

FORTRESS CASSINO

THE ROAD TO ROME

ANOTHER HEAT OF BATTLE
HISTORICAL CAMPAIGN GAME



FORTRESS CASSINO comes with a printed full-color, 22 x 39 hex Historical Map of the major Cassino battleground area, 10 scenarios, a 22 scenario Campaign Game, Special Terrain and CG rules, a **FORTRESS CASSINO** Chapter Divider, and 56 full-color, die-cut, printed and mounted original counters, which include a complete set of **New Zealand MMC counters to fight with. But watch out, the New Zealanders are a bit tougher than their British counterparts!**

FORTRESS CASSINO is not a complete game. Beyond Valor*, West of Alamein*, KGP II* and some Red Barricades rules* are required to play this module. *These titles are the property of the Avalon Hill Game Company. This product is not published or sanctioned by TAHGC.

HEAT OF BATTLE
P.O. Box 15073
Newport Beach,
CA. 92659

ERZEMAN@AOL.COM
STEVEDETH@AOL.COM

TURRETED HOUSE

HOB

HISTORICAL FC1

Orientation:

Hexrows W-DD with a coordinate >10 are playable.

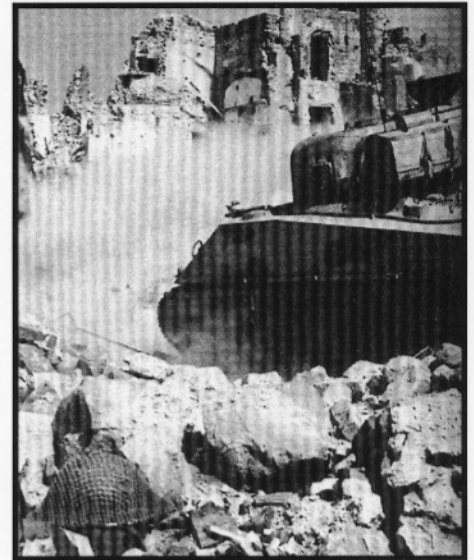
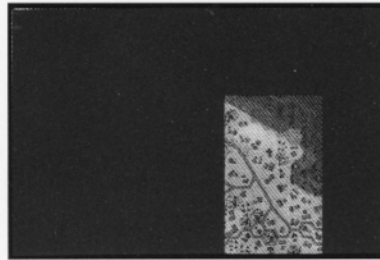
Play Balance:

German:

Exchange the German 8-1 Leader for a 9-1 Leader.

New Zealander:

Exchange the Sherman III for a Sherman IIA (a)



TACTICAL OBJECTIVE: The New Zealand Player wins immediately upon destroying the Armored Cupola (AC) or if it becomes Disabled. If, at Game End, the AC is UK, the German player must continue to make a recuperation dr until the AC is destroyed or recuperated (C 7.42) to determine a scenario victor.

Historical Special Rules:

1. EC are Miost. Ground conditions are Saturated (1.12).
2. The German Armored Cupola may set up in a building [EXC: Siege Tower] but may not be set up concealed or HIP.
3. The German player may purchase his fortifications/entrenchments from the RePh 8.621 FPP Chart. Only footnotes D, H, 1, 2, 3, and 4 apply. The maximum number of Wire counters which may be purchased is one.

Historical Perspective: Cassino, Italy March 19th 1944:

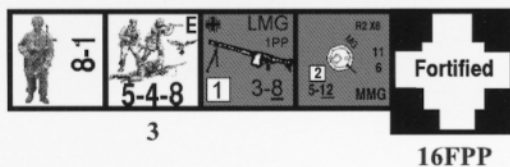
As the Paras executed their withdrawal to their well fortified positions the fighting in the town became furious and personal. The Germans held a line in the town stretching from the Hotel de Rosas to the southern base of Castle Hill. It was supported by observers higher up on the hill and by cannon and machine gun nests in caves along the eastern slopes of the hill. The northern end of this line was held by Para Lt. Jamrowski who had an armored turret which housed a machine gun. One of these turrets covered the ridgeline leading out of the New Zealand controlled Castle up to Point 236.

From this position the Germans were able to interdict any attempt to rescue or resupply the Gurkhas who were isolated on Hangman's Hill. In an attempt to open the door to the Monastery and to turn the flank of the Germans' fortified line, this armored turret had to be destroyed. The turret was set up high inside a building and was thought to be sitting on its roof. B Company, 24th Btn was tasked with the job of removing this threat and a Sherman was assigned to aid in its removal.

Aftermath: As B Company crawled over and through the rubble to reach their target they came under fierce German defensive fire from Jamrowski's men. The lone tank attempted to work its way into position to support the infantry but was slowed by the dense pile of rubble. The stiff German resistance had slowed the infantry assault to only a few yards. Half an hour later the New Zealand attack was halted and the gate to reinforce the Gurkhas remained closed. Further attempts were made to drive out Jamrowski and his men, but they resisted all that the New Zealanders could throw at them and his position held to the end.

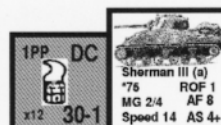
German Sets Up First: [ELR: 3] {SAN: 5}

4th and 5th Companies 2nd Battalion, 3rd Fallschirmjaeger Regiment [ELR: 4] set up ≤ two hexes from hex BB14:



Attacker Moves First: [ELR: 3] {SAN: 2}

B Company 26th New Zealand Brigade, B Squadron 19th Armored Regiment set up with a hex coordinate ≥ 17:



TURN

1

2

3

4

5

RED RAPIDO

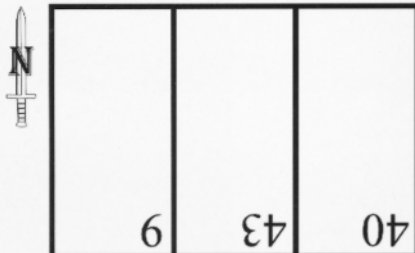
HISTORICAL FC9

Orientation:

Play Balance:

German: Increase game length by one Game Turn.

American: Germans Enter Reinforcements on/after Game Turn 3.



TACTICAL OBJECTIVE: The US player wins if he has earned 18 VP. All good order US units west of the Rapido count for US VP and are treated as Exit Victory Points. Any good order US unit on a whole hex of board 9 is worth double, VP for the US player. Note CVPs are N/A.

Historical Special Rules:

1. EC are wet. All water hexes are Frigid (B20.7) and Flooded (B21.122, B16.6) but are Fordable as per B21.4. The Rapido River has a heavy current flowing to the south. The Stream is treated as being Deep for movement purposes only. The US Engineers are exempt from the effects of Frigid waters.
2. The Germans have Level C Boobytrap capability and may fortify two building locations. All non-road/ building hexes east of the Rapido are treated as being a 2 FP AP Minefield. All US 337s are Engineers including the 9-1 leader setting up with the "east-river" units..
3. The U.S. player receives 5 Footbridge counters with his "east-river" set up units. A Footbridge counter is treated as 5 PP SW for all purposes except as defined herein: Any Engineer unit (only) may emplace a footbridge as if it were making a Clearance attempt except that a DR <12 results in a successful emplacement. A DR of 12 results in the elimination of the footbridge and a booby trap activation. A footbridge may only be emplaced in a hex which is ADJACENT to another emplaced footbridge or to a land hex. Once emplaced, a Footbridge counter becomes a footbridge and may not be removed other than by elimination. An emplaced footbridge may be destroyed by any HE IFT attack DR which results in a 2MC or better and on any other FT attack which results in a KIA.
4. All woods are treated as Brush; place Shellhole counters in hexes 9DD3-EE4; the elevated road on board 40 is treated as a ground level dirt road; place overlay B5. on 43N9-43M10, overlay OG1 on 43EE1, and overlay OG5 on 43O7-40O8.
5. The US player suffers from Low Ammunition (A19.131).
6. The Armored Cupola's MA is treated as a CMG.

German sets up First, and Moves First: [ELR:4] {SAN:4} [104]

15th Panzergrenadier Division set up on board 43 with a hex coordinate <3 and/or on board 9:

 8-1	 7-0	 4-4-7	 2-2-8	 HMG 4PP 7-16	 MMG 3PP 5-12
5					
 LMG 1PP 3-8	 2	 ?	 MTR 81mm 3	 1+5+7	 Trench OVR, OBA: +2 Other: +2
2		12	2	2	5

Enter on turn 2 from west of the Rapido on either the north or south map edge:

 9-1	 8-1	 4-6-8	 4-6-7	 LMG 1PP 3-8	 8-1
3		3	3		

PzKpfw IVH
76L ROF 1
MG 3/8/2 AF 8-
Speed 13 AS 3+



Historical Perspective: Liri Valley 21st January 1944

The drive through the Liri Valley started with a direct assault across the Rapido River about five miles south of the town of Cassino. The job was given to the "Hard Luck" members of the 36th Texas Infantry Division. Although tough and experienced, the Texans had been depleted of their veteran soldiers due to the heavy casualties which had been heaped upon them through weeks of hard fighting. The Division's 141st Regiment was to establish a bridgehead in the late hours of fog and mist on the 20th by building several footbridges and ferrying the footsoldiers across in rubber dinghies or plywood scows. Although battle-hardened, the Texans had no experience in paddling rubber boats in heavy currents. About half of the 1st battalion found its way across the river during the night but all of the dinghies were destroyed, and the scows were badly damaged when those carrying them in the night stumbled off of the cleared minefield paths and set off mines.

Aftermath: By 0630, roughly half of the 1st Battalion had made its way across the river. Suddenly, all communications were cut by enemy shellfire and the men who had crossed were trapped without command. The soldiers had dug in on the far side but ground water had seeped into their foxholes and the men lay in the freezing water up to their bellies. German artillery and mortar fire grew in intensity and all footbridges were destroyed systematically as casualties began to mount. The men could not move forward without leadership and they could not cross back across the river without boats, or bridges. Engineers were rounded up by force and ordered to build more footbridges so that reinforcements could rescue those trapped, but the Germans destroyed those too. As the German defenders' confidence grew, so, too, did their counterattacks. At first they were probing attacks and then they became aggressive. The Texans fought most of these off with hard bitter fighting but, later, tanks were brought in and an attempt was made to encircle the entire bridgehead. Toward 2030, the Texans ran out of ammunition. The entire Regiment was overrun at 2200. Even more tragic, no trace was ever found of the 1st Battalion.

American Sets Up Second and Moves **TURN**
Second: [ELR:3] {SAN: 2} [268]

1st Battalion, 141st Infantry, 36th "Texas" Division set up west of the River with a hex coordinate ≥ 6. All MMC not set up in a Building may set up Entrenched.

 9-1	 8-1	 8-0	 6-6-7	 6-6-6	 3PP MMG 4-10
2		6		2	

 1PP BAZ 44 x11 8-4	 MTR 80mm 3
2	2

Set up east of the Rapido:

 9-1	 6+1	 6-6-6	 3-3-7	 1PP BAZ 44 x11 8-4
8		5		

1
2
3
4
5
6
7

ROCCA JANICULA

HISTORICAL FC 8

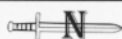
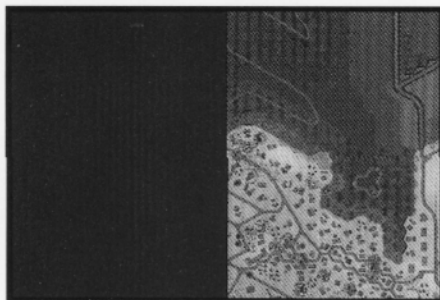
Orientation:

S-MM Inclusive.

Play Balance:

Indian: Battle Harden
Two MMCs.

German: Reinforcements
enter on/after Turn Two.



TACTICAL OBJECTIVE: The player who earns the most Victory Points (VP) at Game End is the winner. Each side earns VP for controlling the following hexes: CC6 & EE9 are each worth 1VP; AA8, AA9 & BB9 are each worth 2 VPs; FF10 is worth 3 VPs; EE13, FF13 and FF14 are each worth 4 VPs. The German player earns 2 Bonus VPs if he earns more CVPs than the Indian player.

Historical Special Rules:

1. EC are Overcast and Flooded ground conditions.
2. All Germans have Scaling ability (B23.424). All German units which set up in concealment terrain in a Valley Floor hex may set up concealed. No more than 6 MMC (and any SM/SW that sets up with them) may set up in a Valley Floor hex.
3. The Commonwealth player receives one module of 76mm OBA with Scarce Ammo. This module has an Off Board observer at level 5 along any north map edge hex as per CG 10. The OBA's friendly board edge is considered the east map edge for Scaling DRM determination.
4. To simulate the Allied units being caught in the middle of a "hand-over" each Allied Squad must make a dr (after the German set up but prior to play). If the dr is a 1-3 a "CX" counter is placed on it. If the dr is 4-6, place a "TI" counter on it.
5. All at-start 4-5-8s are treated as Indian units (See FC7.3).

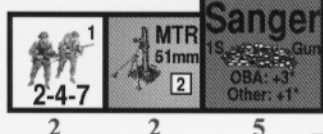
Historical Perspective: Rocca Janicula, Cassino, Italy 19 May 1944:

After the brilliant attack by D company of the 25th NZ Btn on the 15th, which captured the Castle, the 1/4th Essex had taken over the defense of the Fortress and had even taken Point 165 a little further out. The Essex were now ordered to join the beleaguered Gurkhas holding on at Hangman's Hill for an all-out assault on the Monastery itself. The 4/6th Rajputanas would take over the defense of the Castle at 5:30 AM on the 19th. As ordered, B and D companies began moving across the slopes towards Hangman's Hill as the 4/6th Rajputanas took over their positions.

Aftermath: Just as the last two companies, A and C, were organizing themselves for departure as well, the entire Fortress was showered in machine gun bullets from the higher slopes and from the town itself for ten minutes. Heavy shelling and mortar bombs then crashed into the stone walls. Soon after, over 200 men from the 1st Btn, 4 Para Rgt rushed down the hillside, overran the Rajputanas occupying Point 165, and raced up to the Fortress walls where the remaining Essex and Rajputana units had crystallized a defense. What soon developed resembled a medieval siege battle with Paras attempting to scale the walls as their comrades tossed bombs into the Castle. The first attack was broken up by heavy defensive fire but the Germans regrouped for a second rush, which, again, was broken up by accurate artillery and mortar fire. At 0900 the Germans pressed their attack again, this time from the town. But a barrage from New Zealand tanks brushed this attack back. The final attack by the Paras met a wall of artillery and mortar fire. However, eight men slipped through and set a demolition at the base of the Castle. The resultant explosion breached the wall and buried 20 defenders. The Paras rushed in firing from their hips but were stopped by small arms near the breach. At the end, only 40 Germans were fit to fight on and the Castle remained in British hands.

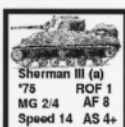
Indian Sets Up First: [ELR:3] {SAN: 5} [109]

Elements of 1/4 and 1/6 Rajputana Rifles, and A & C Companies 1/4th Essex Rifles set up between hexrows Z-II (inclusive) with a hex coordinate > 5. All units must set up on a Massif hex:



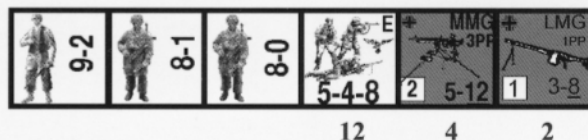
(See FC1.21)

Enter on/after Turn 3 from any north or east Valley Floor map edge hex:

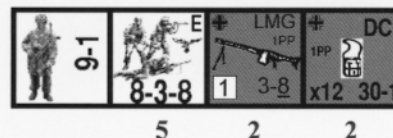


German Moves First: [ELR: 4] {SAN: 3} [156]

Elements of the 1st Battalion, 3rd FallschirmJaeger Regiment set up on/south of the following perimeter: GG0-GG5-Z5-Y5-Y11-AA12-AA17-R22 (see SSR 2):



1st Pioneer Btn, 3rd FallschirmJaeger Regiment, enter on/after Turn Three from any level 3 or higher Massif map edge hex:



TURN

1

2

3

4

5

6

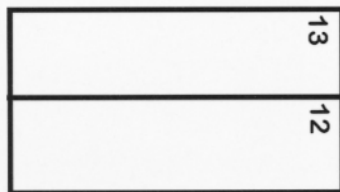
7

/

MAORI'S MOMENT

HISTORICAL FC 6

Orientation:



Play Balance:

Maori:

Increase FPPs to 30.

German:

All AFVs enter on/after

Turn Two.

TACTICAL OBJECTIVE: The Germans win at Game End if they control either the "Hummock" (hexes 12S1-12T1) or the Station (hexes 12O6-12O7). Otherwise the Maoris win.

Historical Special Rules:

1. EC are Wet. The ground is Soft and the Stream is Shallow (B20.4). All roads are paved.
2. All single hex buildings have a ground level only. Building 12O6 is treated as a 1 1/2 level Factory (B23.74). The Rowhouse black bar is NA (for those of you playing on the updated board 12).
3. Place overlay B3 in 12V4-V5, OG5 12R7-Q8. Place an appropriate Rubble counter in the following hexes on board 12: U2, V2, O4, P3 and Q4. Place a shellhole counter in hex 12R7.
4. The Germans receive one module of 80mm OBA with Plentiful Ammunition and an Off-board observer at level 3 at any one west map edge hex (C1.63) which may be secretly recorded after the Maori set up.
5. Fortress Cassino 7.3 applies to the Maori units.



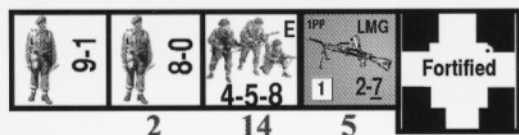
Historical Perspective: February 18th, Cassino Station, Cassino, Italy;

During the night of Feb 17th, two companies of the Maori Btn lead the assault into the Cassino Rail Station by rushing through the wet ground and over the scattered German outposts. Behind them came the engineers who were attempting to clear the last of 12 roadblocks which covered the rail line into the station area. The rail line was vital because it held the only solid passage across the flooded Rapido River and its adjacent marshes. Tanks and heavy equipment waited further back for the word to come through that the rail line had been cleared so that they could reinforce the Maoris in the Station. But the demolition teams could not clear the last two obstacles by sunrise and soon the Germans were pouring mortar fire onto the exposed engineers. Their work was canceled and the Maori's, seeing that they were isolated, asked for permission to pull back. Permission was denied.

Aftermath: In an attempt to support the Maoris, a smoke screen was placed in front of them. But this only served to cover the German troops who began to mass for a counterattack into the station. By morning the Germans had determined the extent of the Maori advance and noted their lack of heavy support. Attacks began at first light and came from the west, but the Maoris held on. At 1515 hrs the Germans committed two tanks from the 2nd/8th Panzer Grenadiers. The two tanks approached from the north and soon had clambered to within 50 yards of the station shed. There, they began to fire HE into the building and machine-gun the troops within. The Maoris had no ammunition for their PIATs and their lines began to crack. The order finally came to withdraw. The Maoris had fought hard but paid a hard price. Of 200 men committed on the 17th, only 70 returned on the 18th. The Germans were hurt, too, suffering 9 killed, 102 wounded and 18 "missing".

Maori Sets Up First: [ELR:4] {SAN: 3} [182]

A & B Companies, 28th New Zealand (Maori) Battalion set up on any whole/half hex of board 12 between hexrows A-Y inclusive:



The Maori's purchase fortifications according to the following costs:

Foxhole = 1 FPP

Trench = 4 FPP

AT Mine Factor = 3 FPP

AP Mine Factor = 2 FPP

Roadblock = 9 FPP

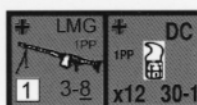
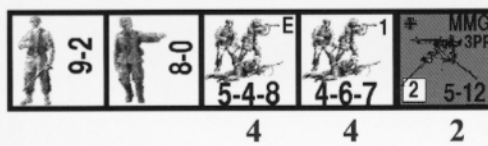
Wire = 6 FPP

Fortified Building Location = 5 FPP

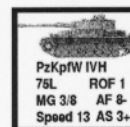
"?" = 1 FPP

German Moves First: [ELR:4] {SAN: 5}

211th Infantry Regiment, 71st Infantry Division enter from either the South or West map edge on Turn 1:



Enter from the North map edge on/after Turn 3:



TURN

1

2

3

4

5

6

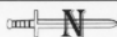
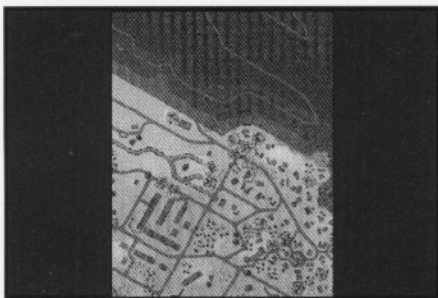
7

SEEK AND DESTROY

HISTORICAL FC5

Orientation:

Only hexrows K-CC
(inclusive) are playable.

**Play Balance:**

German:

Each Hideout may use a Boresighted Hex.

New Zealander:

Exchange two Sherman III (a)
for two Sherman IIA (a)s.

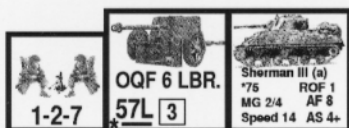
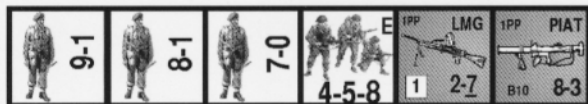
TACTICAL OBJECTIVE: To win, the Maori player must earn more CVPs than the German player at Game End and the Maori player must capture at least five stone locations from the German set up area.

Historical Special Rules:

1. EC are Overcast with no wind at start. Soil Conditions are Flooded.
2. The map area between the German and Maori set up areas is No-Man's Land. During the German set up the German player may choose four ground level building locations as "AFV Hide-Outs". the Hide-Outs may be set up in the German set up area or in No-Man's Land area. Each AFV Hide-Out allows the German player to set up/enter/change VCA of any German AFV without having to take a Bog-Check. Additionally any Hide-Out which is set up in a No-Man's Land area may have one Bore-Sighted Location (C6.4) assigned to it which is in LOS/LOF of the Hide-Out. Any Non-captured German AFV which enters the Hide-Out may use the Bore-Sighting DRM as long as the location remains unrubbled. (C6.43 is NA for Bore-sighting loss). Each Hide-Out is revealed as if a fortified Building Location (B23.911). The German may also fortify one building location normally.
3. CG 11.1 Applies to the Maori Sherman ammunition types (all vehicles must use the same ammunition stowage types).
4. Fortress Cassino 7.3 applies to the Maori units.

**Maori's Sets Up and Moves First: [ELR: 2]
{SAN: 3}**

D Company, 28th Maori Battalion, Elements of the 19th New Zealand Armoured Regiment set up east of the following perimeter K16-Q19-V17-CC20:



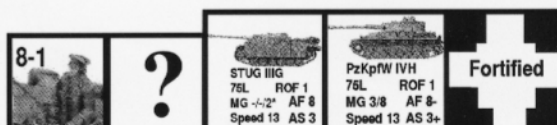
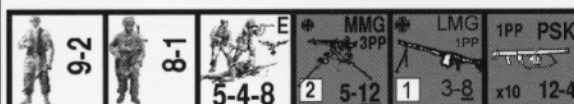
Historical Perspective: Cassino, Italy, 22nd March 1944:

Seven days into the battle it was apparent that the bid to take the monastery by storm was rapidly losing steam. Second guessing a lack of tangible victories started to plague the Allied command. The German side had it's own set of problems. The paratroopers had always had few tanks and assault guns to help defend their shrinking perimeter. Assault Gun Battalion 242 was down to their final StuG III. Panzer Battalion 3 had one functioning Panzer Mk. IV. The New Zealanders always had enough of the trusty Shermans but never enough room to maneuver. The Germans built hide outs among the ruins of the city and played a deadly game of cat and mouse with the New Zealand armor. Creeping out of a well fortified position the Panzers would pop out, take a shot, then retreat into another hide-out.

Aftermath: As the Maori's started to make the final bid toward the continental hotel an Anti-tank gun was brought forward along with a troop of Shermans, a game of peekaboo began. The last mark IV nosed out on what was left of a side street near route 6. After two or three rounds shot at the Shermans the Mk IV was hit in the track by the Anti-Tank gun. The crew abandoned the tank and dove for cover. Attempts to cover the crew with fire and smoke were made to no avail. The tank was in no-mans land. Meanwhile the Assault gun made good use of cover and well prepared positions to blunt the Maori's and the Shermans. The Stug made it alive, the last German AFV in Cassino town.

German Sets Up and Moves Second: [ELR:3] {SAN: 5}

Elements of 1st Battalion 4th Fallschirmjaeger Regiment
Supported by Panzer Battalion 3, Assault Gun
Battalion 242 set up west of the Gari River and on/west of
the following perimeter: S13-X16-CC13 (See HSR: 2):



TURN

1

2

3

4

5

10

CACTUS TRAP

HISTORICAL FC4

Orientation:

Board 25; only Hexrows A-P are playable.



Play Balance:

German:

Decrease game length by one turn.

Gurkha:

Increase game length by one turn.

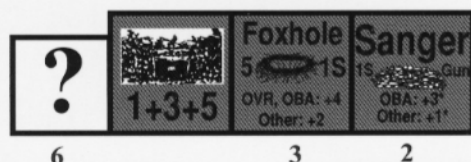
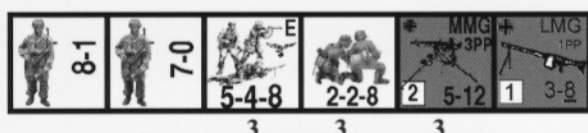
TACTICAL OBJECTIVE: The Gurkha Player wins by controlling ≥ 6 Level 4 hexes at Game End.

Historical Special Rules:

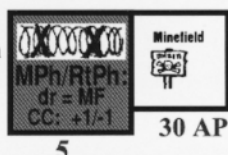
- EC are Moist with no wind at start. Night rules are in effect (E1.). Due to the hard ground and loose noisy stones, the Gurkhas may not use Cloaking. The Moon is half with scattered clouds. Base NVR is 4.
- Desert rules are NA [EXC: Hammada rules do apply]. All brush and orchards are considered Cactus Patch (F 13.4). Due to the density of the Cactus Patch each infantry unit must pass a separate NTC to EXIT a Cactus Patch hex during the MPh/RtPh/Aph. A successful NTC allows the unit to exit the hex normally. Failure of this NTC causes that unit to remain in its current location and is considered to be using Hazardous Movement (and is TI if Good Order).
- All Booby Trap activation's create a Gunflash (E 1.8).
- All Allied units are Gurkhas (A25.43).
- All German 548/238 are stealthy.

German Sets Up First: [ELR: 3] {SAN: 4}

Elements of the 1st Battalion, 4th FallschirmJaeger Regiment set up anywhere in the play area [EXC: north map edge hex half hex]:

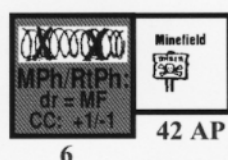


The German player may include one of the following Fortification groups:
Booby Trap Level A and:



-OR-

Booby Trap Level C and:



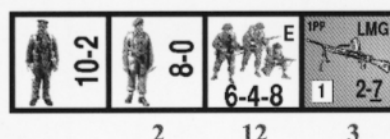
Historical Perspective: Cassino, Italy, 18th February 1944:

The second prong of the offensive involved a direct attack on the Monastery along the upper spur of Snakeshead ridge. Three battalions of Gurkhas would advance along this track. On the left, the 1/2 Gurkhas would move into a draw below the Monastery and then advance up steep rocky slopes to reach their objective. At the base of the draw was a dark patch of overgrowth, thought to be scrub from aerial photos. The Gurkhas were ordered to rush the Germans if they threw grenades and close with them in close combat.

Aftermath: During the last minutes of darkness the Gurkhas reached the bottom of the draw in good order. But the Paras had other plans. The trap was sprung when a few hidden Paras threw grenades at the advancing companies. The Gurkhas reacted by rushing headlong into the overgrowth which turned out not to be scrub, but a heavy thicket of thorny bramble. It was so thick that the Gurkhas could not move past the first few meters and they became piled up amongst themselves. Just then, one of the Gurkhas snagged a tripwire. The Paras, who were hidden just a few yards from the edge, listened to the staccato sound of dozens of Bouncing Betty's go off in rapid succession. Immediately, an entire platoon of Gurkhas became casualties. German machine-gunners opened up on the flashes while the hidden Paras rapidly began throwing grenades into the heaps of Gurkhas. As sunlight approached, the Gurkhas were forced to disengage as best they could. They left 138 men and 11 officers dead in the draw, some of them were later found to have as many as four and five tripwires tangled around their legs.

Attacker Moves First: [ELR: 5] {SAN: 1} [168] TURN

1/2 Gurkha, 4th Indian Division enter from the north map edge on turn one:



1

2

3

4

5

6

7

TROGLODYTES

HOB

HISTORICAL FC 3

Orientation:

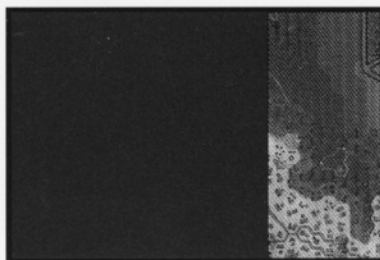
Hexrows BB-MM (inclusive) are playable.

Play Balance:

German: may Battle Harden the Leader to a 9-2

New Zealander:

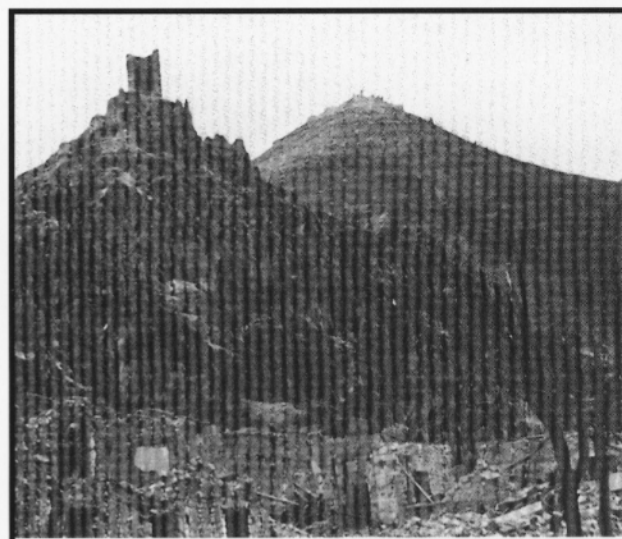
Increase the Game length by one player turn.



TACTICAL OBJECTIVE: The New Zealand player wins immediately upon controlling all locations of the Castle Complex (FF13, FF14, EE13).

Historical Special Rules:

1. EC are Moist with no wind at start. Ground conditions are Saturated (1.12).
2. All New Zealand units have scaling ability (B23.424).
3. Battlefield Integrity: Due to the "uncharacteristic" surrender of some 30 Germans from the Castle, the following BI rules apply; For each German Squad/Equivalent which is eliminated the German ELR is immediately reduced by one level.



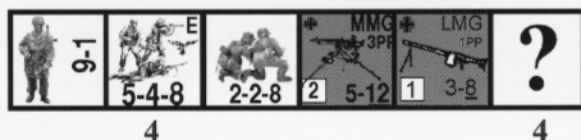
Historical Perspective: Cassino, Italy, March 15th 1944:

After almost two months of waiting on the rocky slopes of rain drenched hillsides the troops of D company 25th New Zealand battalion waited again while the thunderous explosions of hundreds of Allied medium and heavy bombers pulverized Cassino Town and its defenders into submission. At the appointed time, like troglodytes, D company rose up through the haze and smoke and clambered toward their objective. Most of the 25th Btn had been stopped cold just 20 meters into the town and Major Hewett quickly deviated from the failing plan of storming straight up the hill. The Major found a partially shielded way past the sheer slopes of the hill near the sunken road leading up to a landmark known as the Yellow House.

Aftermath. In the only "lucky" break of the day for the New Zealand Corps, the German sentries guarding the northern approach to the Castle were still hiding deep in their foxholes when Hewett's men approached. They were captured before they could sound the alarm. The company moved further up the hill to Point 165 where they found a silent pillbox. This too was captured after a sharp grenade fight and a small Red Cross flag appeared indicating the surrender of 23 German Paratroopers. Some of Hewett's men had moved east towards the Castle where the dazed remnants of the German garrison fired a brief volley at Hewett's men and then, uncharacteristically, 30 Paratroopers came out with their hands up. By 1700 the door to Monte Cassino was open.

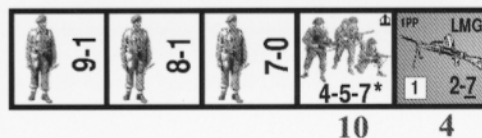
German Sets Up First: [ELR: 4] {SAN: 4}

1st Battalion, 3rd FallschirmJaeger Regiment set up on/south of hexrow HH:



New Zealander Moves First: [ELR: 3] {SAN: 2} [100]

D Company, 25th New Zealand Battalion set up on north of hexrow JJ in any level 0 location (including sunken roads):



TURN

1

2

3

4

5

6

EASY RIDERS

HISTORICAL FC2

Orientation:

Hexrows "A" through "S"
(Inclusive).

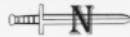
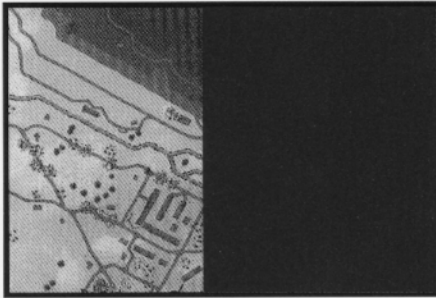
Play Balance:

New Zealander:

Exchange a LMG
for a MMG.

German:

The German may
Battle Harden one of
his Leaders.



Historical Perspective: Cassino, Italy, 19 March 1944:

The attacks into the Station and at the Coliseum had failed leaving the 26th Btn. holding a position between the factories and the Station just east of the river. As they settled in to get their first winks of sleep since the attack started four days ago, it was to finally be a day of rest. Supported by the divisions' heavy equipment was not forthcoming, the 26th Btn. would have to hold its positions with only the small arms and tired legs of the footsoldier. The Germans were quick to seize upon this weakness.

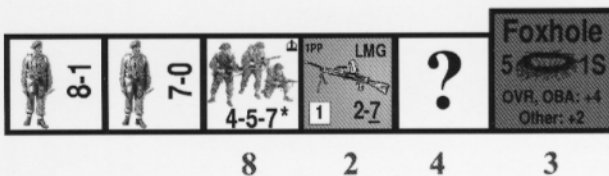
Aftermath: The Parachute Motorcycle Company was sent in to take back this ground and cut off the head of the advance into the Station. The dismounted motorcyclists forded across the Gari up to their necks in the icy water. Just as they were exiting the east bank, they were caught by one of their own mortar barrages. The barrage may have been part of a ruse as the Germans began to approach the 26th battalions' lines calling out that they were Indians. The trick didn't work and they were caught in a crossfire as they rushed the New Zealanders positions. In a few short minutes the sheep-shaggers had poured a well aimed crossfire into the advancing cyclists. As the Germans fled they were caught again in the open in the sticky mudflats by the river. When it was over, the Germans counted only 19 survivors from the entire company.

Historical Special Rules:

1. EC are Moist with Flooded Ground Conditions (the Gari is considered DEEP only as per B20.43).
2. The Germans may use HUMAN WAVE (A25.23).
3. During the NZ Player's set up the NZ Player secretly records two hexes in the Gari River and records them as A, B. Neither of these hexes may be adjacent to each other. As the first action of the first German MPh, the NZ Player makes a dr to determine which hex is selected (A dr OF 1-3=HEX A; 4-6=HEX B). The NZ Player then places an FFE:1 counter in the HEX selected. The FFE:1 counter represents a concentrated German OBA Module with an HE Firepower of 4. The FFE counter may not be corrected and is flipped to its FFE:2/C side during each subsequent German DFPh/PFPh normally.

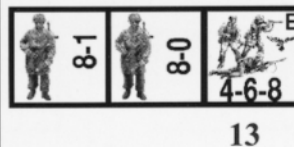
New Zealander sets up First: [ELR: 3] {SAN: 4}

Remnants of D Company, 26th Battalion 6th New Zealand Brigade set up east of the Gari River:



German Moves First: [ELR: 4] {SAN:2} [169]

Motorcycle Company, 1st Fallschirmjaeger Regiment set up west of the Gari River (EXC: no unit may set up in hex Q12):



TURN

1
2
3
4
5

OPERATION DICKENS

HOB

HISTORICAL FC 10

Orientation: All hexes inside the following perimeter (inclusive): N22-O21-U11-LL11-GG11-HH11-HH22.

Play Balance:

German: All units receive a -1 DRM to their "Pre-Game MC/NMC".

New Zealand: All Platoons receive a -1 drm to their reinforcement entry dr

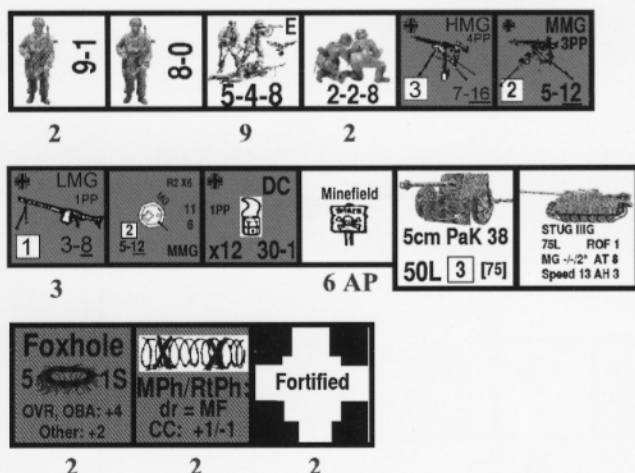
TACTICAL OBJECTIVE: The NZ player wins at Game End if there are no Good Order German Squads in any Valley Floor hex south of Hexrow BB.

Historical Special Rules:

1. EC are Moist. Ground condition are Saturated.
2. After the NZ player has set up, all German units must make a secret HOB DR. All results are treated as a HOB result except as follows: Any Berserk result causes Casualty Reduction (a 5-6 on the colored die results in elimination of all SW possessed by that unit or unpossessed in that location), any original DR of 12 results in elimination of that unit and any/all SW which it possesses. All crews must take a NMC instead of a HOB DR (crews may remain HIP IF in Good Order after their "pregame" MC). Due to the severity of the Pre-game bombing, the -1 DRM for Elite is NA for this HOB DR. If the tank does not set up in a dugout/cellar it must take a 2MC Bombardment DR as per C 1.821.
3. No fortification/entrenchment/Armored Cupola may be set up in a shellhole/crater/rubble/debris hex (additionally, a Passage counter may not be "connected to" nor be placed in such a hex).
4. All NZ Ptns [EXC: Essex, Platoon 5] must enter as per CG21.
5. The NZ player receives a Creeping Barrage (E 12.7) of 150mm OBA with plentiful ammunition. The Creeping Barrage may move in either a southerly or westerly direction and is not convertible
6. Boresighting is NA.
7. CG 11.1 applies to all NZ Sherman III (a)s.

German Sets Up First: [ELR: 4] {SAN: 4} [117]

4th & 5th Companies, 2nd Battalion, 3rd Fallschirmjaeger Regiment set up > two hexes from the New Zealanders entry hexes (N22-II22).



Historical Perspective:

Cassino, Italy, 15 March 1944:

The "softening up" of Cassino started at 0830 on 15 March with 280 heavy and 180 medium bombers dropping 1,000 tons of 1000 lb bombs. Approximately eight of these 1,000 lb bombs landed per acre inside Cassino. At noon the bombers turned for home and a barrage of almost 900 guns of all types crept through the town turning the rubble buildings into a stone quarry. The bombing looked impressive from the Allied positions as it scathed the town for eight hours, and it was: the 2nd Para Btn had



been mauled having its 4th and 5th companies reduced to 20-30 men each and the 7th company almost annihilated to the man. Only the 6th company remained intact hiding out in the cave behind the Continental Hotel. When the bombing lifted the 6th New Zealand Brigade, supported by the 19th Armored Regiment, would push into the town from the north. The entire Brigade would be forced to squeeze through a narrow front between the foot of the Cassino massif and the Rapido River, barely 300 yards wide.

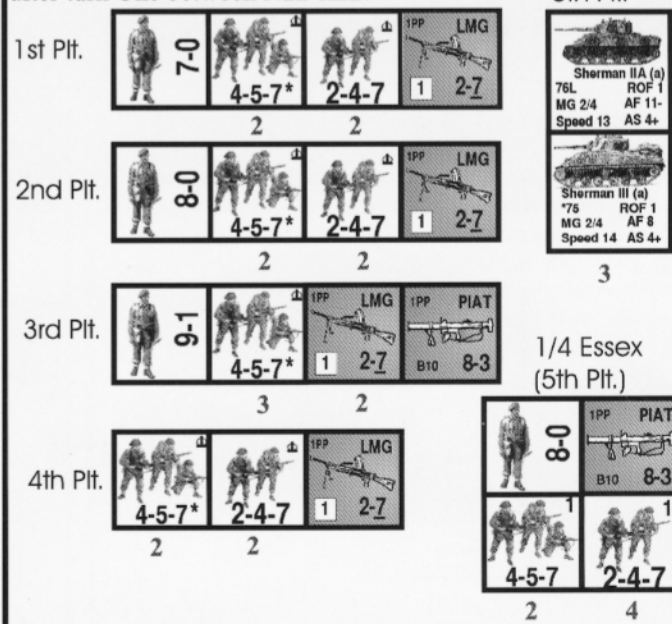
Aftermath: The New Zealand attack bogged down from the outset as huge craters blocked the roads leading to the town and the soft ground and muddy flats made the going exhausting. Once in the town the New Zealanders lost their bearings as all of the landmarks on their maps had been obliterated. Platoons became separated from each other, so officers split up the squads into 3-4 man teams to spread out and maintain contact with their lost neighbors. This played into the Paratrooper's hands whose own companies had been smashed into 2-3 man pockets. As the Kiwis blundered forward they fell onto the Paras who were, by now, over their stunned (Con't on page 17 of the rules).

TURN

1 2 3 4 5 6

N.Z. Moves First: [ELR: 4] {SAN: 2} [140]

A & B Companies, 25th New Zealand Battalion, 6th New Zealand Brigade, 1/4 Essex, and elements of the 19th New Zealand Armoured Regiment enter on/after turn One between N22-II22:





10.7 MAGNETIC NORTH vs TRUE NORTH: The True Northern direction in this module is in the direction of hexside "3"; however, for ease of play, the right map edge (containing hexrow "MM") will be considered the North map edge for all purposes except Wind Direction (which will use the Compass Arrow printed at the top of your FORTRESS CASSINO map). Accordingly, the map edges containing hex coordinates "1" and "22" are the West and East map edges, respectively.

10.8 SLOPE DEPICTIONS:¹⁴ Some of the Slope depictions on the FORTRESS CASSINO map are difficult to see due to the melting of colors during the printing process. As an aid, the following Slope depictions will be listed as they may be difficult to view on the actual map:

- All hexsides making up a level 4 or level 5 crestline should have a Slope [EXC: hexside V5-W5; cliff hexsides]

- EE10-FF11; AA6-BB6; AA6-Z6; Z6-Y6; S1-T1; V4-V3; W4-W3; N1-O0; BB4-BB5.

- You may wish to layer these faint depictions with a thin pencil line, as that will be visible and erasable.

10.9 PLAYABLE HEXES: All hexes between hexrow A-MM and all hexes numbered 0-22 are playable including all half-hexes within the stated parameter. Partial hexes next to hexrow "A & MM" and those numbered "23" are there as an aid for reinforcement setup.

10.101 RUBBLE: All Rubble is treated as a Building for Street Fighting and Ambush purposes.

10.102 RCL CORRECTION: A misprint was made on the German 105mm RCL. The correct numbers on the reverse side of the counter should be: H6 & s6

11. CAMPAIGN GAME SPECIAL RULES: The following CG SSR apply in all CGS and RePh:

CG1. WEATHER: Players may wish to use the Random Weather Chart in RePh 8.6171 or use the Historical Weather listed in RePh 8.617.

CG2. MMC SELF RALLY: A player may attempt Self Rally during a player's own RPh for one unit as per A10.63.

CG3. SNIPER: Each player places one Sniper counter on board as per A14.2.

CG4. PANTHER RG:¹⁵ The German RG V5 represents a Ptn of Panther tanks, a company of which were stationed near Rome. Such an RG may never be purchased for on-map set up. The Panther RG is not subject to Depletion in the normal way (i.e. RePh 8.6201). Instead, a Panther RG must travel to the FORTRESS CASSINO map for 5 Transport Phases (RePh 8.620) before it is available for map entry. Each Transport Phase occurs during each RePh 8.620 starting on the following RePh from when it was purchased. Regardless of whether the CGS was played or not, the German player may choose to transport his Panther RG during that Transport Phase; however, for each AM/PM Transport Phase, the German player must make a *secret* DR for Transport Interdiction Casualties (TIC) for each Panther RG purchased. If the final DR is ≥ 8 the German player deletes one Panther from that RG (no CVP are counted for any reason). After each Transport Phase the German player should record the number of Phases which that Panther RG has completed and the number of Panthers remaining in the RG. After each Panther RG has completed 5 Transport Phases it becomes part of the German OB and is eligible for map entry as per CG12.

The following cumulative DRM apply to the TIC DR:

- 2 If the Previous CGS was Overcast
- x For any Armor Leader in that RG
- +1 For each RG F1 that the New Zealand player purchased for the previous CGS

CG5. TUNNELS:¹⁵ In the FORTRESS CASSINO module Tunnels may pass beneath terrain which is not at the same level as any of its entrance/exits but may not pass beneath a Gari River hex and may use a Cave as an entrance/exit location. If a Cellar/Dugout exists in an entrance/exit the Tunnel is assumed to enter/exit into that location even if the Dugout was created after the Tunnel during the course of the CG.

CG5.1 MONASTERY TUNNEL COMPLEX: At the start of the CG a Tunnel exists at the ground level (or to a Dugout/s if a Dugout/s is subsequently made during the CG) from Q9 to T10. Additionally, the German player may freely create one more Tunnel which must be ≤ 3 hexes from one/both of the other Tunnel entrances/exits. This additional Tunnel may be connected to either/both of the original two Tunnel entrances/exits if it is within three hexes of it/them. These three Tunnel entrances/exits make up the Tunnel Complex and any additional Tunnels which connect to these (as per RePh 8.621 purchase) are called Maze Tunnels (including any Tunnel which connects to another Maze Tunnel; see Example). During the CG all German RG whose ID begins with an "T" are not subject to the 2 CPP cost increase for on-map set up (RePh 8.6194) or the +1 DRM for on-map set up (RePh 8.620) if they set up in any Complex/Maze Tunnel entrance/exit and/or if they set up adjacent to such an entrance/exit and inside a Trench/Pillbox/Cave/Building/Rubble; however, these units may NOT set up in an upper level Building location and any SW capable of being dm must set up as such. Additionally, any set up area which contains one or more friendly Controlled Complex (only) Tunnel entrance/exit may never be an Isolated Set Up Area for the German player (RePh 8.605). Any other Tunnels created at CG start are not affected by this rule. Note: Tunnel Complexes should NOT be confused with "Cave Complexes" (which are NA).

EX: If the German player chooses S11 for his free Tunnel then both Tunnel entrances/exits from Q9 and T10 will connect to S11 making a total of three Tunnels in his set up area. If he chooses hex W9 for his free Tunnel then there will be only two Tunnels in his set up area. Additionally, if he purchases another Tunnel which uses W9 and Z10 as its entrance/exits then this Tunnel (from W9-Z10) is called a Maze Tunnel since it connects to the original Tunnel Complex.

CG6. NIGHT CGS: The NVR of a NT CGS is determined using E1.11 and the Historical/Random Moon Phase and the Historical/Random Cloud Cover in RePh 8.617-.6171. The side selecting the Attack Chit is considered the CGS Attacker. Conversely, the side selecting the Idle Chit is the CGS Defender (E1.2 applies). At CGS start the CGS Defender may gain automatic Freedom of Movement (E1.21) for his *single* best on-board non-Reserve leader (use random selection if there are more than one of the same best leader) and any MMC/SMC stacked with it at CG start (E1.21 still applies to the Defender's remaining single best leader). Cloaking is NA for either side. CGS Defender RG/s entering the map may not enter until any CGS Defender unit has been attacked by other than OBA/Sniper/Successful Ambush or has seen a known enemy unit (CG21.1-4 still applies for the New Zealand). A reinforcing vehicle with a radio releases other friendly vehicle/s with radios as per E1.21. The Scenario Defender may freely set up $\leq 25\%$ of his non-reserve squads HIP (in addition to the 10% HIP that he may purchase). NOTE: During the NT CGS RePh the Final CPP Replenishment is halved (FRU) for both sides (see RePh 8.616).

CG7. WEATHER:¹⁷ During a Lull CGS if no Rain has yet fallen during the CG and if the weather has been determined to be Overcast players will make a Wind Change DR for each Player Turn that would have been "played" had the CGS not been a Lull (roll for CGS end as per CG32). If any Wind Change DR results in the weather turning to Rain (E3.51) no more Wind Change DRs are made for that "NT CGS". Instead, flip the Soil Conditions counter over to its Flooded side and begin the RePh normally for the following AM CGS. This rule is NA if the soil has already become Flooded at any point during the CG (see 1.11).

CG8. VEHICLES AT NIGHT: No mobile, manned, fully-tracked New Zealand vehicle may set up/enter the map during a NT CGS [EXC: Valentine Bridgelay and Sherman Bulldozer]. All such vehicles must attempt escape if Isolated. Any unmanned mobile vehicle which becomes manned during a NT CGS must attempt to leave the map (as if it were Recalled, but may be retained). During the next *played* daylight CGS the New Zealand player may enter all of his mobile, manned, fully-tracked vehicle(s) from off map as per CG21.1-4 [EXC: If newly purchased for

EX. No LOS/LOF exists from hex EE14 to FF13.

6.3131 LOF: Fire which originates from inside a Fortress into a Courtyard hex receives a +2 TEM (i.e. as if it were a +2 building location). Mortars may fire from within a Courtyard hex to targets outside of the Fortress; however, C9.31 applies (no Spotter is required to fire from a Courtyard but the effects of C 9.31 would still apply).

6.3132 MOVEMENT: All infantry units must pay 2 MF to enter a Courtyard hex regardless if the movement is from another Fortress hex; however, movement into a Courtyard from another Keep/Courtyard hex is not prevented as per B23.922.

6.32 KEEP: Hex FF14 contains the Fortress Keep. The Keep is treated as a Single-Hex Three Story House which contains a Steeple location at level 1 and 2. The ground level of this location may *not* be fortified as per B23.9, but, instead, is automatically considered fortified as per 6.3. All Fortress rules apply. Any unit Scaling a Keep hex from a non-Fortress hexside is considered to be scaling to/from a Steeple location in this hex. A Dugout is NA in the Keep hex.

6.33 No vehicle may set up/enter a Fortress hex.

6.4 CELLARS: Red Barricades Cellar rules apply. Additionally, some Single-Story Houses may have a Dugout beneath them (as per SSR/FPP purchase; see 6.5).

6.5 DUGOUTS:¹⁰ A Dugout may only be in play if provided by SSR or if purchased in the Refit Phase of the CG. A Dugout is treated as a RB Cellar (as per 6.4) except that it may only be set up in a Single-hex building [EXC: Siege Tower/Fortress locations]. Use a Red Barricades Cellar counter to indicate such a Dugout location. A Dugout location may remain HIP as per B23.911 or until any non-HIP activity takes place in such a location.

6.51 VEHICLES: A fully-tracked German AFV may be set up in a Cellar/Dugout location but may not be removed/change VCA for the duration of the scenario/CGS. Any vehicle setting up in a Cellar/Dugout is considered to be Hull Down. Such a vehicle is *not* considered to be Immobilized (unless Immobilization occurs during play) but is considered immobile for any CCV DRM. Additionally, the vehicle receives a +1 DRM to all Direct Fire TH attempts for being in a Fortified Building (the +3 TEM does not apply for being in a Stone Building). A vehicle/wreck in a Dugout counts as one squad for stacking capacity determination (note: such a manned vehicle itself does not prevent entry as per B23.922). No more than one vehicle/wreck may occupy such a location.

6.52 FLOODED: When Ground Conditions are specified as Flooded (1.13), all unpossessed SW are eliminated and it costs one additional MF to enter a Dugout location.

6.6 TRENCHES: Trenches *do* connect to Cellars/Dugouts (only) as per RB O 6.21.

7. COMMONWEALTH: The Commonwealth forces of the British Army in this battle featured no less than four separate ethnicities. The following rules are designed to allow for the distinct characteristics of each nationality to be represented while still maintaining the streamlined system of play in your ASLRB (A 25.4). All Commonwealth units are treated as the same nationality. Unless specified by SSR only Gurkhas are Stealthy (and Para 5-4-8/2-3-8).

7.1 NEW ZEALANDERS:¹¹ Due to the majority manpower usage in the Commonwealth forces at Cassino being New Zealanders, the Allied player will be called the New Zealand player. British colored counters containing the Commonwealth of Great Britain symbol of a Crown in the upper right corner are New Zealand units and are represented as a 4-5-7 with an 8 broken-side Morale Level (their respective HS are 2-4-7s with a 7 broken-side Morale Level). New Zealanders are considered 1st Line units and are not Stealthy (A25.44 is NA). New Zealanders receive an additional -1 DRM to their HOB DR.

7.11 Whenever a New Zealand unit Battle Hardens to a 4-5-8/2-4-8 its ID # should be recorded separately (or it may be represented by the British Airborne 4-5-8/2-4-8 counter provided in your Pegasus Bridge module) so that it may be easily identified as a New Zealand unit should

further ELR Replacement occur. Whenever a New Zealand unit suffers ELR Replacement it is replaced with the appropriate British 4-4-7/2-3-7 counter. Should that unit subsequently Battle Harden, it becomes a British 4-5-7/2-4-7 and not a New Zealand counter.

7.2 GURKHA: Gurkha units are represented by the 6-4-8/3-3-8 British counters provided in your WOA module and should be separated from Engineer units by recording their ID # (or by representing them using the 6-4-8/3-3-8 British Airborne counters provided in your Pegasus Bridge Module). Gurkhas are treated as having an underlined ML even if their ELR drops during the course of the CG.

7.3 INDIAN/MAORI:¹² Some scenarios/CGS may contain units which are listed as Indian/Maori (RG I3 & I6 and scenarios FC5, 6, and 8). These units are treated as British units, normally, as per A25.4-46 except as stated herein. All elite Indian/Maori units (i.e. British 4-5-8/2-4-8 units) may Deploy as per A1.31 with the exception that no leader is required to make a Deployment attempt. These units should be recorded on a separate sheet to identify them as Indian/Maori. An Indian/Maori MMC which suffers replacement/Battle Hardening is still considered an Indian/Maori unit for this rule.

8. DEBRIS

8.1 Chapter O1. Debris rules apply normally.

9. CAVES

9.1 Chapter G11.1-12 as per SSR or as per 8.621 in the FORTRESS CASSINO RePh. *Cave Complexes are NA.* Caves may be set up in a Crag hex but not in a Crag-Road hex (2.2).

10. HISTORICAL ADDITIONS

10.1 ELITE AMMO: All German units are considered Elite for special ammunition purposes (C8) [EXC: All liberated Italian tanks].

10.2 CLARIFICATION: Hex HH18 contains a Crestline from a level 1 Massif to a level 2 Massif (Crag) location.

10.3 KINDLING: Kindling is NA.

10.4 STEALTHY: All German 5-4-8/2-3-8's are Stealthy.

10.5 OBA: The following characteristics apply to each nationality's OBA module/s:

NEW ZEALAND	GERMAN
76mm Btn Mtr ^{S1} (C1.22)	75mm *
88mm ^{*10}	81mm Btn Mtr ^{*2} (C1.22)
100mm ^{S0}	105mm ^{*1}
120mm ^O	150mm Nebelwerfer (C1.9)
150mm ^O	

FOOTNOTES:

*= May fire Smoke

S= May fire SMOKE

I= May fire IR (see Night rules)

O= OP Plane available (E7.6)

10.51 For determining friendly board edges for OBA direction, the German friendly board edge is the west edge, while the New Zealand player uses the east map edge.

10.6 SMOKE:¹³ During Mud conditions SMOKE may be placed in a Valley Floor building, rubble or bridge location normally. Note: Players should keep in mind that Mud rules do *not* apply on the Massif.

10.61 There is an additional +1 To Hit DRM to all SMOKE placement attempts in a hex containing one or more Crest depictions. This +1 DRM is cumulative for *each* Crest depiction in a hex. EX. The SMOKE placement attempt DRM into hexes HH19, HH18, HH17 would be +1, +2, +3, respectively.

Trail Break hexside may move along the Trail Break as if moving through Open Ground.

3.14 SPANNED: A Crater may be spanned by a Valentine Bridgelay as per page H57, Vehicle Note 36, "PLACEMENT".

3.2 SHELLHOLES: During Flooded Soil Conditions it costs infantry one additional MF and vehicles must pay 1/4 of their printed MPs (FRU) to enter a shellhole hex.

EX. It would cost an infantry unit 2MF to enter a shellhole hex without receiving the TEM of the shellhole or 3MF if it wanted to receive the TEM of the shellhole.

4. PASSAGES⁷

4.1 A Passage is a type of Fortification and is treated as a Stream Culvert (KGP II 4.2-.22) except as stated herein. Passages may only be set up in a road which is a non-Rubble/Crater/Shellhole/Stream hex and are revealed to an opponent as if they were an Entrenchment. A Passage may not be set up in a Narrow Street hex. Once revealed place a Passage counter on board in its appropriate hex. Passages may not be created during a scenario [EXC: RePh, see FPP Chart]. No Fortifications may be set up/created in a Passage location.

4.11 STACKING: The normal stacking limit (A5.1) IN a Passage location may not exceed a total US# of 4; additionally, the total US# of units that may enter it during a given phase must be ≤ 4 .

4.12 ACCESS: Units may only enter a Passage by crossing the Passage entrance hexside shown on the Passage counter. A Passage is assumed to connect to the ADJACENT same level hex which makes up the Passage entrance hexside (therefore, a Snap Shot is not possible). A unit may enter a Passage from such a hex only from the lowest location of the ADJACENT hex (i.e. Entrenchment [EXC: Foxhole], Cellar/Dugout, ground level Building location, Pillbox, etc.) and is not subject to wire/minefield attacks. Entrance of a Passage costs one MF.

4.121 PLACEMENT: A Passage counter may *not* be placed so that its Access hexside is facing a hexside which is made up by two road hexes. Therefore, a *chain* of connecting passages may not be made.

4.13 ATTACKS: Units inside a Passage have an LOS only to hexes which have access to it (in which case such a unit has an LOS/LOF to all locations of that hex/es); however, units in a Passage are eliminated if the Passage is eliminated as per 4.14. Mortars may not fire from inside a Passage. Indirect fire has no effect on units inside a Passage except for Passage elimination purposes (4.14).

4.14 ELIMINATION: Passages may be eliminated as if they were an Entrenchment (i.e. Clearance attempts, Shellhole creation, etc.). Since no LOS/LOF exists to/from units INSIDE a Passage to units which are in the same hex but not inside the Passage, clearance attempts may be made by unit/s outside the passage without being subjected to fire from the other same-hex unit/s. A Passage is also eliminated if a Rubble/Shellhole/Blaze is created in *both* ADJACENT access locations.

5. GARI RIVER: The Gari River branches from the Rapido River but is treated as a Stream (B20.). The following rule applies:

5.1 The Gari is Deep (B20.43). During Flooded Soil Conditions the Gari is also considered Flooded.

6. BUILDINGS

6.1 All Buildings on the FC historical map are Stone. All Rubble⁸ is treated as a Building for Ambush and Street Fighting purposes. Buildings N15, O15, Q15 are Factories and are 1/2 level obstacles. As such, all B23.74 rules apply (see also O.4 - 4A). Factories may become Gutted as per RB 5.5 -.52.

6.11 Any Single-hex Single Story House (B23.21) may be rubbled as per B24.11 except that the +1 drm for Stone Building is NA, however, there is a +1 DRM if the Building location affected is Fortified (if random

selection affects a Fortified Building location which could not be rubbled due to the final dr, there will be no rubble in that hex [EXC: If another location is also affected during random selection]). Additionally, a non-Fortified, ground level, Single-hex Single Story House [EXC: "Keep" & Siege Towers] may also be rubbled *automatically* by any HE (only) attack ≥ 100 mm on an original IFT DR resulting in a "K" (only) with the following exceptions:

- All vehicles become Immobilized and BU (after any effects caused by the attack which caused the Rubble). If already Immobilized there is no additional effect.

- All infantry units must take a NMC (after any effects of the attack which caused the rubble).

- All 5/8" Guns and unpossessed SWs are eliminated [EXC: dm MTR].

6.2 SIEGE TOWER: Hexes DD15 and HH15 contain Siege Towers which are treated as a Fortified stone building (B23.9) (which is a level 1 obstacle) except as stated herein. No Dugout may be created in a Steeple hex. No vehicle or Gun [EXC: dm Mortars] may occupy a Tower hex.

6.21 FIRE EFFECTS: All fire originating from the ground level of a Siege Tower hex is treated as if using Area Fire [EXC: PF when using the Case C3 To Hit DRM]; additionally, there is a -1 drm to the Backblast dr (C13.8) when firing from this location.

6.22 SIEGE PORT: A Rooftop location exists at level 1 of a Siege Tower hex and is called a Siege Port (B23.8). A Siege Port location has a one squad/equivalent stacking capacity. Units in the Siege Port location receive a +2 TEM to all direct fire into it (regardless of any height equivalent/advantage of the firing unit/s) but receive a 0 TEM for all indirect fire into it as if on a rooftop. The only 5/8" counter which may occupy a Siege Port location are mortars.

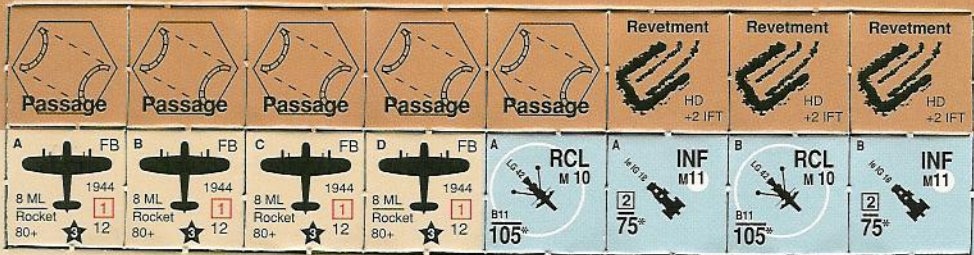
6.3 FORTRESS:⁹ The stone structure surrounding hexes EE13, FF13, FF14 represents the Fortress of Castle Hill (note: the entire Fortress depiction is assumed to be at level 3 of the FC map). It is treated as a Single Story Stone House (B23.21) so that units inside the Fortress depiction are considered inside the Fort (and therefore receive all benefits) while units outside the depiction are considered outside the Fort. The Fortress is considered a one level obstacle with no cellar (or dugouts; see 6.5). No Fortification/Entrenchment may be set up/created in a Fortress hex.

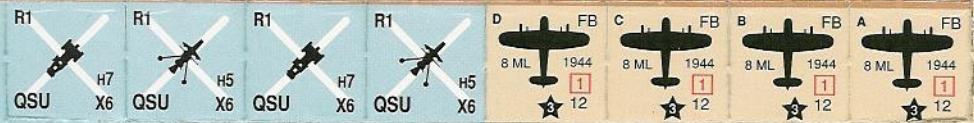
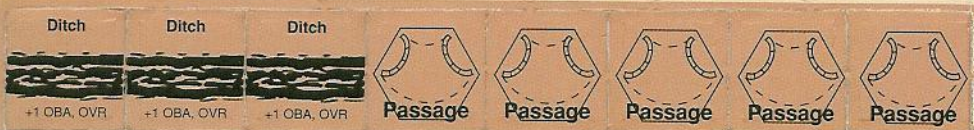
6.31 The Fortress is considered Fortified as per B23.9. If un-enterable as per B23.922 it may be Scaled instead (B23.424) by any unit capable of Scaling. Scaling a Fortress may only be attempted by units not in a Fortress hex. During the APH a unit which is on top of a Scale counter has that counter removed and is placed inside the Fortress at the ground level as per the last sentence of B 11.432.

6.311 COURTYARD: Hexes EE13 & FF13 are Fortress Courtyards. Units inside the Fortress Courtyards receive a +2 TEM to all indirect fire results (instead of the +4 TEM for fortified stone buildings). A courtyard is only considered Fortified for movement/fire which originates from outside the Fortress.

6.312 The Fortress Courtyard is not considered burnable terrain. Any Direct Fire Rubble creation (B24.11) which occurs in a Fortress Courtyard hex creates a Breach instead (as per B23.9221) across the hexside from which the fire entered (if entering from a hexspine make a dr to determine which hexside is affected. If the dr is 1-3 the hexside to the left of the hexspine is breached, otherwise, the hexside to the right of the hexspine is breached). If rubble creation occurs as a result of Indirect Fire, make a dr to determine which non-breached hexside is breached (using the Sniper direction to determine the appropriate hexside). If the dr results in a hexside in which no Fortress depiction exists then re-roll until a non-breached Fortress hexside has been selected. Any Rubble creation of the Building depiction of hex FF14 creates a Rubble/Flame normally but does not affect the Fortress wall [EXC: If Rubble already exists at the ground level in hex FF14 then a Breach may be created as if it were a Fortress Courtyard].

6.313 LOS: Because the Fortress is considered an in-hex obstacle no LOS exists across a Courtyard from outside of the Fortress.





CURRENT CAMPAIGN GAME (CASUALTY) VICTORY POINTS
1 2 3 4 5 6 7 8 9 10 20 30 40 50 60 70 80 90 100

HEAT OF BATTLE PRESENTS
Fortress Cassino *

CURRENT SAN
2 3 4 5 6 7

CURRENT SAN
0 1 2 3 4

ONE TURN RECORD CHART
1 2 3 4 5 6 7

