The Battle for Monte Cassino
Tide of Iron
Scenario Design: Joseph S. Anderson

Scenario Requirements:
You will need 2 sets of maps and overlays plus the Days of the Fox and Normandy expansions to play this scenario. I recommend you get 2 of the map pack expansions for the best looking map. You only need one set of figures so a second base set of TOI is not needed.

Notes:
Recommended for 2 or 4 advanced players. Players should consider this a campaign on a single map rather than a single scenario. The map is rather large (20 tiles) so allow plenty of time to enjoy. Fight the battle the way you want. No forced recreation here. Units have been organized for you to make them easier to manage. You have some room to customize with some units but this is limited.

Scale: The map represents approximately 4 square miles.

Historical Background:
Following initial British and Canadian beachheads in Calabria and the American invasion of the Salerno/Naples area, the Allied drive north toward Rome proved hard to do. Both the west coast route and the Route 6 central mountain route were blocked by the Germans. In late 1943, after a fierce battle at San Pietro, a stalemate developed south of the German Winter Line, a set of three defensive perimeters of interlocking bunkers and fortifications that sealed off southern Italy. In addition to German defenses, severe weather during December 1943 - January 1944 created tens of thousands of casualties in the harsh Italian mountain terrain.

The Gustav Line, the northernmost and most formidable of three German Winter Line defensive belts, was anchored by Monte Cassino and the Garigliano and Rapido Rivers. The town of Cassino, about 85 miles southeast of Rome, was a mile east of Monte Cassino, the 1700 foot hill top that guarded the entrance to the Liri valley, the most expeditious route to Rome on Route 6. The Abbey of Monte Cassino, on the site of ancient Roman fortifications, was the place where St. Benedict of Norcia established the first monastery of his Benedictine Order, in 529 A.D.

Although the Germans did not actually occupy the monastery building, they built heavily fortified emplacements and observation posts next to the monastery walls, taking full advantage of the terrain and Allied reluctance to attack the Abbey. Allied planners had to treat the entire hilltop as a key military target, dominating the Cassino valley, and the obstacle to their objective of cracking the Gustav Line. On Allied maps Monte Cassino was Hill 516, controlled by the enemy and the source of fire against Allied forces.

History and politics aside the Abbey was bombed anyway so there is no reason not to use the position to it's fullest so this scenario takes advantage of that fact.

Knowing they could not win the war, the German strategy was to inflict as many casualties as possible in the hopes that the Allies would sue for peace. The Germans therefore executed a fighting retreat as the Allies advanced. Thinking they would do the same at Cassino the Allies where ill prepared for the firm stand made by the elite German forces.

Rounds: 12

Objective:
The Allies need to control all 3 victory objectives at the end of any round to win the game.

Actions per side: 4

Terrain: (Special)
The stream is wide and swift moving. It may be crossed by squads and vehicles. The movement cost is 4.

Starting Initiative: Allies

Special Rules:

- Vehicles may not enter hill terrain due to steep slopes.

- A mortar may, as an action, lay smoke using smoke shells within it's <u>normal range</u>. Normal LOS rules apply.

- British and American units may <u>not</u> combine fire with each other.

- Units in the Abbey hexes on map 3B are considered to have LOS to every hex on the map for the purpose of calling in artillery attacks. Units in these hexes receive +3 cover, treat like a building hex. If the Allies occupy both of the Abbey hexes at the end of any round replace the " No Surrender" operations card with the "Shattered Morale" operations card for the remainder of the game.

- The yellow shaded command objective hexes must be occupied at the status phase of a round in order to receive the command points. If unoccupied neither side receives the points.

- Cards from American Reinforcements Deck I and Supply Deck I may be used to receive units of either Allied nation at the Allied players option. <u>The Allied player may only replace squads that have been lost.</u>

- Ancient ruins on Castle hill (yellow shaded hex on map 10 B) provide +1 cover to units in this hex.

- Towed Guns- As a single action, a <u>fresh</u> Anti-Tank Gun may be towed by a <u>fresh</u> light vehicle up to it's full movement range. <u>Both units are fatigued by this action.</u> Both units must start the action in the same hex. No fire and movement is allowed.

- HQ units receive 1 command points each. If eliminated the points are lost for the remainder of the game.

- American command objectives may be controlled by British or American units.

- The German player sets up first. The Allied player has the starting initiative.

- Destructible Buildings / Bomb Craters (Normandy Rules) (Optional) Add +3 firepower to regular (not suppressive) area attacks vs. <u>buildings</u> , ie. bombing raids and artillery attacks. Mark destroyed buildings with ruins markers. Place a crater token in any <u>clear</u> terrain hex hit by a artillery or bombing area attack.

- Weather Deck (Normandy Rules) (Optional) If using this rule a player may, as an action, pay 1 command per card to secretly look at up to 3 cards on the top of the weather deck (weather forecasting). Do not reshuffle the deck at each weather check. (Weather played a major role in this battle. Suggested for realism.)

Allied Setup

Americans:

HQ- 1 squad base, 1 officer, 3 regular infantry, 1 half-track (mark with a 1 point command token)

Mechanized Recon- 1 squad base, 1 elite infantry, 3 regular infantry, 1 half-track, 1- recon token

Engineer- 1 squad base, 4 regular infantry, 1 half-track, 1 engineer token

Medical- 1 squad base, 4 regular infantry, 1 half-track, 1 medic token

Infantry 1 - 2 squad bases, 1 officer, 1 elite infantry, 6 regular infantry, 1 Truck, 1 FT token

Infantry 2 - 2 squad bases, 1 elite infantry, 5 regular infantry, 1 MG, 1 Truck, 1 AT token

Infantry 3 - 2 squad bases, 1 elite infantry, 5 regular infantry, 1 Mortar, 1 Truck

Tank 1- 2 Sherman Tanks

Tank 2- 2 Sherman Tanks

Tank Destroyer- 2 M10 TD

1 M1 57mm Anti-tank Gun

British Empire:

HQ- 1 squad base, 1 officer, 3 regular infantry, 1 Bren Gun Carrier (mark with a 1 point command token)

Mechanized Recon- 1 squad base, 1 elite infantry, 3 regular infantry, 1 Bren Gun Carrier, 1- recon token

Engineer- 1 squad base, 4 regular infantry, 1 Bren Gun Carrier, 1 engineer token

Medical- 1 squad base, 4 regular infantry, 1 Bren Gun Carrier, 1 medic token

Infantry 1 - 2 squad bases, 1 officer, 1 elite infantry, 6 regular Infantry, 1 Truck,

Infantry 2 - 2 squad bases, 1 officer, 1 elite infantry, 6 regular Infantry, 1 Truck, 1 FT token

Infantry 3 - 2 squad bases, 2 elite infantry, 4 regular Infantry, 1 MG, 1 Truck, 1 AT token

Infantry 4 - 2 squad bases, 2 elite infantry, 4 regular Infantry, 1 Mortar, 1 Truck

1 Ordinance QF 6-Pounder Anti-tank Gun

Deployment:
Americans: Any hexes east of the stream on maps 7B and 11B
British: Any hexes on maps (east) 1B and 6B

Strategy Card Decks:
American Air Support Deck I (remove the paratroopers card)
American Reinforcements Deck I
Supply Deck I (remove the supply drop card)
Starting Cards: 3

Operations Cards:
Clear Mines
Lay Smoke

German Setup

Panzer Grenadier: (Dark Grey)
HQ- 1 squad Base, 1 officer, 3 regular infantry, 1 half-track (mark with a 1 point command token)

Mechanized Recon- 1 squad base, 1 officer, 3 regular infantry, 1 half-track, 1- recon token

Engineer- 1 squad base, 4 regular infantry, 1 half-track, 1 engineer token

Medical- 1 squad base, 4 regular infantry, 1 half-track, 1 medic token

Infantry 1 - 2 squad bases, 2 elite infantry, 4 regular infantry, 1 MG, 1 half-track, 1 AT token

Infantry 2 - 2 squad bases, 2 elite infantry, 4 regular infantry, 1 Mortar, 1 half-track

Tank 1- 2 Panzer IV

Tank 2- 2 Panzer IV

Tank Destroyer 1- 2 Jagdpanzer IV

Paratroops: (Light Grey)
HQ- 1 squad Base, 1 officer, 3 regular infantry (mark with a 1 point command token)

Engineer- 1 squad base, 1 officer, 3 regular infantry, 1 engineer token

Medical- 1 squad base, 4 regular infantry, 1 medic token

Infantry 1 - 2 squad bases, 1 officer, 2 elite infantry, 3 regular Infantry, 1 MG, 1 AT token

Infantry 2 - 2 squad bases, 2 elite infantry, 4 regular infantry, 1 Mortar

Infantry 3 - 2 squad bases, 2 elite infantry, 4 regular infantry, 1 MG

2 Flak 36 88mm Anti-tank Guns

Strategy Card Decks:
Artillery Deck I
Morale Deck I
German Reinforcements Deck I
Starting Cards: 3

Operations Cards:
No Surrender
Lay Razor Wire

Deployment:
Panzer Grenadier: Any hexes on maps 7A, 8B and 11A
Paratroops: Any hexes on maps 8A, 3B and 3B

Setting up the game:

The map should fit nicely on a half sheet of plywood or a equal sized table. Place the 3 way road junction overlay from the Normandy set on the hex on map 7A containing the victory objective. Place the 2 hex graveyard overlay on the red outlined hexes on map 3B. This represents the Abbey. It is considered level 2 terrain. (see special rules for additional information)

After building the map the German player needs to plan his/her defense. He/She may place up to 6 minefields, 6 entrenchments and 6 razor wire markers anywhere on the map he/she wishes prior to the start of round 1.