

CAMPAIGNS

Every battle fought in World War II was part of a campaign—even as each battle was being fought the generals were planning the next one. The conclusion of every successful campaign affected the course of the war as a whole. By participating in a campaign you can make a valuable contribution to your side's war effort.

Campaigning adds a whole new dimension to your *Flames Of War* battles. Individual battles become part of an unfolding story as your fortune fluctuates between victories and defeats. Instead of just a single victory, can you string together a series of victories and prove your superior generalship? Or perhaps, as you get the measure of your opponent's force, you can turn early defeats into a triumphant reversal in a later battle.

TYPES OF CAMPAIGNS

This section gives you two ways of running your campaign: a simple series of linked missions, or a campaign that recreates the axis of attack from a series of historical battles.

Linked Mission campaigns use the Mission Selector to generate the next mission based on the outcome of your previous battles. You and your opponent's forces will march from one hard-fought battle to the next.

Axis of Attack campaigns are based upon real campaigns that were fought during World War II. They still use the Mission Selector table to generate battles, but contain added factors that the real life commanders had to contend with. You and your opponent will have to overcome these problems before you can claim ultimate victory. Can you change the course of history?

MISSION SELECTOR

The Mission Selector table can form the basis for *Flames Of War* campaigns. By using it you can quickly and easily decide on a mission for you and your opponent to play. Follow the instructions for either one-off games or linked games, roll the dice and get playing!

AXIS OF ATTACK MISSION SELECTOR

Roll one die and any modifiers:

Highest Roll	Mission	Rulebook Page
12 or more	Breakthrough	110
11	Free-for-all	106
10	Encounter	107
9	Dust-up	106
8	Rearguard	109
7	Counterattack	107
6	Bridgehead	111
5 or less	No Retreat	110

LINKED MISSION CAMPAIGNS

Linked Missions are a quick and easy way to add a bit of story to the games you play with a friend.

When playing a series of linked games, use your favoured method of mission selection (see page 100 of *Flames Of War* rulebook) for one-off games for the first game. For subsequent games each player only rolls one die and adds:

- *their Victory Points from the last Mission,*
- *+1 if they have a higher Victory Point total than their opponent in all games so far,*
- *-2 if they won the last game, but were the defender and the mission didn't use the Meeting Engagements special rule.*

Once again, the player with the highest score determines the mission. Look up their score on the Mission Selector table. The higher scoring player is the Attacker. If both players scored the same, then roll a die each, the highest is the attacker.

EXAMPLE

Able won the game against Baker, 6 victory points to 3. For their next game they both roll a die. Able rolls a 3 and adds 6 for the last mission and 1 for having the higher total so far, for a total of 10. Baker rolls a 3 and adds 2 for the last mission for a total of 5. Able scored higher and will attack in an Encounter.

MORE MISSIONS

There are many more missions in the Missions pack available to download from:

<https://www.battlefront-community.com/article/more-missions/>

Feel free to substitute mission from there to fit the theme of your campaign.

ENDING LINKED MISSION CAMPAIGNS

It's a good idea to set a limit to the number of games you will play in a **Linked Mission** campaign.

Set a limit on the number of games you will play in the campaign by mutual agreement with your opponent. After the final game is played, the player with the highest Victory Point total from all games played has won the campaign.

AXIS OF ATTACK—ANZIO

Axis of Attack Campaigns are based on actual campaigns conducted during World War II. The following campaign is an exciting example designed for two players set during the Allied landing at Anzio. Once you have the feel of how this campaign works, feel free to use it as a template for your own Axis of Attack campaigns based on other Second World War battles using your own research.

January 1944: The Allied advance up the Italian peninsula is stalled before the formidable defences of the Gustav Line. To break the stalemate, the Allies launch Operation Shingle, an amphibious assault at Anzio, bypassing the Gustav Line. Only a few miles inland from the landing beaches are the Alban hills through which run Highways 6 and 7, the major transportation links between Rome and the Gustav Line. With both of these roads cut the Germans manning the Gustav Line will be isolated and the Allies will be in Rome in no time.

Initial landings on 22 January by the Anglo-American VI Corps catch the Axis unawares. No resistance is encountered and by noon all of the objectives of the first day have been taken. The Allied commander, Major General Lucas, decides to wait for the heavy equipment to be unloaded before proceeding further. This delay cost the Allies dearly.

The Axis commander, *Generalfeldmarshall* Kesselring, reacts quickly to the new threat, assembling a force under *Generaloberst* von Mackensen to move against the beachhead. Hitler's orders to the German commanders are simple: throw the Allied forces back into the sea.

Belatedly, the Allies renew their advance. On 25 January the British 1st Division attacks the town of Aprilia, known as 'the Factory' because of the appearance of its many ruined brick

buildings. The attack meets growing German resistance. Has the race to get inland been lost already?

ALLIED BRIEFING

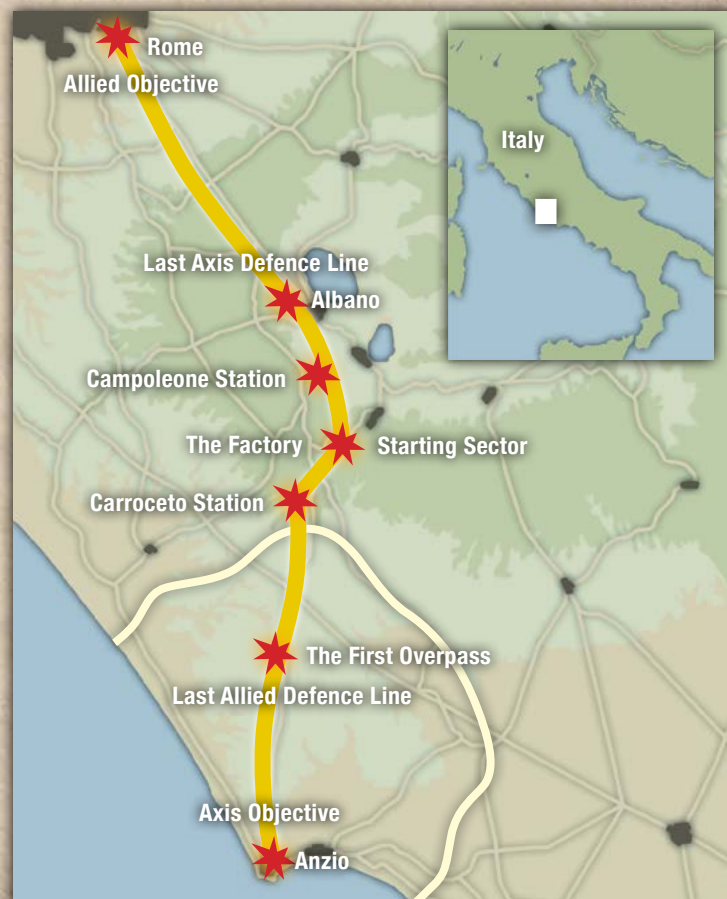
Your initial landings around Anzio were unexpectedly easy, but as your troops push inland they are meeting growing resistance from German reinforcements rushed into the area.

You must smash your way through the Axis forces surrounding the beachhead and seize the town of Albano on the heights of the Alban Hills. Capturing the town will cut the Axis supply routes to the Gustav Line, and open the way to Rome itself.

AXIS BRIEFING

The Allies have successfully landed at Anzio, in the rear of your Gustav Line defences. They must be driven back into the sea before they can threaten Rome.

Your men must break through the final beachhead defensive line at the overpass. If this falls, victory is assured. An easy drive on Anzio will split the Allied VI Corps in two, allowing you to smash them piecemeal.



SITUATION REPORT

At the start of the campaign the Allied forces are breaking out from their bridgehead and launching their attack on The Factory (Aprilia) from Carroceto Station. The Axis forces are rushing troops to the front to stop them.

The first battle of the campaign is fought at The Factory (Aprilia) using the No Retreat mission with the Allied force as the attackers. Both sides begin the campaign with 0 Victory Points.

ALLIED FORCES

The initial attacks on The Factory were conducted by the British 1st Division, but heavy fighting quickly drew in elements of 56th Division, the 46th Royal Tank Regiment and the US 45th Infantry Division. By the end of the March battles, the US 1st Armored Division, and 3rd Infantry Division (with the attached 504th Parachute Infantry Regiment), Darby's Rangers, the First Special Services Force, and the British 2nd Special Service Brigade (a Commando unit) were also drawn into the fighting.

To represent these forces field Formations from *Liberation of Italy* and its command cards. Companies not available from this book, such as Commandos, can taken from *Battle for France: D-Day*.

AXIS FORCES

The first German troops to reach Anzio were 3. *Panzer-grenadierdivision*, 65. *Infanteriedivision* and 715. *Infanteire-division*. Within a month the Germans had added *Hermann Göring Fallschirmpanzerdivision*, 26. *Panzerdivision*, 29. *Panzergrenadierdivision*, 114. *Jägerdivision*, and 4. *Fallschirmjägerdivision* (including elements of the Italian *Nembo* parachute division) to their order of battle. These were supported by a full array of powerful weapons including Panther and Tiger heavy tanks, Elefant heavy tank-hunters, Brummbär assault tanks, and radio-controlled demolition tanks.

To represent these forces, field companies from *Liberation of Italy* and its command cards or any of Formations from other books that might be appropriate for Italy.

WHAT-IF FORCES

Alternatively, you could play a what-if campaign to see what would have happened if different forces fought at Anzio and use any company you have.

SECTORS

ROME

The Eternal City is the glittering prize of the Italian Campaign. Its capture will mark the first Axis capital to fall. The general responsible for its capture will go down in the history books.

VICTORY!

If the Allied player reaches Rome, they have won the campaign and their ultimate victory in Europe is much closer.

CAMPOLEONE STATION

The town of Campoleone is a major crossroads, marking the point where the Via Anziante enters the Alban hills.

TERRAIN

Campoleone is at the end of the long flat stretch of the Via Anziante. The town's railway station is a defensive strongpoint.

The *Via Anziante* runs across the table from end to end flanked by drainage ditches. At the Axis end of the table the village of Campoleone sits beside the railway line running from one side of the table to the other on a raised embankment.

COUNTERBATTERY BOMBARDMENT

Axis forces attacking from Campoleone Station benefit from a Counterbattery Bombardment. See page 10.

ALBANO

The small town of Albano is not important in itself. However, it marks the last viable defensive point before Rome. Once Albano falls, so too will Rome and the Gustav Line at Monte Cassino.

TERRAIN

Albano lies nestled on the slopes of the Alban Hills near the intersection of Highway 7 and the *Via Anziante* running to Anzio.

The Axis end of the table has hills rising towards the edge of the table with Highway 7 running across them to the village of Albano. The *Via Anziante* runs across the table to Highway 7.

COUNTERBATTERY BOMBARDMENT

The Axis forces have a commanding vantage point atop the Alban Hills, overlooking the entire Allied positions on the coastal plain below. They use this to plot excellent counter-battery fire prior to the main attack going in. See page 10.

THE FACTORY (APRILIA)

The village of Aprilia sits halfway along the *Via Anziate* between Anzio and the Alban Hills. While of little importance itself, its position in the centre of the surrounding flat and open terrain inevitably turns it into a battlefield. Aprilia was a model village built by Mussolini's government as part of a plan to drain and settle the Pontine Marshes. Its houses were modern concrete structures in the latest style, until the equally modern artillery of the combatants levelled them. With only the remains of its modern buildings showing, soldiers think the village now resembles a factory.

TERRAIN

Aprilia is heavily fought over from the start of the campaign and artillery bombardments have quickly reduced the village to rubble.

The ruined village of Aprilia sits in the centre of the table dominating the flat land all around. The *Via Anziate* runs from one end of the table to the other through the ruins of 'The Factory'.

CARROCETO STATION

Carroceto Station is a small cluster of buildings that sit astride the railway running from Campoleone to Anzio. Like neighbouring Aprilia, its buildings mark it out as a strategic location on the flat Anzio plain.

TERRAIN

The heavily bombed-out remnants of the station, the little San Antonio chapel and a few other buildings make an ideal defensive position.

Carroceto Station and several other small ruined buildings sit in the centre of the table surrounded by flat land. The railway embankment runs from one end of the table to the other through the ruins. Carroceto creek (Difficult Terrain) runs from one short edge of the table to a point no more than halfway along one long edge.

NAVAL GUNFIRE SUPPORT

The guns of the light cruiser USS *Brooklyn*, lying off Anzio, provide fire support for any Allied forces fighting close to the sea. One broadside from the *Brooklyn* is as powerful as a salvo from any heavy artillery battalion. However, *Luftwaffe* air strikes using new Henschel HS-293 guided missiles sometimes force the navy to withdraw, leaving the army unsupported. See page 10.

THE FIRST OVERPASS

The overpass is a well-made concrete structure that carries the road which runs to Padigleone across the *Via Anziate* and the adjacent railway line from Campoleone. The first overpass marks the final defensive line for the Allied Beachhead. If the Axis forces penetrate the perimeter here, all will be lost for the Allies.

TERRAIN

In the open countryside the overpass offers some cover to the defenders and so forms a focal point of any defence.

The long straight *Via Anziate* road runs from one end of the table to the other, with the Anzio railway line running parallel with it. At the Allied end of the table another road runs across the table. Where it meets the *Via Anziate* a long ramp leads up to an overpass spanning over both the road and railway before sloping down the other side.

NAVAL GUNFIRE SUPPORT

Allied forces fighting at the First Overpass also benefit from Naval Gunfire Support from the USS *Brooklyn*. See page 10.

ANZIO

The port of Anzio is the lifeline of the beachhead. Without it, the Allied forces will have to surrender. The destruction of the beachhead will force the Allies to reconsider their plans for the invasion of France later in the year.

If the Axis player reaches Anzio, they have won the campaign and bought Germany more time to defeat the Allies.



ANZIO TERRAIN CHART

Before the war arrived, the area around Anzio was a showcase of modern farming techniques. The Pontine Marshes had been drained and model villages erected by the Fascist government. The flat plain is swampy, particularly in the rainy winter time, with scattered farmhouses.

This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2"/60cm squares. The players take turns picking a square and rolling to see

what terrain they should place in it. The exact number and dimensions of the features are up to the players.

Once the randomly-generated terrain has been placed, add the specific terrain listed in the sector description.

BASIC TERRAIN

Where no other terrain features exist the terrain is boggy farmland. This Rough Terrain is Difficult Terrain.



HIGH GROUND

Roll again:

1 to 3 – Low Ridge

There are no real hills on the Anzio plain, however in this square a low ridge (up to 12"/30cm long) breaks the flatness.

A ridge is Cross-country and Short Terrain, and taller than a vehicle. Connect ridges in adjacent squares.

4 to 6 – Dry Ground

In the generally marshy terrain of Anzio, even slightly raised areas are valuable as they are dry ground.

This square has an area of raised ground (up to 24"/60cm across) is almost imperceptible but for its uncharacteristic dryness.

Dry ground is normal Cross-country Terrain. It offers no other benefit.



WATER COURSE

Roll again:

1 or 2 – Gully

The autumn floods cut deep gullies in the soft soil of the Anzio plain. This square has a steep-sided gully (at least 12"/30cm long) cutting through it.

The sides of a Gully are Difficult Terrain. The floor is Cross-country Terrain.

A Gully must have a Cross-country Terrain vehicle access on each bank and is deep enough to hide a vehicle.

3 to 5 – Fosso

A fosso or irrigation ditch waters the fields around. Place a fosso (at least 12"/30cm long) across the square. It must meet another fosso, the table edge, or a pond, at each end.

Roll again.

On a roll of 4+ the fosso is lined with trees.

A fosso is Difficult Terrain.

6 – Pond

A small pond (up to 12"/30cm across) fills a hollow in the surrounding fields.

Ponds are Impassable.



VEGETATION

Roll again:

1 to 3 – Copse

A small copse of trees (up to 8"/20cm across) straggles across the countryside.

A copse is a small Wood.

4 to 6 – Olive Grove

An olive grove (up to 16"/40cm across) graces the countryside.

An Olive Grove is a Wood. However, the trees are dispersed so Line Of Sight to a target team is Blocked if it is more than 2"/5cm through Olive Grove terrain, unless the range is 12"/30cm or less.



SETTLEMENT

Aside from the major towns and villages given in the terrain for the sectors, there were numerous small farms.

A small farm of one or two stone buildings connected to another farm, road, or table edge by a road.



RAIN

Italian winters are cold and rainy and the Anzio battlefield is reclaimed marshland. When it rains, the result is predictable—ditches flood, trenches fill with water, and life becomes miserable.

The bad news is it's been raining for days now and everything has turned to mud.

Roll again. On a 1 or 2 the rains have not let up and the mud covering the battlefield is deep with the following effects:

Gullies and fossos become Impassable due to flooding.

Teams cannot Dig In except on dry ground or low ridges, although they can start the game in Foxholes subject to the normal mission rules.

Teams cannot see or be seen at ranges greater than 40"/100cm.

Rolls For Aircraft are only successful on a roll of 6 due to low clouds.

On any other roll, the rainfall is insufficient to flood the countryside and affect the game.

PLAYING YOUR AXIS OF ATTACK CAMPAIGN

Playing a campaign requires slightly more organization than playing a single *Flames Of War* battle. Most of the things you need—an army, a battlefield, etc.—you'll already have. However, there are a few things you will need to consider before you get started.

OPPONENT

You'll need a regular opponent. 'It will be over by Christmas' was a common, but false, assumption regarding real-life campaigns. Depending on how things fare on the tabletop battlefield, a campaign can take a while to play out, so you'll need someone who will last the distance. It's a good idea to schedule a regular time to play, every Saturday or Thursday evenings for instance, as this will keep the momentum of the campaign going.

VENUE

Although not essential, it can be helpful to have a battlefield that can be left set up in between gaming sessions. This allows you to leave your forces ready for battle and shorten the set-up time for the following week.

SECTORS

An Axis of Attack campaign has seven sectors running from the Allied objective to the Axis objective. The campaign is fought along this axis, moving towards the Allied objective with Allied victories and towards the Axis objective with Axis victories.

The description of each sector gives suggestions for the terrain in the area and any special rules that apply to battles in that sector.

SELECTING YOUR FORCE

Commanders have to make the best use of what they are given. Once your forces are committed to a theatre or campaign, high command may be reluctant to provide you with more troops, so choose your starting force carefully.

Before the campaign begins, you need to agree with your opponent on the size (the maximum points value) of the force that each of you will be fielding. Setting the limit between 80 and 150 points makes for great campaign battles.

Select the force you will start the campaign with before the first game. You will be able to change your force between missions, but may never exceed the points value agreed to at the start of the campaign.

VICTORY POINTS

Victories, however small, buy a commander time: time to marshal his forces, time to reinforce, and time to finalize his planning.

Both players normally begin a campaign with zero victory points, although some campaigns may give one side a different starting value to reflect their strategic initiative.

During a campaign you will need to keep a running total of the victory points you accumulate from the missions you play. If you have more victory points than your opponent, you will tend to be attacking, while if you have fewer, you will tend to be on the defensive.

During the campaign you will have opportunities to spend victory points to reorganise your force or influence the type of battle you will fight.

STARTING THE CAMPAIGN

The Campaign Start Sector is indicated on the map. This is where the first of your many battles will take place!

A campaign will also specify the first mission you will play and who is attacking or defending in it.

CAMPAIGN SEQUENCE

1. Set up the Battlefield
2. Play the Mission
3. Advance, Retreat or Hold in Place
4. Select the Next Mission
5. Reorganise Your Force and Return to Step 1



SET UP THE BATTLEFIELD

The course of a campaign is always affected by the ground over which the battles are fought. The campaign's Terrain Chart is an easy way to create a battlefield typical of those where the historical campaign was fought.

Use the Terrain Chart to generate the terrain for your battlefield. Roll the dice and place the terrain as instructed. Remember to add any terrain specific to the sector being fought over.

Battles rarely take place in the exact same spot, even when fighting over the same objective. The attacker usually tries to attack from a different angle, while the defender adjusts their positions to cope.

Generate a new battlefield for each game, unless the battle is taking place in the same sector as the previous game with the same attacking player, and the attacker chooses to attack over the same ground.

PLAY THE MISSION

The marshalling and manoeuvring of forces is over. The time of decision is at hand. Let the battle commence!

The players now play the mission using the normal mission

rules with the additional special rules for the sector being fought over.

Remember to add your Victory Points from the battle to your running total at the end of the battle.

ADVANCE, RETREAT, OR HOLD IN PLACE

Your battle-weary forces have fought valiantly for every foot of ground. Now they receive their new orders—march onward, fall back, or contest the ground upon which they stand.

If the attacking player won the battle, the campaign moves to the next sector closer to their objective.

If the defending player won, the campaign remains in the current sector.

SELECT THE NEXT MISSION

The outcome of the previous battle dictates the shape of the subsequent battle.

When you finish a battle, generate the next mission using the same method as a Linked Mission Campaign (see page 1) or the Battle Plans method (page 114 of the rulebook or in the Missions Pack).

It's a good idea to select the next mission immediately after you've finished a game. That way players can ponder their tactics for the next mission between games.

USING VICTORY POINTS TO CHANGE THE MISSION

A clever commander always tries to outmanoeuvre his opponent, forcing the enemy into the type of engagement most favourable to his own forces.

Once the mission has been generated, the player with the higher Victory Point total may change it to either the mission above or below it on the Mission Selector table (or the Battle Plans table) by deducting 5 points from their Victory Point total.





REORGANISE YOUR FORCE

A wise commander will assign forces that are best suited to the completion of the mission at hand. They will also, based on any intelligence gained on the composition of enemy forces in the area, look to counter the strengths of the enemy and exploit any weaknesses.

Unfortunately, the troops you so desperately need may not be available. High command will respond to your desperate pleas for reinforcements—sometimes. Remember, there's a war on!

You may reorganise your force between missions as follows:

All of your casualties are replaced from reinforcements, returning stragglers, recovering wounded, and repaired vehicles.

You may add or remove two Infantry or Aircraft teams or one or two Gun or Tank team from each Unit in your Force. Remember to update their points cost when you do so.

You may remove any or all of your Support Units and replace them with new Support Units.

After all of your reorganisation is done, your force must still be properly constructed according to the Force and Formation Diagrams you created it from and the points value of your force must be within the total agreed at the start of the campaign.

USING VICTORY POINTS TO REORGANISE YOUR FORCE

While receiving the support your force needs is crucial to winning battles, sometimes you need to change the core structure of your force too. This takes time as your company must be brought out of the line to reorganise, slowing your path to victory.

You may use the following options to reorganise your force at the cost of deducting 5 Victory Points from your total for each option taken.

- Add one Formation Unit to your force.
- Remove one Formation Unit from your force.
- Remove one Formation Unit from your force and add another Formation Unit in its place from the same Formation.
- As usual your final Force must be valid and within the agreed points cost.

ENDING THE CAMPAIGN

All the hardships and deprivations your soldiers have endured have not been in vain. The end is in sight. You gather your men together and exhort them to one final effort. One last push!

The first and last sectors on the map represent the Allied and Axis objectives. A campaign ends when either side reaches their objective sector. That player has won the campaign.

STALEMATE

While some campaigns ended in a stunning breakthrough, others petered out in a stalemate as both sides fought the other to exhaustion. The same can happen with two evenly matched opponents in your tabletop campaign.

Before beginning your campaign, decide the maximum number of games you will play. Six to twelve games is a good limit. If neither side has won after that number of games, the campaign ends in a stalemate as higher command calls off the attacks to rest and rebuild for another attempt.

EVALUATING YOUR PERFORMANCE

Historical campaigns were not always balanced. Some were almost certain victories for one side or the other. Tabletop campaigns recreating these will also tend to be one-sided in terms of who won or lost.

This makes it important to compare your performance in the campaign with your historical predecessor, rather than against abstract points totals or some such. Every Axis of Attack campaign includes a summary of how the historical battles went for you to compare your performance against.

The key question is not 'Did I win or lose?', but 'Did I do better than the historical commander in this situation?'. If you won, did you win as fast as they did? If you lost, did you cause the enemy as much delay as your historical counterpart?

MULTI-PLAYER CAMPAIGNS

If you have enough players, ideally six, a multi-player Axis of Attack campaign can be very exciting. Split the players into two evenly matched teams and create a separate Axis of Attack for each pair of players. If you have extra players, you can appoint them as overall commanders for each team.

PLAYING MISSIONS

Before each game, each team agrees which player will play on each axis of attack. The two teams then face off in their chosen areas and fight it out.

Maintain the Victory Points total separately for each axis to represent the ebb and flow of battle along different axes.

A smart team will assign their best attacking force to the axis where they need to win, while blocking the enemy in another sector with a solid defence. Careful handling of where you attack and defend will allow you to outsmart the enemy and win the campaign.

ADVANCING, RETREATING, AND HOLDING

Your forces advance and retreat on each axis independently depending on the outcome of the battles fought on that axis.

SELECTING THE NEXT MISSION

Do this as normal, comparing the Victory Point totals for the appropriate axis to see which side adds the +1 bonus to their roll.

REORGANISING FORCES

Spending Victory Points to reorganise reflects a slowing down of the campaign as you pull troops out of the line or assign them a quiet sector to recover and reorganise. If a player wants to reorganise their force, they use Victory Points from the axis in which they are about to fight to do so.

It is a good idea to put a player who is planning a major reorganisation of their force in a backwater sector where the loss of Victory Points won't harm the overall battle plan.

ENDING THE CAMPAIGN

A breakthrough on one axis makes the entire defence untenable on the other axes. The campaign is over and the enemy must fall back to their next defensive line.

Your team wins the campaign if any axis reaches the objective sector.

THE END OF THE ANZIO CAMPAIGN

The Allied attack on Aprilia on 25 January eventually succeeds after much hard fighting. Attacks by the US 3rd Division and 504th Parachute Infantry Regiment along a different axis that same day fail to reach the towns of Cisterna and Littoria. German resistance is increasing and the race to get inland appeared to have been lost by the Allies.

On 29 January the Allies resume their offensive. The British 1st Division pushes down the *Via Anziante* towards Campoleone. Unwittingly the Allies are attacking German positions that have been reinforced in preparation for a counterattack. The offensive fails with heavy casualties, although the British penetrate to within yards of Campoleone, creates a salient—'the Thumb'—which is dangerously exposed to counterattack.

On 3 February the German counterattack begins—hindered by soft boggy ground that prevents the supporting tanks from moving far from the roads. In two days of bitter fighting 'the Thumb' is eliminated. In subsequent attacks the Germans recapture both The Factory and Carroceto station, before pausing to reorganise.

The offensive is renewed on 16 February with Operation

Fischfang. In spite of fierce Allied defence and counterattacks the German forces slowly push the perimeter back. On 20 February the attack, on the verge of a total breakthrough, is finally stopped by Allied artillery and naval fire support just short of the first overpass—the final defensive line for the beachhead.

In a last effort to crush the beachhead on 28 February Operation *Seitensprung* (Affair) is launched. This time the attack is directed along the Cisterna axis defended by US troops. Fighting is again fierce and although heavy rain deprives the Allies of air support for a time, the German attack founders under heavy US artillery barrages.

With the failure of the final German attack, the Anzio front is reduced to a bitter and bloody stalemate akin to those of the First World War. For the next two-and-a-half months the Allies build up their forces in the beachhead before finally breaking out and linking up with the troops advancing from the Gustav Line on 25 May 1944, ending a campaign of missed opportunities and misery for the common soldier.



CAMPAIGN SPECIAL RULES

PRELIMINARY BOMBARDMENT

Before a major attack the defender is subjected to a preliminary bombardment from every heavy gun, bomber, and warship available in order to pin the enemy down and weaken defenders before the battle begins.

At the start of the game, the Attacking player rolls a die for each Defending Team (except any Formation Commanders and Fortifications) deployed on the table, including Teams that are held in Ambush.

On a result of 4+ the Team is hit by a weapon with an Anti-tank rating of 5 and Firepower of auto, and the Defender must roll a Save for that Team. Armoured Tank Teams are hit on their Top armour.

COUNTERBATTERY BOMBARDMENT

The Axis forces have a commanding vantage point atop the Alban Hills, overlooking the entire Allied position on the coastal plain below. They use this to plot excellent counter-battery fire prior to the main attack going in.

At the start of any mission in which the Axis player is the Attacker, they may conduct a counter-battery bombardment. The bombardment is conducted in exactly the same way as a Preliminary Bombardment, except that only enemy Artillery Units are affected.

NAVAL GUNFIRE SUPPORT

The guns of the USS *Brooklyn*, lying off Anzio, provide fire support for any Allied forces fighting close to the sea. One broadside from the *Brooklyn* is as powerful as a salvo from any heavy artillery battalion. However, *Luftwaffe* air strikes using new Henschel HS-293 guided missiles sometimes force the navy to withdraw, leaving the army unsupported.

During each Shooting Step, choose a Formation HQ Team or an Observer to request a Naval Gunfire bombardment. On a roll of 5+, they may Spot for a four-gun Naval Gunfire Bombardment using their own Skill rating and the following weapon stats:

RANGE	ROF	ANTI-TANK	FIRE-POWER
UNLIMITED	ARTILLERY	4	AUTO

Remove the Ranged In marker for this bombardment at the end of the Shooting Step.

AXIS OF ATTACK—CASSINO

Battle of Cassino: January-May 1944, Italy: Allied forces have reached the Gustav Line. Attacks on the east coast and the west coast have failed. The flanking movement at Anzio is pinned down. To reach Rome the Allies must travel up the Liri Valley. But first they must take Monte Cassino.

Highway 6 up the Liri Valley is the natural gateway to Rome from southern Italy. But to get to the Liri Valley the Allies must cross the Rapido River, and take the dominating heights of Monte Cassino.

The Allied player may choose between two axes of attack – the Town Axis through Cassino, or the axis across the Massif.

Time is critical. The Allies have six games to capture Monte Cassino and break through to Rome. If not, the Germans win.

ALLIED BRIEFING

Well boys, what a stroke of luck! General Clark has selected your company to lead the attack on the Gustav Line. There may be a few Germans but the guys in army intelligence say you can't fail.

Now that we've crossed the Rapido River you just need to break through the Gustav Line and capture Monte Cassino, and then it's on to Rome for victory.

AXIS BRIEFING

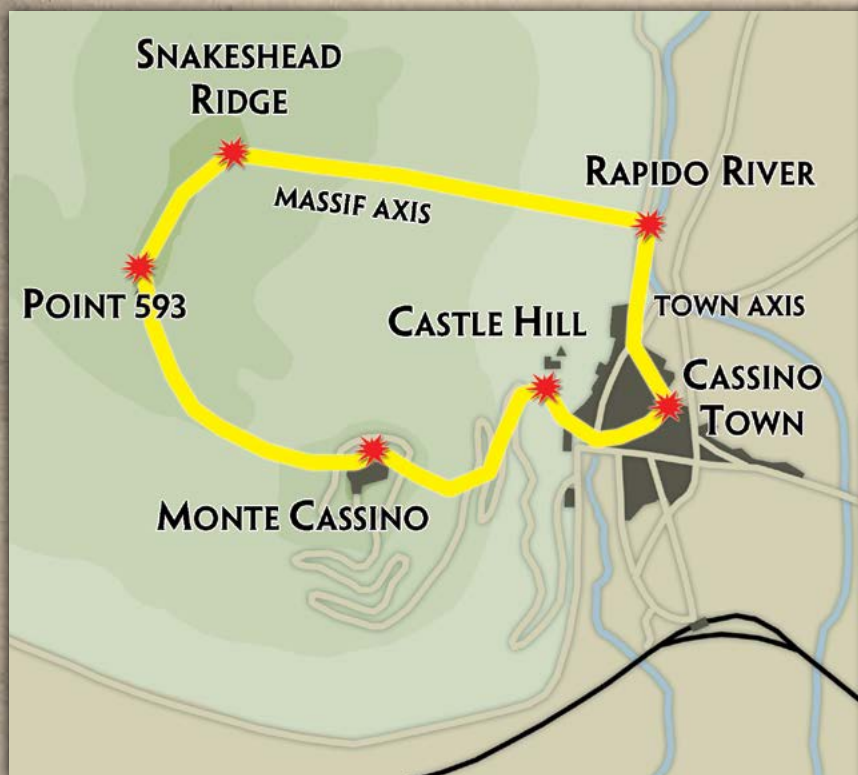
Reports from *Generalfeldmarshall* Kesselring's staff are that the Allies will once more try to break through the Gustav Line in your sector. Hold the enemy off as long as you can. All of Germany will be watching you.

AXIS OF ATTACK CAMPAIGN:

This is a modified form of campaign, representing a situation where one side has overwhelming superiority. Cassino is a race against time: if the Allied attacker captures their objective before the time limit, they win. If instead the Axis defender holds out, they win.

To play the Cassino campaign, use all of the rules for Axis of Attack Campaigns, including the Mission Selector, Linked-Mission Campaigns and Victory Points rules (see pages 1 and 6). However, change the following:

- *There are 6 campaign games for the Allied player to take their objective and win. If not, the German player wins.*
- *The German player may opt to remain the Defender in all campaign games, regardless of the result of the previous game.*
- *Each game, if the Attacker wins, advance to the next battlefield. If the Defender wins, use the same battlefield.*
- *Only the Attacker rolls for the Mission Type each game.*



TOWN AXIS

AXIS WIN

RAPIDO RIVER

CASSINO TOWN (START)

CASTLE HILL

MONTE CASSINO

ALLIED WIN

MASSIF AXIS

AXIS WIN

RAPIDO RIVER

SNAKESHEAD RIDGE (START)

POINT 593

MONTE CASSINO

ALLIED WIN

SITUATION REPORT

At the start of the campaign the Allies are trying to press on through the Gustav Line and open the road to Rome. The first battle of the campaign is fought just after the Allies have crossed the Rapido River, when the Gustav line is first encountered. The Allies have 6 games to advance three battlefields (i.e. they need at least 3 wins). If the Germans advance 2 battlefields and reach Mount Trocchio they win. If neither side wins within six games it means a German campaign victory.

ALLIED FORCES

The Allies eventually used a huge variety of forces at Cassino, any one of which could be played in a campaign. Units used included the US 34th, 36th and 85th Infantry Divisions, British 4th, 5th, 46th, 56th and 78th Infantry Divisions, Canadian 5th Armoured and 1st Infantry Divisions, Indian 4th and 8th Infantry Divisions, 2nd New Zealand Division, French 1st Motorised, 2nd Moroccan, 3rd Algerian, and 4th Moroccan Divisions and the Polish 3rd Carpathian and 5th Kresowa Infantry Divisions.

Suggested Allied forces include US, British, or French Forces from *Liberation of Italy*.

Allied forces used support weapons typical of the sector: Sherman and Churchill tanks, Priest, 25pdr, 105mm artillery, M10s, 6 pounder and 57mm anti-tank guns. The French FEC also used M5 light tanks and M3A1 armoured cars.

GERMAN FORCES

German defensive units comprised 15. *Panzer Grenadierdivision*, 29. *Panzer Grenadierdivision* and 90. *Panzer Grenadierdivision*, 44. *Reich Grenadierdivision*, 71. *Infanteriedivision*, 94. *Infanteriedivision*, 5. *Gebirgsdivision* and 1. *Fallschirmjägerdivision*.

Most of the German Formations in *Liberation of Italy* would all be appropriate forces for this campaign.

German Formations were mainly infantry and had a limited range of support present: Panzer IV (7.5cm), StuG (7.5cm), Marder, Nebelwerfers, 7.5cm and 10.5cm artillery. No Tigers, Panthers, or Panzer III saw action (they were busy at Anzio).

TERRAIN

The terrain was a critical feature of the Cassino fighting and should be a major feature of any campaign game tables. Use the Anzio Terrain Chart on page 5 for the Rapido River game. See pages 32 to 37, and page 43 of the *Flames Of War* rulebook for more on Terrain. Use the Mediterranean Terrain Chart on pages 15 to 16 for all other battlefields.

For the Castle Hill, Snakeshead Ridge, Point 593 and Monte Cassino battlefields it is critical that there is a large hill (desirably 4"/10cm to 8"/20cm high) that is higher than any other feature on the battlefield.

This should have a dominating field of vision, with all enemy troops able to be seen from them unless in ravines or immediately behind large buildings.

While some gamers will love the idea of constructing their own scale model of Monte Cassino, for most this would take far too much time. There are lots of ways to construct large hills quickly for gaming purposes. One of the simplest is to pile up thick books and the like and spread a sheet or ground cloth over them. Either way, make sure both players agree before the game begins where the hills start and finish, which bits are steep or impassable, and so on.

WEATHER: JANUARY - MARCH

Winter is cold in Italy, with snow possible in the mountains. If Mud is rolled in the Snakeshead Ridge, Point 593 or Monte Cassino battlefields, (see page 43 of the rulebook.)

TIME

Supply difficulties and weather made it difficult to sustain operations in Italy. Assume that a battle occurs every week. The 6 turn campaign may last up to a month and a half. (The historical battle lasted six months because the Allies made four attempts to take Monte Cassino, between January to May 1944.)

Maximum number of battles: 6

STARTING THE CAMPAIGN

The campaign starts with the Allies across the Rapido River and ready to attack either Cassino Town or Snakeshead Ridge (battle 1).

For Cassino Town and Snakeshead Ridge play a No Retreat mission with the Germans defending.

Unless otherwise noted use the Mission Selector Table (on page 1) or the Battle Plans method (page 114 of the rulebook or in the Missions Pack) to determine the battles thereafter.

SECTORS

RAPIDO RIVER (GERMAN OBJECTIVE)

Cassino Town lay at the entrance to the Liri Valley, with Monte Cassino behind. But before the Allies could reach it they had to cross the Rapido River. It is narrow but swift flowing and with steep sides. The Germans have flooded the fields below Cassino Town, forcing the Allies to approach through the town or mountains to the north.

TERRAIN

The terrain is flat and marshy; use the Anzio Terrain chart (see page 5). The Rapido River runs across the board between the Attacker's and Defender's deployment zones. A road (Highway 6) runs from the Allied table edge to the German table edge, and crosses the river at a bridge. The Rapido is very difficult for infantry to cross and vehicles must cross at a bridge. Large buildings are located in the defender's deployment zone – the railway station on the Cassino axis and a barracks on the Massif Axis.

MISSION SUGGESTIONS

No Retreat

ENGINEERING SUPPORT

Fifth Army concentrated engineering resources to help with the difficult crossing. Any Allied force playing a mission on the Rapido River battlefield may add a full-strength engineer or pioneer Unit of their nationality (see *Liberation of Italy* command cards).

VICTORY

If the Germans recapture the Rapido River crossing the Allied advance is repelled and they have won the campaign.

CASSINO TOWN (START POSITION FOR TOWN AXIS)

Cassino Town lies at the foot of Monte Cassino, with Castle Hill and then the mountain and its monastery rising successively behind it. The town itself is flat with stone buildings and narrow roads.

TERRAIN

Highway 6 passes through the town from the Attacker's table edge to the Defender's table edge. The rest of Cassino Town is an urban battlefield with just a few walled gardens. The three-storey Hotel Continental dominates the German half of the table. Cassino is a typical southern Italian town with stone one- or two-storey buildings with cellars that provide excellent bullet-proof cover.

MISSION SUGGESTIONS

Defensive Line (see *Liberation of Italy*) or No Retreat, or use Mission selector.

GUSTAV LINE

Play Defensive Line so the German player can take fortifications. Players will have to adjust their Forces to play Defensive Line as the Attacking Allied Force will have more points.

AERIAL BOMBARDMENT

If the Allied player opts for a pre-game Aerial Bombardment in any game in Cassino (see above) all buildings are then treated as rubble, in addition to other effects.

VICTORY

If the Allies win, they have cleared the town and press on to Castle Hill. If the Germans win, they may rest or counterattack.

SNAKESHEAD RIDGE (START POSITION FOR MASSIF AXIS)

Monte Cassino was actually at the end of a huge ridge, called the Cassino Massif, that stretched away to the east and the even higher Mount Cairo. The Massif was a maze of ridges and gullies leading down from the crest to the Rapido River. The most accessible route up was via a side spur ridge called Snakeshead Ridge. The area was part of the Gustav Line.

TERRAIN

Snakeshead Ridge is a large, multi-level hill running down the centre of the table. The highest level should be in the German deployment zone. Use the Mediterranean Terrain table for the rest of the board (see pages 15 to 16).

The ridge and any adjoining hills or gullies on the table are steep and very difficult for vehicles. The ridge is covered in rocks and brush, but otherwise there is little cover.

MISSION SUGGESTIONS

Defensive Line (see *Liberation of Italy*) or No Retreat, or use Mission selector.

GUSTAV LINE

Play Defensive Line so the German player can take fortifications. Players will have to adjust their Forces to play Defensive Line as the Attacking Allied Force will have more points.

WEATHER

Bad weather on Snakeshead Ridge is Snow

VICTORY

If the Allies win, they may continue up the ridge to Point 593, on the very crest of the Cassino Massif.

CASTLE HILL

Almost as important as the Cassino monastery was Castle Hill. Starting immediately behind Cassino town, Castle Hill formed a foothill to the main mountain. A ruined old medieval castle sat atop the hill, and from it German observers could see into the town. Castle Hill overlooked the only road from Cassino Town up to Monte Cassino.

TERRAIN

There is a large hill (Castle Hill) on the north side of the Defender's half of the table. Castle Hill has steep slopes (Difficult Terrain for infantry, Impassable for tanks and guns) and a ruined castle on top. The castle is a stone building with only one entrance at the rear. Use the Mediterranean Terrain table for the rest of the board (see pages 15 to 16). The mountain is not climbable by Tank teams except by a winding road from the town going up the side of the hill.

The castle is a ruined medieval fortress (able to contain a whole unit) with a courtyard and single gate, and is of course bulletproof cover. The castle is the Allied objective in the game.

MISSION SUGGESTIONS

No Retreat, or use Mission Selector Table (see page 1).

DEFENSIVE OBSERVERS

The presence of German Observers on Monte Cassino meant that German artillery could be located further back and still be called in. The German player can choose to hold his Gun team artillery units off table. The range of off-table Artillery Bombardments is measured from the middle of the German table edge.

CASTLE CELLARS

The ancient fortress walls provided excellent cover. Any team Gone to Ground in the castle has successful Artillery or Aircraft Firepower tests against it re-rolled.

POINT 593

At the top of Snakeshead Ridge, Point 593 was the location where the ridge joined the crest of the main Cassino Massif. The Gustav Line was built in depth, and so Point 593 contained defensive fortifications. They had to be captured before the Allies could reach the monastery.

TERRAIN

The battlefield is dominated by two ridges that meet to form a 'T' at Point 593. The higher ridge, the crest of the Cassino Massif, runs across the German deployment zone from one table edge to the other. Snakeshead Ridge runs up the centre of the table from the Allied deployment zone to meet the Massif ridge in the middle of the German deployment zone.

Point 593 is the point where the two ridges intersect. Use the Mediterranean Terrain table for the rest of the board's terrain (see pages 15 to 16). All hills and gullies on the table are steep and very difficult for vehicles.

MISSION SUGGESTIONS

Defensive Line (see *Liberation of Italy*) or Bridgehead, or use Mission Selector Table (see page 1).

GUSTAV LINE

Play Defensive Line so the German player can take fortifications. Players will have to adjust their Forces to play Defensive Line as the Attacking Allied Force will have more points.

WEATHER

Bad weather on Point 593 is Snow

VICTORY

If the Allies win, they may move up the ridge to attack the monastery. Victory is in sight!

MONTE CASSINO

The dominating terrain feature of the Cassino campaign was the mountain of Monte Cassino, which was directly behind the town, with Castle Hill forming a foothill to the main mountain. An historic Benedictine Monastery sat atop Monte Cassino, and from it the Germans had a panoramic view of the adjacent Liri and Rapido Valleys. Monte Cassino had to be captured before the route through the Liri Valley would be open.

TERRAIN

Monte Cassino is actually the end of a huge steep-sided ridge. It is rocky with low-lying brush but no woods. Use the Mediterranean Terrain table (see pages 15 to 16). The mountain is not climbable by vehicles except by a winding road up from Cassino Town, and another built by Allied soldiers during the campaign. From the heights on top observers can see over all other obstacles, although gullies and ravines up the sides provide some cover. The crest of Monte Cassino and the Monastery must be on the German side of the battlefield.

The monastery is a large fortress (able to contain three Units) with a courtyard, a gate large enough for vehicles, and is of course bulletproof cover. The Monastery is the objective of the game.

MISSION SUGGESTIONS

The Allies tried to attack Monte Cassino from several different directions during the campaign. Try any of No Retreat, Breakthrough, or Bridgehead or similar missions.

CORPS ARTILLERY

Monte Cassino was recognised as being the key to the German defences. Allied corps artillery is available to support any attack on it. An Allied Attacker adds Corps Artillery Support (see page 15).

MONASTERY CELLARS

The ancient monastery walls provided excellent cover. Any team Gone to Ground in the monastery has successful Artillery or Aircraft Firepower tests against it re-rolled.

WEATHER

Bad weather on Monte Cassino is Snow.

VICTORY

If the Allies win, the heights above Highway 6 have been cleared of German observers, and Allied tanks may enter the Liri Valley. The campaign is won!

ACTUAL OUTCOME

Cassino would prove to be one of the most difficult defensive positions to capture of the entire war. The Allies made four separate attacks on it, in January, February, March and May 1944. Eventually on 18 May 1944 Cassino Monastery fell, and on 5 June Rome as well. But by then it was too late. German troops had delayed the Allies and withdrawn to northern Italy. Within the campaign timeframe, the Allies had won only 2 of 8 battles, getting across the Rapido River and into Cassino town, but still not capturing Monte Cassino before 15 May. It was a decisive German victory. The Allies would then win the next three battles to reach Rome by 5 June.

CAMPAIGN SPECIAL RULES

RUBBLE

Any time a battle is played on the same battlefield again, the pounding of Allied aircraft and artillery means that the buildings on the table have been damaged or reduced to rubble.

All buildings count as rubble after two battles in the same location (see page 43 of the Flames Of War rulebook).

AIR SUPPORT

The Allies had overwhelming Air Superiority at Cassino, although bad weather made it difficult to use.

Attacker: When Rolling for Aircraft arrival, your Aircraft Arrive on a 3+ (instead of the usual 4+).

Defender: When Rolling for Aircraft arrival, your Aircraft Arrive on a 5+ (instead of the usual 4+).

There is no Air Support in games with Mud or Snow.

AERIAL BOMBARDMENT

The Allied player may opt for a pre-game Aerial Bombardment in any one game in the campaign regardless of the mission being played in that game.

An Aerial Bombardment is conducted in the same way as a Preliminary Bombardment on page 10.

CORPS ARTILLERY SUPPORT

The Allied player may opt for Corps Artillery Support in any one game in the campaign.

The Allied player gains the use of one additional four gun artillery battery (either a US 105mm Field Artillery Battery, French 105mm Artillery Troop or British 25 pdr Field Troop) of their Force's nationality.

This is located off the board. The appropriate Observer infantry team is also provided for the battery. Range is measured from the middle of the Allied table edge.

MEDITERRANEAN TERRAIN CHART

The terrain of Tunisia, Sicily, and southern Italy is dominated by rocky hills and mountains amongst which the locals eke out a living farming whatever fertile land they can. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 24"/60cm squares. The players take turns picking a square and rolling to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

Roll one die for each square. On a roll of 2+ the square has a rocky hill (at least 12"/30cm across) in it. Hills should be arranged to form chains instead of being scattered. Roll another die for each square and consult the table below.

Rocky hills are Difficult Terrain. It is Tall Terrain. It is taller than a Tank team.



MOUNTAIN

Roll again:



1 or 2 – Mountain

A tall mountain (at least 12"/30cm across) stands above the hills. Remove the rocky hill if present.

The edges of the mountain are Impassable cliffs apart from one to three Difficult Terrain routes up it. Mountains usually have one or more rocky plateaus or other flat areas. Re-roll any successful attempt to dig in on the mountain.

3 or 4 – Steep Hill

This hill is too steep for most vehicles to ascend. Remove the rocky hill if present.

A steep hill is Difficult Terrain. Re-roll any successful attempt to dig in on the steep hill.

5 or 6 – Ridge

A long ridge runs between adjacent hills. Replace the rocky hill with a ridge running between adjacent hills.

The ridge counts as a long rocky hill.



STREAM OR GULLY

Roll again:

1 or 2 – River Plain

A stream or dried stream bed runs through a flat plain. Remove any hill.

3 or 4 – Watercourse

A stream or dried stream bed rises in a spring from a hillside or runs between the hills.

5 or 6 – Gully

A stream or dried stream bed cuts through a steep-sided gully (at least 12"/30cm long).

Connect streams in adjacent squares. Streams must meet the table edge at one or both ends and have a bridge or ford in each square.

Streams are Difficult Terrain. Fords are Cross-country Terrain. Troops cannot Dig-in in a stream. A Gully is deep enough to hide a Tank team in it.



ORCHARDS AND FIELDS

Roll again:

1 or 2 – Orchard or Olive Grove

Two to four orchards or olive groves (each 6-12"/15-30cm across) grow on hillside terraces or in the valley.

An Orchard or Olive Grove is a Wood. However, the trees are dispersed so Line Of Sight to a target team is Blocked if it is more than 2"/5cm through Olive Grove terrain, unless the range is 12"/30cm or less.

3 or 4 – Scrub or Vineyard

Two to four patches of scrubby trees or vineyards (each 6-12"/15-30cm across) grow on the hillsides.

Scrub or a Vineyard is Short Difficult Terrain.

5 or 6 – Open Woods

One or two patches of cork forest or open wood (at least 12"/30cm across) straggle across the countryside.

Open woods are like normal woods. However, the trees are dispersed so Line Of Sight to a target team is Blocked if it is more than 2"/5cm through Olive Grove terrain, unless the range is 12"/30cm or less.



VILLAGES AND FARMS

Roll again:

1 or 2 – Village

A small village of three to twelve houses perches on the hillsides or nestles in a valley.

All villages have a road leading to another road, village, or a table edge.

3 – Fortified Farm, Monastery, or Church

A fortified farm, a walled monastery, or church dominate the surrounding countryside. Remove any hill from this square.

4 or 5 – Isolated House

A single house sits amongst a few small stone-walled or cactus-hedged fields.

6 – Ancient Ruins

Old Roman ruins (perhaps an arch or a column) or the remains of an old castle grace the hilltop.



MUD

It rains often here in winter, and when it rains, the thin dry topsoil turns into glutinous mud. Movement away from roads becomes difficult and streams turn into raging torrents.

Roll again. On a roll of 1, it has been raining heavily before the battle and the ground is churned to mud.

All unpaved roads count as Cross-country Terrain, and all Cross-country Terrain counts as Difficult Terrain.

Streams are in flood and are Impassable. Even the fords are Difficult Terrain.

On any other roll, the ground is dry and firm.