

# Tactical Combat Series:

## *Raging Storm*

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## The Gamers

### A Complete Copy of Raging Storm Includes:

1x Box  
 1x TCS Series Rulebook (v3.1)  
 1x Game Specific Rulebook  
 2x Dice (one red, one white)  
 2x 22x 34" Maps  
 3x 280-counter countersheets  
 1x 140-counter countersheet  
 3x Page-size play aids  
 1x Registration Card  
 1x Current Price List  
 Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

### A Raging Storm

The British 1st Infantry Division's Defense of the Campoleone Salient, Anzio, 3-4 February 1944

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### Dedication:

This game is respectfully dedicated to all the Allied Soldiers who fought in Italy during the Second World War and particularly to the British Infantry Regiments whose spirit and steadfastness remained undaunted.

### Introduction

The German counterattacks against the Anzio beachhead were some of the bloodiest of World War II. To those involved, the fighting was reminiscent to WWI trench warfare. A Raging Storm covers the first of several German attacks. The brunt of this assault fell on the British 1st Infantry Division, whose defense demonstrated the tenacity and fighting qualities of the British Soldier.

## 1.0 General Special Rules

### 1.1 Air Power

No air power is available due to the weather conditions.

### 1.2 The German Main Line of Resistance (MLR)

The MLR shown represents the German front line occupied by numerous other German units encircling the Anzio beachhead, **but** which played no part in this attack. The use of this line is to avoid the adding of unneeded units.

(a) No British units can enter or cross the MLR hexes. If they do so, they are destroyed.

(b) The MLR has no effect on German units.

### 1.3 Off-road Vehicular Movement

The area of the Anzio beachhead consisted primarily of marsh and bog put into use as farming land. This combined with the rainy weather conditions, caused the ground to turn into deep, glutinous mud. This mud prevented any off-road wheel or track movement.

No unit can move into a non-road hex (that is, any of the three types of road, or the railroad) using track or truck movement points. Those units with nominal carriers moving them (see 1.9) have a leg MA of 2 when moving off-road.

## 1.4 Illum Scatter

(a) Always roll on the Mortar & Infantry Gun smoke scatter table.

(b) Where the result is scatter, roll 2 dice, one for direction and the other for distance. Yes, the closest the Illum will get to the intended target is adjacent.

## 1.5 Special Terrain

Found over numerous areas of both maps are gullies and drainage ditches. The gullies, especially, played an important part in the forthcoming battles as a means of infiltration through the enemy lines.

In addition to the other obstacles found in them such as coils of scrub, brambles and thorn (which were as effective as barbed wire in slowing down movement), the gullies, which were dry in the summer, became especially waterlogged during the winter months.

The numerous drainage ditches cutting across the landscape were a consequence of a vast drainage project of the area, instigated by Mussolini before the war, in order to reclaim the area for farming.

### 1.5a Gullies.

(a) The protective effects of this terrain apply regardless of the direction of the fire.

(b) Units in gullies can only be spotted from, and can only conduct direct fire against, adjacent hexes. Overwatch triggers which occur when a unit enters a gully and **can** be seen and used by any hex with normal LOS (use the gully hex's terrain type).

(c) Indirect fire can only be directed into a gully if the spotter is adjacent to the target. Artillery Attack Zone hexes that happen to extend into a gully hex attack normally. Mortars can fire **out** of a gully normally.

**1.5b Drainage Ditches.** The above Gully rules do not apply to drainage ditches. Ditches are normal terrain, apply movement costs and combat effects as any other terrain.

**1.5c The Railway Embankments & the Cutting.** The embankment adds 10 meters to the elevation of the hex. The Cutting gets the same restrictions for spotting & fire as section 1.5a.

**1.5d Crest Hexsides.** Crest hexsides are found running along the center of high ground. This terrain feature adds neither to the elevation of its hex, nor produces any die roll modifiers. The following applies to them—

Crests block any LOS that passes through them to and from hexes on the crest's elevation. **EXCEPTION:** Units adjacent to the crest can see or be seen normally. (Remember it is still possible to have a LOS over a Crest Hexside if one end and/or the other is higher than the crest hexside).

**1.5e Hillocks.** These cover one hex on the map and represent a particular point of high ground found at that elevation. Found on these hexes are diamond shaped symbols with the hillock's exact elevation in relation to the surrounding area and can be the cause of a LOS obstruction.

The elevation of a Hillock hex is that of the symbol which is in deliberate contradiction of Series Rule 8.1b. Hill numbers within triangles (not diamonds) are simply spot elevations and have no special effects.

A Hillock acts as a single hex of the elevation given in the symbol.

**1.5f The Bell Tower.** This structure is in B28.15, and was used by the British (and later the Germans) as an observation post.

(a) The tower is 10 meters high.

(b) It contains a spotting team (no counter is provided for this unit) which can spot for artillery fire. It cannot spot for mortars.

This team remains in the tower until a German foot unit enters the hex. The turn after ward, the German has his spotting team in the tower. If the British player recaptures the tower (by entering the hex with a foot unit) then he re-establishes his team there. This process of capture & recapture of the tower can continue throughout a game and happen any number of times.

## 1.6 Weather

The weather during the winter months was atrocious, with constant rain and sleet. The fog and mist, which were common occurrences, had the main effect of grounding the Allies most devastating weapon: its air superiority.

At the beginning of every hour turn, roll 2 dice on the Weather Table to give the conditions for the next hour. **Exception:** If Heavy Rain results, it lasts for the first 20 minutes of the hour—for the remainder of the hour, the weather is Rain instead.

## 1.7 Prepared Defenses

Only units on prepared defense op sheets at the start of the game receive the normal prepared defensive benefits. All other prepared defense op sheets implemented later in the game receive **one** column shift **less** than stated on the Area Fire Table, i.e. where a unit would get a -2 column shift for being Dug In, it will now get a -1 column shift.

**Design Note:** The muddy conditions made it very difficult to dig effective defensive fighting positions.

## 1.8 Command and Control

**1.8a German Command Prep Rating.** Their rating is always 3.

**1.8b British Command Prep Rating.** Their rating varies as the British Command becomes more aware of the German attack.

- 2300 3 Feb until 0300 4 Feb it is 5.
- 0400 until 0740 it is 4.
- 0800 and later it is 3.

**1.8c Op Sheet Availability.** Both sides are restricted to a limited number of implemented op sheets at any one time during the game. The British can have up to five, the Germans up to seven.

**1.8d German Higher Commander's Intent.** Kampfgruppen Graser and Pfeiffer will isolate and destroy the British 3rd Infantry Brigade. They are to capture Aprilia and Carroceto Station in order to prepare for an assault to destroy the Allied beachhead.

**1.8e British Higher Commander's Intent.** The British 1st Infantry Division are to defeat all attempts by the enemy to enter the salient. In particular, Aprilia must be held at all costs.

## 1.9 Gun Transport

The trucks used to transport weapons units have been integrated within their Move Mode ratings. MAs with no additional designator are considered foot or track as appropriate; those with a "W" move as trucks (i.e. "Wheeled").

A number of British heavy AT guns are still listed as 'TO' (Tow-Only) and can only move when a carrier moves them. This was due to the limited transport available to the British in their defensive posture.

## 1.10 TCS Additional Rules

### 1.10a Infantry Guns vs. Point Targets.

Modify 18.0c to read: If Infantry Guns of 100mm or larger fire at a hex containing Point Targets **at a range of 8 or less**, roll once per target using the Artillery Point Fire Table in addition to any Area Fire attack made against the hex.

### 1.10b "Special B" Type Targets.

Infantry Guns and AT Guns are considered "Special B" targets rather than the simpler B-type target (now reserved for trucks and very lightly armored vehicles). A Special B type target is an **Area Target** in all cases except when fired upon in Overwatch Fires or fires within an Assault-style Combat—in those later cases, it can be treated as a B-type Target.

## 2.0 British Special Rules

### 2.1 British Artillery

(a) British Artillery uses the US line on the Adjustment Table.

(b) The following batteries are available to the British player during any scenario:

1/2 Field Rgt RA—8 x 25 Pounders  
2/2 Field Rgt RA—8 x 25 Pounders  
3/2 Field Rgt RA—8 x 25 Pounders

1/19 Field Rgt RA—8 x 25 Pounders  
2/19 Field Rgt RA—8 x 25 Pounders  
3/19 Field Rgt RA—8 x 25 Pounders

1/24 Field Rgt RA—8 x 105mm SPs  
2/24 Field Rgt RA—8 x 105mm SPs  
3/24 Field Rgt RA—8 x 105mm SPs

1/67 Field Rgt RA—8 x 25 Pounders  
2/67 Field Rgt RA—8 x 25 Pounders  
3/67 Field Rgt RA—8 x 25 Pounders

1/80 Medium Rgt RA (Scottish Horse)—  
8 x 4.5ins  
2/80 Medium Rgt RA (Scottish Horse)—  
8 x 5.5ins

**Design Note:** As can be seen from above, the British batteries have twice as many guns in comparison to the typical German battery. This fact is reflected in the game by the considerable amount of ammunition available to the British Player. This is intentional to allow the British Player the ability to fire fast fire missions on a regular basis.

(c) Metric Conversion of British Calibers:

- 4.5ins is equivalent to 112mm
- 5.5ins is equivalent to 138mm
- 25 pounders are equivalent to 88mm

**2.1a Artillery Ammunition.** Each scenario lists the starting artillery ammunition supply. Additional ammunition can arrive as reinforcements—if there is any, it will be listed in the scenario.

### 2.2 Three-inch Mortars

These weapons although they only have a caliber equivalent to 77mm can also fire smoke. They cannot fire Illium.

### 2.3 Battalion Defense Areas (BDAs)

At the start of the Campaign Scenarios all British units are on a nominal prepared defense op sheet. Provided these rules are followed, the British player need not draw up any op sheets covering his start positions.

Provided that these units remain within their printed BDAs, they can freely move and fire without any additional orders. The 5 Bn Grenadier Guards BDA also includes all of the buildings of The Factory (Aprilia), The Bell Tower, and B29.11. Even if they remain within the BDA, if units move, they lose their dug-in status.

In the event that a unit SYRs, the unit must follow the priorities below in determining the direction of the retreat. The most important matter is to stay w/i the BDA. If this is not possible, then the unit should move away from the local Germans. If neither of these are possible, retreat south (toward the operational rear area).

If there is no alternative to retreating out of the BDA's perimeter then units can do so but then become unassigned. Such units can re-attach themselves to the BDA (and its nominal op sheet) automatically if they re-enter the BDA at or within three turns. If they fail to do so, they are unassigned until they are included in a newly implemented op sheet.

Units are not restricted to their BDA if they implement an op sheet moving them elsewhere.

### 2.4 Divisional Support Units

The 1st Division has several support units attached to it, these are—

(a) **2/7 Middlesex Machine-Gun Bn.** This unit is broken down into 3 groups

as shown below.

- A Support Group (6 x HMGs, 2 x 4.2ins Mortars & 2 x Bren carriers) attached to 24 Guards Brigade.

- B Support Group (2 x HMGs, 1 x 4.2ins Mortar & 1 Bren carrier) attached to 2 Brigade.

- C Support Group (6 x HMGs, 2 x 4.2ins Mortars & 2 x Bren carriers) attached to 3 Brigade.

(b) **81st Anti-Tank Regiment RA.** This unit is broken down into the following batteries.

- BB Battery (4 x 17 pdrs, 8 x 6 pdrs & 2 Bren carriers) attached to 24 Guards Brigade.

- 294 Battery (12 x 6 pdrs & 2 Bren carriers) in Reserve (when playing the Campaign Scenarios).

- 297 Battery (4 x 17 pdrs, 8 x 6 pdrs & 2 Bren carriers) attached to 3 Brigade.

- 328 Battery (4 x 17 pdrs, & 2 Bren carriers) attached to 2 Brigade.

At the start of every scenario the above units start setup with their respective Brigades. They are considered to be included on their BDA's nominal defensive op sheet. Units from these two battalions never add to the size of a op sheet they may be assigned to later.

All units from these battalions can call upon the fire support of the battalion mortars who are located with them in the same BDA. Also all units from any one brigade (including the Support battalions) can make use of their respective Support battalion mortars (i.e. the 2/7 Middlesex Bn mortars within the same BDA).

## 3.0 German Special Rules

### 3.1 German Artillery

The following batteries are available to the German player during any scenario:

1-I-3 Artillery Rgt—4 x 105mm  
2-I-3 Artillery Rgt—4 x 105mm  
3-I-3 Artillery Rgt—4 x 105mm

4-II-3 Artillery Rgt—4 x 105mm

7-III-3 Artillery Rgt—4 x 150mm  
8-III-3 Artillery Rgt—4 x 150mm  
9-III-3 Artillery Rgt—4 x 150mm

1-450 Artillery Bn—4 x 150mm  
2-450 Artillery Bn—4 x 150mm  
3-450 Artillery Bn—4 x 150mm

1-764 Heavy Artillery Bn—3 x 170mm  
2-764 Heavy Artillery Bn—3 x 170mm  
3-764 Heavy Artillery Bn—3 x 170mm

**3.1a Preparatory Rocket & Artillery Bombardment.** In any scenario beginning 2300 3 Feb, before the 2300 3 Feb turn (but after the Infiltration move, see 3.3) the German player fires one Rocket Attack, (on any desired target hex), and fire HE from three batteries of the above artillery at **each** of the British BDAs in play. In both cases, the target hexes **must** be pre-plotted before the British have setup.

- Each Rocket Attack by the 56th Nebelwerfer Regiment is controlled by the following:

(a) The actual target hex is randomly scattered using one die for direction and another for distance (no, it will never hit its technical target hex directly).

(b) Attack the resulting new target hex and all hexes, up to and including 3 hexes out, with a firepower of 30.

(c) Attack the 4th and 5th hexes out with a firepower of 15.

(d) Only point targets within the inner zone are attacked on the Artillery Point Fire Table and those are done with +1 die roll modifier.

- If an adjusted Rocket Fire should inadvertently fall on the German side of the MLR because the selected target hex was too close to the MLR then the German player will forfeit 3 Victory Points. This represents the effect of friendly fire on the morale of the German units. Execute the actual fire attacks normally as well.

- The prep artillery bombardment does not have to be spotted. Do not roll on the Adjustment Table for these, simply roll one die for each battery shoot. On a 1-3 a Bad Shoot occurs, on a 4-6 a Good Shoot does.

- No Ammunition is deducted from the German at start total for any of the fires made as part of this Prep Bombardment.

- No barrage markers are left out on the map once the shoot has been completed.

- No Fast Fire or Battalion Fire missions are allowed.

**3.1b Artillery Ammunition.** Each scenario lists the available artillery ammunition. Additional ammunition may enter as reinforcements, as given in the scenario.

## 3.2 Regimental Weapons Companies

Each of the German Regiments has two weapons companies (AT and infantry guns). These units can only be attached battalions in their own regiment. The German player must assign these weapons to the battalions in their regiment on his at-start op sheets. These assignments can be changed during play when new op sheets are implemented. The guns from these companies can be assigned in any manner desired, provided they remain within their own regiment.

## 3.3 First Turn Special Infiltration Movement

Infiltration of the enemy positions by specially trained Storm-troopers before the start of an attack was developed during WW1. The tactic was also frequently used during WW II. At Anzio almost every major German counterattack was preceded by the infiltration of the Allied front lines.

(a) Prior to the beginning of any scenario beginning 2300 3 Feb, nine German Infantry Platoons per Kampfgruppe (they can be from different battalions) can move up to 3x normal MA.

(b) At No time during this movement can these units use the road movement rate.

(c) These units cannot move adjacent to any British unit.

(d) **No other action** can take place during this phase. No overwatch (or any other) fires are allowed.

## 3.4 Panzer Abteilung 508

This detachment consisted of 9 Tiger Tanks. However, on 31st January, 5 of these tanks were in the repair shops.

Before any scenario begins where the Tigers will be available, the German player rolls one die and adds 3 to the result. This gives the total number of Tigers ready for action.

## 3.5 Assault Engineers

Attached to each of the Kampfgruppen is a company of Assault Engineers. These troops were equipped with flame-throwers, demolition charges, and mines. Their role was close assault of enemy strongpoints.

(a) In any Assault Combat (including Consolidated Assault) involving Attacking Engineer Platoons (either on their own or combined with other units), after calculating the total on the Area Fire Table, shift +1 column.

(b) One or more engineer companies can be attached to any of a KG's op sheets without increasing that op sheet's size.

## 4.0 Optional Variants

### 4.1 British Options

**4.1a Naval Gunfire Support.** Stationed off the Anzio coast were several Royal Navy and US Navy warships. Flotillas consisting of six destroyers and cruisers were assigned to direct support of each of the Anzio beachhead. On any daylight Misty or Overcast turn roll one die x 1-2 (round normally) to give the number of warships available to fire.

Each one of these barrage attacks is equivalent to a 150mm Battalion size shoot with the die roll always made on the 4-6 row of the Adjustment Table (US line), but the result always Scatters unless it is a no shoot. Yes, this includes Good and Bad shoots (which retain their Good/Bad character where ever they scatter).

This option costs the British Player 2 Victory Points.

**4.1b Additional Reinforcements.** Company H, 504 Para (US) did not make enter the fighting until 7 February. This company was the 1st Division's reserve and at the time the German attack began it was in a blocking position astride the Via Anziate, south of Carroceto Station (off map).

In this option, it becomes available at 0600 4 February (or after) through Entry Area A. Any time after 2300 3 Feb, op sheets can be drawn up and implemented normally in preparation for the unit's arrival.

If the British Player commits Company H it will cost 3 Victory Points.

### 4.2 German Options

**4.2a German Railway Guns.** Included in the array of German artillery positioned around the Anzio Beachhead were two 240mm railway guns, **Anzio Annie** and **Anzio Express**. Their impact on the outcome of the battles fought at Anzio was insignificant. Although these two guns were not in position and ready to commence firing until the 7th February, they are assumed to be in position for this option.

(a) Each Railway gun can fire on any daylight misty or overcast turn, but only once each in any single hour.

(b) The target hex does not have to be spotted, but a roll is still made on the 4-6 row of the Adjustment Table with the result always scattering a distance of one die minus 1, unless it is a no shoot. Yes, this includes Good and Bad shoots (which retain their Good/Bad character where ever they scatter).

(c) Only the target hex is attacked (the 6 adjacent hexes are excluded) and receives a smoke marker.

The use of this variant will cost the German player 2 Victory Points.

**4.2b A Heavy-Weight Reinforcement.**

The Ferdinand (Elefant) was a German Tank Destroyer of immense proportions with 200mm frontal armour and carrying a 88mm gun. It had already shown itself to be a monster with feet of clay, when during the Battle of Kursk its lack of small arms protection made it vulnerable to enemy infantry, especially when not supported by its own troops. It was to be used for the last time in any numbers during the battles of Anzio. They did not participate in this particular battle, but are included for their interest value.

(a) The four Elefants are available from 1000 4 Feb anywhere on either the north, west or east map edges north of the MLR. Before then, but only after 0600 4 Feb, op sheets can be drawn up and normally implemented in preparation for their arrival.

(b) They are additionally restricted to primary and secondary roads.

(c) They can only engage Area targets with half of their firepower.

(d) All AT die rolls made against Elefants will receive a +2 in addition to all other modifiers.

This option costs the German Player 4 Victory Points.

**5. 0 Scenarios**

**5.1 Set Up and Map**

**Notes**

**5.1a Set Up Notes.**

(a) Before any unit sets up, the German player must do his Prep Barrage plotting.

(b) In the Campaign Scenarios, the British player always sets up first within the respective Battalion Defense Areas, otherwise refer to the individual scenarios.

(c) For the Campaign Scenarios, the British player cannot draw up any op sheets until after the scenario begins. **Exception:** Units from the 3 Brigade can

draw up at-start op sheets for scenarios beginning on or after 0600 4 Feb.

(d) Until such a time as new orders are implemented the British must follow the instructions as stated in the Higher Commander's Intent and do so within their BDAs. **Exception:** 294 Bty / 81 ATR which is in reserve in the Campaign Scenarios and has its own instructions to follow in these Scenarios.

(e) The German player in the Campaign Scenarios will only setup his units and draw up his op sheets after the British player has setup. German units in the Campaign Scenarios are setup north of the MLR (inclusive).

(f) No German units can start a Scenario on a prepared defensive op sheet, unless otherwise so stated in the scenario

(g) Vehicles can set up in any hex, but if they are placed in non-road (or RR) hexes, they will not be able to move during the scenario.

(h) Once a scenario starting at 2300 3 Feb is set up, do the following "pre-game" phases:

- 1) German Infiltration Movement
- 2) German Preparatory Bombardment Resolution

(i) The die roll for the weather is not made until after the German Preparatory Barrage.

(j) Unless stated otherwise, the German player always has the Initiative for the first turn and can freely choose to go first or second.

(k) Where several hexes are listed for a unit to set within, each hex listed must have at least one unit within it and any listed step losses are the total from the hex (not per unit) and can be arranged in any manner the player desires.

**5.1b Exit & Entry Areas.**

(a) The one Entry Area (Entry Area A) is where the German player exits his units as per scenario victory conditions. It is also used for British reinforcement entry.

(b) The other entry area (Entry Area 1) assists the German player with his deployments. However units deploying from this area do so at the German Player's discretion providing they are following their op sheet instructions. Units deploying from off map can carry out the first turn special infiltration move.

**5.1c Morale.** Unless otherwise specified, all Battalion Morales start each scenario at zero.

**5.1d Minefields.** Minefields availability is specified in the scenarios, however none can be created after any scenarios starts.

**5.1e Reinforcements.** Any reinforcements available will be listed in the scenario.

**5.2 Campaign 1 – "A High Price"**

**First Turn:** 2300 3 Feb

**Last Turn:** 1800 4 Feb

**Map Area:** All

**Number of turns:** 44

**British Information:**

**Set up:**

1st British Infantry Division, 2/7 MG Bn, 1Recce, 81 AT can set up freely within their respective BDAs. 294 Bty / 81 ATR must start the scenario on an op sheet in Reserve status, anywhere south of hexrow xx.15 (inclusive) on map B.

Up to 8 minefields may be placed anywhere on the British side of the MLR.

US 894 TD (1 Platoon) consisting of 4 x M10s can setup within the BDA of any battalion from the Guards Brigade and must follow the same restrictions as that battalion until an op sheet is implemented.

**Artillery:**

All listed artillery batteries are available and Naval Gunfire Support when applicable.

**Ammunition:**

	HE	Smoke	Illum
25 Pdrs	200	40	30
105mm	100	20	10
4.5 Inch	50	-	-
5.5 Inch	50	-	-

**Reinforcements:**

46 RTR is available on or after 0600 4 Feb through Area A. Prior to that time but after 2300, op sheets can be drawn up and normally implemented in preparation for their arrival onto the map.

1 Bn London Scottish is available on or after 1000 4 Feb through Area A. Prior to that time but only from the 0600 hours turn, op sheets can be drawn up and normally implemented in preparation for their arrival onto the map.

The following resupply of ammunition takes place at 1200 hours on the 4 Feb:

**Ammunition:**

	HE	Smoke	Illum
25 Pdrs	75	25	-
105mm	30	15	-
4.5 Inch	35	-	-
5.5 Inch	35	-	-

**German Information:**

**Set up:**

All units from the following formations as per the oob:

**KG Graser:**

104 PG Regt (inc. 13 & 14 Companies) & 1 Company, 165 Eng Bn must setup between hexrow 27 and the map's eastern edge.

The 145 Gr Regt (inc. 13 & 14 Companies) and Pz Abt 115 (10 x Stugg IIIs & 2 x Pz IVs) must setup on map A between hexrow 27.xx and the map's western edge.

The remainder of the Kampfgruppe consisting of the 725 Gr Regt, 71 PG Regt & II Bn, 26 Pz Regt (20 x Pz IVs) may setup any where on map A and also on map B, but only between the map's eastern edge and MLR (inclusive).

**KG Pfeiffer:**

147 Gr Regt (inc 13 & 14 Companies) starts off map and is deployed through Entry Area 1 when desired.

The remainder of the KG consisting of 11 FJ Regt & 3 Company, 165 Eng Bn may setup anywhere on map B and no further north than hexrow 5 on map A, between the map's western edge and hexrow 27.

In all of the above setups, units must be placed on the German side of the MLR (inclusive).

315 Flak Abt may setup with any of the Kampfgruppe and be deployed accordingly.

**Artillery:**

All listed artillery batteries are available.

**Preparatory Bombardment: Yes**

**Ammunition:**

	HE	Smoke	Illum
105mm	80	40	15
150mm	80	-	-
170mm	25	-	-

**Reinforcements:**

Pz Abt 508 (die roll+3 x Tiger Is) is available from 0600 4 Feb anywhere on either the north, west or east map edges, north of the MLR. Prior to that time but after 2300, op sheets can be drawn up and normally implemented in preparation for their arrival onto the map.

I Bn, 29 Pz Regt (17 Panthers) is available from 0900 4 Feb anywhere on either the north, west or east map edges north of the MLR. Prior to that time but after 0600, op sheets can be drawn up and normally implemented in preparation for their arrival onto the map.

The following resupply of ammunition takes place at 0900 4 Feb:

**Ammunition:**

	HE	Smoke	Illum
105mm	15	-	-
150mm	25	-	-
170mm	10	-	-

**Victory Conditions**

The German player has the burden of winning this scenario by acquiring the necessary number of Victory Points (VPs) by 1800 Hours on the 4 Feb. The British player wins by preventing the German player from achieving this goal. However if at the beginning of any hour turn the German player has achieved 85+ VPs, the game ends immediately with a German Overwhelming Victory.

**Objectives**

**Victory Points**

1. Aprilia—The Factory.... 18  
(Comprising the following 9 hexes: B24.09, B24.10, B25.09, B25.10, B25.11, B25.12, B26.09, B26.10, B26.12).

2. Carroceto Station.... 10  
(Comprising the following 4 hexes: B16.08, 17.08, B18.07, B18.08).

3. Dung Farm.... 10  
(Comprising the following 4 hexes: B31.23, B31.24, B31.25 & B32.23).

4. Bell Tower.... 3

5. B29.11.... 2

6. Vallelata Farm (B13.22).... 3

7. Bridge at B28.11.... 3

8. Cross-Roads at B37.29.... 3

9. Bridge at A29.04.... 3

10. A26.16.... 2

11. A30.08.... 3

A German unit must have been the last to have entered the above locations for the VPs to be gained.

The destruction from 3 Brigade & C Support Group of:

35 steps (20%) +10  
70 steps (40%) +15

The destruction from the remainder of 1st Division of: (including 1 Recce, & remainder of 2/7MMG Bn )

60 steps (20%) +5  
120 steps (40%) +10

Add up all the VPs gained (they are cumulative) and compare the total with the table below:

**Victory Level and VPs**

German Overwhelming: 85 +  
German Major: 70—84  
German Minor: 55—69

Draw: 45—54

Allied Minor: 30—44  
Allied Major: 16—29  
Allied Overwhelming: 0—15

The German player can obtain extra VPs if the formation listed below can be exited off the south map edge through Area A.

**Formation and VPs**

3 x Infantry Bns + 10 Panzers (any type)  
20  
(There must be at least 8 Inf Platoons or MG sects and 2 Mortar sects per Bn)

The Infantry units do not have to come from the same battalion but along with the required panzers they must be on the same implemented op sheets.

The following Points will be deducted from the German total to reflect the cost of any Victory:

<b>German Step Losses</b>	<b>VPs Lost</b>
80—139	-5
140—199	-10
200 +	-15

All of above step losses are counted from only Infantry Platoons, Mortars sects, & MG sects.

### 5.3 Campaign 2— 3 Brigade Stands Firm

**First Turn:** 2300 3 Feb.

**Last Turn:** 1000 4 Feb

**Map Area:** “A” only, but no further south than hexrow xx.05.

**Number of turns:** 19.

#### British Information:

##### Set up:

3 Infantry Brigade consisting of 1 DoW, 2 SF & 1 KSLI.

In support: C SP Grp from 2/7 MMG Bn (6 x HMGs & 2 x 4.2ins Mortars) and 297 Bty from 81 AT (4 x 17 Pdrs & 8 x 6 Pdrs).

Up to 3 minefields can be placed out on the British side of the MLR.

All of these units setup within their respective BDAs with the Support units attached to respective battalions at the British player’s discretion.

##### Artillery:

1, 2 & 3 batteries (25 Pdrs), 19 Field Regt RA,

1, 2 & 3 SP batteries (105mm), 24 Field Regt RA,

1 battery (4.5ins), 80 Medium Regt RA.

##### Ammunition:

	<b>HE</b>	<b>Smoke</b>	<b>Illum</b>
25 Pdrs	60	30	10
105mm	30	20	2
4.5 Inch	15	-	-

##### Reinforcements:

2 Troops (8 x Shermans) from A, 46 RTR are available 0800 4 Feb through any of the following hexes: A27.01, A28.01, A29.01. Prior to that time but after 2300, op sheets can be drawn up and normally implemented in preparation for their arrival onto the map.

#### German Information:

##### Set up:

All units from the following formations as per the oob:

#### KG Graser:

I & II Bns, 104 PG Regt, 13 Company (2 x 150mm SPs), 14 Company (8 x 75mm ATs) & 1 Company, 165 Eng Bn must setup between hexrow 27.xx and the map’s eastern edge.

The I & II Bns, 145 Gr Regt, 13 Company (4 x 75mm IGs), 14 Company (8 x 75mm ATs) and 1 & 2 Companies/Pz Abt 115 (6 x Stugg IIIs) must setup on map A between hexrow 27.xx and the map’s western edge.

The remainder of the Kampfgruppe consisting of the 725 Gr Regt, 71 PG Regt & 1 & 2 Companies, II-26 Pz Regt (12 x Pz IVs) may setup any where on map A and also on map B but only between the map’s eastern edge and hexrow 27.

In all of the above setups, units must be placed on the German side of the MLR.

315 Flak Abt may setup attached to any op sheet anywhere on map A.

##### Available Artillery:

1, 2 & 3 batteries of 450 Artillery Bn (150mm)

1, 2 & 3 batteries of I Bn, 3 Artillery Regt (105mm)

##### Ammunition:

	<b>HE</b>	<b>Smoke</b>	<b>Illum</b>
105mm	40	30	8
150mm	30	-	-

##### Reinforcements:

Pz Abt 508 (die roll+3 x Tiger Is) is available from 0600 hours on the 4 Feb anywhere on either the north, west or east map edges. Prior to that time but after 2300, op sheets can be drawn up and normally implemented in preparation for their arrival onto the map.

The following resupply of ammunition takes place at 0900 hours on the 4 Feb:

##### Ammunition:

	<b>HE</b>	<b>Smoke</b>	<b>Illum</b>
105mm	10	-	-
150mm	15	-	-

#### Victory Conditions

These conditions are similar to Campaign 1 with the German player having to destroy sufficient steps from the British 3 Infantry Bde & C Support Group, without losing too many casualties by the end of 1000 hours on the 4 Feb. The British player

wins by preventing the German player from achieving this objective. Victory Points (VP) are awarded cumulatively to the German player for the destruction of the following numbers of British steps:

35 steps (20%)	+ 10
70 steps (40%)	+ 15
100 steps (60%)	+ 20

Add up all the VPs gained and compare the total with the table:

#### Level of Victory and VPs

German Overwhelming: 40 +

German Major: 30—39

German Minor: 25—29

Draw: 20—24

Allied Minor: 15—19

Allied Major: 5—14

Allied Overwhelming: 0—4

The following Points will be deducted from the German total to reflect the cost of any Victory:

#### German Step Losses and VPs lost

40—79	-5
80—149	-10
150 +	-15

All of above step losses are counted from only Infantry Platoons, Mortar sects, & MG sects.

### 5.4 Scenario 3— The Duke of “Boots” Stand Their Ground

**First Turn:** 2300 3 Feb—The Germans have the initiative on turn 1.

**Last Turn:** 0700 4 Feb

**Map Area:** Map A, but only North of xx.10 (inclusive) & West of 33.xx (inclusive).

**Number of Turns:** 11

#### British Information:

##### Set up:

The 1st Bn Duke of Wellington Regiment

In Support: 297 Bty / 81ATR (1xBren, 3 x 6 Pdrs & 1 x 17 Pdr) and C Sp Grp from 2/7 Middx MG Bn

(1 x Bren, 2 x HMGs & 1 x 4ins Mortar)

One minefield may be placed out on the British side of the MLR.

# OP SHEET

## Raging Storm

Time:

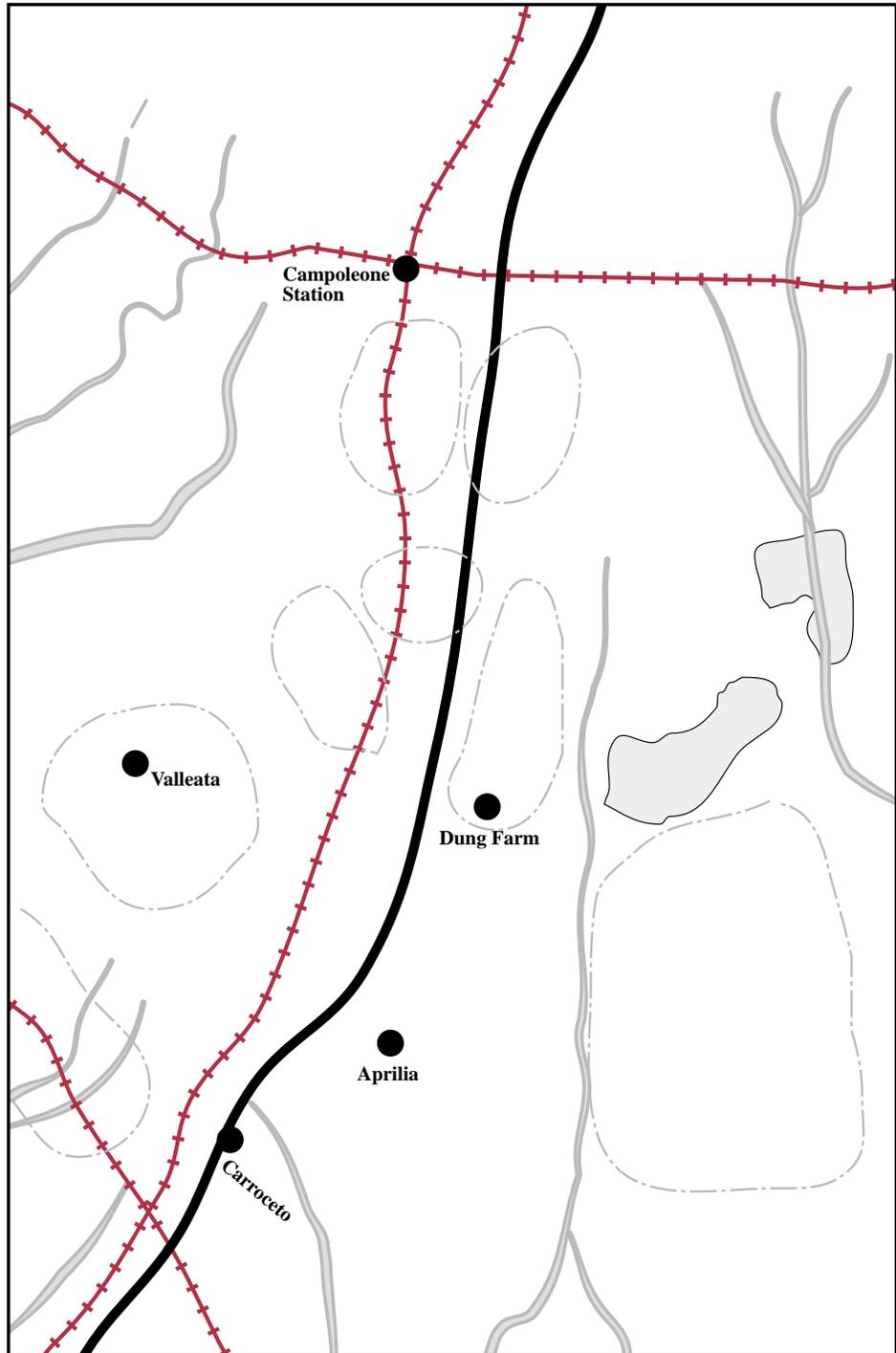
Type:

Size:

**Task  
Organization:**

**Failure  
Instructions:**

**Written Notes:**



All of these units are on a prepared defensive op sheet within the DoW BDA.

**Available Artillery:**

1, 2 & 3 SP batteries (105mm), 24 Field Regt RA,  
1 battery (4.5ins) of 80 Medium Regt RA.  
2 battery (5.5ins) of 80 Medium Regt RA.

**Ammunition:**

	HE	Smoke	Illum
105mm	25	5	5
4.5 Inch	5	-	-
5.5 Inch	5	-	-

**German Information:**

**Setup:**

German units setup on their side of the MLR within the following restrictions:

5-II-71 w/i 3 A29.22, but east of 17.xx (inclusive)

5-II-145w/i 3 A25.23 but not east of 27.xx (exclusive)

6-II-145 w/i 3 A22.24

7-II-145 w/i 3 A17.21

1-I-145 w/i 3 A15.16

2-I-145 w/i 3 A13.09

3-I-145 w/i 3 A13.09

The following units may setup anywhere behind the frontline:

- 4-I-145 & 8-II-145 Weapons Companies
- 13 Weapons Company, 145 Regt (part) 2 x 75mm IGs
- 14 Weapons Company, 145 Regt (part) 6 x 75mm ATs
- 115 Pz Abt, 15 PG (part) 2 x Pz IVs & 5 x Stugg IIIs

**Historical Orders:**

5-II-71 & 8-II-145 are to attack from the north and west in order to capture and occupy the objective hexes A23.22 & A28.18.

I-145 is to attack from the west and south in order to capture and occupy the objective hexes A21.19 & A26.16.

Support units and panzers can be used anywhere within the playing area at the German player's discretion.

Up to three platoons per battalion can execute the Infiltration Movement. Prep Barrage is handled normally.

**Available Artillery:**

1, 2 & 3 batteries (150mm) from 450 Artillery Bn

1 battery (105mm) from II-3 Artillery Regt

**Ammunition:**

	HE	Smoke	Illum
105mm	10	5	-
150mm	20	-	-

**Victory Conditions:**

The German Player wins the scenario by capturing all of the following hexes by the end of turn 11:

A23.22, A28.18, A21.19 & A26.16

**5.5 Scenario 4—  
Scotland Forever**

**First Turn:** 2300 3 Feb—The Germans have the initiative on turn 1.

**Last Turn:** 0720 4 Feb

**Map Area:** Map B with between the following hexrows (exclusive) and the map edge: B26.xx, Bxx.30, Bxx.13

**Number of Turns:** 12

**British Information:**

**Setup:**

1st Bn Scots Guards (All)

In Support: BB Bty / 81 ATR (1 X Bren, 1 x 17 Pdr & 3 x 6 Pdrs) and a Sp Grp from 2 /7 MG Bn

(1 x Bren, 1 x 4.2 ins Mortar & 2 x HMGs).

No Minefields.

**Available Artillery:**

1, 2 & 3 batteries (25 Pdrs), 19 Field Regt RA

1, 2 & 3 batteries (25 Pdrs), 2 Field Regt RA

**Ammunition:**

	HE	Smoke
<b>Illum</b>		
25 Pdrs	40	
10	4	

**German Information:**

**Setup:**

I & II Bns from 147 Regt

13 Weapons Company, 147 Regt (part) 2 x 75mm IGs

14 Weapons Company, 147 Regt (part) 4 x 75mm ATs

3 Company / 165 Eng Bn

The above enter through Entry Area 1 on or after turn 1.

At no time may any German units setup or move **closer than 2** hexes to the Grenadiers BDA.

Up to three platoons per battalion can execute the Infiltration Movement. Prep Barrage is handled normally.

**Available Artillery:**

1, 2 & 3 batteries of 764 Heavy Artillery Bn (170mm)

1, 2 & 3 batteries of I Bn 3 Artillery Regt (105mm)

**Ammunition:**

	HE	Smoke	Illum
105mm	18	4	3
170mm	15	-	-

**Victory Conditions:**

The German Player wins the scenario by capturing all of the following hexes by the end of turn 12:

B8.23, B12.19, B13.22, B18.19 & B23.24

**5.6 Scenario 5—  
The Fighting  
Micks**

**First Turn:** 0700 4 Feb

**Last Turn:** 1000 4 Feb

**Map Area:** Map A, but no further north than hexrow Axx.06, and Map B but no further south than hexrow Bxx.27.

**Number of Turns:** 10

**British Information:**

**Setup:**

1st Bn Irish Guards

1&2 Company: B24.30, B27.31, A30.02  
3 Company: B21.32 (-1 step), B22.30 (-3 steps)

4 Company: A23.01 (-1 step), A26.04 (-1 step)

3 inch Mortars: A29.04 x 3 (-1 step)

6 Pdr ATs: B21.32, A26.04, B27.31, A30.02

Bren Carrier: B28.31

A Sp Grp (2/7 MMG Bn)

HMG: B21.32

81st AT Regt RA

6 Pdr ATs: A23.01, B24.30, A29.04

894 TD Bn

M10s: A30.02, B27.31

**Available Artillery:**

1, 2 & 3 batteries (25 Pdrs), 2 Field Regt RA,  
 1 battery (4.5ins), 80 Medium Regt RA.  
 2 battery (5.5ins), 80 Medium Regt RA.

**Ammunition:**

	HE	Smoke	Illum
25 Pdrs	25	5	-
4.5 Inch	10	-	-
5.5 Inch	5	-	-

**German Information:**

**Setup:**

11 FJ Regiment

**I Battalion**

1 Company: B20.28 (-3 steps), B19.32 (-2 steps), A22.02  
 2 Company: B17.32, B19.31 (-1 step), B20.30  
 3 Company: A17.01, A20.01 (-2 steps), B20.34 (-4 steps)  
 4 Company: 1 x MG A20.01, 2 x MG B20.28, 1 x MG B19.31, 1 x MG B20.30, 3 x Mortars B7.34, 3 x Mortars B6.31, 2 x Inf Gun A13.02

**II Battalion (Battalion Morale of 1)**

5 Company: A24.05(-2 steps)  
 6 Company: A20.03 (-3 steps), A24.02 (-1 step)  
 7 Company: A24.03 (- 3 steps), A23.06 (-1 step)  
 8 Company: 3 x MGs A11.07, 1 x MG A10.05, 1 x MG A20.03, 1 x Inf Gun A19.05, 3 x Mortars A10.09, 3 x Mortars A10.07

**Historical Orders:** To destroy the enemy entrenched on Vallelata Ridge and occupy the position.

**Available Artillery:**

1, 2 & 3 batteries (150mm), 450 Artillery Bn  
 1 battery (105mm), II-3 Artillery Regt

**Ammunition:**

	HE	Smoke	Illum
105mm	10	5	-
150mm	25	-	-

**Victory Conditions:**

The German Player wins by capturing all the following hexes by the end of turn 10: B23.01, B29.04 & A28.31

**5.7 Scenario 6—  
 The Swords Of  
 Sherwood**

**First Turn:** 0900 Hours

**Last Turn:** 1200 Hours

**Map Area:** Map A, but no further south than hexrow Axx.6

**Number of Turns:** 10

**British Information:**

**Setup:**

2nd Bn Sherwood Foresters

A Company: A33.08, A30.08, A27.08 (-1 step)

B Company: A25.04, A26.10 (-2 steps), A27.09 (-1 step)

C Company: A28.11, A31.11, A33.10 (-2 steps)

3 Inch Mortars (x3): A30.09

6 Pdr AT: A33.08, A33.10, A30.08, A28.11, A27.08, A26.10

Bren: A29.11

C Sp Grp, 2/7 MMG Bn:

HMGs: A27.08, A25.09

4.2ins Mortars (x2): A29.10

81st AT Regt RA:

6 Pdr AT: A33.08

All of these units are on a prepared defensive op sheet within the 2 SF BDA.

**Historical Orders:**

To defend the BDA and VP Hexes while acting as the Brigade's rearguard which is in the process of moving into new positions.

**Available Artillery:**

1, 2 & 3 batteries (25 Pdrs), 67 Field Regt RA

1 battery (4.5ins) of 80 Medium Regt RA.

2 battery (5.5ins) of 80 Medium Regt RA.

**Ammunition:**

	HE	Smoke	Illum
25 Pdrs	25	10	-
4.5 Inch	10	-	-
5.5 Inch	10	-	-

**German Information:**

**Setup:**

II Bn, 71 PG Regt (Battalion Morale is 2)

5 Company: A36.08 (-3 steps), A37.10 (-4 steps), A35.10 (-1 step)

6 Company: A36.11

8 Company (Mortars): x2 at A33.22

II Bn, 725 Gr Regt (Battalion Morale is 1)

6 Company: A33.15, A32.18 (-1 step)

7 Company: A30.14 (-2 steps), A39.14

8 Company (Mortars): x2 at A33.22

III Bn, 104 PG Regt

9 Company: A37.11 (-3 steps), A32.16 (-2 steps)

10 Company: A34.12 (-2 steps), A35.14 (-1 step)

11 Company: A39.12, A32.13, A35.16 (-1 step)

12 Company: 1x MG A37.13, 1x MG A32.13, 1x MG A32.16, 3x Mortars A44.17

I Bn, 145 Regt (Battalion Morale is 2)

1 Company: A28.15 (-2 steps), A26.15 (-2 steps), A24.17 (-1 step)

2 Company: Destroyed

3 Company: A24.19 (-1 step), A27.18 (-2 steps)

4 Company: 1x MG A28.15, 1x MG A26.15 (-1 step), 3x Mortars A17.21

II Bn 145 Regt (Battalion Morale is 1)

5 Company: A24.14 (-2 steps), A22.14 (-1 step)

6 Company: Destroyed

7 Company: Destroyed

8 Company: 1x MG A22.14, 3x Mortars A20.19

III Bn 145 Regt (Battalion Morale is 1)

9 Company: Destroyed

10 Company: Destroyed

11 Company: A23.13 (-2 steps), A19.11 (-1 step)

12 Company: 1x MG A23.13, 1x MG A11.12 (-1 step), 3x Mortars A17.14

13 Company

1x IG (150mm): A27.19

1x IG (75mm): A11.12

1x IG (75mm): A19.11

**Historical Orders:** To destroy the enemy entrenched across the Via Anziate Road and then continue to move south towards Dung Farm.

**Available Artillery:**

1, 2 & 3 batteries (150mm) from 450 Artillery Bn

1 battery (105mm) from II/3 Artillery Regt

**Ammunition:** HE Smoke Illum

150mm 25

105mm 10 10

**Ammunition:**

	HE	Smoke	Illum
105mm	10	10	-
150mm	25	-	-

**Victory Conditions:**

The German Player wins by capturing all of the following by the end of turn 10: A27.08, A27.09, A26.08, A30.08

**6.0 Orders of Battle**

**6.1 Allied Order of Battle**

**1st British Infantry Division**

**24 Guards Brigade**

1 Bn Irish Guards (1 IG), 1 Bn Scots Guards (1SG), 5 Bn Grenadier Guards (5 Gr G)

**3 Infantry Brigade**

2 Bn Sherwood Foresters (2 SF), 1 Bn Duke of Wellington's Regt (1 DoW), 1 Bn King's Shropshire Light Infantry (1KSLI)

(Each battalion: 9 x Inf, 3 x 3ins Mortars, 6 x 6 Pdr ATs & 1 x Bren Carrier)

**2 Infantry Brigade**

6 Bn Gordon Highlanders (6GHgld): 12 x Inf, 3 x 3ins Mortars, 6 x 6 Pdr ATs & 1 x Bren Carrier.

**Divisional Support Troops**

2/7 Middlesex Machine-Gun Bn (2/7 MMG): 14 x HMGs, 5 x 4.2 ins Mortars & 5 Bren Carriers.

1 Reconnaissance Regt (1Rece): 9 x Inf, 3 x 3 ins Mortars, 8 x 6 Pdr ATs & 2 Bren Carriers.

81 Anti-Tank Regt RA (81AT): 12 x 17 Pdr ATs, 28 x 6 Pdr ATs & 8 Bren Carriers.

46 Royal Tank Regt (46 RTR): A & B Squadrons consisting of 32 Shermans.

894 Tank Destroyer Bn, US (894 TD): 1 Platoon of 4 x M10s.

**56 British Infantry Division**

**167 Infantry Brigade**

1 Bn London Scottish (1 LnS): 12 x Inf, 2 x 3ins Mortars & 6 x 6 Pdr ATs.

**82 Airborne Division, US (Optional)**

H Company, 3 Bn, 504 Parachute Infantry Regiment (504 Para): 3 x Inf

**6.2 German Order of Battle**

**Kampfgruppe Graser**

104 Panzer Grenadier (PG) Regt, 15 PG Division: I, II & III Bns.

(Each battalion: 9 x Inf, 3 x 81mm Mortars & 4 x MGs.)

13 Company: 6 x 150mm SP IGs.

14 Company: 12 x 75mm ATs

145 Grenadier (Gr) Regt, 65 Infantry Division: I, II & III Bns.

(Each battalion: 9 x Inf, 3 x 81mm Mortars & 5 x MGs. (II Bn also: 2 x 120mm Mortars))

13 Company: 4 x 75mm IGs, 2 x 150mm IGs

14 Company: 12 x 75mm ATs

II Bn, 725 Gr Regt, 715 Infantry Division: 6 x Inf & 2 x 81mm Mortars.

II Bn, 71 PG Regt, 29 PG Division: 6 x Inf & 2 x 81mm Mortars.

I Company, 165 Engineer Bn, 65 Infantry Division: 3 x Inf & 1 x 81mm Mortar.

2nd Bn, 26 Panzer Regt, 26 Panzer Division: 20 x Pz IVs.

Panzer Abteilung 115, 15 PG Division: 10 x Stugg IIIs & 2 x Pz IVs.

**Kampfgruppe Pfeiffer**

147 Gr Regt, 65 Infantry Division: I, II & III Bns.

(Each battalion: 9 x Inf, 3 x 81mm Mortars & 5 x MGs)

13 Company: 4 x 75mm IGs, 2 x 150mm IGs & 1 Truck.

14 Company: 12 x 75mm ATs & 6 x Trucks.

11 Parachute Regt, 4 Parachute Division: I & II Bns.

(Each battalion: 9 x Inf, 6 x 81mm Mortars, 4 x MGs & 2 x 75mm IGs.)

3 Company, 165 Engineer Bn, 65 Infantry Division: 3 x Inf & 1 x 81mm Mortar.

**In Support**

Panzer Abteilung 508: 9 x Tiger I:

I Bn, 29 Panzer Regt, 12 Panzer Division: 17 x Panthers.

315 Flak Abteilung (Mot): 3 x 88mm ATs & 2 x Trucks.

1 Platoon, 1 Company Panzerjagerabteilung 653 Jdgpzner Regiment 656 (optional): 4 x Elefants.

**Historical Notes**

**1. Introduction**

In February 1943, the struggle for Anzio had reached a new and lethal phase following the abortive VI Corps attacks at the end of January. Any illusions that Allies may have had that this was to be a quick action without need of additional support disappeared. The Allies were now forced on the defensive, facing a German presence of some 90,000 troops. Without additional combat strength, there seemed little hope of regaining the initiative.

From the German perspective, the first week's fighting was very confused. Formations fought where necessary, and units from different divisions became hopelessly intermingled. But they succeeded in thier mission, and the German commander in Italy (Field Marshal Kesselring) was confident that he faced no major Allied reserves. Now was the time to turn to the offensive.

The delay in launching a counteroffensive was the result of Allied air interdiction on supply and troop movement to the area. His orders to von Mackensen, commander of the Fourteenth army, left little doubt as to his intentions: 'The main mission of the Fourteenth Army is to annihilate the beachhead which the enemy is reinforcing'. The attack was assigned to the I Parachute Corps, to thrust down the Via Anziate toward Anzio with the main concentration on either side of Aprilia (known to the Allies as 'The Factory' due to the volume of factory buildings which comprised the town). The attacking forces divided into three main groups and a reserve. The first group, designated as KG Graser, was, initially composed of six infantry battalions with five attached companies and further supported by long-range artillery guns, howitzers and rocket launchers. Eleven companies of tanks provided armor support. Subsidiary attacks west of Campoleone by KG Pfeiffer's five battalions and an attached company completed the operation.

**2. The Preparations**

The attack, originally scheduled for 1st February, had been delayed a further 72 hours by the late arrival of some units, including the 715 Infantry Division, two panzer grenadier regiments, and a number of other artillery, panzer and jäger units that had been sent to provide support. These problems were further compounded because the Allies obtained a complete OOB and plan of attack via ULTRA

interceptions (regarded as one of the most important of the war), detailing, among other things, the range of armor supporting the operation, including at least 25 Mark III tanks, 20 Mark VIs (Tigers), 25 assault guns and 90 heavy AT guns.

However, the British 1st Division's commander, Major-General Penney, hardly needed this to tell him that his division was out on a limb. As the 1st Division history explains, 'The enemy gave ample evidence, if evidence were required, that he was preparing to launch a major drive against our new positions. By night patrols were reported on either flank of the salient, probing to establish the locations of our troops; by day and night artillery and mortars pounded away at 3rd Brigade in the tip of the salient.

The key to a successful counteroffensive lay in the locations of both Carroceto and the Factory. In order for KG Graser to properly deploy its striking power it was necessary to eliminate the British salient between Carroceto and Campoleone (known as 'The Thumb'). Once this was achieved von Mackensen could proceed to mass his forces for a devastating thrust towards Anzio and the beaches.

In anticipation of the slicing off of The Thumb, von Mackensen had ordered a series of preliminary advances to realign the Fourteenth army front lines prior to the forthcoming attack. Allied artillery and aerial attacks had begun to take a serious toll and on February 2nd Allied fighters-bombers destroyed KG Graser's artillery Fire Direction Center and with it the carefully prepared charts for the attack on the Thumb, causing another 24 hour delay. The Allied bombardments were also taking their toll on the assault troops, resulting in some weakening of unit morale.

Preparations began during 3rd February. With enemy troops infesting the Campoleone sector in an attempt to sever the Thumb at its base, along the line formed by Carroceto and the Factory. Of these two, the Factory would prove to be the most important objective. While it remained in British hands, it was a major fortified obstacle that would prevent the second phase of the German operation from occurring. In the process of securing this line, KG Graser hoped to be able to cut off and destroy the isolated 3rd Brigade. For the British, the day had not gone well, with the 1st Armored in corps reserve, the 1st Division was left defending an indefensible position without reserves. Penney was only able to secure reinforcements in the shape of the 3rd

Battalion of the 504th Parachute Regiment (US). Heavy skirmishing took place during the day around Campoleone Station, involving the Duke of Wellingtons and the King's Shropshire Light Infantry (KSLI), who were successful in beating off a large German force before nightfall.

### 3. The Attack

It then remained quiet that evening until exactly 2300, when the long awaited assault began with a violent, 5-minute-long, artillery and rocket barrage, followed by an ominous silence before the German ground forces began their attack. As the German infantry emerged from the dark towards the positions occupied by the Irish Guards, the defending machine-guns opened fire, one gun firing over 8,000 rounds before running out of ammunition. The three Guardsmen manning this gun were assaulted by German troops, whose cries of 'hands up, Englishmen! only seemed to anger them such that they retaliated by attacking their enemy with fists and escaping into the night. It was later discovered that 3 Company of the Irish Guards had been assaulted by more than two battalions.

Throughout the night it became clear to the defenders that KG Graser had managed to infiltrate troops into positions that split the defense. Those that were detected suffered heavy losses due to the accuracy of the Royal Artillery gunners. However, despite problems in every sector of the Thumb, upon arrival of morning light the three battalions defending the area around Campoleone station had not only restored their perimeters but were confident of repelling any further attacks.

On the left flank, the Germans had been successful in driving a wedge between the Irish and Scots Guards. The fight erupted into savage small unit actions, resulting in the loss of the 3rd Company of the Irish Guards which only heightened the problems the British Commanders faced, now having to deal with a mile -wide gap between the two Guards battalions. Tanks and infantry reinforcements were requested by dawn if the position was to be held, but only 2 (out of a promised six) self-propelled AT guns arrived.

The most precarious position was that held by the 2nd Brigade, along the right flank of the Thumb. It was here, where three battalions of infantry were defending an eight thousand yard front, that the Germans chose to attack in force.

### 4. February 4th, 1944

February 4th was a typical winter's day at Anzio, with a combination of fog and drizzling rain reducing both visibility and morale. Over the course of the night the Gordon Highlanders had been bombarded in equal measure by rain and German artillery, which had given the Germans the opportunity to slip two companies between B & D companies, and allowed nearly a battalion to occupy positions behind a crestline to the east. The Gordon's commander, Lieutenant-Colonel James Peddie quickly realized that the Germans could not be allowed to hold this position.

As the dawn light emerged, the order was given that 'B' Company was to assault the crest in an effort to drive off the Germans. Despite the suicidal nature of the attack, preparations were under way when the message was received confirming that tank support was on the way. With the armored support the small number of Highlanders advanced upon the German positions, who began surrendering in large numbers before the fire of the tanks. Over one-hundred German prisoners were taken over a relatively short period. The Shermans moved to new hull down positions about 1/2 a mile north to deal with a new and potentially deadly threat in the form of Tiger tanks. As they went, there was a momentary lull in the fighting for B Company, who, as it transpires, were the lucky ones. What happened to A, C and D Companies remains a tragic mystery.

These three companies disappeared during the early hours of February 4th, virtually without trace. Communications were patchy at best due to the German infiltration, and at 0645, A Company reported the approach of six Tigers (although at this point, every enemy tank that approached was reported as a "Tiger"). Moments later all contact with the unit was lost. A desperately hurried conversation with D Company brought the shocking news that A and C Companies were abandoning their positions and withdrawing. D Company was directed to order them to return to their positions at once. Very shortly afterwards, D Company went off the air also.

There are few clues as to the fate, although it is known that the area at the time was swarming with German infantry, and that between 0640 and 0700 several tanks were seen approaching A company. One of the few survivors reports that at 0620 seventeen other tanks had begun to attack the position from the rear. A

Company's commander (Major David Hutcheon) attempted to report to battalion HQ, but was killed before he was able to do so.

All that Peddie knew, though, was that the loss of these three companies could be the key that unlocked the whole right flank of the defense. Fortunately the Germans at that time were unable to take full advantage of the situation, perhaps they did not realize the opportunity that was open to them. Indeed, reports from the Irish Guards indicated the confused and uncertain nature of the German troops encountered, many of whom it seemed would have been delighted to have been taken prisoner themselves. This fact, however, did nothing to assuage the loss of three companies, which decimated the Gordons.

The 'Battle for the Thumb' raged throughout the day, enveloping everybody from 1st Division. In the Irish Guards sector, chaos reigned, with attacks being made from gully to gully, running the entire gamut of combat operations, from ambushes and skirmishes to man-to-man, eyeball-to-eyeball confrontations. Battle lines were a thing of the past and enemy troops could be found freely roaming the combat area. The foul nature of the weather only added to the uncertainty and confusion. More than once, groups of soldiers surrendered and were being marched off when they were suddenly able to overwhelm their guards and rejoin the fight.

One group of Guardsmen from the battalion HQ had captured a small group of Germans and were marching towards the Dung Farm when they were themselves captured by a larger group of Germans, who promptly began to march them back the way they had just come. The HQ Company commander, Captain Simon Combe, politely muttered to his guard that he intended to kill him 'at the earliest opportunity'. That opportunity was not long in coming, and when it did the ensuing melee saw twenty Germans killed and another nine retaken prisoner. Captain Combe then led his men to the safety of the British lines at Carroceto.

The key to the crumbling British defense lay in the hands of a single company of Irish Guards and the remaining company of Gordons, who, despite being both outnumbered and outgunned, managed to prevent the Germans from isolating and destroying what remained of 3rd Brigade. During the course of the morning, the Guards commander reported signs of enemy

activity on the Grenadiers front, possibly the prelude to an attack on Carroceto, which, if it were successful, would lead to the encirclement of most of the division. Fortunately the confusion in the sector occupied by the Gordons and the Irish Guards seemed to include the Germans, who appeared to be either unable or unwilling to mount any serious effort to punch through to the Factory.

By mid-afternoon, with the situation seemingly in the balance, Penney was unable to procure the release of the 168th Brigade, 56th Division from the reserve. Upon their arrival, the 1st Battalion London Scottish Rifles, supported by 2 Squadrons of tanks from the 46th Royal Tank Regiment (who by now were more than familiar with the nature of the ground), fought their way across the sodden ground under heavy German fire through driving rain in order to shore up the right flank where the three missing companies of Gordons had been. This allowed Brigadier James long enough to extract the remainder of the 3rd Brigade from its precarious position between Campoleone Station and the lateral road.

British losses during the first 24 hours were extremely high. Overall 1st Division losses were in the region of 1,400 men. Three Regiments had been gutted by losses, with both the Irish Guards and the Sherwood Foresters unable to muster more than a small fraction of their complement. Worst off were the Gordon Highlanders, suffering from the unexplained loss of three companies, and more than three quarters of their number. Forever afterwards, the Dung Farm became known to the Gordons as Horror Farm.

Despite these enormous casualties, morale remained high, a fitting tribute to the courage and valor that had become the a trademark of the British Soldier throughout the war.

## Bibliography

*Fatal Decision*—Carlo D'Este (Inspiration behind the game)  
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*The Scots Guards 1919/55*—D. Erskine  
*The Gordon Highlanders 1919/45*—Wilfrid Miles  
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*Anzio 1944: An Unexpected Fury*—Peter Verney

Dirk Blennemann (from Germany) who filled in several important gaps in the German order of battle.

The most detailed information was obtained from extensive reading of the original war diaries (kept at the British Public Record Offices in London) of the British units from the 1st Division which were involved in the battle.

## Designer's Notes

**Nigel**—

The inspiration behind "A Raging Storm" was *Fatal Decision* by Carlo D'Este which covers the whole Anzio campaign. Once the idea for the game had taken root, I decided to start my research by visiting the military history library at the Imperial War Museum, London, UK. I made several visits collating information from the Regimental Histories, before taking my research to the Public Records Office in London. It was here that I read the original war diaries of the British units involved in this battle. This was one of the most fascinating periods of creating this game. For example, I was able to read first-hand accounts of the Gordon Highlanders' position under attack by German infantry and Tiger tanks. Although the British field intelligence reports gave me some information on the German units present, I was able to fill in the gaps of the German OOB with the assistance of Dirk Blennemann from Germany and for this I am most grateful. Once I had decided on what shape the game would take, I visited the Royal Geographical Society in London, where I

was to discover original copies of WWII military maps including the area needed.

With my OOB complete and a map of the battlefield, I had to decide on the firepower and morale of the units. The first part was easy as the firepower was worked out by a formula provided by Dean, while the morale levels were decided based on my understanding of how individual units performed. The Germans fall into three categories morale, two high quality battalions of paratroopers, a couple of battalions of below-average quality infantry, and a number of average troops.

When it comes to the British, I know there might be cries of 'national favoritism', but before you join in, I would highly recommend reading *Fatal Decision*, written by an ex-US Army Lieutenant Colonel. He praises the performance of the British 'poor bloody infantry' highly. The infantry battalions of the 1st Division conducted a classic defensive battle fighting the Germans to a stand-still. When eventually they did withdraw it was done under control. It is a fact that during the 3/4 February battle the Germans ultimately failed in their objectives of securing the Factory and Carroceto Station, whose locations were intended to provide them with a platform for a final assault on the beachhead itself.

It should be noted that the Recce Regiment is minus its armored cars because the ground conditions made vehicles useless; consequently the regiment fought dismounted. Recce regiments were unique amongst British units (except perhaps for Paras and Commandos) in that they were equipped with a high proportion of MGs, hence the high 9 firepower.

A word of thanks to Dave Friedrichs and Wig Graves for their rules on railway embankments and gullies respectively which we have largely borrowed here.

## **Bob—**

There is very little I have to add to Nigel's notes about the rules themselves, however I do have a some comments on the map's development. One thing that you will notice quickly is the presence of the extensive road-net; this was necessary to depict given the nature of the terrain that limits vehicles to road movement. This will also obviously impact on any overwatch, given that armor will always

be fired at with the 'Road-using' modifier present. As noted in the body of the special rules, crest lines and hillocks were added to (a) assist with any contentious LOS issues, and (b) to identify where ridges existed in reality. These crests, which were significant in real life, were found to not qualify for a new contour line; however a way had to be found to illustrate their importance.

## **Player's Notes**

### **British**

The first important decision for the British player to make is where he places his units. Although restricted to the BDAs, there is plenty of locations for individual units. There are three important factors, which need to be considered when setting up:

(1) Likely avenues of advance by the Germans, especially of their armored forces. Remember that all vehicles are restricted to the road network. Use this to your advantage.

(2) The initial infiltration routes of German infantry into your defenses.

(3) The defense of key locations especially the Factory and Carroceto Station.

With these points in mind the first thing to set up is your anti-tank defense. This is the most critical part of your set-up and particular thought needs to be given to the placement of the 17 pounders and 4 US M10s as these are your jewels in the crown. Once your anti-tank defense is in position place your remaining units in support with special attention to the locations of the heavy MGs and mortars of the Middlesex MG Battalion. It is imperative that the Factory is occupied as this location along with Carroceto Station represents a significant proportion of VPs. Pay particular attention to the routes available to any attacker especially his armor.

The single most powerful weapon available to the beleaguered British defender is his artillery. With 14 batteries and plenty of ammunition do not be afraid to hit the Germans with fast fires as often as possible. However a word of caution, remember this ammunition must last for several hours before resupply, preserve some for the daylight turns!

My final piece of advice is to remain calm, do not allow yourself to become disheartened at the sight of the German mass and fight to hold your positions by hitting hard with your anti-tank guns and artillery.

### **German**

As the German player, you must adopt an almost Soviet mentality, in that you will be attacking a well defended position with a horde of mixed ability troops. You must be prepared to take heavy losses to get the job done, although always be aware of the need to minimize taking such heavy losses that you incur a VP penalty. Many of these losses will be inevitably caused by the Allied artillery, which is both copious and accurate; the only advice I can give you is to just keep your chin up, as this cannot be avoided. Try and prevent stacking your units together so as to not present the enemy with an obvious target—which I hardly need to tell you!

When planning your attack, remember to take into account not only the initial infiltration move, which can be used to great effect setting up crossfires, but also the presence of the gullies which can make moving closer to enemy positions considerably less hazardous. These also have the added benefit of avoiding the attention of enemy artillery.

It should also be noted that you cannot rely on your tanks to carry the day. Although they are generally very good, their usefulness is extremely reduced due to the fact that they must remain on a road at all times. This naturally leads me to advise you to examine where you want them to go, which is absolutely critical—don't use them to support an attack where they will run out of road before completing their orders!

As a final note, you would be well advised to consider concentrating your attacks—make sure you have completely destroyed any given target hex before moving on to the next, as any unit that has the ability to spot for artillery is a very dangerous threat.

# **The Gamers**