

MINI-GAMES

There are three mini-games: *Winterline*, *Monte Cassino*, and *Gothic Line*. They are designed for players who don't wish to play out the whole 79 turn game. They can be adapted directly to either combat system.

Locations of starting units are indicated on the mini-games charts and the Initial Placement Card. Sometimes these units don't begin the game at full strength. Use a substitute counter in this case even if the UET is being used. In each game, pick up the Order of Appearance Cards on the turn the game starts. The Time Record Card shows when the games begin and end.

WINTERLINE

Start a normal game, but the invasion must be made at Salerno. Don't use the First Invasion Reaction Table, Italian Forces, or Units in North Italy Rules.

Victory Conditions: The Allies win by occupying, out of German zones of control and not isolated, any two of the following squares marked on the Initial Placement Card: A, B, or

C, at the end of the German player's February IV turn; OR, by having any one unit on one of the Rome squares at the end of the German player's February IV turn. In this case it makes no difference if the unit is in enemy zones of control and/or isolated.

The German player wins by avoiding these conditions.

MONTE CASSINO

Allied Units at Start: Nov III 1943

5 4-5-12	46 3-4-12	56 3-4-12	76 3-4-12	7 5-5-12	4 2-1-12	23 2-1-12	207 1-1-12	2 1-1-12	255 1-1-12	2 6-6-12
1 5-6-12	1 2-1-12	60 3-4-12	3 5-6-12	34 4-5-12	36 4-5-12	45 5-6-12	1 7-7-12	304 1-1-12	6615 2-2-12	

German Units at Start: Nov III 1943

Anywhere

1 5-9-12	116 4-5-12	305 3-5-8	71 1-1-8	15 5-8-12	3 2-3-12	23 3-5-12	94 3-5-8	10 3-4-12	76 4-5-12	x 4
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Pescara

65 2-3-8

Avezzano

4 1-1-8

Firenze

5 2-4-8

Rome

2 6-9-12

Genoa

90 4-6-12

Frosinone

4 4-6-8

The Allies set up first. Place all Allied units on or behind the line Nov. III, 1943, on the Initial Placement Card. German units marked "Anywhere" can be placed anywhere north of this

line, at least one square away from an Allied unit. The same goes for forts. The Allied player should draw an 'A' Chart card, but he hasn't made an invasion yet. He has port facilities at

the Salerno Invasion Area, and the Ports of Salerno and Naples. Both the South End Options have been exercised. He has one port counter accumulated. Neither player has any replacements accumulated. **Victory Conditions:** The Allies win by 1) having one unit in each Rome square at the end of the German player's half of the July IV, 1944 turn. It makes no difference if these units are isolated or in

German zones of control. OR 2) Isolating Rome from German sources of supply, OR 3) having at least 20 stacking points, supplied, north of the line formed by Routes 3 and 77. Units must actually be north of this line, not just on it. It makes no difference if Germans are south of this line. The German wins by avoiding all three of these conditions.

GOTHIC LINE

Allied Units at Start: May II 1944

1 4-5-12	116 1-1-8	311 1-1-8	411 1-1-8	211 3-4-8	311 3-4-8	411 3-4-8	1 4-5-12	5 4-5-12	1 3-4-12	76 3-4-12
6 5-5-12	2 2-1-12	7 2-1-12	9 2-1-12	21 2-1-12	25 2-1-12	10 1-1-12	605 1-1-12	2605 1-1-12	2 1-1-12	25 1-1-12
311 3-4-12	511 3-4-12	2 6-6-12	6 5-5-12	1 5-6-12	5 6-6-12	1 2-1-12	4 3-4-12	8 3-4-12		
10 3-4-12	3 5-6-12	34 4-5-12	36 4-5-12	45 5-6-12	85 4-5-12	86 4-5-12	1 7-7-12	1155 2-2-12		6615 2-2-12

Destroyed

German Units at Start: May II 1944

Anywhere

1 4-7-12	4 3-5-12	305 2-4-8	334 2-4-8	715 2-3-12	5 1-3-8	4 1-1-8	114 1-2-8	65 1-2-8	300 1-1-12	1077 1-1-12
1028 1-1-12	44 3-5-8	71 3-5-8	94 2-4-8	362 2-3-8		x 8	At least 6 forts must be south of the center fold of the mapboard			

Tivoli

508 2-2-12	471 2-2-12	3 2-3-12	90 3-5-12	26 4-5-12
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Terracina

15 4-7-12

Viterbo

82 3-5-12

Livorno

116 6-7-12

Firenze

350 2-3-8

Civitavecchia

92 1-2-8

German units marked "Anywhere" can be placed on or behind the same positions the German occupied in Game I. Unlike Game I, all the units don't have to go on this line. However, German units or zones of control must overlap onto every square of this line. The German player makes his placement first. Up to 30 Invasion Points may be placed by the Allies inside the Anzio perimeter. The rest of the Allied units are placed as in Game I. A 'B' Chart

card is drawn at the appropriate time. Post facility counters are in the Naples and Rome Invasion Areas, and the ports of Salerno, Anzio and Naples. The Allies have one port facility accumulated. They also have 20 replacement factors (10 steps) accumulated. The Germans have none accumulated. The Allies have not yet used their Spring, 1944 air strike. Victory Conditions are the same as in Game I.