

Mission ATF 1

Recon by Fire

BRIEFING: Your brigade has been ordered to take Aprillia, a small government designed farming community on the *Via Anziate*. In order to ensure the safety of the battalion leading the attack, your force must reconnoiter the area for the enemy’s presence. If enemy units are found, the number and location of all strongpoints and fortifications are of prime value. Additionally, should the possibility of capturing some of the enemy present itself, reasonable risks should be accepted to take prisoners, especially officers. However, preservation of your force must also be a concern; this is only one small step on the road to Rome.

PREVAILING ATTITUDE (3.2): Hold {A2b}
MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN	DR	SAN	dr	AC#	dr	RE#	dr	RE#
2-3	6	2-4	5	≤ 4	2	1	5/6	1	5/6
3-4	5	5-6	4	≥ 5	3	2-3	4/5	2	4/5
5-7	4	7-9	3			≥ 4	3/4	3-5	3/4
≥ 8	3	≥ 10	2					6	2/3

MAPBOARD SELECTION & ACTIVATION (13.):
INITIAL MAPBOARD: The entire Aprillia map is in play. Other mapboards may not be activated at any time. FRIENDLY board edge is the south edge.

VPO LOCATIONS (14.):
There are no VPO in this Mission

S? PLACEMENT/ENTRY (4.):
Place S? as per 4.1b and 4.1e [NOTE: 4.12 is in effect for building location placement]

SEQUENCE:
S? are set up first. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on/after Turn 1.
The FRIENDLY side moves first.



MISSION END (see also 12.5):
Mission will end after 12 turns. Contrary to 12.5, the exiting of FRIENDLY forces off the FBE does not automatically constitute an ENEMY victory.

VP SCHEDULE (12.6; 9.41, 17.1321):

- ENEMY receives Casualty VP inflicted multiplied by a factor of four [EXC: non-personnel loses are not multiplied]
- FRIENDLY receives ½ VP for every ENEMY S? activated as well as 1 VP for every fortification/Gun placed on-board and normal (doubled) CVP for prisoners.

FRIENDLY side must accumulate at least 20 VP in order to win, and must gain more VP than the ENEMY.

MISSION SPECIAL RULES:
1. FRIENDLY forces are as follows:

- 4xCarrier A
- 3xCarrier C
- Carrier, 2in MTR
- Carrier MMG B
- 9x248 (in addition to inherent crews of Carriers)
- 9-2
- 8-1
- Offboard Observer at level 1 on south board edge. This represents a module of 76mm OBA with SMOKE only with Plentiful ammunition.

If wishing to use non-historical forces, see Mission 3 Special Rule 3 for transport, and substitute own forces.

2. Weather is clear; EC are wet.
3. SS units may never be activated. Substitute 548 Elite units for any SS unit activated.
4. This Mission always takes place in January 1944 in Italy.

GRENADIER AGAINST GRENADIER

ATF 1



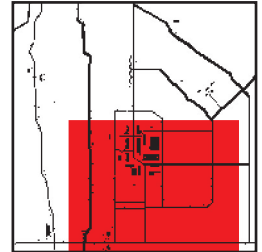
Victory Conditions: Provided the German player has not inflicted more than 20 CVP of *Infantry*/*PRC* casualties, the British player wins at game end by controlling all buildings within six hexes of W22.

APRILIA, ITALY, 25 JANUARY, 1944: The Anzio invasion was a complete success, achieving total local dominance and operational surprise. However, the cautious allies were slow to exploit the state of affairs. After three days of consolidation, the initial offense toward the Alban Hills began. To get there, the British 1st Infantry division was to clear the Via Anziate up to Campoleone Station, at which point the US 1st Armored Division was to be introduced to exploit to the Alban hills. Laying astride the Via Anziate was the town of Aprilia, soon to be known as the Factory. Aprilia, and nearby Carroceto Station were to be the initial objectives of the Grenadier Guards. On the morning of the 25th, number 1 company assaulted Carroceto while the rest of the battalion secured the disused railway embankment to the immediate south of Aprilia. After word came that Carroceto was secure, number 2 and number 4 company began their assault on the Factory.

BOARD CONFIGURATION:

BALANCE:

- Add an 8-1 armor leader.
- Increase the ELR to 3



(Only hexrows L-KK and hexes numbered ≥ 18 are in)

TURN RECORD CHART

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



Elements of the 3rd Battalion, 29th Panzergrenadier Regiment, 3rd Panzergrenadier Division [ELR: 2] set up within 9 hexes of W22: {SAN 4}

1 4-6-7	2 4-4-7	2-2-8	5-1	5-2	5-3	3 7-16	2 5-12	1 3-8	x10 12-4	7 morale	3 81* [2-60]
4	10					2	4	2	8		



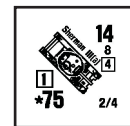
Number 4 Company, 5th Battalion Grenadier Guards, 24th Guards Brigade, 1st Infantry Division [ELR 4] enter on turn 1 between N36 and V36: {SAN:3}

4-5-8	5-2	8-1	8-0	1 2-7	8-3	5mm
10				2		2

Number 2 Company enter on turn 1 between X36 and FF36:

4-5-8	5-1	8-1	1 2-7	8-3	5mm
10			2		2

Elements of the 46th Royal Tank Regiment enter from the South edge on turn 1:



SPECIAL RULES:

- EC are Wet, with no Wind at start
- The British receive a module of 76mm Battalion Mortar OBA (SMOKE and HE) with one Barrage capable (E12.1) Pre-registered hex directed by an Offboard Observer at level 2 in hex U36. Any barrage used must have an East-West alignment. The first chit drawn from this module is automatically black.
- German MMC set up in suitable terrain may setup entrenched. The German player may designate two fortified building locations [tunnels are NA]. Two German MMC and any SW/SMC stacked with them may setup HIP.
- All Direct fire (including Firelane residual attacks) tracing LOS from and/or to entrenched units at the same level suffers a +1 Hindrance DRM [EXC: TPBF]. Hex X21 contains both a level 2 and level 3 location with an inherent stairwell to all levels. Stacking in these two levels is limited to one half squad and/or any number of SMC per level. Vehicle Bypass Movement is not allowed except along Narrow Streets.

AFTERMATH: The Grenadier Guards advanced with Number 2 company approaching from the Southwest and Number 4 company approaching from the Southeast. Covered by a barrage and two sections of supporting tanks, the two companies actually lost contact with each other in the heavy smoke. Upon reaching Aprilia the guardsmen were dismayed to discover how large the seemingly little town was; all buildings were two to three stories with small, easily defended stairways. Despite this strong defensive terrain, the Germans offered poor resistance. Many of the German grenadiers were Alsations and not eager to fight. Crossing the open ground was costly, however; both company commanders were casualties. This was the first time the Factory would change hands, and despite what the guardsman thought, it would not be the last.

DONNYBROOK

ATF 2



VICTORY CONDITIONS: The German Player wins immediately by controlling eight *stone* buildings. Otherwise, the German player wins at game end by controlling nine buildings and inflicting more CVP than the British player. German immobilized AFV are treated as destroyed at game end for CVP purposes.

TURN RECORD CHART

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

BOARD CONFIGURATION:

BALANCE:

⚡ Replace a MMG with a HMG

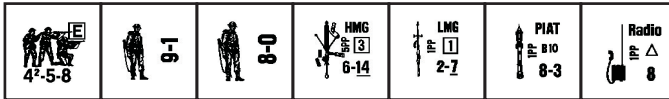
🎯 Replace the 9-1 leader with a 9-2 leader



(Only hexrows L-KK and Hexes numbered ≥ 8 and ≤ 30 are in play)

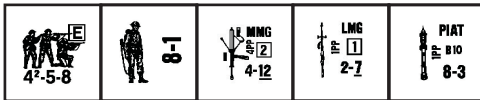


Elements of 5th Battalion Grenadier Guards, 24th Guards Brigade, 1st Infantry Division [ELR 3] Set up concealed in buildings within 4 hexes of V20: {SAN 5}



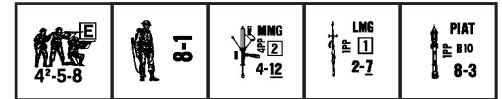
5

Set up Entrenched East of hexrow EE in hexes numbered ≥ 20:



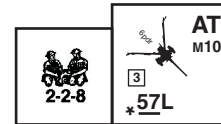
5

Setup Entrenched West of hexrow P in hexes numbered ≥ 17:



4

Setup in non-building locations in hexes numbered ≥ 19



3



Elements of the 29th Panzergrenadier Regiment, 3rd Panzergrenadier Division and supporting armor [ELR 3] Setup in hexes ≤ 13: {SAN: 3}

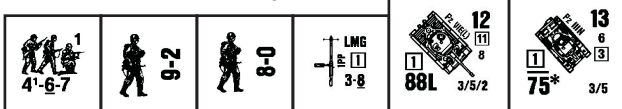


9

2

2

Enter on Turn 1 from the North Edge:



8

3

3

Enter on Turn 5 from the North Edge:



2

SPECIAL RULES:

- EC are wet. Weather is Overcast with rain falling.
- The British Radio represents a module of 76mm (HE and SMOKE) Battalion Mortar OBA with plentiful ammunition. The German receives one module of 88mm (HE only) OBA directed by an offboard observer at level 4 in a hex secretly chosen before setup on the North board edge.
- All Direct fire (including Firelane residual attacks) tracing LOS from one and/or to entrenched units at the same level suffers a +1 Hindrance DRM [EXC: TPBF]. Vehicle Bypass Movement is not allowed except along Narrow Roads.
- To simulate the early morning darkness, there is an additional +1 LV hindrance during the first two game turns

AFTERMATH: The battalion AT section opened up on the tanks, killing three and driving off two more. Meanwhile, the German infantry had difficulty supporting the attack despite the cover of the rain; simply put there was too much open ground to cover. Tanks seemed equally ineffective; wherever tanks were, artillery fire rained down. However, the German infantry was able to occupy the wooden "huts" to the Northeast of Aprilia. These huts not only provided cover both to the Germans occupying them, but gave blind spots for German forces to assemble. British grenadiers attacked the huts in mid-morning, but were then in turn assaulted by two tanks. That afternoon, American tanks drove the Germans from the huts and a minefield was placed behind them to discourage future attempts. The Grenadier Guards were losing infantry at an alarming rate, and this was only a step to the station at Campoleone.

SCHAEFER BY FAR

ATF 3



Victory Conditions: The German player wins immediately by destroying all American AFV; recalled AFV count as destroyed for this purpose. Otherwise, the Allied player wins if there are no Good Order German Multi-man Counters in buildings at game end.

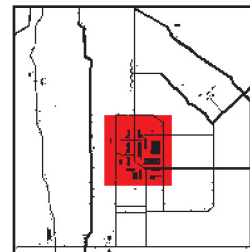
TURN RECORD CHART

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

APRILIA, ITALY, 8 FEBRUARY, 1944: The terrain in this area of Italy greatly hindered the attacker; the ground (reclaimed marshland) was too soft for massed tank attacks, and too open for unsupported Infantry. The German solution was to use platoons and squads to infiltrate at night and surround the outer pickets of the Allies. The London Irish, tasked with holding the Factory, had only been in line for four days but had been under attack from the start. Because of the amount of artillery fire the Factory received, the Irish left it unoccupied, placing their main line of resistance in front of it. On the night of the February 7th, German infiltrators retook the southeastern corner of the Factory. When dawn came, the already tired defenders prepared another “attack to the rear.” Help was on the way, however; tank destroyers had been assigned in the absence of German daylight armor activity.

BOARD CONFIGURATION:

BALANCE:



(Only hexrows S-Z and Hexes numbered between 17 and 27 are in play)

Exchange the 9-1 Armor Leader with a 9-2 Armor Leader

Add one 467



Elements of the 29th Panzergrenadier Regiment, 3rd Panzergrenadier Division [ELR: 3] set up within three hexes of Y24: {SAN 4}

 1 4-6-7	 9-1	 8-0	 2 5-12	 1 3-8	?
7					6

7 morale



Elements of the 1st Battalion The London Irish Rifles, 168th Infantry Brigade, 56th (London) Infantry Division [ELR 2] setup within two hexes of U20: {SAN 4}

 1 4-2-5-7	 8-1	 8-0	 1 2-7	 8-3
6			2	

Elements of the 894th (US) Tank Destroyer Battalion, VI Corps enter from the east, west, or the south edge on turn 1:

 9-1 2nd Lt	 15 8-3 2 76L -1/-4
	3

SPECIAL RULES:

- EC are Wet, with no Wind at start
- The American Armor Leader may apply his modifier to all attacks with the AAMG of the vehicle it occupies in addition to any other use of its leadership modifier..
- Place rubble counters in X21, Y20 and Y21.

AFTERMATH: Despite being tired and facing a difficult situation, the London Irish attacked with enthusiasm. The tank destroyer platoon, although asked to perform as tanks, also attacked with gusto. Commanding an M10, Lt. Bernard Schaefer moved next to one building and pumped 3” shells point blank into it, as well as riddling it with his .50 caliber machine gun. Thirty dazed Germans surrendered to the Irish, while another 40 were killed by the gunfire of Lt. Schaefer. For one more day, the Factory was secured.

NIGHT SHIFT AT THE FACTORY

ATF 4



VICTORY CONDITIONS: The German Player wins by inflicting 22 CVP on the British player's *Infantry/PRC* and controlling at least 7 stone buildings at game end.

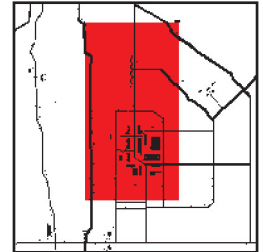
APRILIA, ITALY, 9 FEBRUARY, 1944: The London Irish had been thrown from the frying pan into the fire. Although the Germans had not been able to envelop the 1st Division, they had reduced the penetration that had been known as "the thumb". Aprilia stood at the base of the thumb and was now the next goal of the German attack. On the night of 8 February the Germans made a concerted effort to destroy the unit screening the Factory, and to seize the Factory for good.

BOARD CONFIGURATION:

BALANCE:

✚ Add a 9-1 armor leader

🎯 Replace the 9-1 leader with a 9-2 leader



(Only hexrows N-DD and Hexes numbered ≥ 4 and ≤ 30 are in play)

TURN RECORD CHART

🎯 BRITISH Sets Up First	✚ 1	2	3	✚ 4	5	6	7	END
✚ GERMAN Moves First								

Remnants of D company, 1st Battalion London Irish, 168th Infantry Brigade, 56th (London) Infantry Division [ELR 2] Set up entrenched within 6 hexes of V20: {SAN 4}

 4-4-7	 9-1	 8-0	 5-12	 2-7	 8-3
8			2		

Relief forces enter on turn 3 from the south board edge:

 4-5-7	 8-1	 8-0	 2-7	 8-3	 14 75 2/4
6			2	2	2

Elements of Kampfgruppe Graser [ELR 3] enter on the north edge on turn 1: {SAN: 3} Infiltrators set up concealed within 4 hexes of V22 [See

 4-6-7	 9-1	 8-1	 5-12	 3-8	 12-4
8			2	2	

 2-4-7	 3-8	 12-4
5		

Enter on Turn 4 from the north edge:

 4-6-7	 9-1	 8-0	 3-8	 13 75L -/-/2*	 13 75* 3/5
8			3		

SPECIAL RULES:

1. EC are wet. Weather is Overcast with no moon.
2. Night Rules are in effect (E1.). NVR is 2. The Germans are the Scenario ATTACKER and the British are the Scenario DEFENDER [EXC: German units setting up on board may not set up cloaked]. Beginning turn 5, Night rules are no longer in effect. Replace any cloaking counters with its contents. After Turn 4 Mist is in effect.
3. All Direct fire (including Firelane residual attacks) tracing LOS from and/or to entrenched units at the same level suffers a +1 Hindrance DRM [EXC: TPBF].

AFTERMATH: Company D had already had a bad time in front of the Factory. The night before, one of its platoons had simply disappeared from its position, presumable captured. Battalion HQ was given a running commentary on this night from the company command post. The Germans, under cover of darkness and the thick brush of the flat farmland, infiltrated and slowly mauled Company D. With the approach of morning, relief of Company D was attempted, but without success. However, Aprilia was held that morning. The London Irish, who had no good word previously for the PIAT, found it to be a very nice anti-infantry weapon when used in the confines of buildings. Later that day, Aprilia fell to the advancing Germans.

THE WORKS

ATF 5



Victory Conditions: American win at game end by controlling 26 building/stone rubble hexes within 5 hexes of W22.

APRILIA, ITALY, 11 FEBRUARY, 1944: The Factory and Carroceto Station were both about to be lost to the Allied forces. The British 1st Division was bled white. Still, General Lucas seemed unable to grasp the dire straights that the 1st Division was in. Finally, on 10 February, in a rare visit to a brigade HQ Lucas met with General Penney, commander of the depleted 1st. Penney detailed the dangerousness of the situation. Lucas, after a silent moment, turned to General William Eagles, commander of the corps reserve 45th (US) Infantry Division and said, "OK, Bill, you give 'em the works." The Factory was to be retaken.

BOARD CONFIGURATION:



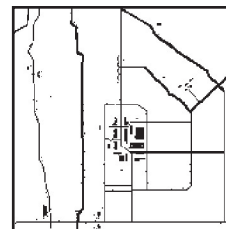
BALANCE:



Add a Pre-registered hex to both US OBA Modules.



Add a HMG to the German at start forces



(The entire map is in play)

TURN RECORD CHART

GERMAN Sets Up First	★	1	2	3	4	★	5	6	7	8	9	10	11	12	END
★ AMERICAN Moves First															



Elements of the 725th Infantry Regiment, 715th Infantry Division and *Kampfgruppe Grasser* [ELR: 3] set up within 9 [EXC: Mines may set up within 14] hexes of W22: {SAN 4}



1 4'-6-7	2-2-8	1-1	1-1	1-1	3 7-16	2 5-12	1 3-8	1 12-4	?	1 50L [75]	13 8 3 75* 3/5	13 8 3 75L -/-/2*
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15

2

2

2

4

2

8

2

2

Foxhole 5 OVR, OBA: +4 Other: +2	1 AT Mine
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6

4

Reinforcements enter on turn 5 from the north board

1 4'-6-7	1-1	3 7-16	1 3-8	13 8 3 88LL
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7

2



Elements of the 1st Battalion, 179th Infantry Regiment, 45th Infantry Division [ELR 4] enter on/after turn 1 on/between A36 and W36: {SAN:3}

1 6'-6-6	9-2	8-1	7-0	3 6-12	2 4-10	3 60*[3-45]	1 8-4
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14

2

2

3

Enter on turn 5 between HH36 and QQ27:

1 6'-6-6	9-1	8-1	2 4-10	3 60*[3-45]	1 8-4	13 8 3 75 2/4/4
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14

2

2

2

2

6

Elements of the 191st Tank Battalion [ELR 4] enter on turn 1 on A36 and/or H36:

13 8 3 75 2/4/4

6

SPECIAL RULES:

- EC are Wet with no wind at start. Place 4 shellhole and a 1S Foxhole counters in hexes P23, V28, BB24, GG29, PP25, CC16, Q15. Roll for direction and extent of error. A shellhole that is placed in a building hex is replaced by an appropriate rubble counter. Re-roll any illegal placement DRs.
- All wooden buildings are rubble. Light Dust is in effect. D8.23 is in effect [EXC: treat all roads as paved for bog purposes]
- The Germans receive an 88mm OBA (HE only) mission directed by an off-board observer in a hex secretly recorded before set up along the north edge at level 4. The Americans receive a 100mm OBA module (HE and SMOKE) directed by an off-board observer in a hex secretly recorded before set up along the south edge at level 2. On turn 5 the Americans receive another 100mm OBA module (HE and SMOKE). The American secretly designates one M4A1 tank to be an Observation Post Tank (H1.46).
- The Germans may designate two fortified building locations (Tunnels are NA). Boresighting is NA. All Direct fire (including Firelane residual attacks) tracing LOS from and/or to entrenched units at the same level suffers a +1 Hindrance DRM [EXC: TPBF]

AFTERMATH: Two full companies of the 1st Battalion took place in the assault as well as two full companies of the 191st Tank Battalion. Unfortunately for the tankers, constant rain had made the open fields too muddy to be reliable driven across. Still, the works was what was ordered and the works is what the 45th delivered. The attack started off with a bombardment, followed by HE and smoke fired from a company of M4A1's. As the smoke was clearing the first company started its attack. However, the Germans had learned about the attack earlier from an intercepted radio message. Although suffering themselves, they had gathered what reinforcements they could and were prepared to meet the Americans. The first attack was repulsed. A second attack, including support from a forward observer in a M4A1, made it into the Factory. The Germans, though threw back the intruders. The Factory was in ruins, but remained in German hands.

ROCK AROUND THE CLOCK

ATF 6



VICTORY CONDITIONS: The German Player wins at game end by controlling at least 25 Stone Building/Stone Rubble hexes.

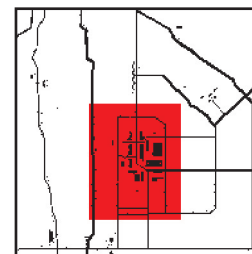
APRILIA, ITALY, 12 FEBRUARY, 1944: The 45th Division's first bid for the Factory was rejected. However, the division that was to earn the name "Rock of Anzio" was not about to give up. Elements of the 1st Battalion formed up early that morning to take the Factory back. Armor support was again provided. At 0330 the assault companies began to advance on the shattered ruins that had been Aprilia.

BOARD CONFIGURATION:

BALANCE:

✚ Replace a MMG with a HMG

☆ Replace the 9-1 leader with a 9-2 leader



(Only hexrows N-GG and Hexes numbered ≥ 15 and ≤ 31 are in play)

TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3	4	5✚	6	7	8	END
☆ AMERICAN Move First										



Elements of *Kampfgruppe Graser* [ELR 2] set up within 7 hexes of W20: {SAN: 4}

 1 4'-6-7	 5-1	 8-1	 2 5-12	 1 3-8	 10 12-4	1 AT Mine
8			2	2	2	4

Enter on Turn 5 from the north edge:

 1 4'-6-7	 8-1	 8-0	 1 3-8	 10 12-4	 13 75L 3/5
8			2		2



Elements of 1st Battalion, 179th Infantry Regiment, 45th Infantry Division and 191st Tank Battalion [ELR 3] enter from the south edge on turn 1: {SAN 3}

 1 6'-6-6	 5-1	 8-1	 7-0	 2	 11 8-4	 13 75 2/4/4
12				2	2	2

SPECIAL RULES:

- EC are wet. Weather is Clear with no moon.
- Night Rules are in effect (E1.). NVR is 2. The Americans are the Scenario ATTACKER and the Germans are the Scenario DEFENDER. Beginning turn 5, Night rules are no longer in effect. Replace any cloaking counters with its contents. Also Beginning turn 5 Mist is in effect.
- All Direct fire (including Firelane residual attacks) tracing LOS from and/or to entrenched units at the same level suffers a +1 Hindrance DRM [EXC: TPBF].
- All wooden buildings are rubble. D8.23 is in effect [EXC: treat all roads as paved for bog purposes]. For each stone building hex, make a dr. A dr ≥ 5 rubbles that hex. No Falling rubble can occur, however.

AFTERMATH: The attack got off to a poor start. The tanks were late, and then ran into a hasty mine field left by the Germans. However, the GIs kept pushing forward. By dawn they had taken part of the factory. The Germans were worn down from their week long offensive; companies had become platoons. Still, after having fought so long for the Factory, they refused to surrender it. A combined arms counter-attack left the men of the 45th reeling from the ruins. The Factory would remain in German hands until the Allied breakout, three months later.