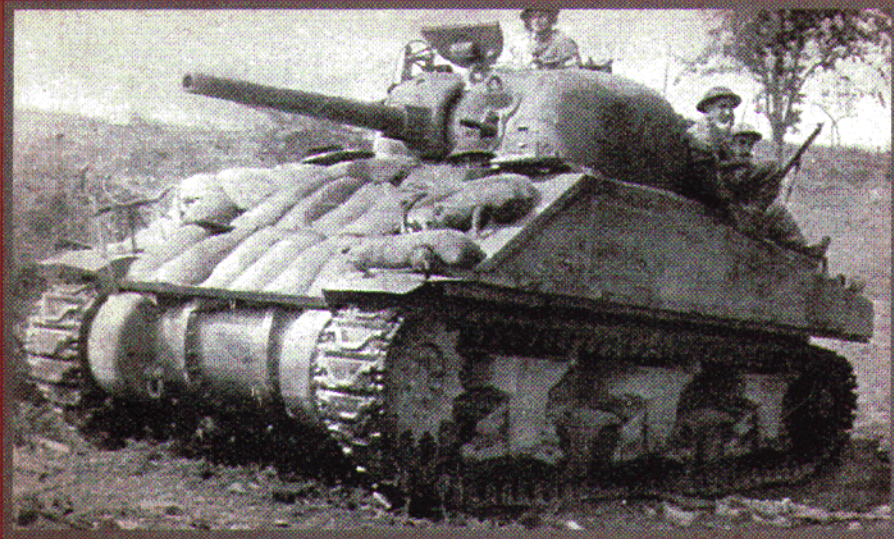


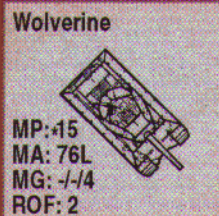
Carnage at Cassino

The Battle of Cassino: January - May, 1944



Carnage at Cassino provides eight individual scenarios and a total of four campaign games, two depicting the French, American and British assaults against the German 90th Panzergrenadier Division on the Monte Cassino Massif (just north of the famous Monte Cassino monastery that will be the subject of our second module in the series). In addition, CG's 3-4 allow players to recreate the attacks of Polish II Corps against the German 1st Fallschirmjäger Division during May of 1944, including two scenarios covering the battle. Carnage at Cassino is an extensive module for the serious student of war on the Italian Front in WW II.

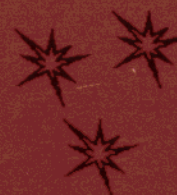
**Another Squads & Leaders
compatible module from Critical Hit!**



CRITICAL HIT

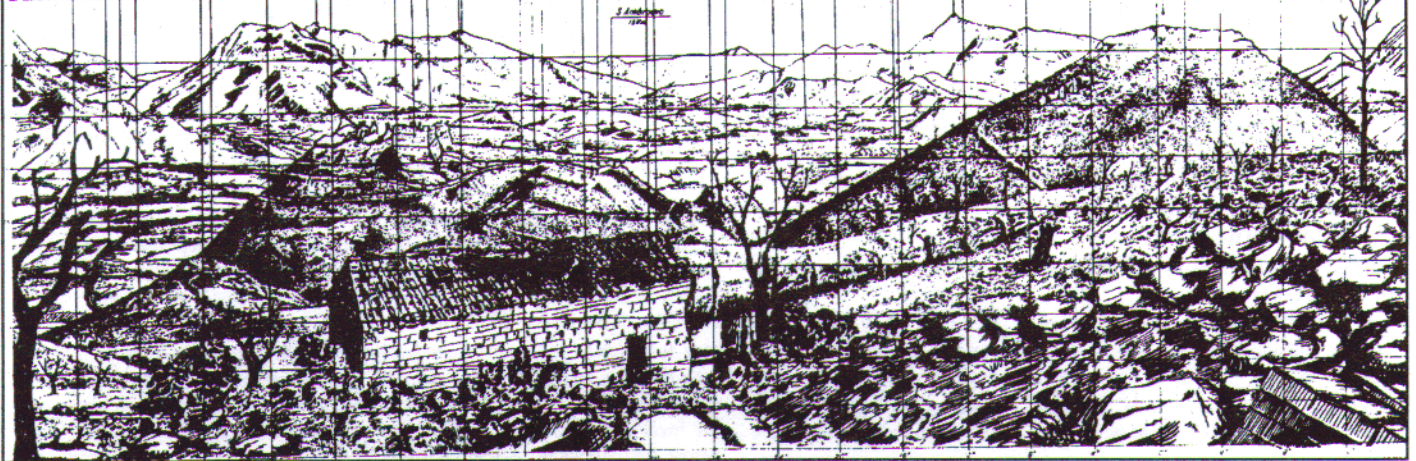


Monte Cassino



BONUS!
Four campaign
games inside

Carnage at Cassino



1. INTRODUCTION

1.1 **CARNAGE AT CASSINO (CAC)** provides individual firefights and two Platoon Leader 2.5 campaign games dealing with the French, American and British assaults against the German 90th Panzer Grenadier Division on the Monte Cassino Massif (just north of the famous Monte Cassino monastery) near Rome, Italy in February of 1944. In addition, players may recreate the two Polish Corps attacks against elements of the German 1st Parachute Division in the same area from May 12 through May 17th of 1944 with firefights and two more campaign games. All four campaign games are played using the Platoon Leader 2.5 rules system except as modified below. The CAC map depicts the key elements of the Monte Cassino Massif just north of the monastery. (The planned Cassino II map will link with this map. It will show Cassino—the town, Hangman's Hill and the monastery itself.) Famous boulder-strewn high points 569 and 593—fought over by the troops of a half dozen nations, the narrow plain of the Albaneta Farm, the dominating heights of Colle St. Angelo— all are faithfully represented. *Above view is hex P26 looking south.*

1.2 **OTHER GAMES REQUIRED:** The bulk of the actions can be played using the ASLRB, Beyond Valor™ and West of Alamein™. Some firefights and CGs also require use of Yanks™, Croix de Guerre™, while Cave and Slope rules from Chapters G and P are also used in some parts.

1.3 **ABOUT THE MAP:** Due north is shown by the compass rose, but for simplicity's sake, hexrow UU is north, hexrow A is south, hexrow 1 is west and hexrow 30 is east.

1.31: **BUILDINGS** – All buildings have a ground level only.

1.32: **ROADS** – The only real road is Unpaved and runs from GG30 to N18 to N12 to L11 to A14. All other depicted routes are Paths (EX: N25).

1.33: **BRIDGES** – All bridges are stone, 1 lane - foot bridges for paths, road bridges for the road.

1.34: **HEX I22** – This hex had two rather large stone pylons, which were the ruins of an ancient gate. They have no effect on play.

1.35: **SCRUB-GULLY** – Scrub-gully is depicted by a rough patch of green, combined with the dark red jagged line of a gully (O6).

1.36: **THE FORT** – On top of Hill 593 (hex F20) stood the ruins of an old fort, which are treated as a Rubble hex.

1.37: **CRAG** – Crag is treated as a building for Ambush and Rally purposes, and for the purposes of firing SCW (i.e., as a target hex) and is considered concealment terrain. Any CAC fortification except for Cupolas and Trenches may be set up in Crag terrain. Crag is depicted by multiple irregular boulders in a hex (EX: LL4).

2. TERRACES

2.1 Several hexsides (from AA1 to FF4 for instance) are terraced and are depicted as walls. Treat these hexsides as walls where the terrain on each side of the Terrace is the same elevation, and as Terraces where the elevations are different. A Terrace is treated as a normal wall (B9.) except as stated below. For the sake of simplicity, picture a staircase.

2.2 **LOCATION:** Terraces run along crest hexsides much as hillside hedges.

2.3 **MOVEMENT:** Infantry crossing a Terrace from the 'high' side to the 'low' side (from higher to lower elevation) do not expend the one MF normally required for crossing a wall. Vehicles may not cross a Terrace [EXC: fully-tracked

AFV may cross a Terrace with a Bog DR. Failure of the Bog check leaves the vehicle Bugged in the lower location.]

2.4 **LOS:** A unit entrenched on the low side of a Terrace has no LOS across/along a Terrace hexside/hexspine to any 'high' side Location that lies beyond the Terrace hex common to that hexside/hexspine. Otherwise, a Terrace hexside does not block LOS; however, a LOS traced across any (but along no) Terrace hexside to or from (i.e., not "to/from") a 'high' side Terrace Location is subject to a +1 LOS Hindrance if that hexside is common to neither the hex that LOS originates in nor the hex it ends in. The maximum possible Terrace Hindrance is +1, regardless of the number of such hexsides the LOS touches.

2.5 **TEM:** A non-entrenched unit in a 'high' hex that contains a Terrace hexside may claim Wall Advantage over that hexside as usual, but cannot claim its TEM/HD benefits. However, it may claim the +1 wall TEM vs. Indirect Fire as per B9.34 as if the Terrace were a normal wall. A Terrace is not considered a wall for the purpose of firing HEAT (C8.31).

3. HILLSIDE SCRUB

3.1 Hillside Scrub represents rough terrain containing boulders, rocky debris, thick undergrowth, and scattered trees. Any hex containing irregular boulder symbols and scattered irregular shaped olive clumps (EX: PP2) is a Hillside Scrub hex.

3.2 **HINDRANCE:** Hillside Scrub is a 1/2 level line of sight hindrance. Fire traced through Hillside Scrub hexes is subject to a +1 hindrance for each such same-level hex.

3.3 **TEM:** A Hillside Scrub hex has a TEM of +1.

3.4 **MOVEMENT:** It costs Infantry 1 1/2 MF and Cavalry/animals 3 MF to enter a Hillside Scrub hex. Vehicles must spend 1/2 their total MP allotment to enter a Hillside Scrub hex. Such entry requires an immediate Bog Check DR with a +2 DRM. There is an additional +2 DRM if the vehicle is gaining elevation and entering a Hillside Scrub hex. A Gun may set up in, enter, or exit a Hillside Scrub hex only if dismantled or carried as a Passenger (i.e., not Towed).

3.5 **ROAD:** Entrance of a hex containing both Hillside Scrub and road symbols though a road hexside is identical to movement along a road. Hindrance rules do not apply to such hexes if that portion of the line of sight from firer to target within those hexes never leaves the road depiction regardless of the relative elevations of the firer/target. Otherwise, Hillside Scrub road hexes are identical to Hillside Scrub hexes in every respect.

3.6 **FORTIFICATIONS:** The only fortifications that may be placed in a Hillside Scrub hex are cupolas, mines, pillboxes, caves, trenches, foxholes and sangars.

3.7 **CONCEALMENT:** Hillside Scrub is concealment terrain and is inherent.

3.8 **KINDLING:** Kindling NA and Hillside Scrub may not burn.

4. BROKEN GROUND

4.1 A Broken Ground hex represents rough terrain strewn with large rocks and scattered bushes and undergrowth. Any hex containing many small gray rocks (EX: OO2), is a Broken Ground hex.

4.2 **TEM:** A Broken Ground hex has a TEM of +1, however any non-Assault-moving infantry MF expenditures in a Broken Ground location receive a TEM of 0. Non-infantry (including gun-manning units) and all non-Assault-Moving units in Broken Ground are considered to be in open ground.

4.3 **MOVEMENT:** It costs Infantry 1 1/2MF and Cavalry/animals 3 MF to enter

a Broken Ground hex. Vehicles must spend 1/4 their total MP allotment to enter a Broken Ground hex. Such entry requires an immediate Bog Check DR. There is a +1 DRM if the vehicle is gaining elevation and entering a Broken Ground hex. A Gun may set up in, enter or exit a Hillside Scrub hex only if dismantled or carried as a Passenger (i.e., not Towed).

4.4 FORTIFICATIONS: The only fortifications that may be placed in a Broken Ground hex are cupolas, wire, trenches, pillboxes, caves, foxholes, mines and sangars.

4.5 ENTRENCHING: A successful entrenching attempt in a Broken Ground Hex results in a Sangar. Up to three Sangars may exist in any allowable location.

4.6 CONCEALMENT: Broken Ground is concealment terrain and is inherent.

4.7 KINDLING: Broken Ground may not be kindled and will not burn.

5. ARMORED CUPOLA

An Armored Cupola represents a ground-mounted tank turret, represented on-map by a BU TCA counter.

5.1 PLACEMENT: An Armored Cupola may be placed in Open Ground, Broken Ground, Hillside Scrub and Shellhole. An Armored Cupola is eligible for concealment and HIP in the same manner as a Gun (see CAC 6).

5.2 COVERED ARC/DRM: The TCA counter determines the cupola's CA. It uses the RST CA To Hit/IFT DRM penalties. The cupola may change its TCA 360 degrees.

5.3 ARMAMENT: The cupola's only armament is a CMG with 4 FP. An Armored Cupola's MG armament is usable in CC.

5.4 SIZE: An Armored Cupola is a small (+1) target. It is not considered HD and Hit Location (C3.9) is NA.

5.5 ARMOR FACTORS: Front AF 6, Side/Rear AF 4.

5.6 CREW: An Armored Cupola is manned by an inherent Infantry (not vehicular) crew. No other unit may enter or set up in a cupola. A cupola is not subject to any leadership DRM. There is no CE status and no CS#, and Immobilization TC are never required.

5.7 CC: CC vs. an Armored Cupola requires the use of PAATC and CCV. An Armored Cupola set up directly behind a wall/hedge is always assumed to have Wall Advantage over those hexsides unless it is Abandoned or its Inherent crew is shocked. A HIP Armored Cupola is revealed when an enemy unit enters its Location (or attempts to claim Wall Advantage while ADJACENT to the cupola). During the Aph, the entering unit must immediately take any required PAATC, failure of which Pins it in the Armored Cupola's Location

6. CARNAGE AT CASSINO CAMPAIGN GAME SPECIAL RULES

SPECIAL RULES for all CAC Firefights (EXC: SR marked with a * are only in effect for CGs).

CAC1. EC, LV, WIND & WEATHER: For all night firefights, the initial NVR is two and the weather is considered to be clear with no moon. Each Dawn or Dusk firefight has an LV hindrance equivalent to Rain in effect for the duration of the firefight. EC are moderate and there is no wind for all firefights and CGs for the period May 12 through May 17. EC are wet, weather is overcast, and there is no wind for all firefights and CGs for the period February 4 through February 18.

CAC2. INFANTRY QUALITIES: All Elite Good Order German infantry are Stealthy. Treat all Polish units as Elite for special ammunition depletion purposes. All Polish, Indian and British units are considered British in all respects (EXC: Polish go Berserk on a final HOB DR 7-11). Use British counters for all Polish, Indian and British units in the game.

CAC3. GERMAN PF: For each CAC firefight, the number of PF initially available to the German side is 1/2 times (FRD) the number of non-Reserve German squads set up on-map. During play, whenever \geq one squad is released from Reserve or enters as a reinforcement, the number of available PF is immediately increased by 1/2 per such squad. (A "1/2 PF" does not itself entitle the German to a PF attempt.)

CAC4. HAND-TO-HAND CC: Any unpinned Attacker may declare Hand-to-Hand CC.

CAC5. ROUTING: A broken unit forced to rout that cannot reach a building hex during that Rout Phase may rout to any terrain hex according to A10.51 but is *not* required to rout to the nearest building hex.

CAC6. FORTIFICATIONS: In daytime firefights, as per E1.16, sangars, trenches, foxholes, caves, cupolas and pillboxes placed in concealment terrain set up hidden, and stay HIP until their TEM is used, a non-Dummy enemy unit enters the Location that contains it, or extra MF are used to enter or exit it in the LOS of a Good Order enemy unit within 16 hexes. Up to three Sangars may exist in any allowable location.

CAC7. TRENCHES: Trenches are considered to "connect" (as per B30.8) to (but not through) all ADJACENT building/rubble/crag Locations [EXC: not to a Location that is rubble during play of that firefight]. Infantry entering such a building/rubble/crag Location need not pay extra MF to leave the trench in that Location, but must still pay applicable building/rubble/crag COT. Infantry leaving such a building/rubble/crag location need not pay an extra MF to enter a connecting trench. Infantry may not enter such a trench while using Βυπασσ Movement; nor may they use Bypass Movement while they are in such a trench; nor may they exit such a trench to directly use Βυπασσ Μομεμεντ. A unit entering/leaving a building/rubble/crag Location via a "connecting" trench is not subject to Snap Shots as it does so. A vehicle must pay the appropriate MP-costs/penalty to cross such a trench while using VBM; hence, those vehicle types not allowed to cross a trench may not do so while using VBM.

CAC8. GERMAN FORTIFIED MORTAR PITS: German 81mm mortars set up in gullies may use C9.3 Spotters with the following two exceptions if the spotter is in the same hex. CAC8 spotters automatically set up HIP if the mortar sets up HIP. CAC8 Spotting is only subject to a +1 To Hit DRM and suffers no reduction of the mortar's Multiple ROF.

CAC9. TUNNELS: In addition to buildings or pillboxes, Hillside Scrub is also a permissible Tunnel entrance/exit hex. In addition, contrary to B8.6, the entrance and exit hexes of the tunnel do not have to be on the same level, however the level difference must be \leq 2. The tunnel may not pass beneath any hex whose base elevation is less than that of either its entrance or exit hexes. A tunnel exit must be within three hexes of the entrance.

CAC10. CAVES: CARNAGE AT CASSINO Cave rules generally follow G11 with the following exceptions. Caves and Cave Complexes are only available to the Germans in CAC. Each Cave is considered a Primary Cave, thus no caves may share a Cave Complex and no CAC Cave is accessible to another cave [EXC: via a Tunnel]. Each CAC cave opening must face to the Southeast, South or Southwest (directions 5, 6 & 1).

CAC11. CLIMBING VEHICLES: No vehicle may cross a crest line to enter a higher elevation unless doing so across a road hexside. [EXC: Starting in the redeployment portion of the refit phase after Firefight 3 of CG IV the Polish player may purchase a special Fortification type, Tank Crossing (cost 5 FP per hexside crossed). A Tank Crossing allows repositioning of a tank across a crest, regardless of other in-hex terrain, or combination slope/crest line in a hex containing no other in-hex terrain. This FP expenditure also exempts the vehicle from checking for Bog due to other in-hex terrain in the crest or combination crest/slope hex that may be required by CAC11.]

*CAC12. RG STRENGTH: Each RG whose ID begins with "I", "V", or "G" is subject to Depletion. For each such RG the player has just purchased (as well as for each such RG he receives in an Initial-Firefight OB), the player must make one DR on the RG Strength Table to determine whether it is received at Full or Depleted Strength. A Full-Strength "I", "V" or "G" RG contains the number of specified units/Guns listed to the left of the "/" in the Full/Depl column of the RG chart, while such a Depleted RG contains the number listed to the right of the "/". For the support weapons of these RG see the respective RG Chart (EX: Note I on the German CG II RG Chart).

RG STRENGTH TABLE

DR RG Strength	DRM
\leq 9 Full Strength	+1 CG I, CG II
\geq 10 Depleted	-1 "G" and "V" type RG

Each Full-Strength "I" RG receives all SW/Gun/SMC listed for it. If Depleted, the player makes a Secret dr for each listed unit. On an Original dr of \leq 3 that unit is received (with any attendant crew counter); if \geq 4 that unit (and its respective crew if applicable) is forfeit. However, an "I" RG never loses greater than one leader to depletion.

*CAC13. BOMBARDMENT: Contrary to PL CG4a, Bombardments do not count as one of the two OBA modules allowed per side. A bombardment may only be purchased in conjunction with the purchase of an Attack Option. When the player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it. To resolve each bombardment, after all on-map setup is completed, place an AR counter in the Pre-Reg. hex and make a C1.31 error DR (with the white dr halved; FRU) to determine the bombardment Center Hex. Then place a FFE:C counter in that center Hex. All hexes within seven hexes of that hex now undergo Bombardment as per C1.82-.823. There are no "spared hexes". Entrenchments must first make a separate MC: on a roll of 11 the entrenchment is eliminated and any units therein take the Bombardment without its protection. On a roll of 12 the entrenchment and all units therein are eliminated. After the Bombardment has been fully resolved, its FFE:C is removed and that Bombardment RG is Eliminated. Each Bombardment is fully resolved before conducting another bombardment (if any). The maximum number of

Bombardments usable per CG firefight is equal to the number of new CG Dates since the last CG-Firefight End (e.g. if one Idle Date occurred between firefights, ≤ 2 Bombardments may be conducted for the current firefight). No Bombardment is resolved on an Idle date or without an Attack Option being used.

*CAC14. MULTIPLE SELF-RALLY AND SNIPER (CGs III & IV only): Each side may attempt to Self Rally two non-Disrupted broken MMC, as long as both attempts are made before all other friendly MMC Rally attempts. Each side also places two Sniper counters on map during setup. Each friendly Sniper sets up according to the first two sentences of A14.2, with ≥ 15 hexes between them (or as far apart as possible if they cannot set up 15 hexes apart). When a Sniper attack is possible, a dr of 1-3 means the Sniper in the lowest lettered hexrow (and hex coordinate, in the case of a tie hexrow) attacks.

*CAC15. GERMAN FANATICISM: For two CG firefights of CG III and one CG firefight of CG I, CG II, and CG IV, the German may declare that all of his Personnel are Fanatic for the entire firefight (including vs. Bombardment). This may not be used for an Initial Firefight and must be declared immediately upon the conclusion of all on-map setup.

*CAC16. BORE SIGHTING: Bore Sighting is NA.

*CAC17. SW REPLENISHMENT: Each side may replenish each FT/DC used during the course of the firefight, providing that the weapon was not lost due to capture or an original 12 attack DR and there is at least one elite squad still in their OB during the RePh.

*CAC18. STRATEGIC TERRAIN: Each hex/Location containing a building/rubble, graveyard, bridge, pillbox, entrenchment, emplaced Gun, each numbered point (EX: Point 517), and Crag is Strategic Terrain (PL 2.5, page 4).

*CAC19. The following CG FIREFIGHT END (PL CG2) exponents apply for all CAC CG: 6¹ 7⁸

CG I: AMERICAN HIGH TIDE ON THE CASSINO MASSIF

U.S. II Corps Front, Northeast of CASSINO, ITALY, 11 FEBRUARY 1944: For 18 days the U.S. II Corps had attacked and gradually forced a bulge in the Gustav Line defenses to the North of Cassino. On the night of 10 February the riflemen of the 141st and 142nd Infantry Regiments of the U.S. 36th Division prepared themselves for yet another attempt to break through the German lines on the Cassino Massif. The preliminary objectives were Point 593 (which had changed hands an indeterminable number of times over the last 7 days) and Albaneta Farm. These positions were held by 1st Parachute Regiment and the 361st Panzer Grenadier Regiment (elements of the German 90th Panzer Grenadier Division). As the morning dawned and snow continued to fall, the attack was launched. Despite heroic effort, the 141st was unable to capture its objective, and in fact, after its attack failed to win the position it was forced to defend Point 603 from German Counter attacks. The 141st was simply too weakened in previous fighting and the German defenders too resolute. The 142nd captured Albaneta Farm after vicious fighting. The German sector commander Colonel Schulz (1st Parachute Regiment) was forced to throw in his last reserve, a platoon of engineers, in a last ditch attempt to recapture the farm. As fighting raged around the farm elements of the 200th Panzer Grenadier Regiment began to arrive and were immediately thrown into the fray. This latter commitment tipped the balance in the Germans favor and the Americans were pushed back from the farm. The last U.S. offensive on the Massif had failed. It was now the 4th Indian Division's turn to take a crack at the German line.

CG II: THE TIGER ATTACKS

4th Indian Division Front, Northeast of CASSINO, ITALY, 18 FEBRUARY 1944: For three straight nights elements of the 4th Indian Division had tried to push the Germans from Point 593. On the night of the 16th/17th the position had been taken but a German signal flare was mistaken for the signal to withdraw by the British units and 593 was abandoned. During the night of the 17th/18th an even larger assault was planned. A company of the 1/9 Gurkha Rifles was sent against Point 569 while the 4/6th Rajputana Rifles with elements of the 1st Royal Sussex attached was to assault Point 593. Capture of this feature was imperative to cover the flank of 4th Indian Division assaulting Monte Cassino. The initial rush by 2 companies of the 4/6th Rajputana Rifles and Gurkhas fell short of its objective. Gradually, additional companies were fed into the fight in an attempt to tip the scales in favor of the Indians. The crest of Point 593 changed hands several times. Just prior to dawn addition forces were thrown in for one more attempt to take the point, however, as the light of dawn began to illuminate the attackers exposed positions German counter attacks drove them back to their starting positions. The attack elements of the 4th Indian Division sustained about 50% casualties after 3 nights of fighting.

CG III: ONCE MORE INTO THE BREEC

Polish 2nd Corps Front, Northeast of CASSINO, ITALY 12 MAY 1944: On the opening day of the Allied spring offensive, Operation Diadem, the Polish II Corps was assigned the unenviable task of yet another assault on Point 569,

Point 593, Albaneta Farm, Phantom Ridge and Colle St. Angelo. Capture of these positions would provide the Allies with an unimpeded view of the Liri Valley floor and render the western German Gustav Line positions, including the town of Cassino, untenable. The Americans, Indians and British had all broken themselves against these positions, littering the slopes of these features with the wreckage of these previous Allied assaults. Now, in the spring, red poppies sprang up everywhere, mixing bright colour with the gray stone and dull green scrub. Of course, corpses dotted the rocky hillsides, spread liberally in all sectors, their stench inescapable but the risk of removing them much too high. So the men on both sides hunkered down amidst the dead and endured. On the Allied side, the Poles took up the positions held by the British and Indians, settling in to prepare for the first battle between the Poles and Germans since 1939. On May 12, the Allies shifted their harassing artillery to yet another intensive barrage against German positions. Unfortunately for the Poles, the artillery fire was largely ineffective due to the reverse slope bunkers and caves the Germans had constructed. Once the barrage had been shifted to secondary targets the infantry assaults jumped off with the 1st Carpathian Brigade (plus attached support elements) of the 3rd Carpathian Infantry Division on the left and the 5th Wilenska Brigade (plus attached support elements) of the 5th Kresenowa Infantry Division on the right. Despite staggering losses they carried their initial objectives but were then stopped by the German defensive fire. Just before dawn, the assault elements made one last attempt to push through the German defenses. In spite of great expectations for the Polish offensive to take their objectives in short order, it was not to be. The Germans bitterly contested every inch of ground and the German artillery and mortars took a heavy toll on the assault troops. When daylight came the impetus of the Polish assault had been stopped and the soldiers had gone to ground. The last Polish push had taken them to the foot of Point 569 and carried the Gorge and Point 517, but that is as far as they got. Once the initial assault had been stopped, German counter attacks began. As the day wore on the intensity of these increased. As night fell, the Poles held Point 593, The Gorge, and Widmo (Phantom) Ridge, although their hold on Point 593 was tenuous at best. During the darkness of the night, the Polish II Corps commander, General Anders, issued orders for the shattered remnants of the assault troops to be withdraw to their starting positions.

CG IV: DIADEM

Polish 2nd Corps Front, Northeast of CASSINO, ITALY 17 MAY 1944: Despite many of the Polish rifle companies having suffered 50% casualties in their first assault on May 12th, they were ordered to make another try. This time the artillery preparation was coordinated better and lifted off the front line positions much closer to the jump off time. Also, since the previous attack, the Poles had managed to move some tanks into position to cover The Gorge and these tanks provided covering fire to allow sappers a chance to clear some of the mines located there. The mine-clearing operation began on the 14th and made good progress. Additionally, during the night of the 16th the 16th Lwowski Rifle Battalion seized Phantom ridge during a nighttime patrol. The Polish Infantry assault jumped off at 0700 again with the 2nd Carpathian Brigade (with support elements) of the 3rd Carpathian Infantry Division on the left and the 6th Lwowski Rifle Brigade (with support elements) of the 5th Kresenowa Infantry Division on the right. Again the fighting was bitter and the Germans fought for every inch of ground. Again the Poles managed to take Point 593 but could not quite reach Point 569. Albaneta farm also frustrated all attacks due to the large number of mines laid on the approaches and the presence of previously undetected pillboxes. The day's assault also carried Colle St. Angelo after vicious hand-to-hand fighting. Both sides were exhausted from the days fighting. The Germans had finally had enough. With the Gustav Line broken elsewhere, and pressure mounting on the other sectors being attacked as part of Operation Diadem, the German high command decided to withdraw. Only severely wounded men were left behind. One of the companies of the 1st Parachute Division had been reduced to only three combat effectives. The Battle of Cassino was over.

Point 447	C4	Point 521	R16	Point 551	GG1
Point 468	L10	Point 578	P25	Point 607	FF17
Point 569	A18	Point 601	S29	Point 600	MM5
Point 593	F20	Point 517	BB7	Point 706	UU21
				Point 530	NN29

[Note the order number for CH listed on the folder pocket should be 914-278-9125, ext. 3]

CREDITS
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Cassino Terrain Chart

Cassino I Tables

Terrain	? Terrain	Inherent	Entry Limits	ME, MP	TEM	Hindrance	Rally	Forts	Strategic?	Ambush?	Fire PSK/ BAZ Into?
Crag	Y	Y	Inf, dm Guns	2	+1	Y	Y	Any but Trench	Y	Y	Y
Scrub	Y	Y	Inf, dm Guns, Bog	1.5, 1/2*	+1	Y	N	Any	N	N	N
Broken	Y	Y	Any, Bog	1.5, 1/4*	+1, 0 for moving (not A.M.) infantry	N	N	Any	N	N	N

Fortification Purchase Chart

*Bog Check required.

Fortification	Restrictions	CAC Cost	PL 2.5 Cost	Notes
?	-	1	Same	
HIP	-	3/2/2/1	Same	Squad/Half-squad/Crew/SMC cost
Sangar	-	1/2/3	2/4/6	1/2/3 squad cost; CAC 6
Foxhole	I	2/4/6	1/2/3	1/2/3 squad cost; CAC 6
Trench	I	10	7	Can't be set up in Crag; CAC 6, 7
A-P/A-T Mine	I	2/5 per factor	Same	AP:12/16/24 FP for 6FP/8FP/12FP
Dummy Mines	I	3 per hex	-	3 FP per marked hex
Booby Traps	I, German	20	15	Entire setup area
Cave	I, German	20	15	S, SE, SW facings only; CAC 6, 10
Cave Complex	I, German	15	10	Caves can't share a Complex; CAC 6
Arm'd Cupola	I, German	10	-	Can't be set up in Crag; CAC 6
1-5-7 Pillbox	I, German	10	8	Other types are NA; CAC 6
Tunnel	I, German	25	20	CAC 9
Tank crossing	CG IV only	5	-	CAC 11

LV Hindrance Chart

Range	Dawn/ Dusk	w/ Rain	w/ Heavy Rain
0-6	-	-	+1
7-12	+1	+2	+3
13-18	+1	+2	+4
19-24	+2	+4	+6
25-30	+2	+4	+7
31-36	+3	+6	+9

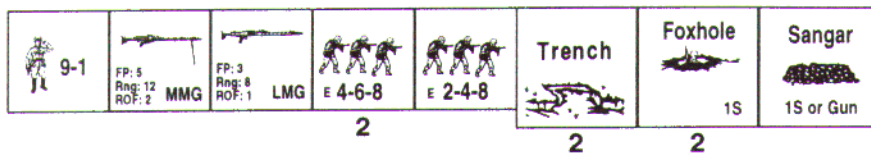
ICI BELVEDERE

CAC #1

⊙ FRENCH Sets Up First	1	2	3	4	5	6
⊙ FRENCH Moves First						



Elements of the 2nd Battalion, 131 Regiment, 44 Division [ELR:4] set up within one hex of Point 600 (hex MM5):



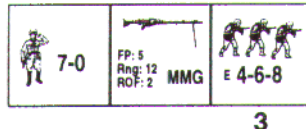
[ELR: 3/4]
[SAN: 4]

German reinforcements [ELR: 3] enter on any board edge (EXC: not on the hexrow 'RR' board edge) on the turn indicated:

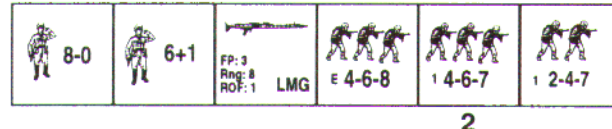
Enter on turn one:



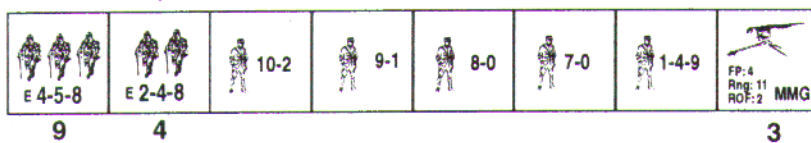
Enter on turn two:



Enter on turn three:



10th and 11th Company, 3rd Support Company, 3rd Battalion, 4th Regiment de Tirailleurs Tunisian set up in hexrow RR with ≤ 2 MMC per hex and no half squads stacked together:



[ELR: 5]
[SAN: 3]

MAP LAYOUT:



(Only hexes numbered 1-10 in hexrows HH-RR are playable)

HANDICAPS:

- ⊙ There is no stacking limitation on the French.
- ⊕ Exchange the German 6+1 for an 8-1 leader.
- ⚙ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. CAC CGSR are in effect. EC are moderate with no wind at start.
2. Use French counters for the French. The broken side morale of all French MMC is two higher than printed. The French are subject to HOB on an original DR 2-3.
3. The German player receives one module of 80mm Battalion mortar OBA (HE only) with an Offboard Observer recorded before all setup along the north edge at level 11. The German draw pile for this module is 4 Black, 1 Red.
4. The French have a module of 100+ OBA, start with a FFE:2 placed anywhere on map and receive one Pre-Registered hex. They have an offboard observer at level 8 on the south edge. The French draw pile is one red and two black, but they may not attempt Battery Access after turn three.

OBJECTIVES: The French must Control hex MM5 at game end.

MONT BELVEDERE, Near CASSINO, ITALY, 26 January 1944: Although Juin's French Expeditionary Corps was the class of the Allied army in Italy during early 1944, few were willing to admit it. Still, even when given a stupid task, the French took it seriously, if only for honor. This was the situation when Juin found the FEC ordered to attack the Mont Belvedere. The attack was to provide a diversion for the Americans attacking the Cassino massif to the south. The plan was simple enough: assault one of the roughest, tallest groups of rocky peaks in the region, where the Germans also had some of their strongest defenses. Each company would be assaulting a position more appropriate for a battalion. Taking the lead for most of the attacks was Commander Gandoet's 4th Tunisian Tirailleurs. This battalion featured a few Frenchmen, mostly officers, but the rest were stout north Africans. At first the Germans were clearly surprised that the French would attack such obviously strongly-held heights, then they reacted with the usual efficiency. They threw large artillery fires down on the open slopes the French were advancing across. Local counterattacks put the Germans back in position of a few peaks. Feats of mountaineering were undertaken by the Frenchmen, followed by close assaults. Having already taken one well-defended peak, the remnants of 10 and 11 Companies now faced an even harder challenge: to scrape themselves up the sheer hillsides to the highest peak of the entire Belvedere massif; Point 862. As continual artillery and small arms fire whittled away at his forces. Comm. Gandoet ordered his men to fix bayonets and rush for the peak. Lt. Bouakkaz made good his promise to lead his platoon of 11 Company to the top first, with his corpse carried upright the last yards by his loyal men. Gandoet took the peak with the last 80 men, then settled down to hold what he had won. The inevitable German counterattacks were weak enough, but soon the endless shellfire forced Gandoet into an ending decision to withdraw. Although the French soon returned to 862 to stay, a seriously wounded Gandoet was carried down the mountain at the end of the battle, mumbling to men seeking his identity "Ici Belvedere... le battalion du Belvedere.." (Belvedere here... the Belvedere battalion...)



ONE LAST TRY

CAC #2

GERMAN Sets Up First	1	2	3	4	5
GERMAN Moves First					

Elements of the 2nd Parachute Battalion, 1st Parachute Regiment, 1st Parachute Division (ELR: 5) set up within two hexes of L10 with no more than one MMC per hex:

E 5-4-8 3	8-1 3	FP: 3 Rng: 8 ROF: 1 LMG	Trench 3	Wire Mph - RPh 2
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Elements of 200th Panzer Grenadier Battalion (ELR: 4) enter on or after turn two along the southwest board edge (hexrow 5):

1 4-6-7 9	9-1 3	8-1 3	8-0 3	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK
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Elements of 90th Engineer Battalion (ELR:4) set up ≥ 4 hexes from L10 in hexes numbered 9 or less:

E 4-6-8 3	8-1 3	FP: 3 Rng: 8 ROF: 1 LMG	FP: 24 Rng: 1 PP: 1 FT	FP: 30 Rng: 1 DC
--------------	----------	----------------------------------	---------------------------------	------------------------

Elements of the 142nd Infantry Battalion, 36th Division set up in or adjacent to the buildings of Albaneta Farm (regardless of the presence of German units) or in hexes numbered ≥ 10 with no more than one MMC per hex (See SR 4):

E 6-6-7 3	1 6-6-6 3	2 5-4-6 3	9-1 2	8-1 2	8-0 2	FP: 4 Rng: 10 ROF: 2 MMG	Cnt: 8 Radio	FP: 8 Rng: 5 BAZ 44
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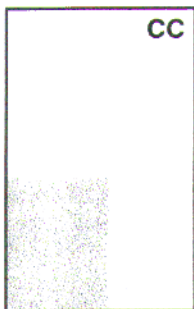
Reinforcing elements of the 142nd Infantry Battalion, 36th Infantry Division enter on or after turn four on the northeast board edge (hexrow 15):

1 6-6-6 3	8-0 3	FP: 4 Rng: 10 ROF: 2 MMG
--------------	----------	-----------------------------------

HANDICAPS:

- Replace the American 8-0 reinforcement leader with an 9-2.
- The German must only ensure no Good Order American unit is in any hex of Albaneta Farm at game end to win.
- Any mutually agreed upon alteration to either side's OB.

MAP LAYOUT:



(Only hexes numbered 5-15 in hexrows A-T are playable)

OBJECTIVES: The Germans win at game end if they Control Albaneta Farm (K9, K10, L9, L10, M9, M10).

ALBANETA FARM, NEAR CASSINO ITALY, 11 FEBRUARY 1944: Earlier in the morning 141st and 142nd Infantry Battalions of the US 36th "Texas" Division had made one last assault on the Cassino Massif where they had come so close to breaking through the German defenses of the Gustav Line. Weather conditions had been gradually getting worse and the Allies desperately wanted to break through before these conditions forced a halt in the offensive. Any stoppage would give the Germans time to improve their already fearsome defensive positions. The 142nd directed their effort against Albaneta Farm. Despite receiving fire from Colle Saint Angelo and Point 575 as they descended Phantom Ridge the 142nd was able to drive home its attack on Albaneta Farm. The German sector commander Colonel Schulz (1st Parachute Regt.) was at last forced to throw in his only reserve; a single platoon of engineers of the 200th Panzer Grenadier Regt. This last ditch group arrived on the scene of a raging firefight around the farm. The engineers jumped into the fray. This commitment tipped the balance in the Germans favor and the Americans fell back from the farm. The last U.S. offensive on the Massif had failed. It was now the 4th Indian Division's turn to take a crack at the German line.



INDIANS WITH GRENADES

CAC #3

INDIAN Sets Up First	1	2	3	4	5
GERMAN Moves First					

Elements of the 1st Battalion, 3rd Parachute Regiment, 1st Parachute Division set up on/southwest of the line A18-L13:

E 5-4-8	9-2	8-1	8-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	2-2-8	Cnet: 8 Radio	GrW 34 MA: 81' Rng: 2-60 ROF: 3 SA: 98
[ELR: 5] {SAN: 4}	11			2	3			MTR

Elements of the 4/6th Rajputana Rifles, 1/9th Gurkha Rifles, and 1st Royal Sussex Battalion, 4th Indian Division set up with ≤ 2 MMC per hex on/northeast of a line A20-D19-L19:

1 4-5-7	2 4-4-7	E 6-4-8	9-2	9-1	8-1	8-0	FP: 6 Rng: 14 ROF: 3	FP: 4 Rng: 14 ROF: 2	FP: 2 Rng: 7 ROF: 1	MA: 51' Rng: 2-11 ROF: 2
4	4	3							2	2

Elements of the 1st Royal Sussex Battalion, 4th Indian Division enter on turn two on or adjacent to L24:

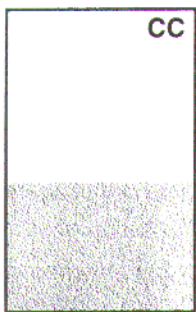
1 4-5-7	2 4-4-7	8-1	FP: 2 Rng: 7 ROF: 1
2	2		2

[ELR: 4]
{SAN: 2}

HANDICAPS:

- The Germans must earn ≥ 3 more VP than the Allies.
- The Indians must earn ≥ 3 more VP than the Germans.
- Any mutually agreed upon alteration to either side's OB.

MAP LAYOUT:



(Only hexrows A-L are playable)

OBJECTIVES: Whichever player accumulates the most VP at Game End wins. Control of Points 569 and 593 are worth 5 VP each. Control of each hex ADJACENT to either Point 569 or Point 593 is worth 2 VP (for a total of 26 possible VP). The British win a tie.

SPECIAL RULES:

1. CAC CGSR are in effect. EC are Moist with no wind at start. There is a +1 Dusk LV hindrance in effect throughout the firefight.
2. Units of either side may set up in a sangar.
3. The German receives one module of 80mm Battalion Mortar OBA (HE only) with a Draw Pile of 4 black, 1 red.
4. After all set-up, but prior to the start of play, all Indian-occupied hexes undergo a Bombardment (with immune hexes determined by a third dr of '6').
5. Only 6-4-8 squads (and their 338 HS) are Gurkhas. British units on levels 7 and 8 (around the two Points) are Fanatic.

SNAKESHEAD RIDGE, Near CASSINO ITALY, 18 FEBRUARY 1944: Two attempts by the 4th Indian Div. to take Point 593 had failed. Capture of the point was critical to support the attack directed against the Monastery. During the dark hours of the morning of the 18th the 4/6th Rajputana Rifles, 1st Royal Sussex, and a Co. of the 1/9th Gurkha jumped off in yet another attempt to capture Point 593 and Point 569. Despite heroic efforts by the platoon leaders of the various companies, the Germans held out resolutely on Point 569 and could not be pushed back off the reverse slopes of Point 593. As dawn approached, the German counter attacks began and gradually built in intensity. Due to the nature of the terrain, the issue would be decided with hand grenades. The Germans hurled counterattack after counterattack at the Indian lodgment on the forward slopes of Point 593. As the day wore on the 4th Indian Div. casualties mounted. The assault companies that nearly had carried the position in the morning were only tattered remnants of their former selves. It was too much; orders were issued to fall back to friendly lines. The Germans reoccupied Point 593.



CAVENISH FILIBUSTER

CAC #4

ALLIED Sets Up First	1	2	3	4	5
GERMAN Moves First					

Elements of the 3rd Battalion, 4th Fallschirmjaeger Regiment, 1st Parachute Division set up as indicated:

[ELR: 5]
{SAN: 0}

Set up ≤ 5 hexes from hex N17:

E 5-4-8 2	2-2-8	8-1 FP: 12 Rng: 4 PSK
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Set up ≤ 2 hexes from Point 593:

2-2-8 3	HMG FP: 7 Rng: 16 ROF: 3	MMG FP: 5 Rng: 12 ROF: 2	9-2 2
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Set up ≤ 4 hexes from Point 517:

2-2-8 2	MTR GrW 34 MA: 81' Rng: 2-60 ROF: 3 SA: 48
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Set up ≤ 4 hexes from N9:

E 5-4-8 2	2-2-8 2	8-0 7.5 cm LG 40 MA: 75' ROF: 1 M#10 B#11 RCL
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Set up ≤ 3 hexes from B15:

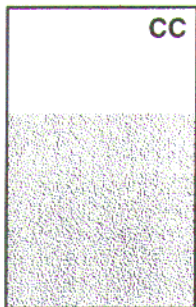
E 5-4-8 2	2-2-8 2	9-1 FP: 12 Rng: 4 PSK	AT Mine 4
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Elements of "C" Company, 20th New Zealand Armored Regiment, "D" Company of the 760th Tank Battalion, and Central India Horse enter on 'Cavendish Road' in hex FF30:

{SAN: 0}

Sherman V(a) MP: 13 MA: 75 MG: 2/4/4 ROF: 1 5	M5A1 MP: 17 MA: 37LL MG: 2/4/2 ROF: 1 2	M4A3 MP: 13 MA: 75 MG: 2/4/4 ROF: 1' 5	M4A3(105) MP: 15 MA: 105 MG: 2/4/4
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MAP LAYOUT:



(Only hexrows A-GG are playable)

HANDICAPS:

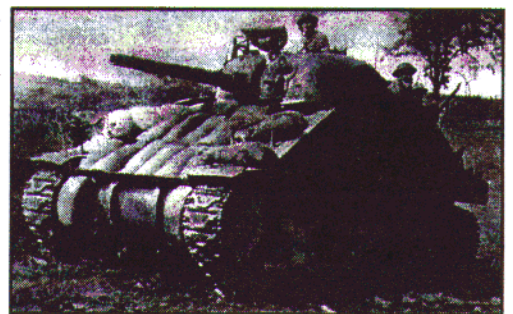
- Add a 9-2 armor leader to the Allied OB.
- Replace the 9-1 leader in the German OB with a 10-2.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

OBJECTIVES: The Allied must earn ≥16 CVP by game end. The Allied player earns normal CVP and Exit VP for units exited off the southeast map edge.

1. CAC CGSR are in effect. EC are moist with no wind at start.
2. Prior to all set up, for each stone building location on map, make a dr. If the dr is ≤ 4, place a rubble counter in the hex.

ALBANETA FARM, NEAR CASSINO ITALY, 19 MARCH 1944: As part of the New Zealand Corps offensive in the Cassino sector in March an armored probe was planned on the Cassino Massif. After the fighting down in the town and on the slopes below the Monastery was in full swing a composite force of a C Co. of the 20th New Zealand Armored Regt., D Co. of the 760th US tank Bn., and a Co. of the Central India Horse drove up onto the Massif via the newly made Cavendish Road. The armored force managed to pass through "The Gorge" and regroup in the area of Albaneta farm. From here the force attempted to force a way single file down a narrow road towards the Monastery. An anti-tank mine soon destroyed the lead tank. Efforts to break a trail past the mine field were hindered by the terrain and ever increasing German LATW fire as the noose pulled tighter around the penetration. First one and then another of the Shermans and "Honeys" brewed up. Before long 6 tanks were out of action and a further 16 were severely damaged. Without infantry support the tanks were simply unable to advance any further and the force was recalled.



GERMAN Sets Up First	1	2	3	4	5	6	7	8

Elements of the 1st Parachute Battalion, 3rd Parachute Regiment, 1st Parachute Division set up on or southwest of hex row A24-L19:

E 5-4-8	9-2	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	2-2-8	Cnct: 8 Radio	GrW 34 MA: 81 Rng: 2-60 ROF: 3 SA: 68	7.5 cm LG 40 MA: 75 ROF: 1 M10 B11	Trench
9				2	2	3		2		3	

[ELR: 5]
{SAN: 3}

Elements of the 1st Parachute Bn. of the 3rd Parachute Regiment of the 1st Parachute Division enter on or after turn three in hexrows A-F:

Pillbox 1+3+5	Foxhole 1S	E 5-4-8	8-1	8-0	FP: 3 Rng: 8 ROF: 1
2	3	6			2

Elements of the 4th Carpathian Rifle Battalion, 2nd Carpathian Rifle Brigade set up on/northeast of hex line G29-G26-Q21:

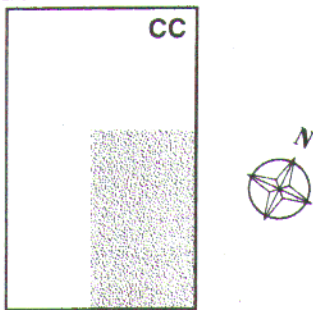
E 4-5-8	E 2-4-8	9-2	9-1	8-1	8-0	FP: 6 Rng: 14 ROF: 3	FP: 4 Rng: 14 ROF: 2	FP: 2 Rng: 7 ROF: 1	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	MA: 51 Rng: 2-11 ROF: 2	FP: 8 Rng: 3 X#: 10
17	4			2	2	4	2	4	3	2		

[ELR: 4]
{SAN: 2}

Elements of the 5th Battalion, 2nd Carpathian Rifle Brigade enter on or after turn 2 on/north of hex rows L-Q:

E 4-5-8	9-1	8-1	8-0	FP: 2 Rng: 7 ROF: 1
10				3

MAP LAYOUT:



(Only hexes on/NE of the line A13-HH30 are playable)

HANDICAPS:

- Remove two 4-5-8 squads from the Polish starting OB.
- Remove one German MMG from their OB.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. CAC CGSR are in effect. EC are Moderate with no wind at start.
2. The German player receives a module of 80+mm Battalion mortar OBA (HE only).
3. The Germans are Fanatic when they are within 2 hexes of Point 569.
4. The Poles may designate four squads/equivalents as Commandos (H1.24).

SNAKESHEAD RIDGE, NEAR CASSINO ITALY, 17 MAY 1944: For 5 months the Allies pounded away at the German positions on the Gustav Line in and around Cassino, Italy. U.S., British, and Indian troops all assaulted Points 569 and 593, with each taking these peaks then losing them to German counterattacks. The front has settled into a WWI like state; constant artillery shelling, holes filled with water, corpses everywhere. Each side patrolled constantly, but their positions were entirely static. Now it is the Polish II Corps' turn. On the Night of May 12 the Poles nearly carried the positions but were driven back during the day. On the 17th the Polish II Corps was asked to make another attempt. After repulsing a German counterattack, the 4th Carpathian Rifle Bn. left its staging area to attempt what three other nations' troops had been unable to do. An intensive preparatory bombardment of the German positions was conducted prior to the assault. Point 593 fell quickly and the Poles reached the base of Point 569. Unfortunately, this is where the assault bogged down once again. The Germans had hidden in their underground bunkers and caves on the reverse slopes of Snakes Head Ridge and weathered the bombardment with little damage. Then, as the bombardment let up they emerged from their shelters to reoccupy their positions on the boulder strewn ridge. There they awaited the Poles. Once the impetus of the Polish assault was stopped the Germans launched repeated counterattacks driving the Poles back to Point 593. The 5th Carpathian Bn. had to be committed to prevent the loss of Point 593. As night fell the German counterattacks abated. In the morning the Poles swept forward along the entire front meeting only token resistance. The Germans had finally had enough and pulled out.



INTO THE VALLEY OF DEATH

CAC #6

GERMAN Sets Up First	1	2	3	4	5	6	7	8
POLISH Moves First								

Elements of the 1st Parachute Battalion, 3rd Parachute Regiment, 1st Parachute Division set up in any building hex of Albaneta Farm (EXC: Guns and crews may set up ≤ 2 hexes from any building hex of Albaneta Farm):

FP: 3 Rng: 8 ROF: 1			FP: 5 Rng: 12 ROF: 2	FP: 12 Rng: 4		MA: 75L ROF: 2 Mf: 8
3					3	2

[ELR: 5]
{SAN: 3}

Set up on or southwest of hexrow H21-X13 (see SR #4):

FP: 3 Rng: 8 ROF: 1					FP: 3 Rng: 8 ROF: 1	FP: 5 Rng: 12 ROF: 2	FP: 12 Rng: 4				Cnct: 8	MA: 75L ROF: 2 Mf: 8
6			2		2	2	2	2	20	30		2

Factors Factors

Set up ≤ 8 hexes from V1:

FP: 7 Rng: 16 ROF: 3		MA: 81 Rng: 2-60 ROF: 3 SA: s8
3		2

Elements of the 1st Carpathian Rifle Battalion, 1st Carpathian Rifle Brigade set up ≥ 2 hexes Northeast of German setup line:

FP: 2 Rng: 7 ROF: 1			FP: 2 Rng: 7 ROF: 1		MA: 51 Rng: 2-11 ROF: 2
12	2			3	3

[ELR: 4]
{SAN: 2}

FP: 2 Rng: 7 ROF: 1	MA: 51 Rng: 2-11 ROF: 2
3	3

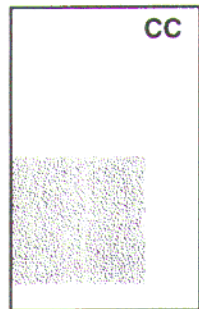
Elements of the 4th Polish Armored Regiment enter on turn four on/adjacent to X23:

MP: 13 MA: 75 MG: 2/4/4 ROF: 1	MP: 13 MA: 75 MG: 2/4/4 ROF: 1
	3

Enter on turn 2 on/between hexes Q23-X23:

10	4		2	

MAP LAYOUT:



(Only hexrows H-X and numbered ≤ 23 are playable)

HANDICAPS:

- Delete 1 8-1 from the initial Polish OB.
- Only two Polish tanks need be mobile to meet the victory requirements.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- CAC CGSR are in effect. EC are Moderate with no wind at start. There is a +1 Dawn LV Hindrance throughout the firefight. Place a Burnt-out wreck in W22 before setup.
- The Polish player receives a module of 88mm OBA with an off board observer at level 8 in a hex with a coordinate of 24, recorded before all setup.
- The German player receives a module of 120mm OBA (HE only).
- No more than four AT mines may be placed in any one hex. OB-given AP mines cannot be exchanged for AT mines. Trenches may not set up in road hexes.
- The Polish 3-3-8 HS are Sappers (H1.23).

THE GORGE, NEAR CASSINO ITALY, 12 MAY 1944: The Polish 1st Carpathian Rifle Battalion advanced on the right flank of the 2nd Carpathian Rifle Battalion assaulting Points 593 and 569. The lead Co. fought its way towards The Gorge with its initial objective being to take Albaneta Farm to the rear of Snakeshead Ridge. The lead Co. met stiff resistance from the German Paratroopers but managed to reach the entrance to The Gorge which was discovered to be mined. Artillery fire pinned the Polish infantry down for a time until a counter battery shoot could be organized. Having suppressed the German guns somewhat, sappers moved forward in the early light of dawn to clear the mines that were discovered in The Gorge. First one troop and then a second troop of tanks moved forward to support the mine clearing effort. A second Polish Battalion was stopped cold by the German defenders. German fire in the area of The Gorge was extremely heavy. All but 2 of the sappers assigned to mine clearing duty were killed or wounded. All of the first troop of tanks assigned as support were destroyed, as was the lead tank of the second troop. Some of the supporting infantry was able to work its way forward toward Albaneta farm, but deprived of the support of the tanks they were forced to withdraw.



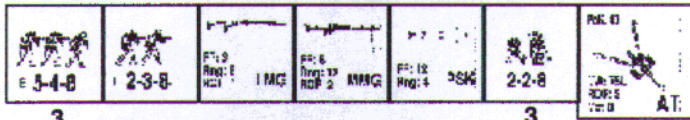
INTO THE VALLEY OF DEATH

CAC #6.1

GERMAN Sets Up First	1	2	3	4	5	6	7	8



Elements of the 1st Parachute Battalion, 3rd Parachute Regiment, 1st Parachute Division set up in any building hex of Albaneta Farm (EXC: Guns and crews may set up ≤ 2 hexes from any building hex of Albaneta Farm):



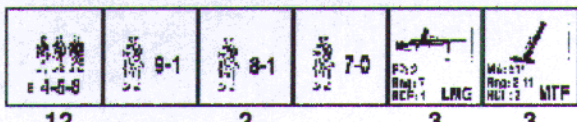
[ELR: 5]
[SAN: 3]

Set up on or southwest of hexrow H21-X13 (see SR #4):

5-4-8	2-3-8	9-2	8-1	8-C	Pz 9 Reg: 1 MG	Pz 12 Reg: 2 MMG	Pz 12 Reg: 4 PSK	2-2-8	AT	AP	Flamboy	Pz 10 AT
6	2	2	2	2	2	2	2	20	30	Factors	Factors	AT
T.S. or LG 46	Trench	Pillbox	Sangar	Set up ≤ 8 hexes from V1:								
RCL	3	2	3	2-2-8	Pz 7 Reg: 15 RCP: 3 HMG	M4 8" AT	M4 8" AT	MTR				
				3								2

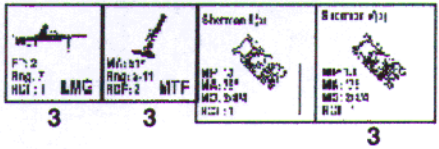


Elements of the 1st Carpathian Rifle Battalion, 1st Carpathian Rifle Brigade set up ≥ 2 hexes Northeast of German setup line:

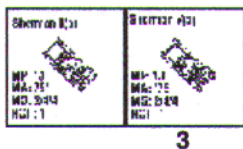


[ELR: 4]
[SAN: 2]

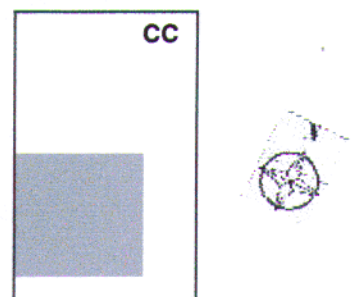
Enter on turn 2 on/between hexes Q23-X23:



Elements of the 4th Polish Armored Regiment enter on turn four on/adjacent to X23:



MAP LAYOUT:



(Only hexrows H-X and numbered ≤ 23 are playable)

OBJECTIVES: The Polish win if at game end ≥ 4 of the Polish tanks are Mobile with functioning MA and a contiguous path exists from N13-P19 which a tank could traverse free from mine attacks and bog checks.

HANDICAPS:

- Delete 1 8-1 from the initial Polish OB.
- Only two Polish tanks need be mobile to meet the victory requirements.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- CAC CGSR are in effect. EC are Moderate with no wind at start. There is a +1 Dawn LV Hindrance throughout the firefight. Place a Burnt-out wreck in W22 before setup. Note this version of the firefight supersedes ver. 6.
- The Polish player receives a module of 88mm OBA with an off board observer at level 8 in a hex with a coordinate of 24, recorded before all setup.
- The German player receives a module of 120mm OBA (HE only).
- No more than four AT mines may be placed in any one hex. OB-given AP mines cannot be exchanged for AT mines. Trenches may not set up in road hexes.
- The Polish 3-3-8 HS are Sappers (H1.23).

THE GORGE, NEAR CASSINO ITALY, 12 MAY 1944: The Polish 1st Carpathian Rifle Battalion advanced on the right flank of the 2nd Carpathian Rifle Battalion assaulting Points 593 and 569. The lead Co. fought its way towards The Gorge with its initial objective being to take Albaneta Farm to the rear of Snakeshead Ridge. The lead Co. met stiff resistance from the German Paratroopers but managed to reach the entrance to The Gorge which was discovered to be mined. Artillery fire pinned the Polish infantry down for a time until a counter battery shoot could be organized. Having suppressed the German guns somewhat, sappers moved forward in the early light of dawn to clear the mines that were discovered in The Gorge. First one troop and then a second troop of tanks moved forward to support the mine clearing effort. A second Polish Battalion was stopped cold by the German defenders. German fire in the area of The Gorge was extremely heavy. All but 2 of the sappers assigned to mine clearing duty were killed or wounded. All of the first troop of tanks assigned as support were destroyed, as was the lead tank of the second troop. Some of the supporting infantry was able to work its way forward toward Albaneta farm, but deprived of the support of the tanks they were forced to withdraw.



BY DAWNS EARLY LIGHT

CAC #7

GERMAN Sets Up First POLISH Moves First	1	2	3	4	5	6
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Elements of the 15th Wilenska Rifle Battalion, 5th Wilenska Rifle Brigade set up on/northeast of the X13-II10 path with ≤ 1 MMC per hex:

 E 4-5-8	 E 2-4-8	 9-2	 8-1	 8-0	 FP: 2 Rng: 7 ROF: 1	 MA: 51 Rng: 2-11 ROF: 2
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[ELR: 4] 10 3

{SAN: 2} Elements of the 15th Wilenska Rifle Battalion, 5th Wilenska Rifle Brigade enter on or after turn four along the northeast edge (hexrow 18):

 E 4-5-8	 8-1	 FP: 2 Rng: 7 ROF: 1
-------------	---------	-------------------------------

3

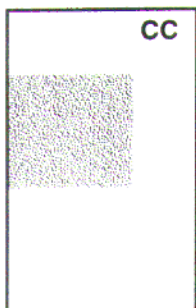
Elements of the 2nd Battalion, 100th Mountain Regiment, 1st Parachute Division set up 1-3 hexes to the southwest of the Polish set-up line:

 E 4-6-8	 E 2-4-8	 9-1	 8-1	 8-0	 FP: 7 Rng: 16 ROF: 3	 FP: 5 Rng: 12 ROF: 2	 FP: 3 Rng: 8 ROF: 1	 2-2-8	 GW 94 MA: 81 Rng: 2-60 ROF: 3 SA: 66
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[ELR: 4] 12 3 2 2 4

{SAN: 3} Set up according to SR 3:
E 2-4-8

MAP LAYOUT:



(Only hexrows X-II in hexes numbered ≤ 18 are playable)

HANDICAPS:

- Delete one 4-5-8 from the Polish OB.
- Delete the MMG from the German OB.
- Any other mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- All CAC CGSR are in effect. EC are Moderate with no wind at start. There is a +1 dawn LV hindrance in effect throughout the scenario.
- Place a rubble marker in AA16 before setup.
- The German must place four of his 2-4-8 HS in hexes numbered ≤ 14 containing one or more Polish MMC. Each hex containing units of both sides is marked with a Melee counter. No more than one of these German 2-4-8 may be placed in a hex. Place a trench in each so-marked hex also. Each player is free to place his unit in or out of the trench as desired, the German player declaring the Location of his unit first. If insufficient Polish units are available for the Germans to meet the requirements of this SR the German is free to set up in empty hexes but otherwise must comply with the other provisions of this SR.
- The Polish player receives an off board observer with a module of 88mm OBA (HE & S). The Off board Observer traces LOS from hex KK16. The first two chit draws are automatically black.

OBJECTIVES: The Polish win if at game end they control ≥ 4 of the following hexes: X15, BB16, DD14, EE15, and II15.

PHANTOM RIDGE, Near Cassino ITALY, 12 May 1944: As the assault on Phantom Ridge progressed the 15th Wilno Bn. of the 5th Kresowa Div. gained the crest, and began to clear the Germans out of their fortified positions. The Poles were new to the front, facing experienced and well-tried defenders, familiar with the terrain. Worse, dense thorn-scrub as well as rocks and boulders greatly added to the difficulties of the night fighting. Two companies, nevertheless, managed to thrust past the enemy positions and reached Point 517. There they were engaged by concentrated enemy fire and their commander was forced to order a retirement to the forward slopes of Phantom Ridge. Upon reaching their new positions the Poles were immediately attacked by German troops from the environs of Point 517 which they had so recently abandoned. The situation was desperate as the Poles had to deal with enemy bunkers which still remained uncaptured in their midst. Hand-to-Hand fighting ensued in which Germans and Poles alike were killed and wounded. When the smoke finally began to clear the Poles still held the forward slope of Phantom Ridge. The remainder of the day the Poles were subjected to continuous artillery and small arms fire, but the counterattack was stopped. That evening orders were received to fall back to the starting positions. The Polish II Corp assault on the opening day of operation Diadem had failed.



COLLE ST. ANGELO

CAC #8

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

Elements of the 2nd Bn. of the 100th Mountain Regt. of the German 1st Parachute Div. set up in hexes numbered ≤ 7:

E 4-6-8	2-2-8	8-1	8-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	MA: 120° ROF: 2 Rng: 8-75 M#9	MA: 81° Rng: 2-60 ROF: 3 SA: s8	Trench	Pillbox	7.5 cm LG 40 MA: 75° ROF: 1 M#10 B#11	Foxhole
6	3			2	2			4	2		2

[ELR: 4]
[SAN: 3] Elements of the 2nd Bn., 100th Mountain Regt. of the German 1st Parachute Div. enter on southwest edge on or after turn two:

E 4-6-8	9-2	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	Cnct: 8 Radio
8			2		2	3	2

Elements of the 17th Lwowska Rifle Battalion, 5th Kresowa Division set up in hexes numbered ≥ 11:

E 4-5-8	10-2	9-1	8-0	FP: 2 Rng: 7 ROF: 1	MA: 51° Rng: 2-11 ROF: 2	FP: 8 Rng: 3 X#: 10	FP: 6 Rng: 14 ROF: 3	FP: 4 Rng: 14 ROF: 2
13			2	3	3	2	2	

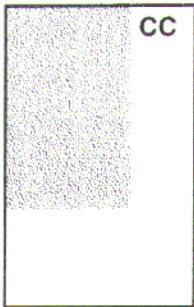
[ELR: 4]
[SAN: 2] Elements of the 16th and 18th Lwowska Rifle Battalions, 5th Kresowa Division enter on northeast edge on or after turn four:

E 4-5-8	9-2	9-1	8-0	FP: 2 Rng: 7 ROF: 1	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	MA: 51° Rng: 2-11 ROF: 2	FP: 8 Rng: 3 X#: 10	2-2-8
13		2		3	2	4	3	2	2

Enter on the northeast edge in hexes T16-X16 on or after turn four:

Sherman II(a)	Sherman V(a)
MP: 13 MA: 75° MG: 2/4/4 ROF: 1	MP: 13 MA: 75° MG: 2/4/4 ROF: 1
3	

MAP LAYOUT:



(Only hexrows S-UU in hexes numbered ≤ 18 are playable)

OBJECTIVES: The Polish win if at game end they control Point 600 (MM5) and Point 517 (BB7) at game end.

HANDICAPS:

- Remove one trench from the German OB.
- Add one 4-5-8 to Polish reinforcements.
- Any other mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- CAC CGSR are in effect. EC are Moderate with no wind at start.
- The German receives a module of 150+mm Rocket OBA (HE only) with an off board observer with one Pre-registered hex. The Pre-registered hex and the Offboard Observer hex (level 6 on the SW edge) must be designated prior to Polish setup. The Observer is not available until turn four.
- The Germans receive a module of 105mm OBA (HE only) and an 80mm Battalion mortar OBA module (HE & S). The Polish player receives an Offboard Observer with one module of 88mm OBA (HE and S) with one pre-registered hex. The Off board Observer traces line of sight from Point S29. This Observer is available on/after turn three.

COLLE ST. ANGELO, Near CASSINO, ITALY, 17 May 1944: During the night of the 16th the 16th Lwowska Rifle Bn. managed to seize Phantom Ridge from the German 2nd Bn. of the 100th Mountain Regiment. Much confused fighting occurred throughout the night and a counterattack by the Germans just before dawn failed to dislodge the Poles. By dawns light a squadron of the fourth Polish Armored Regt. began to ascend Phantom Ridge encountering serious terrain obstacles. At the same time 17th Lwowska Rifle Bn. passed through the 16th to attack Colle St. Angelo. The Bn. stormed forward quickly and overwhelmed the defenders of Colle St. Angelo but their ammunition porters were severely mauled by German Artillery fire as they attempted to reach the forward positions. A series of sharp German Counter attacks supported by large amounts of artillery fire managed to recapture a portion of Colle St. Angelo. Just as the Poles were about to be pushed off the remainder of the feature the Poles tanks crested Phantom ridge and the tanks lent their fire to support the remaining troops and artillery support came into action as well to stem the German advance. The attack was renewed by elements of the 16th and 18th Lwowska Rifle Bn.s and as night fell the Poles were firmly in control of Colle St. Angelo.



CG I: American High Tide on the Cassino Massif



INITIAL FIREFIGHT VICTORY CONDITIONS: The U.S. must Control either Point 593 *or* Point 468 *and* all three Points 521, 578 and 601 at the conclusion of the Initial Firefight.

TERRAIN CONFIGURATION: Hexrows A-T are in play. North is the hex grain from the Farm towards the UU30 corner.

FRIENDLY MAP EDGE: Hex row 1/0 is the German FME; Hexrow 30 is the U.S. FME.

CG I VICTORY CONDITIONS: The U.S. must control *five* of the following at game end: Points 569, 593, 468, 521, 578, or 601.

INITIAL FIREFIGHT INITIATIVE: German Idle, U.S. Attack.

INITIAL FIREFIGHT SET UP SEQUENCE: Germans set up first; U.S. moves first.

INITIAL FIREFIGHT SPECIAL RULES (NOTE I.1 —OBA—APPLIES TO ALL FF):

- I.1 The German may not buy additional FP, nor any additional foxholes or trench fortifications, nor use > one OBA module per FF.
- I.2 OB-given U.S. OBA has one pre-reg hex but cannot become a Creeping Barrage.
- I.3 All OB-given and purchased RG may be set up on map at no extra CP cost.
- I.4 The U.S. may use two OBA modules *and* a Bombardment for the Initial Firefight.
- I.5 Before set up, make a dr for each stone building location. On a result of ≥ 4 place a rubble counter in the building hex.
- I.6 The German Controls all map locations not within the U.S. set-up area at firefight start.

INITIAL U.S. OB: Elements of 141st and 142nd Infantry Regiments of the 36th Infantry Division [ELR: 3] set up on or North of the hex line F30-T23: {SAN: 2}

3 x Inf Coy (I1), 1 x Bombardment (B1), 1 x MG Pltn (HW1), 1 x Med Artillery (O3), 10 CP

INITIAL GERMAN OB: Elements of the 3rd Battalion, 3rd Regiment and 2nd Battalion, 1st Regiment Falschirmjäger [ELR: 5] and the 1st Battalion, 361st Panzer Grenadier Regiment [ELR: 4] of the German 90th Panzer Grenadier Division set up on map on/west of line A26-T17: {SAN: 4}

1 x Falschirmjäger Coy (I1), 1 x Para MG Pltn (HW1), 1 x Btl Mortar OBA (O1), 1 x Pz Gren Coy (I2), 4 x Sangar, 3 x Foxhole, 7 x Trench, 1 x 1-5-7 Pillbox, 12 AP Mine factors, 18 FP, 6 CP

Firefight	Time	Date	Weather	EC	Wind	Attacker	Historical Modifier
1	Dawn	2/11/44	Overcast	Wet	None	U.S.	-1
2	Day AM	2/11/44	Overcast	Wet	None	U.S.	0
3	Day PM	2/11/44	Overcast	Wet	None	German	+1

CG DRM:	German	American
Leader	-1	0
Battle Hardening	-1	0
Artillery	-1	-1
CP Replenishment	-1	0
Intensity	Low	Low

Fortifications Available for Purchase
German: Foxhole ¹ , Sangar, Trench ¹ AP Mines ¹ , Dummy Minefield ¹ , Tunnel ¹ , Cave ^{1,2} , HIP, “?”, Booby Traps ¹
U.S.: Sangar, Foxhole ¹ , HIP, “?”
Notes: 1 May only be purchased for the initial firefight. 2 Opening must face southeast, south or southwest (directions 4, 5 and 6).

CG I: German Reinforcement Group Chart

ID	Group Type	Full/Depl	Unit Type	CP Cost	FF Max	CG Max
I1	Fallsch. Coy	9/7	548	8 (cdl)	2	5
I2	Pz. Gren Coy	9/7	467	7 (cdl)	2	5
I3	Pz Gren Eng	3/2	468	4 (dln)	1	4
HW1	Para MG Plt	2	2xHMG+2xMMG	4 (c)	1	5
G1	AT Battery	3/2	75 Pak40	5 (cdm)	1	1
G2	Med MTR	3/2	81 MTR	4 (cdm)	1	3
G3	Hvy MTR I	2/1	120 MTR	4 (cdm)	1	2
O1	Btln Mtr	81 BM OBA		3 (m)	2	6
O2	Medium Arty	105 OBA		4 (m)	1	2
O3	Heavy Mtr	120 OBA		5 (m)	1	3
O4	Heavy Arty	150 OBA		6 (m)	1	1
O5	Nebelwerfer	150 ROBA		3 (m)	1	1
O6	Offboard Obs.	Observer		1 (o)	2	4
B1	Bombardment			5 (b)	1	3
M1	Sniper	SAN +1		1	1	3
M2	Fortification	20 FP		1	5	20
M3	Attack Option	Attack Option		1(n)	1	2

Notes (in brackets to right of CP Cost):

b. See CGSR CAC 13 for use of Bombardments.

c. Each HMG and Gun is accompanied by a 2-2-8 crew, i.e., no crew for MMG.

d. This unit is subject to CGSR CAC12 Depletion.

l. Leader types must be determined as per 2.361. Each I1 and I2 may roll twice on the 2.361 Leader Table. Each I1 and I2 come with 3 x LMG, 1 x 81mm MTR + 1 x 2-2-8 crew, 1 x PSK and 1 x 7-0 leader. I3 are Assault Engineers (H1.22) and receives a -1 to its 2.361 Leader Table DRM and comes with 2 x FT and 4 x DC.

m. Available for on-map setup on CG Date of purchase.

n. Not available for Initial Firefight.

o. Offboard Observer is at level 2 in any friendly board edge hex. Secretly record the hex before Allied setup. Cost is per module. Each Offboard Observer is retained as long as the module he is assigned to is retained.

p. Each German OBA module automatically receives 1 Pre-registered hex. Each pre-registered hex is retained as long as the module it is assigned to is retained. Use of creeping barrage is NA. O1 may fire IR. O1, O2, O3 and O4 may fire Smoke.

CG I: U.S. Reinforcement Group Chart

ID	GroupType	Full/Depl.	Unit Type	CP Cost	FF Max	CG Max
I1	Inf Coy	9/7	666,546,536	8 (dl)	2	8
I2	Eng Platoon	4/3	667	5 (dl)	1	4
HW1	MG Platoon	2/1	HMG, .50cal.	3 (d)	2	4
G1	MTR Platoon	3/2	81 MTR	3 (cdm)	1	2
O1	Btln Mtr	81 BM OBA		2 (mp)	2	4
O2	Light Arty	75 OBA		2 (mp)	1	4
O3	Medium Arty I	105 OBA de		3 (mp)	1	2
O4	Heavy Arty	155 OBA		4 (mp)	1	2
O5	Vry Hvy Arty	203 OBA		5 (mp)	1	1
O6	Offboard Obs.	Observer		1 (o)	1	5
B1	Bombardment	Only w/M3		3 (b)	1	2
M1	Sniper	SAN +1		2	1	5
M2	Fortification	20 FP		1	2	8
M3	Attack Option	Attack Option		1	1	2

Notes (in brackets to right of CP Cost):

b. See CGSR CAC 13 for use of Bombardments.

c. Each Gun is accompanied by a 2-2-7 Crew. Each HMG/.50 cal. is accompanied by a 1-2-6 crew.

d. This unit is subject to CGSR CAC12 Depletion.

l. Leader types are determined as per 2.361. Each I1 RG may roll twice on the leader table. Each I1 comes with 2 x MMG, 2 x 60mm MTR, 1 x Baz '44 and 1 x 7-0 leader. RG I2 receives a -1 DRM on the 2.361 Leader Table. Each I2 comes with 2 x FT and 4 x DC. Each I1 quality must be determined by a dr 1-2: 1st line; dr 3-5: 2nd line; and dr 6: Green. 6-6-7 squads are Assault Engineers and Sappers (H1.22; 1.23).

m. Available for on-map setup on CG Date of purchase.

o. Offboard Observer is at level 12 in any map edge hex between hex UU20 and UU30. Secretly record the hex prior to German setup. Cost is per module. Each Offboard Observer is retained as long as the module he is assigned to is retained.

p. All US OBA comes with one Pre-registered hex. Increase CP cost by one per Pre-registered hex purchased with the module (no module can have > two pre-registered hexes). Each pre-registered hex is retained as long as the module it is assigned to is retained. Use as a creeping barrage increases the cost of a module by 50% (FRD) and is not convertible. Each Creeping Barrage must have northwest-southeast hex grain alignment (E12.11-12.2). O1, O2, O3, and O4 may fire WP. O3 and O4 may fire Smoke.

CARNAGE AT CASSINO



CG II: The Tiger Attacks



INITIAL FIREFIGHT VICTORY CONDITIONS: The Indian must Control more locations ADJACENT to Point 593 than the German.

TERRAIN CONFIGURATION: Hexes A-P with a coordinate ≥ 13 are in play.
North is the hex grain from the Farm towards the UU30 corner.

FRIENDLY MAP EDGE: Hex row 13 is the German FME; Hexrow 30 is the Indian FME.

CG II VICTORY CONDITIONS: The Indian must Control Points 593 and 569 at game end.

INITIAL FIREFIGHT INITIATIVE: German Idle, Indian Attack.

INITIAL FIREFIGHT SET UP SEQUENCE: Germans set up first; Indians move first.

INITIAL FIREFIGHT SPECIAL RULES:

- I.1 The German may not buy additional FP, nor any additional foxholes or trench fortifications, nor use > one OBA module per FF.
- I.2 All OB-given and purchased RG may be set up on map at no extra CP cost.
- I.3 Before set up, make a dr for each stone building location. On a result of ≥ 4 , place a rubble counter in the building hex.
- I.4 The German controls all map locations not in the Indian set-up area at firefight start.
- I.5 The Germans may not purchase any more FP, foxholes or trenches.

INITIAL INDIAN OB: Elements of 1/9th Gurkha Rifle Battalion, 4/6 Rajputana Rifle Battalion, and 1st Royal Sussex Battalion of the 4th Indian Division [ELR:3] set up on or North of the hex line D30-G28-G26-P22: {SAN:2}

1 x Indian Inf Coy (I1), Med Artillery 1 (O2), 1 x Gurkha Coy (I3), 12 CP

INITIAL GERMAN OB: Elements 1st Battalion, 1st Regiment Fallschirmjäger [ELR:5] of the German 90th Panzer Grenadier Division set up on/south of the hex line A23-G23-P18: {SAN:4}

1 x Fallschirmjäger Coy (I1), 1 x Armored Cupola (see CAC 5), 1 x Cave (apply note 2 from Fortifications Available for Purchase), 5 x Trench, 2 x 1-5-7 Pillbox, 6 x Foxhole, 23 FP, 13 CP

Firefight	Time	Date	Weather	EC	Wind	Attacker	Historical Modifier
1	Night	2/18/44	Overcast	Wet	None	Allied	+1
2	Dawn	2/18/44	Overcast	Wet	None	Allied	0
3	Day 1	2/18/44	Overcast	Wet	None	German	+1

CG DRM:	German	Indian
Leader	-1	0
Battle Hardening	-1	0
Artillery	-1	-1
CP Replenishment	-4	0
Intensity	Low	Low

Fortifications Available for Purchase

German: Foxhole¹, Sangar, Trench¹ AP Mines¹, Dummy Minefield¹, Tunnel¹, Cave^{1,2}, HIP, "?", Booby Traps¹, Armored Cupola¹

Indian: Sangar, Foxhole^V, HIP, "?"

Notes:

1 May only be purchased for the initial firefight.

2 Opening must face southeast, south or southwest (directions 4, 5 and 6).

CG II: German Reinforcement Group Chart

ID	GroupType	Full/Depl	Unit Type	CP Cost	FF Max	CG Max
I1	Fallsch Coy	9/7	548	8 (cdl)	2	4
HW1	Para MG Plat.	2,2	HMG, MMG	3 (c)	1	3
G1	RCL Platoon	2/1	75 RCL	3 (cdm)	1	2
G2	Med Mtr	3/2	81 MTR	4 (cdm)	1	2
G3	Hvy MTR	2/1	120 MTR	4 (cdm)	1	1
O1	Btltn Mtr	81 OBA		3 (mp)	2	4
O2	Med Art	105 OBA		4 (mp)	1	2
O3	Hvy MTR	120 OBA		4 (mp)	1	2
O4	Hvy Art	150 OBA		6 (mp)	1	1
O5	Nebelwerfer	150 ROBA		2 (mp)	1	1
O6	Offboard Obs.	Observer		1 (o)	2	4
B1	Bombardment	Only w/M3		5 (b)	1	3
M1	Sniper	SAN +1		1	1	3
M2	Fortification	20 FP		1	3	10
M3	Attack Option	Attack Option		1	1	2

Notes (to right of CP Cost):

b. See CGSR CAC 13 for use of Bombardments.

c. Each HMG and Gun is accompanied by a 2-2-8 crew.

d. This unit is subject to CG SR CC12 Depletion.

l. Leader types must be determined as per 2.361. Each I1 may roll twice on the leader table. Each I1 comes with 3 x LMG, 1 x 81 mm MTR + 2-2-8 crew, 1 x PSK and 1 x 7-0 leader.

m. Available for on-map setup on CG Date of purchase.

o. Off board observer is at level 6 in any friendly board edge hex. Secretly record the hex prior to Allied setup. Cost is per module. Each Off board Observer is retained as long as the module he is assigned to is retained.

p. Each German OBA module automatically receives 1 Pre-registered hex. "BM" signifies Battalion Mortar OBA. Each pre-registered hex is retained as long as the module it is assigned to is retained. Use of Creeping Barrage is NA. O1 may fire IR. O1, O2, O3 and O4 may fire Smoke.

CG II: Indian Reinforcement Group Chart

ID	Group Type	Full/Depl	Unit Type	CP Cost	FF Max	CG Max
I1	Indian Inf Coy	12/9	457	8 (dl)	2	2
I2	British Inf Coy	9/7	457	8 (dl)	2	3
I3	Gurkha Coy	12/9	648	9 (dl)	1	1
HW1	MG Platoon	2/2	MMG.HMG	3 (c)	2	4
G1	MTR Platoon	3/2	76 MTR	3 (cdm)	1	1
O1	Battalion MTR	76 OBA		2 (mp)	1	3
O2	Med Art 1	88 OBA		3 (mp)	1	1
O3	Med Art 2	114 OBA		3 (mp)	1	1
O4	Hvy Mtr	107 OBA		4 (mp)	1	1
O5	Hvy Art	140 OBA		5 (mp)	1	1
O6	Offboard Obs.	Observer		1 (o)	2	4
M1	Sniper	SAN +1		2	1	2
M2	Fortification	20 FP		1	2	5
M3	Attack Option	Attack Option		1	1	1

Notes (to right of CP Cost):

c. Each MMG/HMG/Gun is accompanied by a 1-2-7 crew.

d. This unit is subject to CGSR CAC12 Depletion.

l. Leader types must be determined as per 2.361. Each I1, I2, and I3 may roll twice on the leader table. Each I1, I2 and I3 come with 3 x LMG, 1 x 51mm MTR, 1 x PIAT and 1 x 7-0 leader. I3 receives a -1 on the leader determination table.

m. Available for on-map setup on CG Date of purchase.

o. Off board observer is at the same level as any friendly board edge hex. Secretly record the hex prior to Allied setup. Costs is per module. Each Off board Observer is retained as long as the module he is assigned to is retained.

p. Increase CP cost by one per Pre-Registered hex purchased with the module (no module can have > two pre-registered hexes). Each pre-registered hex is retained as long as the module it is assigned to is retained. Use as a creeping barrage increases the cost of a module by 50% (FRD) and is not convertible. Each Creeping Barrage must have northeast-southwest hex grain alignment (E12.11-12.2). O1 may fire IR. O1, O3 and O4 may fire WP. O1, O2, O3 and O4 may fire S.

CARNAGE AT CASSINO



CG III: Once More Into The Breach



INITIAL FIREFIGHT VICTORY CONDITIONS: The Polish must control two of the last five locations required for the CG victory.

TERRAIN CONFIGURATION: The entire CAC map is in play.

FME: Hex row 1/0 is the German FME, Hex row 30 is the Polish FME.

CG III VICTORY CONDITIONS: The Polish must control Point 593, Point 521, Point 578, Point 607, Point 706 and all of ≥ 1 of the following at CG end: Point 569, The Gorge (hexes N16-N17), Point 517, Point 600 and/or Albaneta Farm (hexes O11, O12, P11, P12, Q11, and Q12).

INITIAL FIREFIGHT INITIATIVE: German Idle; Polish Attack.

INITIAL FIREFIGHT SET UP SEQUENCE: Germans set up first; Polish move first.

INITIAL FIREFIGHT SPECIAL RULES

- I.1 The German may not buy additional FP nor any additional foxhole or trench fortifications.
- I.2 All OB-given and purchased RG may be set up on map at no extra CP cost.
- I.3 Place a burnt out wreck in hexes N18, P17, P19, Q19, and S20.
- I.4 Place rubble counters in all building locations.
- I.5 The German controls all map locations not in the Polish set-up area at firefight start.
- I.6 If the OB given, or any purchased, tanks of the Polish OB are set up on map they must be set up on or adjacent to a road hex. I.4 The Poles may use two OBA modules *and* a Bombardment for the Initial Firefight.

INITIAL Polish OB: Elements of the 3rd Carpathian Infantry Division and 5th Kresenowa Infantry Division of the Polish II Corps [ELR:4] set up on or Northeast of the hex line B30-I26-I24-X17-UU17: {SAN:2}

4 x Inf Coy (I1), 1 x Tank Trp (VI), 1 x Bombardment (B1), 1 x Med. Arty 1 (O2), 1 x Eng. Pltn. (I2), 1 x MTR Pltn (G1), 15 CP

INITIAL GERMAN OB: Elements of the 1st Battalion of the 3rd Regiment Fallschirmjägers [ELR: 5] and the 2nd Battalion 100th Mountain Regiment [ELR: 4] of the German 1st Fallschirmjäger Division set up on map >2 hexes south of Polish set up area: {SAN: 4}

1 x Fallschirmjäger Coy (I1), 2 x MG Pltn (HW1), 1 x Btln Mortar OBA (O1), 1 x RCL Pltn (G1), 1 x Mountain Coy (I2), 1 x Hvy Mortar OBA (G5), 8 x Sangar, 9 x Foxhole, 8 x Trench, 3 x Cave, 5 x 1-5-7 Pillbox, 3 x Armored Cupola (see CAC 5.), 72 AP mine factors, 1 x Tunnel, 80 FP, 12 CP

Firefight	Time	Date	Weather	EC	Wind	Attacker	Historical Modifier
1	Night	5/12/44	Clear	Mod	None	Polish	+1
2	Dawn	5/12/44	Clear	Mod	None	German	0
3	Day AM	5/12/44	Clear	Mod	None	German	0
4	Day PM	5/12/44	Clear	Mod	None	German	+1

CG DRM:	German	Polish
Leader	-1	0
Battle Hardening	-1	0
Artillery	-1	-1
CP Replenishment	+1	+1
Intensity	Mid	Mid

Fortifications Available for Purchase

German: Foxhole¹, Sangar, Trench¹ AP Mines¹, Dummy Minefield¹, Tunnel¹, Cave^{1,2}, Cave Complex^{1,2}, HIP, "??", Booby Traps¹, Armored Cupola¹

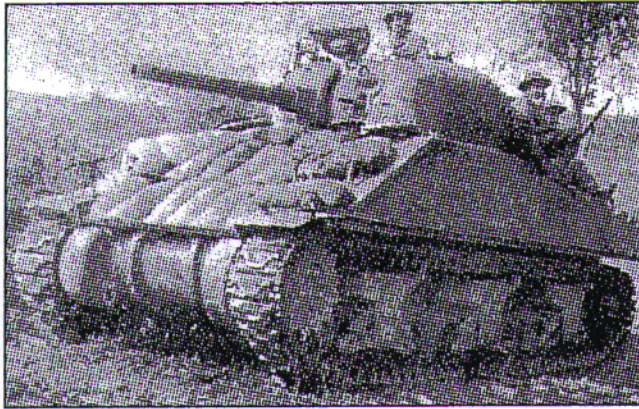
Polish: Sangar, Foxhole¹, HIP, "??"

Notes:

1 May only be purchased for the initial firefight.

2 Opening must face southeast, south or southwest (directions 4, 5 and 6).

CG IV: Diadem



INITIAL FIREFIGHT VICTORY CONDITIONS: The Polish must control 2 of the hexes required for the CG victory.

TERRAIN CONFIGURATION: The entire CAC map is in play.

FME: Hex row 1/0 is the German FME. North/northeast map edge hexes between Hex L30 and UU16 are the Polish FME.

CG IV VICTORY CONDITIONS: The Polish must control 5 of the following: Point 593, Point 569, Point 517, The Gorge (hexes N16-N17), Point 600, Point 551, and Albaneta Farm (hexes K9-K10-L9-L10-M9-M10) at CG end.

INITIAL FIREFIGHT INITIATIVE: German Idle, Polish Attack

INITIAL FIREFIGHT SET UP SEQUENCE: Germans set up first; Polish move first.

INITIAL-FIREFIGHT SPECIAL RULES:

I.1 See all CAC CGSR.

I.1 The German may not buy additional FP nor any additional foxhole, cave or trench fortifications.

I.2 All OB-given and purchased RG may be set up on map at no extra CP cost.

I.3 The German controls all map locations not in the Polish set-up area at firefight start. Place burnt-out wrecks in hexes N18, P17, P19, Q19, and S20.

I.5 The German may not place any fortifications in or adjacent to road hexes numbered ≥ 15 .

I.6 If the OB given, or any purchased, tanks of the Polish OB are set up on map they must be set up on or adjacent to a road hex or a Tank Crossing.

I.7 Place rubble counters in all building locations.

INITIAL POLISH OB: Elements of the 3rd Carpathian Infantry Division and 5th Kresenowa Infantry Division of the Polish II Corps [ELR:4] set up on or north of the perimeter L30-L26-T22-T19-Z16-Z14-UU14 or enter on or between hexes L30 and UU16 on/after Turn 1; all, some, or none may enter on each turn: {SAN:2}

4 x Inf. Coy (I1), 1 x Sapper Pltn (I3), 2 x Tank Troop (V1), 1 x Bombardment (B1), 2 x MTR Pltn (G1), 1 x Hvy Arty (O5), 22CP

INITIAL GERMAN OB: Elements of the 1st Battalion of the 3rd Regiment Fallschirmjäger [ELR:5] and the 2nd Battalion 100th Mountain Regiment [ELR:4] of the German 1st Fallschirmjäger Division set up on/south of the line A21-H21-R16-R10-UU10: {SAN:4}

1 x Fallschirmjäger Coy (I1), 1 x Mountain Coy (I2), 2 x MG Pltn (HW1), 1 x Btltn Mortar OBA(O1), 1 x RCL Pltn (G1), 3 x Cave (apply note 2 from Fortifications Available for Purchase), 10 x Sangar, 6 x Foxhole, 7 x Trench, 3 x 1-5-7 Pillbox, 3 x Armored Cupola (see CAC 5.), 48 AP mine factors, 12 AT mine factors, 80 FP, 13 CP

Firefight	Time	Date	Weather	EC	Wind	Attacker	Historical Modifier
1	Dawn	5/17/44	Clear	Mod	None	Polish	-1
2	Day AM	5/17/44	Clear	Mod	None	Polish	0
3	Day Mid	5/17/44	Clear	Mod	None	Polish	0
4	Day PM	5/17/44	Clear	Mod	None	Polish	+1
5	Dusk	5/17/44	Clear	Mod	None	German	+1

CG DRM:	German	Polish
Leader	-1	0
Battle Hardening	0	-1
Artillery	0	-1
CP Replenishment	+1	-1
Intensity	Mid	Mid

Fortifications Available for Purchase:

German: Foxhole¹, Sangar, Trench¹, AP Mines¹, Dummy Minefield¹, Tunnel¹, Cave^{1,2}, Cave Complex^{1,2}, HIP, “?”, Booby Traps¹, Armored Cupola¹

Polish: Sangar, Foxhole¹, Tank Crossing¹, HIP, “?”

Notes:

1 May only be purchased for the initial firefight.

2 Opening must face southeast, south or southwest (directions 4, 5 and 6).

CGs III & IV: Polish Reinforcement Group Chart

ID	GroupType	Full/Depl	Unit Type	CP	FF Max	CG Max
F1	FB 44	1-3	'44 FB	1 (a)	2	3/6
I1	Inf. Coy	12/9	458	8 (dl)	3	4/10
I2	Eng. Pltn.	4/3	458	3 (dl)	2	2/3
I3	Sapper Pltn.	4/3	648	3 (dl)	1	1/1
I4	Ad Hoc Coy	12/8	457	6 (dln)	1	2/2
I5	RemnantsCoy	9/6	447	4 (dln)	1	2/2
HW1	MG Pltn.	3,1	MMG,HMG	3 (c)	1	5/5
G1	MTR Pltn.	3/2	76 MTR	2 (cdm)	2	3/3
G2	Hvy MTR Pltn.	2/1	107 MTR	2 (cdm)	1	2/2
V1	Tank troop	4,1/4,0	4xSherman V, 1xIIA	6 (del)	1	1/3
V2	SP AT troop	4/3	Wolverine	4 (del)	1	1/1
O1	Btln Mtr	76 BM OBA		2 (mp)	1	2/2
O2	Med Arty 1	88 OBA		3 (mp)	1	2/2
O3	Med Arty 2	114 OBA		3 (mp)	1	2/2
O4	Hvy Mtr Arty	107 OBA		4 (mp)	1	2/2
O5	Hvy Arty	140 OBA		5 (mp)	1	1/1
O6	Offboard Obs.	Observer		1	1	4/5
O7	Spotter plane	Plane(E7.6)		1 (s)	1	2/4
B1	Bombardment		Only w/M3	3 (b)	1	3/4
M1	Sniper	SAN +1		2	1	4/5
M2	Fortification	20 FP		1	2	8/10
M3	Attack Option	Attack Option		1	1	1/4

Notes (to right of CP Cost):

- a. Determine arrival turn, number of FB and presence/lack of bombs as per E7.2-.21, except that there are never more than two FB and they are all armed with bombs on a dr of ≤ 5. All bombs are HE. No > two FB RG may enter play per CG scenario, and no > one may be in play at any given time during the scenario. Apply a -2 dr to its arrival dr if purchased for 2CP.
- b. See CGSR CAC 13 for use of Bombardments.
- c. Each HMG and Gun is accompanied by a 2-2-8 Crew.
- d. This unit is subject to CGSR CAC12 Depletion.
- e. Must enter on or between hex rows DD and LL. If placed on map in a non-Bog hex a line of continuous non-bog hexes must be traceable back to these eligible entry locations. Placement in a bog hex is prohibited.
- f. Leader types must be determined. Each I1, I4, and I5 may roll twice on the Leader Table. Each I1, I4, and I5 comes with 3 LMG, 1 51mm MTR, 1 PIAT and 1 7-0 leader. I2 and I3 have a -1 on the leader determination table and I4 and I5 have a +1 on the leader determination table. Each I2 comes with 2 FT and 4 DC.
- g. Available for on-map setup on CG Date of purchase.
- h. Not available for Initial Firefight.
- i. Off board Observer is at level 11 in any map edge hex between hex L30 and UU20. Secretly record the hex prior to German setup. Cost is per module. Each Off board Observer is retained as long as the module he is assigned to is retained.
- j. Increase CP cost by one per Pre-Registered hex purchased with the module (no module can have > two pre-registered hexes). Each pre-registered hex is retained as long as the module it is assigned to is retained. Use as a creeping barrage increases the cost of a module by 50% (FRD) and is not convertible. Each Creeping Barrage must have northeast-southwest hex grain alignment (E12.11-12.2). O1 may fire IR. O1, O3 and O4 may fire WP. O1, O2, O3 and O4 may fire S.
- k. The spotter Plane is retained as long as the module it is assigned to is retained

CGs III & IV: German Reinforcement Group Chart

ID	Group Type	Full/Depl	Unit Type	CP Cost	FF Max	CG Max
I1	Fallsch Coy	9/7	548	8 (cdl)	2	5/5
I2	Mtn Coy	12/9	468	7 (cdl)	2	2/2
HW1	MG Pltn.	2,2	HMG,MMG	3 (c)	1	4/3
I3	Para Eng.Pltn	3/2	548	6 (dl)	1	4/2
G1	RCL Pltn	2/1	75 RCL	2 (cdm)	1	1/2
G2	AT Battery	3/2	75 Pak 40	5 (cdm)	1	1/1
G3	Inf Battery	2/1	75 Inf	3 (cdm)	1	1/1
G4	Med MTR	3/2	81 MTR	4 (cdm)	1	3/3
G5	Hvy MTR	2/1	120 MTR	5 cdm)	1	2/2
O1	Btln Mtr	81 BM OBA		2 (mp)	1	4/5
O2	Med ART	105 OBA		3 (mp)	1	2/2
O3	Hvy MTR	120 OBA		4 (mp)	1	4/3
O4	Hvy ART	150 OBA		5 (mp)	1	1/1
O5	Nebelwerfer	150 OBA		2 (mp)	1	1/1
O6	Offboard Obs.	Observer		1 (o)	2	8/6
B1	Bombardment	Only w/M3		5 (b)	1	2/2
M1	Sniper	SAN +1		1	1	4/4
M2	Fortification	20 FP		1	5	20/10
M3	Attack Option	Attack Option		1	1	3/2

Notes (to right of CP Cost):

b. See CGSR CAC 13 for use of Bombardments.

c. Each Gun is accompanied by a 2-2-8 crew.

d. This unit is subject to CGSR CAC12 Depletion.

i. Leader types must be determined as per 2.361. Each I1 and I2 may roll twice on the leader table. Each I1 and I2 comes with 3 x LMG, 1 81mm MTR + 2-2-8 crew, 1 x PSK and 1 x 7-0 leader. I3 receives a -1 to its leader DRM and comes with 2 FT and 4 DC.

m. Available for on-map setup on CG Date of purchase.

o. Offboard Observer is at level 7 in any friendly board edge hex. Secretly record the hex prior to Allied setup. Cost is per module. Each Offboard Observer is retained as long as the module he is assigned to is retained.

p. Each German OBA module automatically receives 2 Pre-registered hexes. "BM" signifies Battalion Mortar OBA. Each pre-registered hex is retained as long as the module it is assigned to is retained. Use of Creeping Barrage is NA. O1 may fire IR. O1, O2, O3 and O4 may fire Smoke.

Luis Calçada

From: Kurt Martin <kmartin@ic.net>
To: Luis Calçada <luisal.caltec@mail.telepac.pt>
Sent: Domingo, 20 de Agosto de 2000 18:16
Subject: Re: Ici Belvedere

Luis!

Good to hear from you. Here's the stuff on Ici Belvedere:

Luis Calçada wrote:

> French set up on RR row on the north board edge. German start with 2 1/2
 > squads within 1 hex of colle St. Angelo.
 >
 > SS3. The german player receives one module of 80 mm Battalion Mortar OBA
 > (HE only) with an offboard observer recorded before all setup along the north
 > edge at level 11. The German draw pile for this module is 4 Black , 1 Red
 >
 > SS4. The french have a module of 100mm OBA, start with FFE2 placed anywhere
 > on map, and receive a preregisted hex. They have an offboard observer at
 > level 8 on the sout edge. The french draw pile is one red and two black,
 > but they may not attempt Battery access after turn three.
 >
 > We casted doubts about the observers being on the enemy board edge at
 > first, but due to the type of fight on Cassino we admitted it as plausible. But
 >
 > look at what happened...
 >
 > 1st turn
 > =====
 > Prep fire phase.
 > =====
 > French with FF2 on board uses OBA smoke to Colle St. Angelo (registered
 > hex) and all hexes around. This voids any effective defensive fire from the
 > germans due to huge positive modifiers.
 >
 > French Movement Phase
 > =====
 > French moves all his units unmolested, and some adjacent to german units
 > shrouded by smoke. Fire from the german best group (squad, MMG, Leader)
 > battle hardens the 10-2 leader to 10-3 and subsequent to heroic state (very
 > fun) ,
 >
 > APhase
 > =====
 > French stack advances to CC with a - 3 modifier.
 >
 > CCPhase
 > =====
 >
 > Games over.
 >

- > Conclusion: On SSR 3 replace German with French and SSR 4 replace French
- > with German Now the scenario looks interesting.
- > I believe that the SSR are refering the wrong nationalities. I would like to
- > have your confirmation. Errata is due.
- >

I recall that the French OBA should be HE only, but I don't think it matters. Keep in mind that the Germans have almost 9 more squads coming on the map, and the smoke will make it hard for the French to keep them away. Notice also that the French will run out of OBA and the Germans will have 80 throughout the firefight.

Hope you're enjoying Cassino. I got more and more interested in it as we played it.