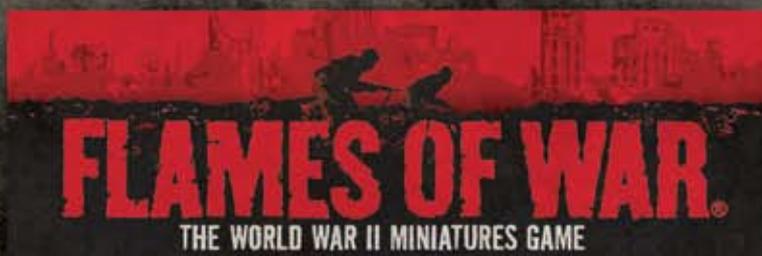




CAMPAIGNS & TERRAIN

OFFICIAL SUPPLEMENT



CAMPAIGNS

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

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

TYPES OF CAMPAIGNS

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

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

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

MISSION SELECTOR

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

AXIS OF ATTACK MISSION SELECTOR

Highest Roll	Mission	Page
12 or more	Surrounded	282
11	Free-for-all	276
10	Encounter	277
9	Hasty Attack or Fighting Withdrawal	283
8	Counter Attack or Breakthrough	286
7	Cauldron	285
6	No Retreat	279
5	Hold The Line	280
4 or less	Pincer	281

LINKED MISSION CAMPAIGNS

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

When playing a series of linked games, use the method of mission selection for one-off games for the first game. For subsequent games each player only rolls one die and adds:

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

Once again the player with the highest score determines the mission and selects if there is a choice. Look up their score on the Mission Selector table. The higher scoring player is the attacker, regardless of the mission's normal means of determining who attacks. If both players scored the same, then use the mission's normal rules to decide who is the attacker and who is the defender.

EXAMPLE

Able won the game against Baker, 5 victory points to 2. For their next game they both roll a die. Able rolls a 3 and adds 5 for the last mission and 1 for having the higher total so far, for a total of 9. Baker rolls a 3 and adds 2 for the last mission for a total of 5. Able scored higher and will attack and chooses Fighting Withdrawal.

ENDING LINKED MISSION CAMPAIGNS

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

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

AXIS OF ATTACK—ANZIO

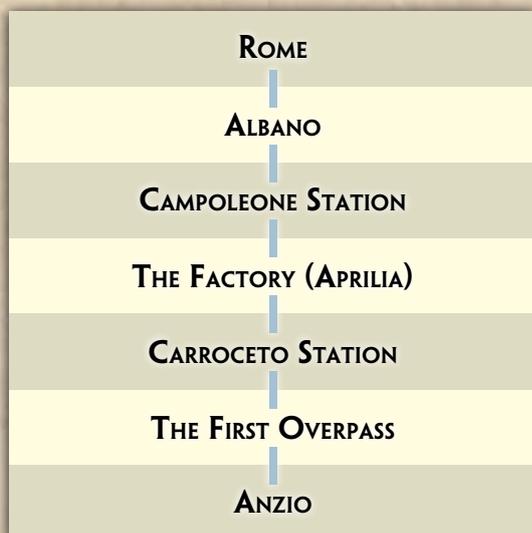
Axis of Attack campaigns are based on actual campaigns conducted during World War II. Here's an exciting example for you and a friend to play set during the Allied landing at Anzio, in Italy. When you've played this one, why not make your own Axis of Attack campaign based upon your research into the battles of the Second World War?

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

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

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

Belatedly, the Allies renew their advance. On 25 January the British 1st Division attacks the town of Aprilia, known as 'the Factory' because of the appearance of its many ruined brick buildings. The attack meets growing German resistance—has the race to get inland been lost already?



ALLIED BRIEFING

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

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

AXIS BRIEFING

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

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



SITUATION REPORT

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

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

ALLIED FORCES

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

To represent these forces field companies from *Dogs & Devils*, *Cassino*, or any of the Italy appropriate PDF Intelligence Briefings. Companies not available from

these books, such as Commandos, can be taken from *Turning Tide*.

AXIS FORCES

The first German troops to Anzio were 3. *Panzer Grenadierdivision*, 65. *Grenadierdivision* and 715. *Grenadierdivision*. Within a month the Germans had added *Panzer Grenadierdivision Hermann Göring*, 26. *Panzerdivision*, 29. *Panzer Grenadierdivision*, 114. *Jägerdivision*, and 4. *Fallschirmjägerdivision* (including elements of the Italian *Nembo* parachute division) to their order of battle. These were supported by a full array of secret weapons including Panther and Tiger heavy tanks, Elephant heavy assault guns, Brummbar assault guns, and radio-controlled demolition tanks.

To represent these forces field companies from *Dogs & Devils*, *Cassino*, or any of the Italy appropriate PDF Intelligence Briefings.

WHAT-IF FORCES

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

SECTORS

ROME

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

VICTORY!

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

ALBANO

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

TERRAIN

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

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

COUNTERBATTERY BOMBARDMENT

The Axis forces have a commanding vantage point atop the Alban Hills, overlooking the entire Allied positions on the coastal plain below. They use this to plot excellent counter-battery fire prior to the main attack going in. See page 11.

CAMPOLEONE STATION

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

TERRAIN

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

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

COUNTERBATTERY BOMBARDMENT

Axis forces attacking from Campoleone Station benefit from a Counterbattery Bombardment as described for the Albano sector on page 11.

THE FACTORY (APRILIA)

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

TERRAIN

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

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

CARROCETO STATION

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

TERRAIN

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

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

NAVAL GUNFIRE SUPPORT

The guns of the USS *Brooklyn*, lying off Anzio, provide fire support for any Allied forces fighting close to the sea. One broadside from the *Brooklyn* is as powerful as a salvo from any heavy artillery battalion. However, *Luftwaffe* air strikes using new Henschel HS-293 guided missiles sometimes force the navy to withdraw, leaving the army unsupported. See page 11.

THE FIRST OVERPASS

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

TERRAIN

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

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

NAVAL GUNFIRE SUPPORT

Allied forces fighting at the First Overpass benefit from Naval Gunfire Support from the USS *Brooklyn* as described for the Carroceto Station sector on page 11.

ANZIO

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

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

ANZIO TERRAIN CHART

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

This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

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

BASIC TERRAIN

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



HIGH GROUND

Roll again:

1 to 3 Low Ridge

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

A ridge is Slow Going Terrain and taller than a vehicle. Connect ridges in adjacent squares.

4 to 6 Dry Ground

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

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

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



WATER COURSE

Roll again:

1 or 2 Gully

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

The sides of a wadi are Very Difficult Going. The floor is Difficult Going.

A wadi must have a Difficult Going vehicle access on each bank and is deep enough to hide a vehicle.

3 to 5 Fosso

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

Roll again.

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

A fosso is Very Difficult Going.

6 Pond

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

Ponds are Impassable.



VEGETATION

Roll again:

1 to 3 Copse

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

A copse is a small wood.

4 to 6 Olive Grove

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

An olive grove is a small wood. However, the trees are dispersed enough that teams inside can see and be seen at 12"/30cm and teams can fire artillery bombardments from inside it or over it unhindered.



SETTLEMENT

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



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



RAIN

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

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

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

Gullies and fossos become Impassable due to flooding.

Teams cannot Dig In except on dry ground or low ridges, although they can start the game in foxholes and other positions they have already dug anywhere they could normally dig in.

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

Requests for ground-attack air support are only successful on a roll of 6 due to low cloud.

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

PLAYING YOUR AXIS OF ATTACK CAMPAIGN

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

OPPONENT

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

VENUE

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

SECTORS

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

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

SELECTING YOUR FORCE

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

You need to agree on the size of forces you will be fielding with your opponent before the campaign begins. Setting the limit to between 1500 and 2500 points makes for great campaign battles.

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

VICTORY POINTS

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

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

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

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

STARTING THE CAMPAIGN

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

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

CAMPAIGN SEQUENCE

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

SET UP THE BATTLEFIELD

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

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

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

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

PLAY THE MISSION

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

The players now play the mission using the normal mission rules with the additional special rules for the sector being fought over.

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

ADVANCE, RETREAT, OR HOLD IN PLACE

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

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

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

SELECT THE NEXT MISSION

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

When you finish a battle, generate the next mission using the same method as a Linked Mission Campaign (see page 2).

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

USING VICTORY POINTS TO CHANGE THE MISSION

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

Once the mission has been generated, the player with the higher Victory Point total may change it to either the mission above or below it on the Mission Selector table by deducting -5 points from their Victory Point total. If they don't want to, the other player may deduct -5 points from their Victory Points total to change the mission instead.

REORGANISE YOUR FORCE

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

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

You may reorganise your force between missions as follows:

- *All of your casualties are replaced from reinforcements, returning stragglers, recovering wounded, and repaired vehicles.*
- *You may add or remove one squad or section from each platoon in your force. Remember to update their points cost when you do so.*
- *You may remove any or all of your Support platoons and replace them with new Support platoons.*
- *You may change the level of Air Support your force has available.*

After all of your reorganisation is done, your force must still be valid in the Intelligence Handbook or Intelligence Briefing you created it from and the points value of your force must be within the total agreed at the start of the campaign.

USING VICTORY POINTS TO REORGANISE YOUR FORCE

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

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

- *Add one Combat or Weapons platoon to your force.*
- *Remove one Combat or Weapons platoon from your force.*
- *Remove one Combat or Weapons platoon from your force and add another Combat or Weapons platoon in its place.*

As usual your final force must be valid and within the agreed points cost.

ENDING THE CAMPAIGN

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

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

STALEMATE

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

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

EVALUATING YOUR PERFORMANCE

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

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

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

MULTI-PLAYER CAMPAIGNS

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

PLAYING MISSIONS

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

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

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

ADVANCING, RETREATING, AND HOLDING

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

SELECTING THE NEXT MISSION

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

REORGANISING FORCES

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

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

ENDING THE CAMPAIGN

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

Your team wins the campaign if any player reaches their objective sector.

THE END OF THE ANZIO CAMPAIGN

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

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

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

The offensive is renewed on 16 February with Operation *Fischfang*. In spite of fierce Allied defence and counterattacks the German forces slowly push the perimeter back. On 20 February the attack, on the verge of a total breakthrough, is finally stopped by Allied artillery and naval fire support just short of the first overpass—the final defensive line for the beachhead.

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

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

CAMPAIGN SPECIAL RULES

PRELIMINARY BOMBARDMENT

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

To conduct a preliminary bombardment, the attacking player works through the defending platoons deployed on the table one at a time, including platoons that are held in Ambush.

The attacker rolls a die per team in the platoon as if the whole platoon were under the template of an artillery bombardment. For each roll of 4+ the defending platoon takes a hit on a team in the platoon chosen by the defender. Hits must be assigned as though they were caused by an Artillery Bombardment (see page 132 of the rulebook).

The defender then rolls a save for each Infantry or Gun team that was hit. Any team that fails their save is removed from the game even if it is in Bulletproof Cover.

The defender gets an Armour Save roll for armoured vehicles. The Anti-tank rating of the heavy guns firing the bombardment is 6, so if the die roll plus the vehicle's Top armour is 5 or less, the vehicle is removed from the game. On a higher roll the vehicle is unharmed.

Vehicles in Tank Pits roll their extra 4+ Tank Pit Save if they fail their normal Armour Save. If they pass this, they are unharmed and remain on table.

Unarmoured vehicles do not have any save due to the intensity of the bombardment and are automatically removed from the table unless they are in a Tank Pit where they get their 4+ Tank Pit Save.

To reflect the mind-numbing fury of the bombardment, all defending platoons on the table start the game Pinned Down and all defending Armoured vehicles on the table start the game Bailed Out.

Defending teams may not start the game mounted in their transport vehicles or on tanks and, as normal, may not mount up Bailed Out transport vehicles or tanks until the crew have remounted.

Company and Higher Command teams and other Warrior teams are hardened veterans and always survive a preliminary bombardment, so do not roll to hit them.

Remember that losses taken before the first turn of play do not affect Platoon and Company Morale Checks.

COUNTERBATTERY BOMBARDMENT

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

At the start of any mission in which the Axis player is the attacker, they may conduct a counter-battery bombardment. The bombardment is conducted in exactly the same way as a Preliminary Bombardment (see page 11), except that only enemy Artillery teams are affected.

NAVAL GUNFIRE SUPPORT

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

*At the start of each turn while rolling for air support, the Allied player rolls another die. On a roll of 5+, the USS *Brooklyn* is available to give this sector naval gun fire support for this turn.*

*When the USS *Brooklyn* is available, the Company Command team (but only the Company Command team) may spot for an Artillery Bombardment from the USS *Brooklyn* equivalent to a 6-gun battery with an Anti-tank rating of 5 and a Firepower Rating of 1+. The USS *Brooklyn* has sufficient range to hit any target on the table. The ship is not on the table and may not be attacked.*

EASTERN EUROPE TABLE

The war on the Eastern Front is dominated by the steppes and forests of Russia and the Ukraine. To make an Eastern Front table start with a polystyrene sheet glued to a thin sheet of MDF or plywood. Cut balkas (gullies) into the surface and add hills with additional polystyrene. Paint and flock the entire table. Show rough areas around hills and balkas by painting them in earthy tones.



Add extra terrain such as buildings, wheat fields, woods and hills to complete the effect.

WINTER TABLE

Creating a winter theme table is a simple but effective procedure. Carve hills and river beds into sheets of high density polystyrene, then cover the whole board in a plaster/sand mix or textured paint. Once dry paint the whole board in an earthy colour, then paint the river bed and some patches over the ground in a very light blue, finally dry brush the whole board white.

ICE FLOES

The Ice Floes in the river were created by breaking up cork tiles and gluing the pieces onto the table. A layer of plaster was brushed on to simulate the pieces being frozen into the river.



More rules for Winter terrain and weather are available in *Devil's Charge* and *Nuts*.



EASTERN EUROPE TERRAIN CHART

Though, as with any theatre of war, fighting tended to focus around villages and towns, the vast grassy steppes of Eastern Europe played host to a large number of open field battles. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2"/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

The predominant terrain feature in these areas is open steppes or grasslands. These are rated as Cross-country.



HILL OR BALKA

Roll again:

1 Hill

A large hill (at least 12"/30cm across) with gently sloping sides dominates the surrounding steppe.

The hill is Slow Going.

2 or 3 Ridge

A low ridge (at least 12"/30cm long) juts from the surrounding steppe.

The ridge is Difficult Going and taller than a tank or truck. Connect ridges in adjacent squares.

4 or 5 Rise

One to three low rises (up to 12"/30cm long) grow gently from the surrounding steppe.

A rise is Cross-country terrain. It is just high enough to conceal tanks positioned on the far side.

6 Balka

A steep-sided balka or gully (at least 12"/30cm long) cuts through the steppe.

The sides of a balka are Very Difficult Going. The floor is Difficult Going. A balka must have a Difficult Going vehicle access on each bank per square. A balka is deep enough to hide a vehicle in it.



RIVERS, STREAMS, AND MARSHES

Roll again:

1 River

A wide river wends its way across the steppe.

A river flows across the table through this square. Its course must start on one table edge and exit an adjacent table edge, passing through all other river squares.

A river is Impassable and must have a road bridge or a ford (Difficult Going) in each square it passes through.

2 Stream

A stream runs through the steppe.

Streams are Very Difficult Going and must have a road bridge or a ford (Difficult Going) in each square it passes through.

3 or 4 Creek

A creek runs through the steppe.

Creeks are Difficult Going.

Connect creeks and streams in adjacent squares. They must meet the table edge or a river at one or both ends.

5 or 6 Marsh

An area of wetland (at least 12"/30cm across) or three smaller areas (up to 6"/15cm across).

A marsh is Very Difficult Going.



WOODS AND FIELDS

Roll again:

1 to 3 Woods

One or two small woods (at least 12"/30cm across) cover this area.

4 to 6 Standing Crops

One or two fields (at least 12"/30cm across) of tall wheat or corn are growing in this area.

Standing crops are Area Terrain standing about shoulder high (1/2"/12mm). Standing crops will completely hide infantry and jeeps, but leave a tank partially exposed and are Slow Going terrain.



VILLAGES AND FARMS

Roll again:

1 or 2 Village

A small village of three to twelve houses.

3 or 4 Kholkoz

A kholkoz, or collective farm, composed of one large and four or five smaller buildings.

5 Isolated Farm

A small farm consisting of one or two buildings.

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

6 Railway Embankment

A railway line crosses the table. In this area it runs along an embankment creating an obstacle to movement.

A railway crosses the table through this square. It starts on one table edge and exits on the opposite table edge, passing through all other railway embankment squares.

A railway line is Slow Going. A railway embankment is Difficult Going and high enough to conceal tanks positioned on the far side.



GENERAL WINTER

Russian winters are harsh and cold. Deep snow covers everything and rivers freeze solid. Worse, the spring thaw which follows, the *rasputitsa*, turns the previously frozen ground to mud, making movement all but impossible.

Roll again. On a roll of 1 General Winter joins the battle: roll once more to determine the season with a 1 giving Spring and the *rasputitsa*, and a 2 giving Winter. On any other roll the battle is fought in Summer.

See page 00 for the effects of Winter. More rules for Winter terrain and weather are available in Devil's Charge and Nuts.

WESTERN EUROPE TERRAIN CHART

Much of the fighting in France, Belgium, Holland and Germany focused around the villages and small towns that dot the countryside surrounded by sleepy fields and woods.

This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

The primary terrain is large open fields, rated as Cross-country terrain.



HILL OR RIDGE

Roll again:

1 or 2 Hill

A large hill (at least 12"/30cm across) dominates the surrounding countryside.

The hill is Slow Going.

3 or 4 Ridge

A low ridge (at least 12"/30cm long) looks over the fields.

The ridge is taller than a tank and is Difficult Going. Connect ridges in adjacent squares.

5 or 6 Rise

One to three low rises (up to 12"/30cm long) break through the flat fields.

A rise is Cross-country terrain. It is just high enough to Conceal tanks positioned on the far side.



RIVERS AND STREAMS

Roll again:

1 River

Rivers are a major obstacle and their crossings tend to be the focus of battles.

A wide river wends its way across the countryside through this square.

A river flows across the table through this square. Its course must start on one table edge and exit an adjacent table edge, passing through all other river squares.

A river is Impassable and must have a road bridge or a ford (Difficult Going) in each square it passes through.

2 or 3 Stream

A stream runs through the fields of this square. While not as much of an obstacle as a river, it is still a significant barrier.

Streams are Very Difficult Going and must have a road bridge or a ford (Difficult Going) in each square it passes through.

4 to 6 Creek

A creek meanders its way through the field.

Creeks are Difficult Going.

Connect creeks and streams in adjacent squares. They must meet the table edge or a river at one or both ends.

Most rivers, streams, and creeks have trees along their length.



WOODS AND FIELDS

Roll again:

1 or 2 Woods



One or two small woods (at least 12"/30cm across) cover this area.

3 or 4 Standing Crops

One or two fields (at least 12"/30 across) of corn or other tall crops are growing in this area.

Standing crops are Area Terrain standing about shoulder high (1/2"/12mm). Standing crops will completely hide infantry and jeeps, but leave a tank partially exposed and are Slow Going terrain.

5 or 6 Hedgerows

The fields in this area are bordered with hedgerows.

Hedgerows can either be low and Difficult Going, or tall and overgrown being Very Difficult Going.



VILLAGES

Roll again:

1 or 2 Village



A small village of three to twelve houses.

3 Villa or Manor

A large farm comprised of a large Villa with a walled courtyard and one to three smaller buildings.

4 or 5 Isolated Farm

A small farm consisting of one or two buildings.

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

6 Road or Rail Embankment

In low-lying areas, roads and railways usually run along embankments. These can be a serious obstacle.

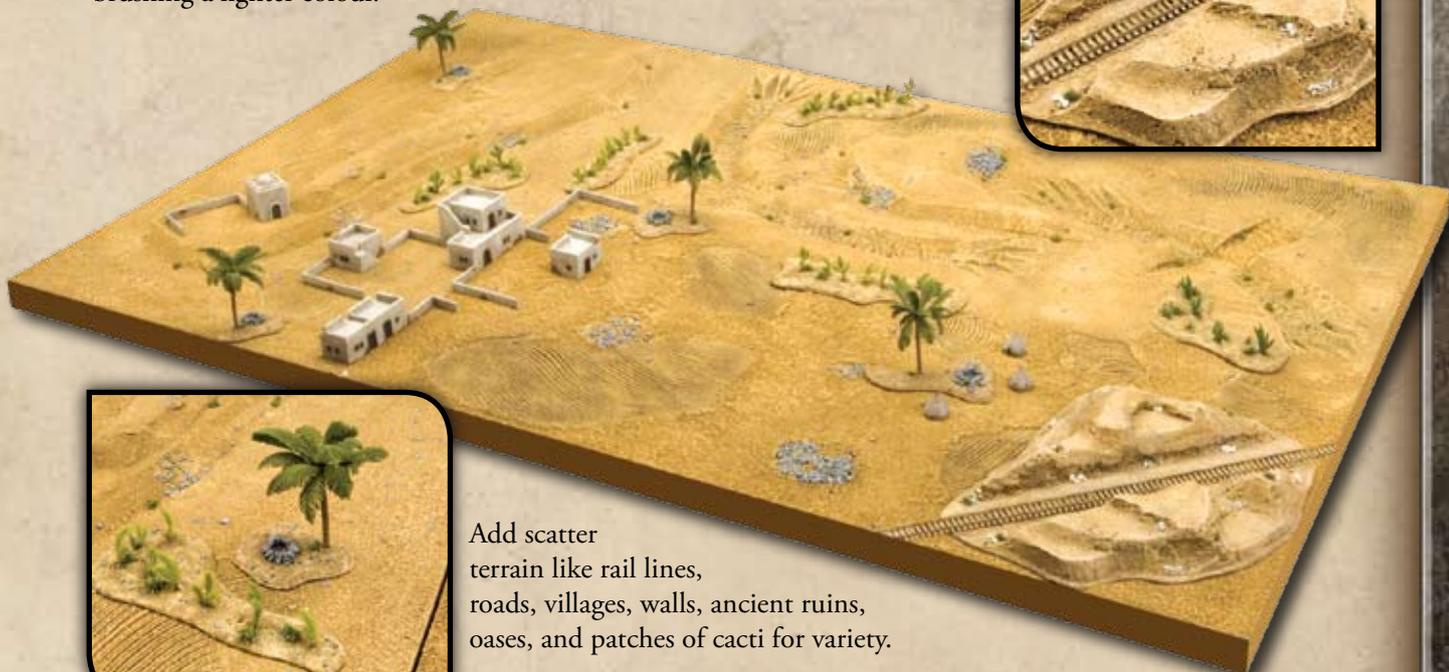
A road or railway crosses the table running through this square on top of an embankment, creating an obstacle to movement.

A road or rail embankment crosses the table through this square. It starts on one table edge and exits on the opposite table edge passing through all other embankment squares.

A road embankment is a road when travelling along it, while a railway embankment is Difficult Going. All embankments are Very Difficult Going to cross. The embankment is built up enough to Conceal tanks positioned on the far side.

DESERT TABLE

In the vast expanse of the desert, small features like oases, wadis (dry rivers), roads and railways take on a significance out of all proportion to their size. Use the same technique as for the Eastern Front table to create a desert table. Finish it off by gluing a coat of sand over everything and painting it brown, then dry brushing a lighter colour.



Add scatter terrain like rail lines, roads, villages, walls, ancient ruins, oases, and patches of cacti for variety.

For more on Desert terrain and variable Desert Hazard rules see *Hellfire & Back*.

THE DESERT AND DUST CLOUDS

Where there is no other terrain, the desert is flat and hard. This makes for rapid, if somewhat dusty, movement.

Treat flat, hard desert as Road for movement. Treat less compacted Desert as Cross-country for movement.

Because the desert is dry, wind swept and covered in dust, any rapid movement around the desert creates clouds of dust. These can be both concealing at close range, but also give away troop movements when viewed from a distance.

Place a 2"/5cm diameter Dust Cloud marker behind each vehicle moving more than 4"/10cm in the Movement Step. If the vehicle moves later in the turn, the dust cloud moves with it staying on the same side of the vehicle, even if it changes direction (you can't hide in your own dust!). Vehicles moving 4"/10cm or less do not create dust clouds. Remove all dust clouds from your vehicles at the start of your turn. Troops behind a dust cloud count as Concealed.

KHAMSEEN

The *Khamseen* is the desert wind. A hot southwesterly wind that blows through Egypt and Libya, coming from the Sahara. *Khamseen* means fifty in Arabic and is so called because it blows for about fifty days from April until June. However, it is not constant and can arrive suddenly bringing with it a blinding cloud of dust, before dissipating later just as quickly as it arrived.

If both players agree you can decide to have the potential of a *Khamseen* arrive during your battle.

If a Khamseen threatens at the start of the game, roll a die at the start of each player's turn. On a 1, it arrives. That turn and those following are played under the Night Fighting rules in the Flames Of War rulebook. Players continue to roll at the start of their turn. On 5+ the Khamseen departs as quickly as it arrived, and the rest of the game uses the normal visibility rules.

DESERT TERRAIN CHART

At first glance, the desert is flat and bare. On a second look, there are many minor terrain features scattered about. Even though insignificant by other standards, in the barren desert these features were the focus of many battles. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2"/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

Where there is no other terrain, the desert is flat and hard. This makes for rapid, if somewhat dusty, movement.

Treat flat, hard desert as Road for movement. Treat less compacted Desert as Cross-country terrain. Use the Dust Cloud rules on page 15 in conjunction with any movement.



RIDGE OR WADI

Roll again:

1 Ridge or Escarpment

A steep rocky ridge (at least 12"/30cm long) dominates the surrounding desert. Connect ridges in adjacent squares.

The ridge is Difficult Going. Re-roll any successful attempt to dig in on the rocky ridge. It is taller than a tank or truck.

2 or 3 Rise

One to three low rises (up to 12"/30cm long) break the flatness.

A rise is Cross-country terrain. It is just high enough to Conceal tanks positioned on the far side.

4 or 5 Depression

A shallow depression (at least 12"/30cm across) with gently sloping sides marks the site of an old lake.

A depression is Cross-country terrain and is deep enough to hide vehicles. If a depression is shown by a piece of felt rather than modelled into the terrain, then treat it as area terrain.

6 Wadi

A steep-sided dry watercourse or wadi, (at least 12"/30cm long) cuts across the desert. Connect wadis in adjacent squares. Wadis must meet the table edge at one or both ends.

The sides of a wadi are Impassable to everything but Infantry and Man-packed Gun teams. The floor is Difficult Going. A wadi must have a Very Difficult Going vehicle access on each bank per square, plus one that is Difficult Going somewhere along its length. A wadi is deep enough to hide a vehicle in it.



BAD GOING

Roll again:



1 or 2 Salt Marsh or Soft Sand

Two to four patches of dried-out salt marsh or wind-blown sand (each 6-12"/15-30cm across) hinder movement.

Salt marsh is Very Difficult Going. Troops cannot dig foxholes in a salt marsh or soft sand.

Soft sand is Difficult Going. Troops cannot dig foxholes in a salt marsh or soft sand.

3 or 4 Rocky Ground

Two to four patches of large rocks (each 6-12"/15-30cm across) litter the area.

Rocky ground is Very Difficult Going. It provided Concealment and Bullet-proof Cover to all stationary Infantry teams.

5 or 6 Scrub

Two to four patches of scrubby thorn bushes (each 6-12"/15-30cm across) break the monotony of the desert.

Scrub is Area Terrain standing about shoulder high (1/2"/12mm). Scrub will completely hide infantry and jeeps, but leave a tank partially exposed and is Slow Going.



MAN-MADE FEATURE

Roll again:

1 or 2 Sidi or Bir

The tomb of a local Saint (a Sidi) or a well (Bir) mark this area, but are of little tactical significance.

3 Village, Airfield or Supply Dump

The battle occasionally sweeps across small villages, airfields or supply dumps. Scatter three to eight buildings, destroyed aircraft, or stacks of boxes and fuel cans about.

4 to 6 Wreckage

Old battlefields are littered with burned-out tanks and trucks. Scatter three to eight wrecks about the area.

An area of Wreckage provides Concealment to all teams and counts as Cross-country for movement.



NOTHING AT ALL

This area is entirely flat, hard desert with no distinguishing features whatsoever.



KHAMSEEN

The Khamseen is the desert wind. It arrives suddenly bringing with it a blinding cloud of dust.

See page 15 for the Khamseen rules.



BB125 'Desert Hazards' contains everything you need to represent Wreckage and Uneven Ground.

For further Desert terrain options see Hellfire & Back.

MEDITERRANEAN TERRAIN CHART

The terrain of Tunisia, Sicily, and southern Italy is dominated by rocky hills and mountains amongst which the locals eke out a living farming whatever fertile land they can. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

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

Rocky hills are Difficult Going. Re-roll any successful attempt to dig in on the rocky hill. It is taller than a tank or truck.



MOUNTAIN

Roll again:



1 or 2 Djebel or Mountain

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

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

3 or 4 Steep Hill

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

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

5 or 6 Ridge

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

The ridge counts as a long rocky hill.



STREAM OR WADI

Roll again:

1 or 2 River Plain

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

3 or 4 Watercourse

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

5 or 6 Wadi or Gully

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

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

Streams are Very Difficult Going. Fords are Difficult Going. Troops cannot entrench in a stream. A wadi is deep enough to hide a vehicle in it.



ORCHARDS AND FIELDS

Roll again:

1 or 2 Orchard or Olive Grove

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

An orchard or olive grove is a small wood open enough for artillery to fire from within.

3 or 4 Scrub or Vineyard

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

Scrub or a vineyard is Area Terrain standing about shoulder high (1/2"/12mm). Scrub and vineyards will completely hide infantry and jeeps, but leave a tank partially exposed and are Difficult Going.

5 or 6 Open Woods

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

Open woods are like normal woods, except that the trees are dispersed enough that teams inside can see and be seen at 12"/30cm and teams can fire artillery bombardments from inside it or over it unhindered.



VILLAGES AND FARMS

Roll again:

1 or 2 Village

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

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

3 Fortified Farm, Monastery, or Church

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

4 or 5 Isolated House

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

6 Ancient Ruins

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



MUD

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

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

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

Streams are in flood and are Impassable. Even the fords are Very Difficult Going.

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

FIGHTING WINTER BATTLES

More than any Soviet leader, 'General Winter' was responsible for halting the German advance at the end of 1941. The snow and ice of that terrible winter proved as dangerous as any enemy to the invading Germans. The Red Army took advantage of subsequent winters to launch major offensives, relying on the snow and ice to immobilise the Germans, allowing their own less technological forces free reign.

In winter the entire battlefield is covered in snow, often in deep drifts hiding all manner of obstacles. Snow makes all Cross-country terrain into Difficult Going and all Roads into Cross-country terrain.

Streams, rivers, lakes, and marshes freeze solid making crossing possible, but risky. Frozen streams are only Difficult Going instead of the usual Very Difficult Going. Rivers, lakes and swamps ice over becoming Difficult Going as well. However, armoured vehicles face an additional risk. They must add 3 to their initial Bogging Roll and compare the result with their Front armour rating. If the result is less than their Front armour rating, the tank breaks through the ice and disappears into the water below. On a higher result, the ice holds.

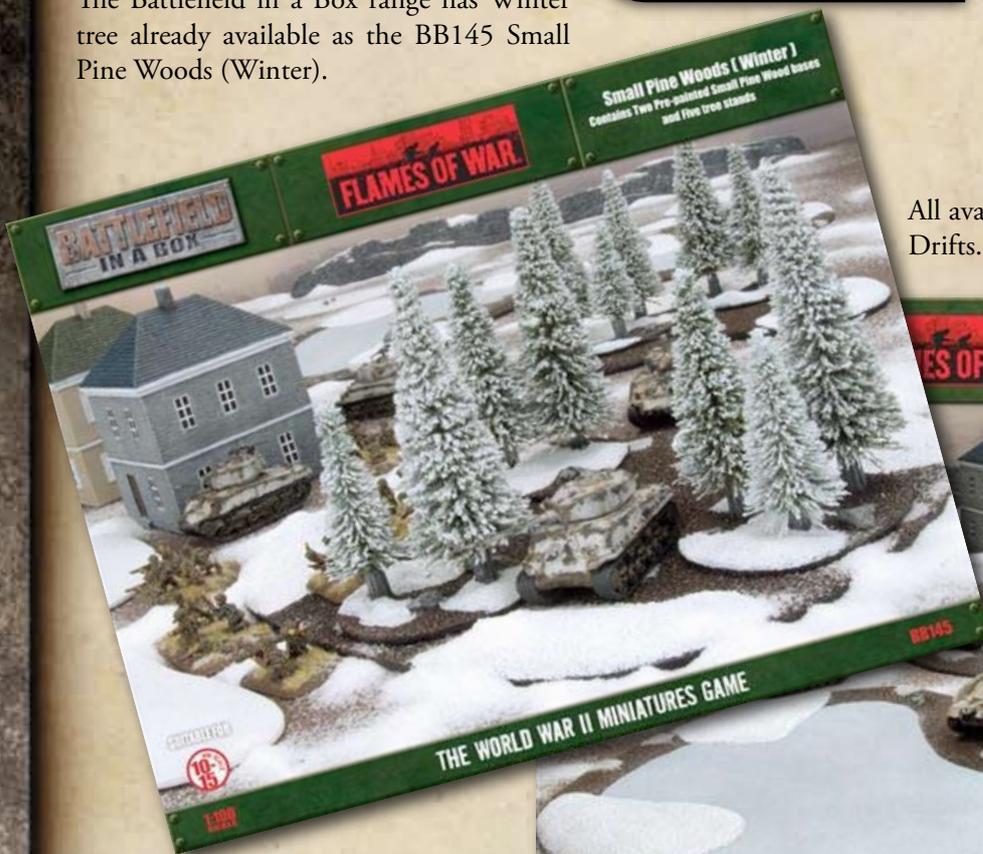
In Spring all Roads become Cross-country terrain, while all Cross-country terrain counts as Difficult Going. Streams become rivers, creeks become streams, and marshes become Very Difficult Going.

More rules for Winter terrain and weather are available in Devil's Charge and Nuts.

WINTER TREES

Trees can be adapted to suit winter by spraying an aerosol adhesive onto the top surfaces of the trees. Then sprinkle on some scenic snow (such as GFS027 Hobby Round: Snow). The snow only sticks to the upper surfaces of the tree where the glue was sprayed for a realistic winter look.

The Battlefield in a Box range has Winter tree already available as the BB145 Small Pine Woods (Winter).



All available are Frozen Ponds and Snow Drifts.

