game. These represent prepared defensive positions like pillboxes, machine gun nests, etc. Some scenarios state which strongpoint counters to use, if it does not, strongpoint counters are drawn randomly keeping them hidden from the Allied player. They are placed on the board with the generic ‘strongpoint’ side face up. The strongpoints combat values (if any) remain hidden from the allied player until it is spotted by Allied units, or fires at them. At that point, flip the counter so the combat value is showing. If unoccupied, remove from play.

Strongpoints have no defensive benefit to other units in the same hex. If demoralized, a strongpoint that fails to recover is eliminated (14.33). They do not count for stacking or for the ‘three units stacked in a hex’ column modifier for bombardment and direct fire. Strongpoints receive first fire benefits. An eliminated strongpoint counts as one step lost for initiative purposes.

The armoured strongpoint represented by the 9-4 (Armour 0) counters are armoured MG copulas.

These are generally immune to small arms fire. Treat these strongpoints as AFV’s for all fire resolution purposes, using rule 11.0 Anti-tank fire.

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 farmland hexes adjacent to Mountain hexes will also be affected by this rule.

Flamethrower equipped engineers:

Some engineers are equipped with flamethrowers, these units have regular direct fire values as well as a flame value of 11-0 (numbers in red.) The units have no flame value on their reduced side. The flame value not direct fire value is used in assaults.

Flares:

During night battles the German player can fire flares to illuminate adjacent hexes. Any German leader can fire flares on a die roll of 1-5 on a single dice. This does not count as an activation but may only be attempted by each leader once per *Action segment*. If successful place a ‘flare’ counter in any adjacent hex. Enemy units under a flare counter can be targeted by friendly units outside the night spotting range. At the end of the turn remove all flares.

Force Cohesion (optional):

The battles of Cassino are 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	9/8	9/7	8/7

Paratroopers			
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 (optional):

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.

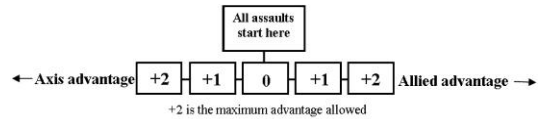
If both players have the same result on the Assault Combat Chart then no advantage is gained by either.

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
Farmland Flooded Farmland Road Railway	+1
Mountain Town Building Gustav Line Fortification Barracks	+2

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.

Random Events Table

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*:

Day:

- 1 = No change.
- 2-3 = Rain, reduce maximum spotting distance to 5 for this turn.
- 4-5 = 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 existing 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

Campaign weather modifiers for '7' result Clear -2 Overcast +0 Rain +2
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Scenarios

1. **Bloody Rapido**
2. **Bridgehead on the Rapido**
3. **133rd 'Red Bull' attacks the Barracks**
4. **133rd 'Red Bull' at the Barracks again.**
5. **Red Bull on the Rapido**
6. **Point 771**
7. **Once more forward**
8. **135th hang on**
9. **Chaos on the Massif**
10. **Counter attack on Point 593**
11. **One last push**
12. **Operation Avenger**
13. **Rajputana's forward**
14. **Maoris at the station**
15. **Cracking Cassino**
16. **Dismounted Disaster**
17. **Supporting the Gurkhas**
18. **The Castle must fall**
19. **Cavendish Road**
20. **Last push of the New Zealanders**
21. **Across the Rapido**
22. **British Bridgehead**
23. **Carpathians on the Massif**
24. **Kresowa's on the Massif**
25. **Operation Honker**
26. **Operation Diadem- the first Day**
27. **Sant' Angelo**
28. **Pignataro**
29. **Highway Six**
30. **Eagles on Colle Sant' Angelo**
31. **Eagles on Point 593**
32. **The White Eagles of Cassino**
33. **Green Devils last throw of the dice**

Scenario 1 Bloody Rapido

20th January 1944: The Gustov line protecting the approaches to Rome needed to be breached. The 36th US 'Texan' Division was charged with crossing the Rapido and establishing a beachhead to allow armour to breakthrough into the Liri Valley beyond. The only things that could stop them were, the weather, the mud, the minefields, the barbed wire, the treacherous Rapido, Oh, and of course the Germans!

Game Length: 28 turns

First Turn: 20:00

Other: No hexes south of 20## or north of 34## can be entered.

1st Battalion, 141st Regiment, 36th 'Texan' Division. A company from 155th Engineer Battalion

Set up second, no closer than 4 hexes from the eastern bank of the Rapido.

12xINF 1xHMG
3x60mm 2xENG
1xENG (flame)

Leaders: 1xMaj, 1xCapt, 3xLt, 1xSgt

Morale: 7/6

Initiative: 4

Off-map Artillery: 3x16

Reinforcements from 2nd Battalion

- Arrive turn 16. Set up no close than 4 hexes from the eastern bank of the Rapido -

3xINF 1xHMG
1x60mm

Leaders: 2xLt.

Elements of a battalion of 104th Regiment, 15th Pz. Grenadier Division

Set up first anywhere on the west side of the Rapido, all units may be dug-in.

5xGREN 3xHMG
1x81mm 1xPak40

Following strongpoints:

1x5/3(AT2/3), 3x3/4, 1xUnoccupied.

Leaders: 1xCapt, 3xLt, 1xSgt.

Morale: 8/7

Initiative: 2

Off-map Artillery: 2x16

Reinforcements from 104th Regiment

- arrive on turn 16. Set up within 1 hex of 2319.

6xGREN 2xHMG
2x81mmMTR 1xStugIII

Leaders: 1xCapt, 2xLt, 1xSgt.

Special Rules

1. During the previous nights US engineers had cleared narrow paths in the minefields at the rivers edge. Before the start of the game the US player can secretly record two hexes on the east bank of the Rapido clear of mines.
2. Crossing the Rapido – use these rules instead of the regular River crossing rules for this scenario only. The US soldiers used light boats to cross the Rapido. At the start of the scenario the US player should record that 4 boat points are available. Each turn a number of combat units' equivalent to boat points may cross the Rapido (leaders do not count. Determine availability of points at the start of each turn) Every time a US combat unit takes a step-loss or is demoralised while on the east bank of the

Rapido subtract a boat point from the total. When no boat points remains then only 1 unit may attempt to cross the Rapido each turn. Under these circumstances crossing is not automatic, the designated unit must roll 1D6, on a 1-3 it crossed successfully, 4-6 cannot cross and immediately ends its turn, marked as activated. German units may not cross the Rapido.

3. The engineers can attempt to build foot bridges across the Rapido. It will take an engineer unit four turns to construct such a bridge – these turns do not have to be continuous, the US player will need to record the progress on the construction of the bridges separately. Only engineer units that are in good order and adjacent to a river hex edge can construct bridges. A footbridge allows unlimited foot movement across the Rapido. It costs an additional 1MP to cross the footbridge. Footbridges are destroyed on any ‘X’ result, bridges can be assaulted.
4. This is a night scenario and the weather was foggy reducing the Spotting Range to 1. However as the Germans were well prepared with trip wires and dedicated fire and artillery plans so they have an effective Spotting range of two.
5. The mud rules are in effect.
6. No German unit may move until a US unit/leader has been spotted.
7. The US initiative level is lowered by one for every two steps or single leader eliminated.
8. The German initiative is lowered by one for every two steps lost.

Victory conditions.

The US player scores victory points at the end of the scenario:

- Each footbridge constructed – 4VP
- Each Undemoralized combat unit on the west bank at game end:
 - o Adjacent to river – 0VP
 - o 1-2 hexes from river – 1VP
 - o 3-4 hexes from river – 2VP
 - o 5-6 hexes from river – 3VP
 - o 7+ hexes from river - 4VP

German Major Victory <0 VP

German Minor Victory 1-9VP

US Minor victory 10+ VP.

US Major Victory 16+ VP.

Conclusion.

The US troops were harassed by artillery and small arms fire all the way to the banks of the Rapido. German HMG and artillery fire opened

up as they attempted to cross the swollen river and took a terrible toll on the men in their flimsy boats. Most of the boats were destroyed. The US troops pushed on but took terrible casualties, the order to withdraw to their starting places was eventually received and the heavily mauled US 141st Regiment pulled back.

Scenario 2

Bridgehead on the Rapido

22nd January 1944: The US crossing of the Rapido had been a disaster. The 143rd Regiment to the south of Sant' Angelo had withdrawn back across the Rapido. Only the northern bridgehead remained held by soldiers of the 141st. By now nearly all the bridges and boats on the Rapido had been destroyed. With no hope of rescue or reinforcement the trapped men of the 141st had to fend off increasingly aggressive German counter-attacks.

Game Length: 20 turns
First Turn: 18:00

Elements of 141st Regiment, 36th US Infantry Division.

Set up first on the west side of the Rapido within 4 hexes of 2728.

8xINF 1x81MTR
1xHMG

Leaders: 1xCapt, 2xLt, 1xSgt.

Morale: 7/6

Initiative: 2

OBA: 2x16 (smoke available)

Elements of 104th Panzer Grenadier Regiment.

Set up second on the west side of the Rapido in any hex more than 7 hexes from 2728.

10xGREN 1x81MTR
1xHMG 1x250/1

Leaders: 1xMaj, 1xCapt, 3xLt, 1x Sgt.

Morale: 8/7

Initiative: 5

Off-map Artillery: 2x16

Reinforcements.

Set up on turn 14 in any hex on the west side of the Rapido more than 7 hexes from an US unit.

1xStugIII

Special Rules

1. Night scenario spotting distance 1 hexes.
2. The Rapido cannot be crossed.
3. Mud rules are in effect.
4. The US initiative level is lowered by one for every two steps eliminated.
5. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

If any 'good order' US units (not leaders) are within 5 hexes of the Rapido at the game end the US player wins. Any other result means a German victory.

Conclusion

Throughout the day the German counter attacks became more intense. After dark the Germans launch a major attack to eliminate the US bridgehead. The US soldiers on the east bank were unable to help their trapped comrades and could only listen to the sounds of combat on the far bank. By 22:00 all sounds of combat had ceased. The bridgehead had been eliminated.

Scenario 3.

133rd 'Red Bull' attacks the Barracks

24th/25th January 1944: With the Anzio landings just a few days old it was imperative that the Germans in the Cassino area could not redeploy any troops to the Anzio sector. With this in mind the US 34th Division struck across the Rapido River north of Cassino in an attempt gain a foothold on the Gustav Line.

Game Length: 24 turns

First Turn: 22:00

Elements of 133rd Regiment, 34th US Infantry Division & 756th Tank Battalion.

Set up within 2 hexes of 5428.

12xINF 2x81MTR

2xHMG 2xM4

1xENG 1xENG (flame)

Leaders: 1xMaj, 2xCapt, 4xLt, 1xSgt.

Morale: 8/6

Initiative: 5

OBA: 2x24 (smoke available)

Elements of 134th Panzer Grenadier Regiment.

Set up first on the west side of the Rapido north of 43##.

5xGREN 1x81MTR

2xHMG 1xPak 40

1xStugIII 2x250/1

Leaders: 1xCapt, 3xLt, 1xSgt.

Morale: 8/7

Initiative: 2

Off-map Artillery: 1x20

Special Rules

1. Night scenario spotting distance 2 hexes.
2. Mud rules are in effect.
3. The German player has the following strongpoints; 1x5-3(AT2-3), 1x3-4. These are set up with the German forces.
4. Flood hexes are considered 'Flooded.'
5. The US initiative level is lowered by one for every two steps eliminated.
6. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The following hexes are worth victory points for the US if they solely control them:

- 2VP each hex of the Barracks.
- 3VP Point 56.

- 4VP Point 324.

The US player needs 7VP's to win, any other result is a German win.

Conclusion

The 133rd made slow progress. The Germans had mined and laid barbed wire all along the east bank of the Rapido. The flooded farmland slowed down the tanks, and none of the tanks of the 756th were able to cross the Rapido River. By dawn the 133rd had a couple of companies on the far bank but none of the objectives had been taken, and casualties were again very high.

Scenario 4.

133rd ‘Red Bull’ at the Barracks again

27th January 1944: For two days the US 133rd Regiment had tried to force its way across the Rapido to the Barracks and the mountain beyond. Each attack was forced back to the river. Eventually elements of the Regiment gained a toe-hold on the west of the Rapido and from this position the reserved 168th Regiment was pushed forward supported by the tanks, hoping this time to make a breakthrough.

Game Length: 32 turns

First Turn: 07:30

Elements of 168th Regiment, 34th US Infantry Division & 756th Tank Battalion.

Set up second within 3 hexes of 5726. No armour can be set up west of the Rapido or in a flooded hex.

16xINF 2x60MTR

2x81MTR 3xHMG

2x57ATG 2xJeep

1x105How 2xM4

1xENG 1xENG (flame)

Leaders: 1xLt.Col, 1xMaj, 3xCapt, 5xLt,

Morale: 8/6

Initiative: 5

OBA: 2x24 (smoke available)

Aircraft: 1 random plane every two turns – starting on turn 1.

Elements of 131st Infantry Regiment, 44th Infantry Division.

Set up in any mountain hex west of the Rapido.

12xGREN 1x81MTR

2xHMG 1xPak 40

2x75IG 1xStugIII

1x250/1

Leaders: 1xMaj, 2xCapt, 3xLt, 1x Sgt.

Morale: 8/7

Initiative: 2

Off-map Artillery: 2x16

Special Rules

1. The German player receives 3 random strongpoints. These are set up with the German forces.
2. Flood hexes are considered ‘Flooded.’
3. Mud rules are in effect.
4. The US initiative level is lowered by one for every four steps eliminated.

5. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The following hexes are worth victory points for the US if they solely control them:

- 2VP Point 56.
- 3VP Point 213.
- 2VP for each hex of Cairo village.
- 1VP for each Barracks hex.

The US player needs 7VP's to win, any other result is a German win.

Conclusion

The 168th were charged with clearing points 56 and 213 and then turning to capture the village of Cairo. The tank support had difficulty in crossing the Rapido, once across though their firepower helped cleared a path for the infantry and assaults on points 56 and 213 were undertaken. The tanks were eventually neutralised by Panzerfausts and the terrain. Point 213 was taken but the company commander feeling the position was untenable decided to withdraw. This withdrawal became a rout and all the gains of the attack was lost as the 168th fled back to the Rapido.

Scenario 5 The Regiment goes in

29th January / 1st February 1944: After the US 'rout' from the Massif on the 27th January a further assault was planned. A crossing of the Rapido more suitable for tanks was discovered a little to the north of the previous assault and engineers set to work to create a usable ford. A full-scale regimental assault was planned for the 29th. However not everything was ready on time.

Game Length: 40 turns

First Turn: 06:00

168th Regiment, 34th US Infantry Division & 756th Tank Battalion.

Set up second within 3 hexes of 6026. No armour can be set up west of the Rapido or in a flooded hex.

25xINF 4x60MTR

2x81MTR 4xHMG

2x57ATG 2xJeep

1x105How 7xM4

2xM5 2xENG

1xENG (flame) 1xTruck

Leaders: 1xCpl, 1xLt.Cpl, 2xMaj, 4xCapt, 7xLt.

Morale: 8/6

Initiative: 5

OBA: 3x24 (smoke available)

Reduced to 2x24 after turn 4 (07:00).

Aircraft: 1 random plane every turn.

Elements of 131st Infantry Regiment, 44th Infantry Division.

Set up in any mountain hex.

15xGREN 2x81MTR

2x120MTR 4xHMG

2xPak 40 1x88mmFLAK

2x75IG 1xStugIII

2x250/1

Leaders: 1xMaj, 2xCapt, 5xLt, 2x Sgt.

Morale: 8/7

Initiative: 2

Off-map Artillery: Variable – special rule 6

Special Rules

1. The German player receives 5 random strongpoints. These are set up with the German forces.
2. Visibility is 1 at the scenario start. it increases as follows:
 - 0645 Spotting range 4
 - 0700 Spotting range 8
 - 0715 onwards Spotting range 12
3. Flood hexes are considered 'Flooded.'

4. Mud rules are in effect.
5. German variable artillery – roll at the start of each turn:
 - 1 - No artillery.
 - 2-3: 2x16
 - 4-5: 2x20
 - 6: 2x24
6. The US player had established a ford at 6125. Despite the US engineers working through the night it was not ready at the start of the attack. The US player must leave an engineer unit in this hex until the ford is completed and whenever they wish a tank unit to cross. Starting at 10:00 the US player rolls a dice on a '6' the ford is ready – crossing cost the same as a mud hex. Prior to the completion of the ford tanks may attempt to cross the Rapido as normal with engineer support.
7. The US initiative level is lowered by one for every six steps eliminated.
8. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The following hexes are worth victory points for the US if they solely control them:

- 2VP for each hex of Cairo village.
- 2VP Point 56.
- 3VP Point 213.
- 1VP for each Barracks hex
- 1VP for each 3 German steps eliminated.

The US player needs 8VP's to win, any other result is a German win.

Conclusion

The ford was not ready by the proposed jump off time. So the infantry went in unsupported by tanks and made very little progress most being pinned down on the valley floor before even reaching the massif. By noon the ford was completed and the tanks began to support the assault. The 756th Tank Regiment took huge losses but their sacrifice was worthwhile as the assault gained momentum. About a dozen tanks made it onto the lower slopes of the massif and gave direct fire support to the assault on Point 213. By nightfall most of the objectives were in US hands. The next day the village of Cairo fell. The US at last had a firm foothold on the Massif.

Scenario 6 Point 771

3rd February 1944: The US 133rd had been involved in 31 continuous days contact with the enemy and morale was falling as casualties mounted. The US 168th was also being worn down by the enemy and by the conditions on the massif. The US commanders decided to commit the 135th Regiment to renew the attack. 3rd Battalion were charged with taking Monte Castellone and then turning south to Colle Sant' Angelo. In heavy fog elements of the Battalion attacked Point 771.

Game Length: 16 turns
First Turn: 07:00

Elements of 3rd Battalion, 135th Regiment, 34th US Infantry Division.

Set up second within 2 hexes of 5511.

6xINF 1x60MTR
2x81MTR 1xENG

Leaders: 1xCapt, 3xLt.

Morale: 8/6

Initiative: 5

OBA: 1x12 (smoke available)

Elements of 361st Panzer Grenadier Regiment, 90th Panzer Grenadier Division.

Set up within 2 hexes of Point 771.

4xGREN 1x81MTR

Leaders: 1xLt, 1xSgt.

Morale: 8/7

Initiative: 2

Off-map Artillery: none

Special Rules

1. The German player receives a 5-4 strongpoint. This is set up with the German forces.
2. A swirling fog on the Massif effected visibility. At the start of each turn roll a dice:
 - 1-2 Visibility 1 hex,
 - 3-4 Visibility 2 hexes,
 - 5-6 Visibility 3 hexes.
3. The US initiative level is lowered by one for every two steps eliminated.
4. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The player in sole control of Point 771 at the end of the game is the winner. Any other result is a draw.

Conclusion

The swirling fog aided the men of the 135th Regiment in their assault. After a short intense fight the 135th took control of the summit. The Germans launched a series of counter-attacks but the Americans held and Point 771 was secured.

Scenario 7

Once more forward

7th February 1944: The 168th were again called upon to make a major assault, this time the attack on the monastery itself. The 135th were to attack towards Albaneta Farm to occupy the Germans there and prevent flanking fire. There was a great belief that one last US push would gain the monastery, indeed Kesselring believed that the Americans would soon succeed.

Game Length: 32 turns

First Turn: 10:00

Elements of 168th Regiment, 34th US Infantry Division.

Set up second within 2 hexes of hex 4413.

12xINF 2x60MTR

3xHMG

Leaders: 1xCapt, 3xLt, 1xSgt.

Morale: 8/6

Initiative: 5

OBA: 2x20 (smoke available)

Elements of 361st Panzer Grenadier Regiment, 90th Panzer Grenadier Division & 1st Para Division.

Set up south of a line that runs through Point 593 and Albaneta Farm, in hexes that are not adjacent to Snakeshead Ridge. (Half-hexes can be occupied).

5xGREN 1x81MTR

1x7.5IG 1xHMG

Leaders: 1xCapt, 2x Lt.

4xPARA 1xHMG(Para)

Leaders: 1xCapt, 2x Lt (all para)

Morale: 8/7. 9/8 for Paras

Initiative: 2

Off-map Artillery: Variable – special rule 2.

Special Rules

1. The German player receives 2 random strongpoints. These are set up with the German forces.
2. German variable artillery – roll at the start of each turn:
 - 1-3: 2x12
 - 4-5: 2x20
 - 6: 1 Random aircraft.
3. The US initiative level is lowered by one for every two steps eliminated.
4. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The following hexes are worth victory points for the side that solely controls them (the Germans control all VP's at the start of the game):

- 4VP for the Monastery
- 2VP for Point 444
- 2VP for Point 445
- 1VP for every 3 enemy steps lost.

The side with the highest number of VPs wins the scenario.

Conclusion

The attack started with the knowledge that the covering attack by the 135th to the west had already failed. Despite this setback twice the 1st and 3rd Battalions reached Points 444, 445 but on both occasions they were forced back by vigorous German counter attacks. They didn't know it at the time but this was as close as the US soldiers would ever get to the monastery.

Scenario 8 135th Hang on

7th February 1944: An attack by 135th was planned on Albaneta Farm to cover 168th assault on the Monastery. However just before the attack was launch the German's counter-attacked and it was all the 135th could do but to hang on to their starting positions.

Game Length: 32 turns
First Turn: 08:00

Elements of 135th Regiment, 34th US Infantry Division.

Set up first on any Level 5 mountain hex on Snakeshead Ridge.

8xINF 2x60MTR
2xHMG

Leaders: 1xCapt, 2xLt, 1xSgt

Morale: 8/6

Initiative: 2

OBA: 1x20 (smoke available)

Elements of 361st Panzer Grenadier Regiment, 90th Panzer Grenadier Division.

Set up second, south of a line that runs through Point 593 and Albaneta Farm, in hexes that are not adjacent to Snakeshead Ridge. (Half-hexes can be occupied).

12xGREN 2x81MTR
1x7.5IG 3xHMG

Leaders: 1xMaj, 2xCapt, 4x Lt.

Morale: 8/7

Initiative: 2

Off-map Artillery: Variable – special rule 1.

Special Rules

1. German variable artillery – roll at the start of each turn:
 - 1 : No artillery.
 - 2-4: 2x8
 - 5-6: 1x20
2. The US initiative level is lowered by one for every two steps eliminated.
3. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The following hexes are worth victory points for the side that solely controls them (the US controls all VP at the start of the game):

- 1VP for every Level 5 mountain hex controlled on Snakeshead Ridge
- +2VP for Point 593.
- 2VP for Point 603

- 1VP for every 3 enemy steps lost.

The side with the highest number of VPs wins the scenario.

Conclusion

The intensity of the German attack briefly caught the 135th off-guard. However they quickly rallied and held their ground. Several failed attempts to capture the important Point 593 by the Germans were attempted during the morning. Eventually the Germans called off their attack after taking high casualties, but the 135th were in no position to counter attack. The 168th assault on the monastery had failed and all sides had reverted to their starting positions.

Scenario 9

Chaos on the Massif

This scenario combines the scenarios 7 and 8 into one large battle.

Game Length: 40 turns

First Turn: 08:00

Forces from Scenarios 7 & 7b

Initiative for this joint scenario:

US Initiative : 5

German Initiative: 5

Special Rules

1. Set up the forces for scenario 7 and 7b as described there. Set them up in the following order:
 - 1st – German forces from Scenario 7.
 - 2nd – US forces from Scenario 7.
 - 3rd – US forces from Scenario 7b.
 - 4th – German forces from Scenario 7b.
2. Germans make 2 artillery random die rolls each turn.
3. The US initiative level is lowered by one for every three steps eliminated.
4. The German initiative is lowered by one for every four steps lost.

Victory Conditions.

The following hexes are worth victory points for the side that solely controls them at the end of the scenario:

- 4VP for the Monastery
- 1VP for Point 444
- 1VP for Point 445
- 2VP for Point 603
- 1VP for every Level 5 mountain hex controlled on Snakeshead Ridge
- +2VP for Point 593.
- 1VP for every 3 enemy steps lost.

The side with the highest number of VPs at the end of the scenario wins.

Scenario 10

Counter-attack on Point 593

10th February 1944: The Germans realised that Point 593 was crucial to the defences of the Cassino Massif. The Germans probed the US defences on the Point 593 for a couple of days before launching an attack to retake it.

Game Length: 21 turns

First Turn: 07:15

2nd Battalion of 135th Regiment, 34th US

Infantry Division.

Set up first on any Level 5 mountain hex on Snakeshead Ridge.

6xINF 1x60MTR

1xHMG

Leaders: 1xCapt, 3xLt.

Morale: 8/6

Initiative: 2

OBA: 1x16 (smoke available)

Elements of 361st Panzer Grenadier Regiment, 90th Panzer Grenadier Division.

Set up first, set up in or west of hex row ##06.

9xGREN 1x81MTR

Leaders: 1xCapt, 3x Lt, 1xSgt

Morale: 8/7

Initiative: 2

Off-map Artillery: Variable – special rule 1.

Special Rules

1. German variable artillery – roll at the start of each turn:
 - 1 - No artillery.
 - 2-4: 2x16
 - 5-6: 1x20
2. The US initiative level is lowered by one for every two steps eliminated.
3. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The German player wins if they control Point 593 at the end of the scenario. Any other result is a US victory.

Conclusion

The Battalion of the 135th made the Germans pay for every inch of Point 593 during the attack. Eventually the German got the upper hand and the surviving US forces withdrew along the ridge back to Point 603.

Scenario 11 One last push!

11th February 1944: The final assault on the Cassino Massif by the American forces was an almost carbon copy of the previous assaults and had the same predictable results.

Game Length: 40 turns
First Turn: 10:15

Elements of 168th Regiment, 34th US Infantry Division.

Set up second within 1 of hex 4313.

7xINF 1x60MTR

1xHMG

Leaders: 1xCapt, 2xLt, 1xSgt.

Elements of 141st & 142nd Regiment, 36th US Infantry Division.

Set up second within 1 hex of hex 4109 or 4108.

10xINF 1x60MTR

1xHMG 1xENG (flame)

Leaders: 1xMaj, 1xCapt, 3xLt

Morale: 8/6

Initiative: 5

OBA: 2x24 (smoke available)

Elements of 361st Panzer Grenadier Regiment, 90th Panzer Grenadier Division & 1st Para Division.

Set up south of a line that runs through Point 593 and Albaneta Farm. (Half-hexes can be occupied).

5xGREN 1x81MTR

1x7.5IG 1xHMG

Leaders: 1xCapt, 3xLt.

4xPARA 1xHMG(Para)

Leaders: 1xCapt, 2xLt (all para)

Morale: 8/7. 9/8 for Paras

Initiative: 2

Off-map Artillery: Variable – special rule 2.

Special Rules

1. Sudden snowstorms were a feature of the weather on the day of the attack. At the start of every turn roll a dice, on a '6' there is a sudden snowstorm reducing visibility to 1 for a turn.
2. German variable artillery – roll at the start of each turn:
 - 1 - No artillery.
 - 2-4: 2x16
 - 5-6: 2x20
3. The US initiative level is lowered by one for every two steps eliminated.

4. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The following hexes are worth victory points for the side that solely controls them at the end of the scenario (All the VP hexes are controlled by the Germans at the start of the game):

- 5VP for the Monastery
- 3VP for Point 593
- 1VP for Albaneta Farm
- 1VP for Point 444
- 1VP for Point 445
- 1VP for Point 447

Also

- 1VP for every 3 enemy steps lost.

The side with the highest number of VPs wins the scenario.

Conclusion

The battle had a predictable outcome. The US forces fought hard but they made little progress. At the end of the battle the US forces were shattered. One battalion of 168th Regiment had only 7 Officers and 78 men left. The 133rd was equally affected. The US divisions around Cassino were a spent force. The German troops had fared little better, with whole companies reduced to a dozen or so men. The German command quickly fed more reserves into the Cassino sector. Both sides dug-in and awaited the next move.

Scenario 12

Operation Avenger

17th February 1944: The Second Battle of Cassino was launched by the newly formed New Zealand Corps, consisting of the 4th Indian Division and the 2nd New Zealand Division. The New Zealanders were to attack across the Liri Valley, from the east, taking the railway station and opening up the railway embankment for an armored thrust into the Liri Valley. The 28th 'Maori' Battalion was chosen to lead the assault.

Game Length: 16 turns
First Turn: 21:30

A & B Company of 28th New Zealand 'Maori' Battalion

Set up second within 1 hex of the 3828
6xMAOR 2xSAP
1x3" MTR
Leaders: 2xCapt, 3xLt.
Morale: 8/7
Initiative: 4
OBA: 2x18 (smoke available)

III Battalion, 361st Panzer Grenadier Regiment.

Set up first, within 1 hex of 3723.
2xGREN 2xGREN(reduced)
1xHMG 1x81mm MTR
Leaders: 1xLt, 2xSgt.
Morale: 8/7
Initiative: 2
Off-map Artillery: 1x16

The following unit cannot move during the scenario:

1x81mm MTR in hex 3519

Special Rules

1. The German player also receives 3 random minefield counters.
2. Night time scenario. Spotting Range 1.
3. The New Zealand forces have smoke capability for their OBA.
4. The New Zealand initiative level is lowered by one for every two steps or leaders eliminated.
5. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The following hexes are worth victory points for the side that solely controls them (the Germans control all VP at the start of the game):

- 5VP for the Railway station.
- 5VP for the Hummock.
- 2VP for the Bridge 2521/3622 (both sides need to be controlled).
- 2VP for hex 3722.

In addition the Allied player can gain VPs for the following; each turn the New Zealand engineers unit occupies both hex 3824 & 3825, clear of mines, and remains in good order the Allied player earns a 1VP. (The engineers were there to repair the embankment to allow armoured units to support the attack and breakout into the Liri Valley beyond).

The side with the most VPs at the end of 16 turns is the winner. If both side end on the same totals then the result is a draw.

Conclusion

The Germans had breached the railway embankment in several places to avoid it to be used by vehicles. Engineers followed the Maoris and set to work on repairing the embankment. It was hoped that this work would be completed by the morning allowing allied armour to breakout into the Liri Valley. The Maoris succeeded in taking the Railway Station but could not make progress against the Hummock and the area represented by hex 3722. The engineers were constantly harassed by machine gun and artillery fire and had not completed repairs to the embankment by daybreak. With the embankment still breached no Allied tanks or heavy weapons could move forward as the ground below the embankment was wet and muddy. With the arrival of dawn the precarious position of the Maoris was exposed and soon the Germans counter-attacked in force.

Scenario 13 Rajputana's forward

18th February 1944: On the night of 17/18th, Indian, Gurkha and British soldiers of the 7th Indian Brigade launched an attack against the rocky approaches to the Monastery. The defending Fallschirmjagers made the attacking battalions pay for every inch of the advance

Game Length: 30 turns

First Turn: 24:00

No hex east of ##16 may be entered

Elements of the Indian reinforced 7th Brigade

4/6 Rajputana Rifles, with support from 1st Royal Sussex.

Set up second on or north of point 603.

12xRIF (Indian) 6xRIF (British)

3xWPN 2x3" MTR

Leaders: 1xMajor, 3xCapt, 4xLt, 1xSgt.

Morale: 8/6

Initiative: 5

OBA: 3x18 (smoke available)

Elements of 1/2 & 1/9 Gurkha Rifles.

Set up second within 1 hex of hex 4413. Unit cannot move or fire until 02:00 (unless attacked).

12xGURK 2xWPN

1x3" MTR

Leaders: 1xMajor, 2xCapt, 4xLt.

Morale: 8/8

Elements 1st Fallschirmjager Division .

Set up first, in any legal hex, in or, south of a line that runs through Point 593 and Albaneta Farm (half hexes can be occupied).

10xPARA 3xHMG(para)

2x12MTR(Para) 1x75 Mtn.Gun

1x75RR

Leaders: 1xMajor, 2xCapt, 4xLt.

Morale: 9/8

Initiative: 2

OBA: Variable – see special rule 2.

Special Rules

1. The German player receives 8 random minefield counters and 2 entrenchment counters.
2. German variable artillery – roll at the start of each turn:
 - 1 - No artillery.
 - 2-4: 2x16
 - 5-6: 2x20

3. Night time scenario. Spotting Range 1. Visibility increases towards the end of the scenario:

0635 Spotting range 4

0645 Spotting range 8

0700 onwards Spotting range 12

3. The Allied initiative level is lowered by one for every four steps or leaders eliminated.
4. The German initiative is lowered by one for every three steps lost.
5. (Optional) Two German units may be set up hidden (not entrenchments, but units may be dug-in). The German player records their location. These units are revealed under the following circumstances:
 - The unit moves, fires or undertakes any action.
 - If an enemy unit attempts to enter a hidden units hex. The enemy unit is immediately moved back into the hex it has come from and ends its activation. The hidden unit must then opportunity fire if able.

Victory Conditions.

The following hexes are worth victory points for the side that solely controls them (the Germans control all VP at the start of the game):

- 3VP for Point 593.
- 2VP for Point 445.
- 2VP for Albaneta Farm.
- 1VP for Point 575.
- 5VP for the Monastery
- 3VP for any unit occupying a Highway 6 road hex at the end of the scenario. (Allies only – only claim once)
- 1VP for Point 444
- 1VP for Point 445

The side with the highest number of VPs wins the scenario. If a side has 4 more VPs than their opponent they win a major victory.

Conclusion

Despite the concerted attacks by the 7th Brigade they made little progress against the determined and well prepared German paratroopers. Despite some still unconfirmed reports that some Gurkhas made it to the Monastery the Brigade was eventually ordered to withdrawn. Both sides were exhausted and the Germans were in no shape to repel another attack, however the attackers were a spent force. Thus ended the Second battle of Cassino

Scenario 14

Maoris at the station

18th February 1944: The New Zealand Corps had failed in its attempt to break through the German defenses around the Railway station during the night of the 17th. At daybreak elements of the 28th New Zealand 'Maori' Battalion were trapped between the Gari and Rapido River at the Railway Station. The order was given for them to hang on but at around 15:15 the Germans counter-attacked with armour support.

Game Length: 12 turns
First Turn: 15:15

28th New Zealand 'Maori' Battalion

Set up first within 1 hex of 3624.

3xMAOR 1xMAOR(reduced)

1x3" MTR 1xWPN

Leaders: 1xCapt, 2xLt.

Morale: 8/7

Initiative: 2

OBA: 2x18 (smoke only)

Elements of 211th Infantry Regiment.

Set up second, within 1 hex of the Baron's Palace (3119).

5xGREN 1xHMG

1x81mm

Leaders: 2xLt, 1x Sgt.

Morale: 8/7

Initiative: 5

Off-map Artillery: 1x16

Set up last within 1 hex of hex 3721

1xStugIII (see special rule 4)

Special Rules

1. The New Zealand forces have only smoke capability for their OBA.
2. No New Zealand unit may enter Cassino or a road hex.
3. Mud rules are in effect.
4. Some reports state that the Germans used captured Shermans in the attack. The German player has the option of using a US Sherman counter
5. The New Zealand initiative level is lowered by one for every two steps or leaders eliminated.
6. The German initiative is lowered by one for every two steps lost, tanks count double.

Victory Conditions.

The Germans win if at the end of the scenario the New Zealanders have no undemoralized units west of the Rapido. The New Zealanders win by denying the German victory conditions.

Conclusion

New Zealand artillery attempted to provide a smoke screen to protect the Maoris from fire from the Massif, however this smoke also masked the German forces as they assembled to assault the Railway Station. The Maoris repelled German attacks all day until at 3:15 when the Germans attacked in force supported by tanks. The Maoris had no heavy weapons or anti-tank guns. The German tanks fired point-blank and supported by the infantry they cleared the Railway Station and forced the remainder of the Maoris back over the Rapido.

Scenario 15 Cracking Cassino

15th March 1944: The New Zealanders renewed their attack in the Cassino area on the 15th March 1944. This time they were preceded by a massive air and artillery bombardment that it was thought would obliterate the town's defences. However the Allied command did not plan on the fortitude of the newly arrived German Fallschirmjagers, who were to prove some of the most formidable soldiers of the entire war.

Game Length: 28 turns

First Turn: 12:00

Map restriction: No unit may enter a level 4 mountain hex.

25th New Zealand Battalion & Elements of 19th Armoured Regiment.

Set up second within 3 hexes of the Barracks but not in any Mountain hex.

16xRIF 3x3" MTR

8xM4 2xM5

Leaders: 1xLt Col, 1xMaj, 2xCapt, 3xLt.

Morale: 8/6

Initiative: 5

OBA: 3x24 (smoke available)

Reduced to 2x24 after turn 4 (13:00).

Aircraft: 1 random plane every two turns – starting on turn 2.

Reinforcements:

Available at 13:45 set up within 3 hexes of the Barracks but not in any Mountain hex.

2xSAP 1xSAP (flame)

Leaders: 1xCapt

The following units from the 1/4 Essex Battalion (5th Indian Brigade) are available through special rule 8. When available they set up within 4 hexes of the Barracks but not in any mountain hex when. These units use British counters.

6xInf 1xHMG

Leaders: 1xCapt, 2xLt.

Morale: 8/6

Elements of 2nd Battalion, 3rd Fallschirmjager Regiment.

Set up first. The following units set up in Cassino town, and/or the Railway Station.

5xPARA 1xPARA (reduced)

1xPara 120mm 1xStug (reduced)

1xPak40

Leaders: 1xCapt, 3xLt. (all Para)

Morale: 9/8

Initiative: 1

Off-map Artillery: Variable – special rule 2.

The following units set up in Mountain hexes in or south of row 42##. One unit must begin in the Monastery and no more than 3 combat units may leave the massif (any Mountain hex) during the course of the game (this simulates the threat of an Indian assault from the west).

5xPara 2xPara HMG

Leaders: 1xCapt, 1xLt, 1x Sgt. (all Para)

Special Rules

1. See module special rules for Cassino town, Castle Hill, Continental Hotel, and the Railway station.
2. German variable artillery – roll at the start of each turn:
 - 1 - No artillery.
 - 2-4: 2x16
 - 5-6: 2x20
3. Mud rules are in effect.
4. Flood hexes are 'Waterlogged.'
5. The printed mines and wire between 4523 and 6325 have been removed
6. The New Zealand forces have smoke capability for their OBA.
7. To simulate the initial bombing of the town the following rule is used. After all forces are set up the German player rolls a 1D6 for each German unit in the town or Railway Station:
 - 1-4 Unit Disrupted.
 - 5-6 Unit Demoralised.
8. Visibility is normal until 1815. Beginning with that turn, it decreases as follows:
 - 1815 Spotting range 8
 - 1830 Spotting range 5
 - 1845 onwards Spotting range 1
9. The New Zealand initiative level is lowered by one for every three steps eliminated, tanks count double.
10. The German initiative is lowered by one for every two steps lost.
11. 1/4 Essex of the 5th Indian Brigade were held in reserve until Castle Hill was taken. Unfortunately there was no agreed signal to inform them when this had happened and although historically the Castle was taken early it was not until nightfall that the Indians received the signal to advance. To simulate this situation, starting the turn after the New Zealanders solely occupy Castle Hill the following rule is used. The allied player rolls a 1D6 at the start of each turn, on a roll of 6+, they can be brought on to the

board. After dark, starting at 1800 hours, add +2 to the die roll.

Victory Conditions.

The following hexes are worth victory points for the side that solely controls them (the Germans control all VP at the start of the game):

- 1VP for each Cassino town hex.
- 4VP for Castle Hill.
- +2VP for the Continental Hotel.
- 2VP for the Railway Station.

Any side that has 10+ VP at the end of turn 28 has won a minor victory. If any side has 15+ VP at the game end they have earned a major victory.

Conclusion

The initial Allied plan was to control most of the town including the Continental Hotel and Castle Hill by 2pm. This timetable soon became unrealistic, as the Fallschirmjager put up considerable resistance and the earlier bombing of the town had made it all but impassable for the supporting tanks of the 19th Armoured Regiment to enter the town. By 7pm, only limited progress had been made in the town. The only success had been the capture of Castle Hill, this was to be the trigger to release the 5th Indian Brigade, however a breakdown in communications meant that no order was received until after dark. During the night the Germans reinforced the town and the opportunity for it to quickly fall was lost.

Scenario 16

Dismounted Disaster

18th March 1944: The capture by the New Zealanders of the Railway Station on the 17th March was a thorn in the side of the German defences. The Paratroopers sent their dismounted motor-cycle company to take it back.

Game Length: 12 turns

First Turn: 16:00

D Company, 26th New Zealand Battalion.

Set up first within 1 hex of the railway station.

3xRIF 1x3" MTR

Leaders: 2xLt.

Morale: 8/6

Initiative: 2

OBA: None.

Motorcycle Company. 1st Fallschirmjager Regiment.

Set up within 1 hex of Baron's Palace.

3xPARA 1xPARA (reduced)

1xHMG(Para)

Leaders: 2xLt, 1x Sgt. (all Para)

Morale: 9/8

Initiative: 5

Off-map Artillery: 1x16

Special Rules

1. The Germans were caught in their own mortar fire as they crossed the Gari. To reflect this roll a dice for each unit after set up. On a '6' the unit is disrupted.
2. Visibility reduces after 1800.
 - 1815 Spotting range 8
 - 1830 Spotting range 5
 - 1845 onwards Spotting range 1
3. The New Zealand initiative level is lowered by one for every one step eliminated, tanks count double.
4. The German initiative is lowered by one for every one steps lost.

Victory Conditions.

The following hexes are worth victory points for the side that solely controls them (the New Zealanders control all VP at the start of the game):

- 1VP for the Hummock.
- 2VP for the Railway Station.

Also:

- 1VP for every two enemy steps lost.

The side with the highest number of VP's at the end of the scenario is the winner.

Conclusion

The German paratroopers forded the Gari, in places the depth was up to the necks. As they left climbed out of the Gari they were caught by their own mortar barrage. The Germans charged the New Zealanders, but the New Zealanders kept their nerve and brought down on the Germans withering small arms fire. Within minutes the Germans had broken, and suffered further casualties as they fled back across the Gari. Only 19 paratroopers made it back to their own lines.

Scenario 17

Supporting the Gurkhas

19th March 1944: The Indian attack on the slopes of the Cassino Massif was not making much headway. Unknown to the Allied forces a 'lost' company of 1/9 Gurkhas had seized Hangman's Hill. These isolated troops needed re-supply and reinforcing so in the early hours of the 18th the Indians set out to aid their comrades.

Game Length: 12 turns

First Turn: 01:00

No hex east of ##19 may be entered

Elements of the 4/6 Rajputana Rifles

Set up within 1 hex of 4219.

8xRIF (Indian)

Leaders: 1xCapt, 2xLt, 1xSgt.

Morale: 8/6

Elements of 1/9 Gurkhas

Set up on Hangman's Hill.

2xGURK

Leaders: 1xLt.

Morale: 8/8

Initiative: 4

OBA: None

Elements 1st Fallschirmjager Division.

Set up first, in any legal hex, in or, south of a line that runs through Point 593 and Albaneta Farm (half hexes can be occupied).

5xPARA 1xHMG(para)

Leaders: 2xLt, 1xSgt.

Morale: 9/8

Initiative: 2

OBA: 1x16

Set up in Monastery, cannot leave the Monastery during the scenario

2xHMG (para) 1xPARA

Leaders: 1xCapt.

Special Rules

1. The German player receives 2 random minefield counters.
2. Night time scenario. The moon is bright Spotting Range 2.
3. The Indian initiative level is lowered by one for every two steps or leaders eliminated.
4. The German initiative is lowered by one for every two steps lost.
5. No German unit may enter Castle Hill.

Victory Conditions.

At the end of the scenario the Allied player scores VP's for the following:

- 1VP for every non-Gurkha unit in or within 1 hex of Hangman's hill

If the Allied player has 3VP at the end of the scenario they win, any other result is a German victory.

Conclusion

The Germans were well away of what the Indians were up to; they threw a strong raid on a point only two hundred yards above the advancing Indians. Some of the advancing Indians were caught in a mortar concentration, becoming badly mauled and disorganized. The rest of the Indians reached Hangman's Hill shortly before dawn. It was impossible to return during daylight, so the Rajputanas settled down among the Gurkhas in the exposed position, intensifying the shortage of space and supplies.

Scenario 18

The Castle must fall

19th March 1944: At 5:30am on the morning of the 19th March the 1st Battalion of the 4th Parachute Regiment launched a major counter attack to capture Castle Hill and isolate the Gurkhas still hanging on at Hangman's Hill.

Game Length: 16 turns

First Turn: 05:30

Elements of the 4/6 Rajputana Rifles

Set up within 1 hex of Castle Hill.

3xRIF (Indian) 1x3" MTR

Leaders: 1xLt, 1xSgt.

Morale: 8/6

Elements of 1/9 Gurkhas

Set up on Hangman's Hill.

2xGURK

Leaders: 1xLt.

Morale: 8/8

Elements of the 1/4 Essex

Set up within 1 hex of 4219.

3xRIF (British) 1x3" MTR

Leaders: 1xLt, 1xSgt.

Morale: 8/6

Initiative: 2

OBA: 2x18 (see special rules)

1st Battalion, 4th Parachute Division, 1st Fallschirmjager Division.

Set up second, within 1 hex of hex 3712.

8xPARA 1xHMG(para)

1xPNR 1xPNR (flame)

1x12" MTR

Leaders: 1xCapt, 4xLt, 1xSgt.

Morale: 9/8

Initiative: 5

OBA: 1x16

Special Rules

1. The scenario begins before dawn, use the following visibility values.
 - 0530 Spotting range 1
 - 0545 Spotting range 5
 - 0600 Spotting range 8
 - 0615+ Spotting range 12
2. As soon as the allies became aware of what was going on a mortar barrage was called down to support the defenders of the Castle. Starting on turn 5 the allies have 2x16 artillery support.

3. The Allied initiative level is lowered by one for every two steps or leaders eliminated.
4. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

If at any point the Germans have sole control of Castle Hill they automatically win.

Otherwise the German player scores points for the following:

- 2VP for control of Hangman's Hill
- 1VP for control of Hex 3917
- 1VP for control of Hex 4018

Also each player can earn the following VP's:

- 1VP for each 2 steps lost by the enemy.

The German player wins by having 3 more VP than the Allied player at the end of the scenario. Any other result is a Allied victory.

Conclusion

The attack caught the Indian and British soldiers by surprise. In fact just outside the castle a handover of units was taking place. The Germans advanced right up to the Castle walls and were only beaten back by the most desperate hand to hand fighting. A German demolition charge placed against the Castle wall caused a collapse and around 20 men of the 1/4 Essex were killed. The allies responded with mortar support and eventually the German attack was repulsed. The German attack meant that the Gurkhas remained unsupplied and the allies were forced to supply them through air drops as the Massif was regarded as too dangerous to cross again.

Scenario 19 Cavendish Road

19th March 1944: Weeks of backbreaking toil by Indian engineers had turned a mule track that run up the Cassino Massif into a surface suitable for armour, this was named Cavendish Road. The Indians had completed their work in secret, hidden from the Germans by huge swathes of camouflage material. A mixed allied tank assault was planned to coincide with an infantry attack from the valley below. However the infantry attack was delayed, but no one told the tanks and so they attacked without infantry support.

Game Length: 24 turns
First Turn: 12:00

'C' Squadron 20th New Zealand Armoured Regiment

Set up second within 1 hex of 4510.
4xM4 1xM5 (from 7th Indian Recon)

Elements from 760th US Tank Battalion

Set up second within 1 hex of 4510.
3xM5 1xM7 Priest

All allied Morale: 8/6
Initiative: 5
OBA: None

Elements of 1st Fallschirmjager Division.

Set up first on any hex south of 40##.

10xPARA 1xHMG(para)
1xPNR 1xPNR (flame)
1x12" MTR 1x75RR

2x75Mtn gun.

Leaders: 1xMaj, 2xCapt, 4xLt, 1xSgt.

Morale: 9/8

Initiative: 3

OBA: 2x20

Special Rules

1. The Allied initiative level is lowered by one for every two steps lost.
2. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The allied player scores VP for the following:

- 3VP for control of Albaneta Farm
- 1VP each for control of Hexes: 3707, 3607 & 3608
- 1VP for each 3 German steps eliminated.

The German player scores VP for the following:

- 3VP for control of Albaneta Farm
- 1VP each for control of Hexes: 3707, 3607 & 3608
- 1VP for each 2 allied steps eliminated.

The player with the most VPs at the end of the scenario is the winner.

Conclusion

The Germans were surprised to see tanks on the Massif as they thought it was inaccessible to vehicles. The surprised Germans did not take long to recover knocking out the lead tanks causing the others to divert off the track to move around them, some of them became stuck or threw a track. The tankers were hampered over the difficult terrain by having to remain buttoned up due to sniper fire. Some of the US Shermans tried to storm up Phantom Ridge but were unable to ascend due to the steep incline. The tanks poured huge amounts of fire into German positions but without supporting infantry could not mop up the enemy strongpoints. The tanks pushed on towards Albaneta Farm but fire from Point 593 was just too intense. Some Honeys (Stuarts) were directed to turn the corner of Point 593 to test the approaches to the Monastery. Most of the Honeys were destroyed by artillery and direct fire as they turned the corner and the advance was called off. The remaining tanks withdrew to a safe area and eventually received the order to withdraw back down the Massif.

Scenario 20

Last push of the New Zealanders

22nd March 1944: Despite all previous attacks having met with little or no success, one final last assault was launched by the New Zealanders during the 22nd. The New Zealanders had a mixed force from 21st, 23rd & 25th Battalions and several tanks of the 19th Regiment and attempted to clear the town of Germans.

Game Length: 24 turns

First Turn: 11:00

New Zealand Mixed force of 21st, 23rd & 25th Battalion and tanks of the 19th Regiment

Set up second in or east of hex row ##22, also hex 4321.

8xRIF (NZ) 2xMAOR

2xWPN 2x3" MTR

1x6pdr 1xBREN

2xM4 1xM5

Leaders: 1xMaj, 2xCapt, 4xLt.

Morale: 8/6

Elements of the Royal West Kents

Set up on Castle Hill

2xRIF (British) 1xWPN

Leaders: 1xCapt.

Morale: 8/6

Elements of 1/9 Gurkhas

Set up on Hangman's Hill.

2xGURK

Leaders: 1xLt.

Morale: 8/8

Initiative: 5

OBA: 3x18

Mixed elements of 1st Fallschirmjager

Division.

Set up first within 1 hex of the Continental Hotel & Hotel des Roses, and/or in hex 4420

5xPARA 1xPARA(reduced)

1xHMG(para) 1xPNR (flame)

1x81" MTR 1xPak 40

Leaders: 1xMaj, 1xCapt, 3xLt.

Morale: 9/8

Initiative: 2

OBA: Variable – special rule 1

Special Rules

1. German variable artillery – roll at the start of each turn:

1 - No artillery.

2-4: 2x16

5-6: 2x20

2. The Allied initiative level is lowered by one for every three steps or leaders eliminated (tanks count double.)
3. The German initiative is lowered by one for every three steps lost.
4. Mud rules are in effect.
5. All Cassino hexes in the New Zealand set up area are considered to be 'cleared' of rubble.

Victory Conditions.

The allied player scores VP for the following:

- 3VP for control of Continental Hotel
- 2VP for control of Hotel des Roses
- 1VP each for each hex controlled adjacent to the Continental Hotel (excluding Hotel des Roses)
- 1VP for each 3 German steps eliminated.

The German player scores VP for the following:

- 1VP for each 3 allied steps eliminated, tanks count double.

The allied player wins if at the game end they have 4 more VP than the Germans.

Conclusion

The frontal attack by the New Zealanders soon ran into trouble. Communication and coordination between the tanks and infantry was a problem in the smoke filled streets of the town. Accurate tank fire eventually allowed the infantry to make some progress but the resolute defence of the paratroopers soon ground the attack to a slow crawl. By mid afternoon the attack had stalled and an order to withdraw was given. So ended the last attack by the New Zealanders at Cassino.

Scenario 21 Across the Rapido

11th May 1944: The opening of Operation Diadem saw the attempted establishments of several bridgeheads and construction of bridges along the Rapido. One such attempt was by the 17th infantry Brigade of the Indian 8th Division near Sant' Angelo. They found the going no easier than the Texans four months before, only this time the ground was dryer and the Indians were just a small part in an even bigger operation.

Game Length: 32 turns
First Turn: 23:30

Elements of 1/12 Frontier Force Regiment

Set up second within 1 hex of 2035.

10xRIF (Indian) 2xSAP
2xWPN 1x3" MTR
1x6pdr 3xBREN
1xJeep 1xStaghound
1xDaimler
Leaders: 1xMaj, 2xCapt, 4xLt.
Morale: 8/6

Elements of 1st Royal Fusiliers

Set up second within 1 hex of 2435

9xRIF (British) 2xSAP
1xWPN 1x3" MTR
1x6pdr 3xBREN
1xStaghound
Leaders: 1xCapt, 4xLt.
Morale: 8/6

Reinforcements

Company of 1/5 Gurkhas

Enter at 2:30, set up in hex 2234

3xGURK
Leaders: 1xLt, 1xSgt.
Morale: 8/8

Initiative: 5
OBA: 2x24

Elements of 305th Infantry Regiment, Kampfgruppe Bode.

Set up first on the west side of the Rapido within 5 hexes of any Sant' Angelo town hex.

10xGREN 1xGREN(reduced)
3xHMG 1x120" MTR
2xPak 40 2xStug
1x250/1
Leaders: 1xMaj, 2xCapt, 3xLt.
Morale: 8/7

Initiative: 2
OBA: 2x20

Special Rules

1. The German player receives 4 random strongpoint counters and 6 random mine counters.
2. The battle took place at night in thick fog. Due Germans fire plans and fixed MG positions the Germans have an effective spotting range of 2. The allied players spotting range is 1. At the beginning of each turn roll a dice on a '6' the fog becomes so thick for the turn visibility is reduced to '0' (this only affects the allied player).
3. Due to the accurate German shelling allied communications across the Rapido kept being cut. At the start of each turn after an allied unit has crossed the Rapido roll a dice. On a 5-6 no allied artillery can be called on this turn.
4. The Allied initiative level is lowered by one for every five steps or leaders eliminated.
5. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The allied player scores VP for the following:

- 1VP for each hex of Horseshoe Hill.
- 2VP for each hex of Sant Angelo.
- 1VP for each 3 German steps eliminated.
- 3VP for each bridge constructed across the Rapido.

The German player scores VP for the following:

- 1VP for each 4 allied steps eliminated.

The allied player wins if at the game end they have 5 more VP than the Germans.

Conclusion

The Frontier Force attacked to the south of Sant' Angelo and the Royal Fusiliers to the north. The Frontier Force soon moved into a minefield and as they attempted to skirt the position the Germans poured small arms fire onto them and their advanced stalled. The Fusiliers fared no better and a reserve company of Gurkhas was called upon to aid in the assault. By morning the Indian 17th Brigade was established across the Rapido and had constructed a couple of bridges, but Sant' Angelo the key objective remained in German hands.

Scenario 22 British Bridgehead

12th May 1944: The opening of Operation Diadem saw the attempted establishments of several bridgeheads and construction of bridges along the Rapido. The British 10th Brigade was charged with establishing bridgeheads and bridges on the Rapido just south of Cassino town. The Germans fiercely counter-attacked all attempts for the bridgehead to be established.

Game Length: 28 turns
First Turn: 05:00

Elements of Duke of Cornwall Brigade, 10th Infantry Brigade

Set up first on the west bank of the Rapido within 4 hexes of hex 3327. All units can be dug-in.

6xRIF (British) 1xSAP
1xWPN 1x3”MTR
Leaders: 1xCapt, 2xLt

Set up the following on the east side of the Rapido:

2x6pdr 2xBREN

Morale: 8/6

Initiative: 2

OBA: 1x18 (smoke available)

Elements of 115th Panzer Grenadier Regiment, Kampfgruppe Bode.

Set up second on the west bank of the Rapido more than 7 hexes from 3327.

8xGREN 1xHMG
1x81”MTR 1xENG
1xStug 2x250/1
Leaders: 1xMaj, 1xCapt, 3xLt.

Morale: 8/7

Initiative: 2

OBA: 1x16

Special Rules

1. Due to the accurate German shelling allied communications across the Rapido kept being cut. At the start of each turn roll a dice. On a 5-6 no allied artillery can be called on this turn.
2. The Allied initiative level is lowered by one for every three steps or leaders eliminated.
3. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The Germans win if the British have no ‘good order’ units on the west bank of the Rapido at the end of the scenario.

Conclusion

The British crossing had been marked by confusion with units becoming lost in the thick fog. However most of the Brigade made it across but units soon lost contact with each other and progress ceased as they faced increasing fierce German resistance. The British did not yet have any anti-tank guns across the Rapido and so when they met the first German tanks they decided to dig-in and wait for the guns to arrive. As dawn broke the Germans seized the initiative and attacked groups of the dug-in British. Ultimately the Germans could not push the British back across the Rapido and a small bridgehead was reinforced.

Scenario 23

Carpathians on the Massif

12th May 1944: The Polish commander, General Anders did not wish to repeat the previous mistakes by attacking areas of the Massif piecemeal and so decided to assault all the key positions along the Massif at the same time. The Carpathian Division was to secure Albaneta Farm and Snakeshead ridge

Game Length: 32 turns

First Turn: 01:30

Elements of 1st & 2nd Battalion of Polish 1st Carpathian Rifle Brigade

Set up within 1 hex of hex 4210

15xRIF 1xSAP

1xWPN 2x4.2" MTR

2xM4

Leaders: 1xMaj, 2xCapt, 5xLt

Morale: 8/6

Initiative: 5

OBA: 3x18

1st Battalion of 3rd Parachute Regiment, 1st Parachute Division

Set up first on or south of hex row 38##

8xPARA 1xPARA(reduced)

1xPNR 2xHMG

1x75Mtn.Gun 1x75RR

1x150 Nebel

Leaders: 1xMaj, 1xCapt, 3xLt.

Morale: 9/8

Initiative: 2

OBA: Variable – special rule 2.

Special Rules

1. The scenario begins at night as dawn approaches the visibility improves.
0130 – 0400: Visibility 1
0415: Visibility 4
0430: Visibility 8
0445+: Visibility 12
2. German variable artillery – roll at the start of each turn:
1 - No artillery.
2-4: 2x16
5-6: 3x16
3. The Allied initiative level is lowered by one for every three steps or leaders eliminated.
4. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The following locations are worth VP for the Polish player:

- 3VP for Point 593
- 1VP for hex 3709
- 2VP Albaneta Farm
- 1VP for Point 447
- 1VP for hex 3609
- 1VP for every 3 German steps eliminated

The German player scores VP for the following:

- 1VP for each 3 allied steps eliminated.

The Polish player wins if at the end of the scenario they have 5 more VP's than the Germans.

Conclusion

1st Battalion struck down the Gorge trying for Albaneta Farm. Much was expected from the Polish tank support but well placed German guns and panzerfaust fire soon neutralised them.

Without the tanks the infantry attack soon bogged down and only a few isolated groups of Poles made it to within 200 metres of Albaneta Farm. 2nd Battalion moved along Snakeshead Ridge and quickly took Point 593. Casualties in the Brigade were very high. General Anders concerned over the high casualties called off the attack and the Poles were ordered to withdraw to their start lines.

Scenario 24 Kresowa's on the Massif

12th May 1944: The Polish commander, General Anders did not wish to repeat the previous mistakes by attacking areas of the Massif piecemeal and so decided to assault all the key positions along the Massif at the same time. The Kresowa Division was to secure Point 575 and Colle Sant' Angelo on the Cassino Massif.

Game Length: 32 turns
First Turn: 02:00

Elements of 13th & 15th Wilenska Battalion of 5th Brigade, Polish 5th Kresowa Division

Set up within 1 hex of hex 4208

14xRIF 1xSAP
1xWPN 2x4.2" MTR

Leaders: 1xMaj, 2xCapt, 3xLt

Morale: 8/6

Initiative: 5

OBA: 2x18

1st Battalion of 3rd Parachute Regiment, 1st Parachute Division

Set up first on or west of hex row ##04

5xPARA 1xPARA(reduced)
1xPNR 1xHMG

1x75Mtn.Gun 1x150 Nebel

Leaders: 1xCapt, 3xLt.

Morale: 9/8

Initiative: 2

OBA: Variable – special rule 1.

Special Rules

1. The scenario begins at night as dawn approaches the visibility improves.
0100 – 0400: Visibility 1
0415: Visibility 4
0430: Visibility 8
0445+: Visibility 12
2. German variable artillery – roll at the start of each turn:
1 - No artillery.
2-4: 1x16
5-6: 2x16
3. The Germans receive 4 random strongpoints and 2 random mine counters.
4. The Allied initiative level is lowered by one for every two steps or leaders eliminated.
5. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

The following locations are worth VP for the Polish player:

- 3VP for Point 706
- 2VP for Point 601
- 1VP for Point 575
- 1VP for every 3 German steps eliminated

The German player scores VP for the following:

- 1VP for each 3 allied steps eliminated.

The Polish player wins if at the end of the scenario they have 3 more VP's than the Germans.

Conclusion

The Poles ran into intense German fire almost immediately. They fought their way up along Phantom Ridge, but soon the fighting degenerated into vicious close combats. The Polish troops became intermingled with German units and strongpoints. Polish mortars supported all they could but locating enemy units was near impossible. Polish casualties were truly terrible and the attack was called off and Polish forces ordered to withdrawn to their start line.

Scenario 25 Operation Honker

long before the Germans were fully stretched all along the Cassino front.

12th May 1944: This is a combination of Scenario 23 & 24 and represents the extent of the opening attack of Operation Honker. General Anders chose to ignore monastery Hill and instead push south across the Massif and take the high ground. With the high ground under Polish control the monastery would be isolated.

Game Length: 34 turns

First Turn: 01:30

Polish forces and set up as Scenario 23 & 24

German forces and set up as scenario 23 & 24

Special Rules

1. Use all the special rules from the individual scenario.
2. The Allied initiative level is lowered by one for every five steps or leaders eliminated.
3. The German initiative is lowered by one for every four steps lost.

Victory Conditions.

The following locations are worth VP for the Polish player:

- 3VP for Point 593
- 1VP for hex 3709
- 2VP Albaneta Farm
- 1VP for Point 447
- 1VP for hex 3609
- 3VP for Point 706
- 2VP for Point 601
- 1VP for Point 575
- 1VP for every 3 German steps eliminated

The German player scores VP for the following:

- 1VP for each 3 allied steps eliminated.

The Polish player wins if at the end of the scenario they have 8 more VP's than the Germans.

Conclusion

The Poles fought with skill and much individually bravery but the end result was the same as the previous assaults by the Indian and the Americans. However the difference this time was that Operation Honker was just a small part of an even bigger offensive and it would not be

Scenario 26

Operation Diadem

- The First Day

11th-12th May 1944: This large scenario covers the opening 14 hours of Operation Diadem. It includes the 17th infantry Brigade of the Indian 8th Division's crossing near Sant' Angelo. The British 10th Brigade's crossing just south of Cassino town, and the Polish assault on the Massif.

Game Length: 56 turns

First Turn: 01:00

Elements of 1/12 Frontier Force Regiment

Set up second within 1 hex of 2035.

10xRIF (Indian) 2xSAP
2xWPN 1x3" MTR
1x6pdr 3xBREN
1xJeep 1xStaghound
1xDaimler
Leaders: 1xMaj, 2xCapt, 3xLt
Morale: 8/6

Elements of 1st Royal Fusiliers

Set up second within 1 hex of 2435

9xRIF (British) 2xSAP
1xWPN 1x3" MTR
1x6pdr 3xBREN
1xStaghound
Leaders: 2xCapt, 3xLt.
Morale: 8/6

Reinforcements

Company of 1/5 Gurkhas

Enter at 2:30, set up in hex 2234

3xGURK
Leaders: 1xLt, 1xSgt
Morale: 8/8

Elements of Duke of Cornwall Brigade, 10th Infantry Brigade

Set up first within 2 hexes of hex 3633.

12xRIF (British) 2xSAP
2xWPN 3x3" MTR
Leaders: 1xMaj, 2xCapt, 3xLt
Morale: 8/6

Elements of 1st & 2nd Battalion of Polish 1st Carpathian Rifle Brigade

Set up within 1 hex of hex 4210

15xRIF 1xSAP
1xWPN 2x4.2" MTR
2xM4
Leaders: 1xMaj, 2xCapt, 3xLt

Morale: 8/6

Elements of 13th & 15th Wilenska Battalion of 5th Brigade, Polish 5th Kresowa Division

Set up within 1 hex of hex 4208

14xRIF 1xSAP
1xWPN 2x4.2" MTR
Leaders: 1xMaj, 1xCapt, 2xLt
Morale: 8/6

Initiative: 5

OBA: 6x18 (smoke available)

Elements of Kampfgruppe Bode.

Set up first on the west side of the Rapido.

18xGREN 1xGREN(reduced)
4xHMG 2x120" MTR
2xPak 40 4xStug
2x250/1
Leaders: 1xLt.Col, 1xMaj, 2xCapt, 4xLt.
Morale: 8/7

1st Battalion of 3rd Parachute Regiment, 1st Parachute Division

Set up first on or south of hex row 38## and on or west of hex row ##04

13xPARA 1xPARA(reduced)
2xPNR 3xHMG
2x75Mtn.Gun 1x75RR
2x150 Nebel
Leaders: 1xMaj, 2xCapt, 4xLt.
Morale: 9/8

Initiative: 2

OBA: Variable – special rule 2.

Special Rules

1. The German player receives 7 random strongpoint counters and 10 random mine counters.
2. The battle began at night, in the Liri Valley (all farmland hexes) there is also thick fog. Due Germans fire plans and fixed MG positions the Germans have an effective spotting range of 2. The allied players spotting range is 1. At the beginning of each turn roll a dice on a '6' the fog becomes so thick for the turn visibility is reduced to '0' (this only affects the allied player).
3. Due to the accurate German shelling allied communications across the Rapido kept being cut. At the start of each turn after an allied unit has crossed the Rapido roll a dice. On a 5-6 only half the current allied artillery is available and no allied artillery can be directed onto the Liri Valley (any farmland Hex).

4. The scenario begins at night as dawn approaches the visibility improves.
 - 0100 – 0400: Visibility 1
 - 0415: Visibility 4
 - 0430: Visibility 8
 - 0445+: Visibility 12
5. German variable artillery – roll at the start of each turn:
 - 1 - No artillery.
 - 2-4: 3x16
 - 5-6: 3x24
6. The Allied initiative level is lowered by one for every six steps or leaders eliminated.
7. The German initiative is lowered by one for every five steps lost.

across the hostile surface of the Massif.

Victory Conditions.

The allied player scores VP for the following:

- 1VP for each hex of Horseshoe Hill.
- 2VP for each hex of Sant Angelo.
- 3VP for each bridge constructed across the Rapido.
- 1VP for every 3 hexes of the Cassino-Sant' Angelo road controlled.
- 3VP for Point 593
- 1VP for hex 3709
- 2VP Albaneta Farm
- 1VP for Point 447
- 1VP for hex 3609
- 3VP for Point 706
- 2VP for Point 601
- 1VP for Point 575
- 1VP for each 4 German steps eliminated

The German player scores VP for the following:

- 1VP for each 4 allied steps eliminated.

The numbers of Allied VP's at the end of the scenario determine the victory:

German Major Victory <14 VP
German Minor Victory 15-18VP
Allied Minor victory 18-23 VP
Allied Major Victory 24+ VP

Conclusion

Operation Diadem soon started to lag behind its schedule. The Indian 8th division had made a successful crossing of the Rapido but had failed to capture its prime objective, the village of Sant' Angelo. The British 10th Brigade had failed to establish a secure bridgehead. The Polish Corps ran into the familiar problems that the Indian, British and Americans had found before fighting

Scenario 27 Sant' Angelo

13th May 1944: The Indian 8th Division had established a bridgehead across the Rapido and work had been completed on a bridge codenamed 'Oxford.' This had allowed a couple of squadrons of Canadian tanks to cross, some immediately became bogged down around the bridge but the remainder aided the Gurkhas in the capture of Sant' Angelo.

Game Length: 24 turns
First Turn: 09:00

Elements of 1/12 Frontier Force Regiment

Set up second within 1 hex of 1426.

4xRIF (Indian) 1xSAP
1x3" MTR 1x6pdr
1xBREN 1xJeep

1xStaghound

Leaders: 1xCapt, 2xLt

Morale: 8/6

Elements of 1st Royal Fusiliers

Set up second within 1 hex of 2025.

4xRIF (British) 1x3" MTR
1x6pdr 1xBREN
1xStaghound 1xJeep

Leaders: 1xCapt, 1xLt.

Morale: 8/6

Elements of 1/5 Gurkhas

Set up second in hexes 1728 & 1828.

6xGURK

Leaders: 1xCapt, 2xLt.

Morale: 8/8

Elements of 5th Canadian Armoured Division

Set up second in 1528, 1628, 1529 or 1629

2xM4

Morale: 8/6

Initiative: 5

OBA: 2x20

Elements of 305th Infantry Regiment, Kampfgruppe Bode.

Set up first in the village of Sant' Angelo

3xGREN 1xGREN(reduced)
1x75IG 1x250/1

Leaders: 2xLt.

Set up first in or west of ##20 and in or east of ##26.

6xGREN 1xHMG

1x81" MTR 1xENG

1xStug

Leaders: 1xCapt, 2xLt.

Morale: 8/7

Initiative: 2

OBA: Variable – special rule 2

Special Rules

1. The Germans receive 2 random strongpoints and 2 random mines.
2. German variable artillery – roll at the start of each turn:
1 - No artillery.
2-4: 2x16
5-6: 2x20
3. The Allied initiative level is lowered by one for every three steps or leaders eliminated.
4. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The allied player scores VP for the following:

- 1VP for each hex of Horseshoe Hill.
- 2VP for each hex of Sant' Angelo.
- 1VP for each 3 German steps eliminated.

The German player scores VP for the following:

- 1VP for each 3 allied steps eliminated.

The allied player wins if at the game end they have 6 more VPs than the Germans.

Conclusion

The Canadian tanks greatly aided the Gurkhas in clearing the town. The Fusiliers were preparing to attack a German strongpoint north of Sant' Angelo nicknamed 'Platform Knoll' but the defending Germans on seeing the fall of Sant' Angelo surrendered. The Indians regrouped and continued to press the attack towards Horseshoe Ridge.

Scenario 28 Pignataro

15th May 1944: 19th Infantry Brigade, 8th Indian Division had crossed the Rapido just south of Sant' Angelo and pressed forward, its objective was the village of Pignataro. The village had been housing considerable numbers of Nebelwerfer of the 71st Werfer Regiment who had caused the Poles on the Massif such difficulties. At 20:00 the 3/8 Punjab Regiment supported by tanks from 14th Canadian armoured Regiment attacked the village of Pignataro.

Game Length: 24 turns

First Turn: 22:00

Elements of 3/8 Punjab Regiment

Set up second in or east of hexrow ##12

10xRIF (Indian) 2xWPN
1xSAP 3x3" MTR
1x6pdr 4xBREN
1xJeep 2xStaghound
1xDaimler
Leaders: 1xMaj, 2xCapt, 3xLt
Morale: 8/6

Elements of 14th Canadian Armoured Regiment

Set up second in or east of hexrow ##12

5xM4 1xStuart
Morale: 8/6

Initiative: 5

OBA: 2x20

Elements of 305th Infantry Regiment, Kampfgruppe Bode.

Set up first in any hex within 2 hexes of Pignataro.

5xGREN 1xGREN(reduced)
2xHMG 1x75IG
1xPak40 2xSPW250/1
1xStugIII 1xSemovente 75/34
1xNashorn 2x250/1
Leaders: 1xCapt, 2xLt, 1xSgt.
Morale: 8/7

Initiative: 2

OBA: Variable – special rule 2

Special Rules

1. Night scenario visibility 1.
2. The Germans receive 2 random strongpoints and 4 mines.
3. German variable artillery – roll at the start of each turn:

1 - No artillery.

2-4: 2x16

5-6: 2x20

4. The Allied initiative level is lowered by one for every three steps or leaders eliminated.
5. The German initiative is lowered by one for every three steps lost.

Victory Conditions.

At the end of the scenario each player scores VP for the following:

- 3VP for each hex of Pignataro controlled.
- 1VP for each hex adjacent to Pignataro controlled.
- 2VP for each wood hex in 0543 & 0604
- 1VP for each 3 enemy steps eliminated.

All VP locations are controlled by the Germans at the start of the scenario.

The player with the most VP's wins the scenario. If a player has more than 6VP's than their opponent they win a major victory.

Conclusion

The 71st Werfer Regiment had vacated Pignataro well in advance of the Punjabis attack. The Canadian armour provided direct fire support and after a couple of hours of intense house to house fighting the village was under Indian control.

Scenario 29 Highway Six

15th May 1944: With the failure of the British 28th Brigade in successfully establishing a crossing of the Rapido on the 11-12th May, it was decided to commit the 78th Division to attack across the Liri Valley. The lack of bridges completed near Cassino town forced the Division to cross near Sant' Angelo, as this was the main supply route for 8th Indian Division there was much delay in getting across. It was not until the evening of the 14th of May that the Division arrived west of the Rapido. The division then received orders that they were to attack towards the Cassino-Pignataro road immediately.

Game Length: 36 turns

First Turn: 03:30

Map restrictions: No hex north of the railway embankment or south of hexrow 10## is in play.

Elements of the 6th Inniskilling Fusiliers & 5th Northamptonshire Regiments with armour support.

Set up second within 2 hexes of 1921, 2624 and/or 3127

24xRIF (British) 3xWPN

2xSAP 1xSAP (flame)

3x3" MTR 2x6pdr

2x17pdr 6xBREN

3xTruck 2xStuart

2xStaghound 2xDaimler

1x40mmAA 6xM4

Leaders: 1xLt.Col, 2xMaj, 2xCapt, 5xLt

Morale: 8/6

Initiative: 5

OBA: 3x20

Elements of Kampfgruppe Bode.

Set up first in any hex west of the Cassino-Pignataro road or no more than 3 hexes east of the road.

14xGREN 1xGREN(reduced)

4xHMG 1x75IG

1xPak40 4xSPW250/1

3xStugIII 2xSemovente 75/34

2xNashorn 2x150 Nebelwerfer

Leaders: 1xLt.Col, 1xMaj, 2xCapt, 3xLt.

Morale: 8/7

Initiative: 3

OBA: Variable – special rule 2

1. The scenario begins at night as dawn approaches the visibility improves.
0330 – 0400: Visibility 1
0415: Visibility 4
0430: Visibility 8
0445+: Visibility 12
2. German variable artillery – roll at the start of each turn:
1 - No artillery.
2-4: 2x16
5-6: 2x24
3. The Germans receive 3 random strongpoints and 4 random mines.
4. At the start of each turn the Allied player rolls a dice, On a '6' a random aircraft is drawn.
5. The Allied initiative level is lowered by one for every five steps or leaders eliminated.
6. The German initiative is lowered by one for every four steps lost.

Victory Conditions.

Each hex adjacent to the west side of a Cassino-Pinataro road hex is worth 1VP to the player that controls it at the end of the scenario. At the start of the scenario the German player controls all the VP locations. In addition the German player earns 1VP for every 3 enemy steps lost.

The player with the most VP's at the end of the scenario wins.

Conclusion

The 6th Inniskilling Fusiliers led the attack with the 5th Northamptonshire Regiment on their right. Their objective was the 'Grafton' line (named after a famous English foxhunt) just west of the Cassino-Pignataro road. By early morning the line had been captured but the Germans launched counter-attacks and the area was not secure until mid-day.

Special Rules

Scenario 30

Eagles on Colle Sant' Angelo

17th May 1944: By the 17th the British, Indian and Canadians in the Liri Valley were making inroads into the German defences. This was the cue for the Polish Corps to resume their attack. The Polish plan was to gain the high ground behind the monastery and then link up with the British in the Liri Valley. First to advance were the 5th Kresowa Division. Its objective was Colle Sant' Angelo.

Game Length: 28 turns
First Turn: 07:30

17th Lwowska Battalion of 6th Brigade, Polish 5th Kresowa Division & Armour support

Set up second on or north of hexrow 48##.

10xRIF 1xSAP
1xWPN 2x4.2" MTR
2xM4

Leaders: 1xMaj, 1xCapt, 3xLt

Reinforcements from 16th & 18th Battalion

Set up on turn 12 within 1 hex of 4411

6xRIF 1xSAP
1xWPN

Leaders: 1xCapt, 2xLt

Morale: 8/6

Initiative: 5

OBA: 2x18

Elements of 100th Mountain Division, Kampfgruppe Ruffin.

Set up first on or west of hexrow ##05 and south of hexrow 45##.

5xMTN 2xHMG
2x75Mtn Gun 3x81MTR.

Leaders: 1xCapt, 3xLt.

Reinforcements from 100th Mountain Division

Enter on turn 19 from the west edge of the board.

5xMTN 1xHMG
2x81MTR

Leaders: 1xCapt, 1xLt

Morale: 8/8

Initiative: 3

OBA: Variable – special rule 2

Special Rules

1. German variable artillery – roll at the start of each turn:

1 - No artillery.

2-4: 1x16

5-6: 2x16

2. The Germans receive 3 random strongpoints and 3 mines.
3. Every 3 turns starting from turn 3 the Polish player may draw a random aircraft.
4. Polish engineers had aided tanks to climb some way onto Phantom Ridge. During this scenario tanks may move to any hex within 3 hexes from 4108. All mountain elevation changes within this area are treated as standard mountain hexes.
5. The Allied initiative level is lowered by one for every three steps or leaders eliminated.
6. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The Polish player needs to control Points 706, 601 & 575 to win the scenario. The German player can win by denying the Polish victory conditions.

Conclusion

Polish engineers had enabled Polish tanks to climb some way along Phantom Ridge. The tanks provided important covering fire for the advancing Polish infantry. The Poles succeeded in capturing the summit of Colle Sant' Angelo but were fiercely counter-attacked and forced back. The Poles committed their reserves and took back the summit, and from then on held it.

Scenario 31

Eagles on Snakeshead Ridge

17th May 1944: Soon after the 5th Kresowa Division had begun their assault on Colle Sant'Angelo the 3rd Carpathian Divisions renewed its attack. Their objectives were to take Point 593 and Albaneta Farm, and so isolate the German forces in and around the monastery. The Division could then link up with the British on Highway Six.

Game Length: 28 turns
First Turn: 07:30

Elements of 2nd Carpathian Brigade, 2nd Tank Squadron and anti-aircraft units.

Set up second within 2 hexes of 4311.

14xRIF 1xSAP

1xSAP (flame) 1xWPN

2x4.2" MTR 5xM4

2x40mm

Leaders: 1xMaj, 2xCapt, 3xLt

Morale: 8/6

Initiative: 5

OBA: 2x18

1st Battalion of the 3rd Parachute Regiment; the 2nd Battalion

Set up first on or south of 37##.

8xPARA 2xHMG (para)

2x75Mtn Gun 2xPak40

2x120MTR (para).

Leaders: 1xCapt, 3xLt.

Morale: 9/8

Initiative: 3

OBA: Variable – special rule 2

Special Rules

1. German variable artillery – roll at the start of each turn:
 - 1 - No artillery.
 - 2-4: 1x16
 - 5-6: 2x16
2. The Germans receive 3 random strongpoints and 2 random mines.
3. Every 3 turns starting from turn 3 the Polish player may draw a random aircraft.
4. The Allied initiative level is lowered by one for every three steps or leaders eliminated.
5. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The Polish player needs to control Points 593, 447, Albaneta Farm and hex 3709 to win the scenario. The German player can win by denying the Polish victory conditions.

Conclusion

By just after 7am the Poles had cleared The Gorge and supporting armour rolled through to lay direct fire onto Albaneta Farm and Point 593. The infantry got within a hundred yards of Albaneta Farm but could not get any closer. Point 593 was captured but was vigorously counter attacked on several occasions. By nightfall the Poles dug-in and secured their new positions.

Scenario 32 The White Eagles of Cassino

17th May 1944: This scenario is a combination of scenarios 29 & 30 and represents the activities of the Polish Corps on the Massif during the 17th May.

Game Length: 28 turns
First Turn: 07:30

Polish forces and set up as Scenario 29 & 30

German forces and set up as scenario 29 & 30

Special Rules

1. Use all the special rules from the individual scenario.
2. The Allied initiative level is lowered by one for every five steps or leaders eliminated.
3. The German initiative is lowered by one for every four steps lost.

Victory Conditions.

The Polish player needs to control all the objectives from scenarios 29 & 30 to win the scenario, all other results is a German victory.

Conclusion

On the 17th of May the Polish Corps had come very close to breaking the German defences on the Massif. Phantom Ridge, Colle San Angelo, and Hill 593 were under Polish control. Albaneta Farm was under direct observations by the Polish armour making it difficult for the Germans to reinforce. The paratroopers just about maintained a hold on the very northern most point of Snakeshead Ridge and Point 575 & 447.

Scenario 33 Green Devils last throw of the dice

17th May 1944: By mid-day the 2nd Carpathian Division had taken Point 593, the German paratroopers responded by launching a series of ever increasingly desperate counter-attacks to take it back.

Game Length: 12 turns
First Turn: 12:30

Elements of 2nd Carpathian Brigade, 2nd Tank Squadron and anti-aircraft units.

Set up first within 1 hex of Point 593.
4xRIF 1xRIF (reduced)
1xWPN 1x3" MTR
Leaders: 2xLt

Morale: 8/6
Initiative: 2
OBA: none

1st Battalion of the 3rd Parachute Regiment; the 2nd Battalion

Set up first on or south of 37##.
6xPARA 1xHMG (para)
2x81MTR (para).
Leaders: 1xCapt, 2xLt.

Morale: 9/8
Initiative: 3
OBA: none

Special Rules

1. At the start of each turn the Polish player rolls a dice – on a 6 a random aircraft is drawn.
2. The Allied initiative level is lowered by one for every three steps or leaders eliminated.
3. The German initiative is lowered by one for every two steps lost.

Victory Conditions.

The Player with sole control of Point 593 is the winner; all other results are a draw.

Conclusion

Despite several determined assaults the Poles managed to hang on to the summit of Point 593 and the last German attack on Cassino Massif was over.