

CASSINO

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Cities of the Damned* discussion folders at consimworld.com.

“Beware the ides of March.”
—Shakespeare, *Julius Caesar*, Act I, Scene 2.

1.0 INTRODUCTION

Cities of the Damned: Cassino is a moderate complexity solitaire play game on this battle for the crucial town at the foot of Monte Cassino, and an important element in the German “Gustav Line” that kept the Allies at bay south of Rome. Twice before the Allied forces had attempted to take the key defensive mountain stronghold that overlooked the town with its river crossings, road and rail junctions. In the first two battles US, French, and British troops attempted to bypass the German stronghold with attacks to the south and north, all of which were thrown back with heavy losses. New Zealand, Indian, and British forces, under the command of newly-appointed commander General Sir Bernard Freyberg, were ordered to attack directly into the town after massive air and artillery bombardments that would hopefully destroy the German fortifications and kill or entomb the bulk of the defenders. Can you do as well or better?

1.1 Game Components and Scale

Each copy of *Cities of the Damned: Cassino* is composed of the following:

- One 17" by 22" Main map
- One 8.5" by 11" Rail map
- One half-sheet of 5/8" die-cut counters
- This set of rules (with Player Aid Card on the back)

Not provided but needed for play is an opaque container (mug, envelope, or anything similar) and two differently-colored six-sided dice. A separate sheet of paper or additional markers of some kind (buttons, coins, or the control markers from the Aachen game) may also be needed if the player runs short of Allied control markers for use on the game map to record map areas that have been brought under Allied control.

Allied units (brown) are companies. German units (blue and grey) are KGs of 150-180 men—and tank units represent 10-12 vehicles. The map scales are printed on each map. Each turn represents 1 day of time.

1.2 Game Terms, Abbreviations, and Unit Identification

AP: Action Points

 **Arty:** German Artillery

CCR: Combat Casualty Result

CF: Combat Factor: the large numeral printed on all units (with the exception of Snipers, Section 9.2)

DR(s): Die Roll(s)

Ops: Operations



FJ: Fallschirmjäger (German parachute-trained infantry)



1/4E: Essex Regiment



1/6R: Rajputana Rifles



1/9G: Gurkha Rifles

KG: Kampfgruppe (German battle group)

Map Areas: The game's two map sections are subdivided into irregularly shaped areas that are used to regulate the movement of Allied units, deployment of German units, and where combat occurs. Areas with a gold star are VP areas (Module 10.0) and dark blue boundaries are river boundaries (Modules 4.0 and 6.0, Sections 9.2 and 9.3). *Note: The light blue river graphics within areas are shown only for historical interest and have no effect on play.*

Each map area has three values; from top to bottom, they are: the map area number identifier (with a prefix of “R” for areas on the rail map), its elevation level (1 through 3), and its German Resistance Level (0 through 3). *Note: Those areas with a white-colored Resistance Level number are always under Allied control and will never contain any German units.*

Map Area Control: Aside from the areas always under Allied control, a map area will be

- a) under German control (default condition),
- b) Contested (has both Allied and 1 German unit),
- c) Allied control (gained by successful combat result and either marked with an Allied Control marker or recorded on a separate sheet of paper or some other type of marker if there are not enough Allied Control markers).



MG: German Machine Gun



NZ: New Zealand



PG: Panzergrenadier (German infantry trained to work and attack with armored vehicles)

RL: Resistance Level



StuG.: Sturmgeschütz (German assault gun)



German Panzer IV



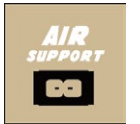
Allied Sherman

VP: Victory Points

2.0 GAME SETUP


The player sets up the game as follows:

- All blue German 1st FJ Division units (7x infantry, 4x MG, 2x StuG. III, 3x Artillery, and 2x Sniper) are placed in one opaque container.
- All grey German 15th PG Division units (3x infantry, 3x MG, 2x Panzer IV, and 2x Artillery) are set aside and will enter the game as reinforcements per the Counter-attack rules (Module 7.0).
- The 24th and 25th NZ Infantry Battalions (4x infantry units each) and 2x units of the 19th NZ Armor Battalion set up in any Allied-controlled area (with a white Resistance Level) subject to stacking limits.
- The 26th NZ Infantry Battalion (4x infantry units) and 1x unit of the 19th NZ Armor Battalion enter the Cassino map at area 10 and/or 61. **Note:** These units will have to end movement and conduct combat as the areas are German-controlled at the start of the game. They may be held back to enter a later turn.





The player rolls the die twice and consults the Air and Artillery Support Tables to determine the first-turn levels of Air and

Artillery Support. Place the Air and Artillery Support markers in the appropriate spaces of the Turn/Record Track corresponding to each of the DR results.

-  The weather for Turn 1 is automatically clear. The Game Turn marker is placed in the “1” space of the Turn/Record Track.



The player rolls the die and consults the Action Point Table to determine the number of AP available for use in the first round of the First Turn Operations Phase. Place the Action Points marker in the appropriate space of the Turn/Record Track corresponding to the DR result.

-   Place both Allied VP markers in the “0” box of the Turn/Record Track.



All Allied Control markers (and the Round marker) are set aside for future use in the game.

3.0 SEQUENCE OF PLAY

Each turn is divided into a series of Phases as listed below. The Operations Phase is also subdivided into a variable number of rounds.

3.1 Administrative Phase

The player determines the weather for the turn (starting with Turn 2, see Module 4.0), air and artillery support by consulting the Air and Artillery Support Tables.

3.2 Operations Phase



The player determines the number of AP available for use in the first round of the Operations Phase by rolling a die and consulting the Action Point

Table. AP are expended by the player to activate Allied units to conduct movement and combat on the map. An activated unit, or a single stack or units, is activated and then moved from one area to another, suspending the movement and resolving any combats in German-controlled or Contested areas as encountered. The player can resume movement is desired and allowed (Module 6.0). Mark activated units with “Attack Uphill” and/or “Crossed River” markers as appropriate. Once all AP are expended the player rolls the die on the German Counter-Attack Table to determine if a German counter-attack has been launched, and to establish its level and location(s). Once any German counter-attacks are resolved remove all “Crossed River” and “Attack Uphill” markers from Allied units. The player again consults the Action Point Table to determine how many more AP are received and another round is conducted with potentially more German counter-attacks to resolve. Use the Operations Phase Rounds marker on the Turn/Record Track to record how many Rounds have been played. The player continues conducting rounds of activations until an “End of Operations Phase” result is obtained on the German Counter-Attack Table.

Note: There can be no more than 6 rounds in the Operations Phase (but this is often reduced due to an End of Turn result on the German Counter-Attack Table).

3.3 End Phase

If this is not the last turn of the game, the player conducts the following steps:

- Deploy any Allied reinforcement due to enter in the next turn, or units from the Allied Reserve box, to the game maps via Section 8.2,
- Flip any reduced units to full strength by expending VP to do so (Case 6.2.2),
- Record the gain or loss of VP using the appropriate VP markers (x1, x10) on the Turn/Record Track.
- Starting with Turn 2, place all of the blue 1st FJ Division units in the opaque container, draw one and remove it permanently from the game. **Note:** Replace any 1st FJ units used as markers in all Contested map areas after this step is performed (Section 6.2, Step 4).
- Advance the Game Turn Marker one space on the Game Turn Track.

4.0 WEATHER

Starting with Turn 2, the player rolls a die to determine the weather for the turn.

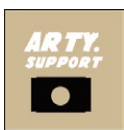
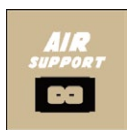
- **Even DR:** Weather is Clear. The Game Turn marker remains face-up on the Turn/Record Track. Determine Air/Artillery Support for the turn. No adverse effects for movement or combat.
- **Odd DR:** Weather is Rain. The Game Turn marker is flipped to show “Rain” on the Turn/Record Track. The player does not receive any Air Support points for the turn, and 2 less Artillery Support points. Units that move or retreat across a River Boundary must have a DR check made to determine



their status (Section 6.1). There is also a -1 DR modifier for German Counter-Attack Determination DRs for the second and later rounds.

- **Note:** See also Section 6.2, Step 2.

5.0 AIR AND ARTILLERY SUPPORT



During Setup and the Administrative Phase of each turn the player rolls on the Air and Artillery Support Tables to determine the level of each type of

support available for use in the upcoming turn. Use the appropriate markers to record each level of support for the turn on the Turn/Record Track. Air and Artillery Support can be used to reduce the number of German units drawn from the opaque container for combat and counter-attacks (Section 6.2, Module 7.0), or to increase the Allied CF in those combats (i.e., providing direct support).

6.0 ACTION POINTS (AP)



AP are used to determine how many units can activate during a round of a turn’s Operations Phase. A unit can activate once per round, but may activate as many times as desired during a turn. The player may not “save” unused AP for use in a later round of the turn’s Operation Phase; any unused AP are lost.

It costs 1 AP to activate a unit during a round, 2 AP if the unit is to cross a River Boundary. When activated a unit can move up to three areas on the map, moving from one connected map area to another within the rules for movement (Section 6.1). A unit does not have to be activated to conduct combat or to defend in combat against counter-attacking German units. It does not cost any AP to retreat or withdraw a unit, or to deploy a regular reinforcement unit, or unit from the Allied Reserve box, to the game maps.

6.1 Movement

The Allied player moves activated units about the maps. An activated unit can move up to three Allied-controlled areas on the maps, two areas during a Rain Weather turn, moving from one connected area to another. However, an activated unit must immediately suspend movement when entering an

area that is either vacant and not Allied-controlled (i.e., is German-controlled) or is Contested (occupied by Allied and German units).

Units that moved into a German-controlled or Contested area after crossing a River Boundary or moved from a lower elevation area to a higher one (Attack Uphill), are marked as having done so with the appropriate marker (these markers will be removed during the End Phase of the turn).

An activated unit can leave a German-controlled or Contested area but only if it moves to either a connected Allied-controlled area or another connected Contested area. If the activated unit moves to another Contested area the player rolls a die. Add 1 to the DR if the unit crossed a River Boundary or moved to a higher elevation area (Attack Uphill). If the DR is 4 or less the activated unit is unaffected. If the DR is 5 or more the activated unit is immediately reduced or, if already reduced, withdrawn to the map area it just exited (Case 6.2.2). **Note:** See Case 6.1.4.



6.1.1 Map Transit Movement The Allied player can move an activated unit to or from the Cassino Main and Rail maps via the Rail map areas marked with the transit symbols, as follows:

- Areas 1 and 2 on the Cassino Main map connect with area R11 on the Rail map.
- Area 3 on the Cassino Main map connects with area R6 on the Rail map.
- Areas 4 and 5 on the Cassino Main map connect with area R7 on the Rail map.
- Area 6 on the Cassino Main map connects with area R3 on the Rail map.
- Area 61 on the Cassino Main map connects with area R4 on the Rail map.

6.1.2 Exiting a Map The player can earn VP by exiting units from the maps (Module 10.0). Once a unit exits the map, it cannot return to the game, except as allowed in Case 6.1.1. If certain conditions arise by the end of the game an exited unit can be considered eliminated, and any VP award for exiting it is lost (Module 10.0).

6.1.3. Stacking The player can stack up to 3 infantry units in a map area if all are of the same battalion (identical color stripe and unit ID); otherwise only 2 infantry units may stack. Additionally, 1 armor unit can stack in the area. Stacking limits are in effect at all times. **Note:** See Section 9.1. Allied control, markers, and German units do not affect stacking.

6.1.4 Movement Limitations and Prohibitions The following limits and prohibitions are in effect at all times:

- A unit may not move across a prohibited boundary (ones marked with a red/yellow line).
- Armor units may never enter a level 3 area.

6.2 Allied Combat

Allied units in a German-controlled or Contested area at the end of the Activation Round must engage in combat. To resolve the combat the player performs the steps outlined below:

1. The player commits up to 2 (clear weather turn) or 1 (rain weather turn) available Air/Artillery Support points to the combat. Adjust the appropriate support marker on the Turn/Record Track to record the expenditure of any Air/Artillery Support points for the combat.
2. Consult the German Resistance Table. Roll a die and add the map area's Resistance Factor (0 through 3) to the table result. The player may reduce this number by committing available Air/Artillery Support points; up to 2 during a clear weather turn or 1 during a rain weather turn. Adjust the appropriate support marker on the Turn Record/Track to record the expenditure of any air/artillery support points for the combat. If present, the player may also allocate an armor unit to reducing the number of German units to be drawn by 1 instead of using it for the combat resolution calculation. **Note:** The most the final result can be reduced is 2, regardless of the number of Allied Air/Artillery Support points or armor units available/present. The player then randomly draws a number of German units equal to the modified map Area Resistance Factor and the DR result from the opaque container and placing them in the area with the attacking Allied units. **Important Note:** If the area was Contested, place the upside-down German unit back into the opaque container before drawing any German units. Also, if German Reinforcements are in play, then the grey 15th PG units are placed into the opaque container before any German units are drawn.
3. The Allied player then selects one unit as a "lead" unit, uses its CF, and adds 1 CF for each additional Allied unit in the area. Do **not** count an Allied armor unit's CF (or add 1 CF for its presence) if the unit was used to reduce the number of German units drawn to resolve the combat. The CF of all German units as well as the area's Resistance Factor are then totaled. The player then rolls two dice. Add the DR result of the first die to the Allied CF and unit(s) total and add the DR result of the second to the German unit CF total. Modify the Allied DR result as follows:
 - Reduce the Allied DR result by 1 each if any of the attacking units are marked with an "Attack Uphill" or "Crossed River" marker.
 - +1 for each Air/Artillery Support point or an Allied armor unit used for direct support. **Note:** Do not count any Air/Artillery Support points or Allied armor units used to reduce the number of German units drawn for resolving the combat.
 - Reduce the German DR by 2 if the area where the combat occurs cannot trace a series of connected areas free of Allied control/units to map edge areas 36, 43 or R21.
 - **Note:** See Section 9.3.

The side with the highest DR total is the winner and the difference of the two DRs is used to determine the Combat Casualties Result (CCR). The number of the CCR is the number of German units that are removed and placed back into the opaque container if the German DR was lowest. If the Allied DR was lowest the CCR is the number of Allied units that must either be a) retreated out of the area (Retreat, Case 6.2.1) or b) reduced if full strength or withdrawn from the map if already reduced (Step Loss and Withdrawal, Case 6.2.2). It is the player's decision as to which result to apply to any of the affected Allied units. If the DRs were tied there is no decision and the area is considered Contested.

4. Following the combat, if the area is vacant of any German units then the Allied player has won control of the area and can either mark it as such using an Allied Control marker or record the area number on a sheet of paper. **Note:** Control of Victory Point areas (ones with a gold star) are significant for winning the game, so the player may want to use the limited supply of Control markers for visually marking Allied control of these map areas as much as possible. If following combat, German units remain in the area with Allied units, the area is considered Contested. Return all but one of the German units to the opaque container, and flip the remaining German unit over to its formation icon side to serve as a reminder that the area is Contested. If the area has no Allied units in the area following the combat resolution, the area remains in German control; return all of the surviving German units to the opaque container.

6.2.1 Retreat An Allied unit can retreat to an adjacent area to satisfy 1 level of the CCR with the following limitations:

- The unit can retreat to an adjacent Allied-controlled area.
- The unit can retreat to an adjacent Contested area if the combat in that area has already been resolved.
- Units cannot retreat across a prohibited area boundary (marked with a red/yellow line).
- A unit may not retreat into an area in violation of the stacking limit (Case 6.1.3).

Any unit that cannot retreat must take a step loss, or if already reduced, be removed from the map and placed in the Allied Reserve box. If the activated unit retreated to a Contested area the player rolls a die. Add 1 to the DR if the retreating unit crossed a River boundary or into a higher elevation area (retreated uphill). If the DR is 4 or less the retreating unit is unaffected. If the DR is 5 or more the retreating unit is immediately reduced or, if already reduced, withdrawn

6.2.2 Step Loss and Withdrawal An Allied unit that is reduced is flipped to its reduced side (one with the lower CF). An

already reduced unit that is to be reduced again is immediately removed from the map and placed in the Allied Reserve box (Section 8.2).

Reduced Allied units can be flipped back to full strength during the turn's End Phase, but the Allied player loses 1 VP for each unit flipped back to full strength. If the Allied player does not have VP to expend, then a reduced unit cannot be flipped back to full strength.

7.0 COUNTER-ATTACKS

At end of each round the player rolls on the German Counter-Attack Table to determine if any counter-attack is launched in a Contested area or Allied-controlled VP area adjacent to a **German-controlled** area. It does not matter which area is rolled for first, but every eligible area must have a counter-attack DR determination made. The player rolls a die and modifies the DR with any appropriate modifiers as listed beneath the German Counter-Attack Table.

If a “Counter-Attack” result is achieved then draw the appropriate number of German units from the opaque container. **Note:** If a “Reinforcement” result was rolled, add the grey 15th PG units to the opaque container before any are drawn. Also, if the area was Contested, remember to add the German unit used as a Contested area marker back to the opaque container before drawing any units.

The number of German units to be drawn for the counter-attack combat can be reduced per step 2 of Section 6.2 by any available Air/Artillery Support points that may be allocated or Allied armor unit present.

If there isn't an Allied unit present, the only modifier to the Allied combat DR would be for any Air/Artillery Support points allocated.

If a modified DR result of 0 or less is obtained on the German Counter-Attack Table, a counter-attack is not performed, the Operations Phase for the turn is immediately ended, and play proceeds to the End Phase of the turn. **Note:** There can be a maximum of 6 rounds in the Operations Phase (although it is highly likely an “End of Operations Phase” result will occur before then on the Counter-Attack table).

7.1 Counter-Attack Combat

Resolve all counter-attacks per Steps 3 and 4 of Section 6.2. Adjust area control status and VP as needed following the resolution of each counter-attack.

8.0 REINFORCEMENTS

Allied reinforcement units are of two types: regular and those returned to play from the Allied Reserve box.

8.1 Regular Reinforcements

The following Allied units become available during the course of the game as reinforcements:

- 15th NZ Infantry Battalion (4x infantry units), 1x unit of the 19th NZ Armor Battalion. These units are available starting with Turn 3.
- 1/6th Rajputana Battalion, 1/9th Gurkha Rifles Battalion (4x infantry units each). These units are available on the turn following the one when any VP area on the Cassino Main map is under Allied control.
- 1/4th Essex Battalion (4x infantry units). These units are available the turn following one in which there are 4 or more units in the Allied Reserve box.

Allied reinforcement units are deployed to any map areas that are under Allied control by using an AP to generate a movement action (which in turn uses up all of the unit's ability to move any further) subject to stacking limits.

8.2 Allied Reserve

Allied units that are reduced and must take another step loss are placed in the Allied Reserve box (located on the Cassino Main map) in reduced status. The reduced units can be flipped to full strength during the End Phase of the turn per Case 6.2.2 and the loss of 1 VP per unit flipped to full strength.

A unit of any status (full or reduced strength) in the Allied Reserve box can be deployed as a reinforcement unit per Section 8.1 above with the loss of 1 VP per unit. A unit in the Allied Reserve box cannot be deployed as a reinforcement if there is no VP to expend. **Note:** As per Case 6.2.2, reduced units on the map or in the Allied Reserve box can be flipped back to full strength at a VP cost. Full-strength units can exit the Allied Reserve box during the game.

9.0 SPECIAL UNITS AND RULES

The following rules pertain to certain units in the game.

9.1 Armored Units

Armored units have their Combat Factor printed in yellow.



9.1.1 Allied Armor Units An Allied Sherman armor unit can be used for one of the following purposes during combat (regular or counter-attack):

- Reduce the number of German units by 1 that will be drawn from the opaque container, OR
- Have its CF of “2” included in the Allied total for resolving the combat if used as the lead unit, or use a CF of “1” if stacked with the lead unit (see Section 6.2, case 3).
- An Allied Sherman armor unit that is used to reduce the number of German units drawn from the Opaque container cannot then have its CF used in calculating

the Allied CF (as lead or support unit). It can be used for fulfilling an adverse CCR following combat regardless of how it was used in the combat, and for use in German MG DR checks (Section 9.3).



9.1.2 German Armor Units German StuG. III and Panzer IV armor units have the following limitations and abilities:

- A German armor unit cannot be used for combat in a level 3 (or higher when playing the expansion game) elevation area. If an armor unit is drawn from the opaque container in such an area, set it aside and draw another and use it for the combat. If yet another armor unit is drawn it will also not be used and the German side will have 1 less unit for the combat than would normally be the case. (This is war. They'll have to deal with it!)
- When a German armor unit is drawn, the player selects one Allied unit and rolls a die. If the DR is less than or equal to the armor unit's CF, the Allied unit is immediately reduced before the combat is resolved; it is then withdrawn to the Allied Reserve box if already reduced. Regardless of the DR result, the German armor unit's CF is still counted for resolving the combat.

9.2 German Snipers



When a German Sniper unit is drawn the Allied player rolls a die. Modify the DR as follows:

- +1 DR if any Allied unit in the area is marked as having crossed a River Boundary.
- +1 DR if any Allied unit in the area is marked as having Attacked Uphill.

If the DR is greater than the number of Allied units in the area the Allied player loses a VP. If there are no VP to lose then one Allied unit of the player's choice is immediately reduced, or withdrawn to the Allied Reserve box if already reduced. The Sniper unit also remains on the map and has a CF of 1 for calculating the German CF total for the combat. If the DR is less than or equal to the number of Allied units in the area the Sniper unit is immediately returned to the opaque container and not used in calculating the German CF total for the combat.

9.3 German MG Units

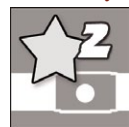


When a German MG unit is drawn, the Allied player rolls a die for each such unit drawn for the combat. Modify the DR as follows:

- Subtract the map area's Resistance Level.
- Subtract 1 from the DR if any attacking unit is marked as having crossed a River Boundary or Attacked Uphill (-2 max).
- Add 2 to the DR if a full strength Allied armor unit is attacking unit's map area; add 1 if it is reduced (regardless of how it was used in the combat).

If the DR is less than or equal to the MG unit's CF one Allied unit must either be a) immediately retreated out of the area abiding by the retreat rules or b) immediately reduced (or eliminated and placed in the Allied Reserve box). If the DR is greater than the MG unit's CF, there is no additional pre-combat resolution effect. Regardless, the MG unit is still used when resolving the combat.

9.3 German Artillery Units



There is no unique effect of German artillery units, except in the case of Variant rule *Monte Cassino* (Section 12.2).

10.0 WINNING THE GAME



The player wins the game by earning VP. VP are awarded or lost as follows:

- +4 VP for each VP area (ones with gold star area identifiers) in Allied control at the end of the turn in which this change occurs.
- -4 VP for each previously-Allied-controlled VP area (ones with gold star area identifiers) in Contested status or German control at the end of the turn in which this change occurs.
- +3 VP for each unit, full or reduced strength, exited from Cassino Main map areas 36, 43, or 51 (awarded at the end of the turn in which this occurs, Case 6.1.2).
- +4 VP for each unit, full or reduced strength, exited from Rail map areas R1 or R21 (awarded at the end of the game).
- -1 VP for each reduced unit flipped to full strength status (reduced as this occurs).
- -1 VP for each unit deployed onto a game map from the Allied Reserve box (reduced as this occurs).
- -3 VP for each exited unit from the Rail map if any VP area on that map is not under Allied control at the end of the last turn (Case 6.1.2).
- -3 VP for each exited unit from the Cassino Main map if the Castle Hill VP area (area 38) on that map is not under Allied control at the end of the last turn (Case 6.1.2).
- -? VP for German Snipers (Section 9.2).

The level of victory is dependent upon how many maps were entered by Allied units during the course of the game:

- Minor Victory if at least 15 VP were earned and Allied units won control of at least 3 VP areas on the Cassino Main map.
- Decisive Victory if at least 20 VP were earned and Allied units won control of at least 4 VP areas on both the Cassino Main and Rail maps (at least 1 VP area on both maps).
- Allied Defeat if neither of the above conditions can be met (historical result).

11.0 EXAMPLE OF PLAY

Play begins on Turn 1. Variant rule *Tank Duell!* (Section 12.1) is in effect.

Allied Setup:

- 1) Map area 54: A and B companies, 24th New Zealand Infantry and B Company, 19th New Zealand Armored Battalion.
- 2) Map area 58: C and D companies, 24th New Zealand Infantry.
- 3) Map area 55: A and B companies, 25th New Zealand Infantry and A Company 19th New Zealand Armored Battalion.
- 4) Map area 59: C and D companies, 25th New Zealand Infantry.
- 5) A, B, C and D companies, 26th New Zealand Infantry and C Company, 19th New Zealand Armored Battalion will enter the game at map areas 10 or 61.

German units do not set up on-map as per the game directions (Module 2.0).

11.1 Administrative Phase

- 1) Weather Condition: Clear (no weather DR check is made until that start of turn 2 per Module 4.0).
- 2) Air Support: DR 1 (odd) for 3 Air Support points.
- 3) Artillery Support : DR = 2 for 4 Artillery Support points.

11.2 Operations Phase

First Round of Activations:

- Action Points: DR = 2 plus 4 (Clear Weather) for 6 AP
- 3 AP are used to activate units A,B/26th NZ and C/19th NZ Armored (from off map) to enter map area 10 (Convent). As the units moved from off-map they are not marked as Attacking Uphill. Movement is suspended as area 10 is German-controlled and combat must be resolved. The player elects to use the armor unit to lower the German RL by 1 (Case 9.1.1). The player also elects to use 1 Artillery Support point for the combat as direct support (artillery support marker moved down to 3). The player chooses A/26th NZ as the lead unit. With two other units it has a base combat factor of 5; 3 CF for the lead unit, 1 CF for the one supporting unit and 1 CF for the artillery support. Note that because the tank unit was used to lower the number of German units to drawn for the combat it could not be used as a lead or support unit. The German RL is 1. The DR on the German Resistance Table is 4 (even number result) for three German units (2 for the table result and 1 for the RL factor of 1), but only 1 unit is drawn due to the tank unit being used to lower the number of drawn German units and the Turn 1 first Operations Phase having a “built in” reduction of 1

fewer German units being drawn (see the German Resistance Table modifiers). 1x MG with a CF of 1 is drawn and this is added to the German RL for a German CF of 2. This also triggers an MG DR check (per Section 9.3). 1 is subtracted from the DR for the German RL, but 2 is added to the DR for the Allied armor unit that is present in the area. The DR is 4, modified to 5, which is higher than the MG unit’s combat factor of 1, so there is no adverse effect on an attacking Allied unit. Two dice are rolled, one for the Allies and another for the Germans. The Allied DR is 3, the German DR is 2. These DRs are added to their respective CFs for an Allied total of 8 to the German total of 4. The Germans have the lower total and have 4 CCR inflicted upon them. This far exceeds the number of German units (only 1), so that German unit is returned to the opaque container, leaving the Allied player victorious and in control of map area 10, which is marked with an Allied Control marker.

The player elects to have the stack to continue to move to a second area and enters area 17. This is same elevation as map area 10, so again the units are not marked as having Attacked Uphill. This area is also German-controlled and another combat ensues. This time the player does not elect to use any Air/Artillery Support points, and again uses the same lead unit. With two supporting units but no artillery support the Allied CF is still 5. The German player has an RL of 1 and the roll on the German Resistance Table is a 4 (for two more units), but only two (not three) total German combat units are drawn due to the Turn 1 first Operations Phase reduction; 1x MG and 1x infantry units are drawn, both with CFs of 1. This gives the Germans 3 CF (2 for the drawn units plus the map area’s RL of 1). Another MG check is made, with 1 being subtracted from the DR for the German Resistance Level, but 2 being added for the tank unit in the area. The DR is 3, modified to 4, but this is higher than the MG unit’s CF of 1, so there is no adverse effect on an attacking Allied unit. The player rolls two dice with the Allied player getting a DR of 1 (ouch!) and the German 6. These DRs are added to the respective CFs for an Allied combat result of 6 and the German 9. The Allied total is lower and suffers 3 CCR. Each CCR must be met by either reducing 1 step or retreating a unit out of the area. Not wanting to incur casualties this early in the game and for a non-VP map area, the player elects to retreat all 3 units back to map area 10. One of the two German units are returned to the OC and the other flipped to its formation side as the area remains German-controlled.

DRAGONAGE

CASSINO MAIN MAP

Game Design by PAUL ROHRBAUGH
 Production by DAVID JONES
 Game Art by MARK MAHFFEY





The units are still capable of moving again (up to three areas can be entered in a clear weather turn by activated units). The player issues orders for the units to once again move and attack into area 17. Another round of combat ensues with the same Allied lead unit (A/26 NZ), with the player electing this time to have the tanks provide support to reduce the number of drawn German units by 1, and the player also adds 1 Air Support (marker lowered to 2). This gives the Allies 5 CF (3 CF for the lead unit, 1 CF for the supporting unit, and 1 CF for Air Support). The DR on the German Resistance Table is even, but due to the tank unit being used to reduce the number of drawn German units and the Turn 1 first Operation Phase reduction, only one unit is drawn, which is 1x CF StuG. III. This triggers a Tank Duel check (variant Section 12.1).



The player elects to resolve the Tank Duel first and rolls an odd DR, so the NZ tankers fire first. Another DR is made, with a 1 achieved (good shooting, Mates!). This causes the German StuG. III unit to be immediately returned to the opaque container and its CF will not be used in resolving the combat, reducing the German CF to 1 (for the RL). Two dice are rolled with Allies getting a 2 and the Germans again scoring a 6! These result in the Allies scoring 7 to the German 7. As the two totals match neither side wins the battle, and no CCR are inflicted. A German unit is drawn from the opaque container and turned upside down to denote that area 17 is contested. As this was the third map area entered by these units, their activations are over, and they remain in area and grimly await a German counterattack.



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- 1 AP (the fourth) is expended to activate C/26th NZ



Battalion from off-map to area 61. Again, the unit is not marked as having Attacked Uphill as it moved from off-map and so elevation is not a factor. The area is German-controlled, so this unit's movement is suspended, and combat is resolved. The unsupported unit has a CF of 3 and the player elects to use 1 Artillery



Support point (marker lowered to 2) giving the Allies 4 CF for the combat. The German RL is 1, and with an odd DR on the German Resistance Table two units would have been drawn, but again due to the Turn 1 first Operations Phase reduction, only 1 is drawn, 1x 2 CF Infantry unit. This gives the Germans a CF of 3. Two dice are rolled with two 5s resulting. The Allied combat total of 9 is two more than the German



combat total of 7, so the Germans incur 2 CCR. That is enough to cause the removal of the 1 German unit in the area, so it is marked as Allied-controlled.

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The C/26th NZ is next moved to Allied-controlled area 10 where it ends its movement (the player wants to maintain a secure line of communications for the units in Contested map area 17).

- 1 AP is used to activate D/26th NZ that is moved from off-map to Allied-controlled area 61. It then moves to area 6. This is a German-controlled VP area (it has a gold star) and another combat ensues. The Allied player uses 1 Artillery Support point (marker lowered to 1) to reduce the German units drawn from the opaque container, and an Air Support point to support (lowered to 1) for the unsupported NZ infantry unit, giving an Allied CF of 4. The DR on the German Resistance Table is 4 (2 units) resulting in 1 unit (not 3 due to the Allied Artillery Support and Turn 1 first Operations Phase reduction) being drawn from the opaque container. It is a 2 CF MG unit. An MG DR check is made, with the Artillery Support and German RL off-setting one another. The DR is a 1, which equals the MG unit's CF, so the D/26 is sent retreating back to area 61, ending the combat (the player elected to have the unit retreat instead of taking a step loss).

Not wanting to burn up the last remaining Artillery or Air Support points, the player elects to have D/26th NZ remain in Allied-controlled area 61. For the same reason, the player elects not to expend the 1 AP remaining in this round.

- With all activations concluded for the first round of the Operations Phase, play now proceeds to the German Counterattack portion of the Operations Phase. There is one contested area (map area 17) and two Allied-controlled areas adjacent to a VP area (map areas 61 and 10). All will be the sites of potential German counterattacks. The player elects to resolve the counterattack in map area 17 first. There is a -1 DRM for this being the first round of Turn 1. The DR is a 3, modified to 2, for a "small-scale" counterattack result. A number of German units equal the RL +1 are drawn (2 units in this case). **Note:** The one unit reduction for the first turn Operation Phase does not apply to the Counterattack Table result. The Allied player elects to use the tank unit in the area to reduce the number of drawn German units to 1. After returning the German unit used as a Contested area marker to the opaque



container, a 2x CF infantry unit is drawn giving a German CF of 3. The Allied CF is 4 (3 CF for the lead unit and 1 CF for the one supporting unit; the tank unit is not counted as it was used to lower the number of drawn German units). Two dice are rolled, with the Allies getting a 1 and the Germans a 4, giving an Allied combat total of 5 to the German total of 7. The Allies have the lower total and incur 2 CCR. The player elects to retreat the tank and lead units to area 10, leaving B/26th NZ in map area 17. This leaves the area Contested, so the German unit is turned upside down (it is not returned to the opaque container) to denote the area's continued Contested status.

The player elects to have the next counterattack resolved in area 10. The counterattack DR is 2, but this is lowered to 1, resulting no counterattack.

- The last counterattack against area 61 is resolved, with a DR of 4 (Serious counterattack), but this is lowered to 3 due to the first turn DR modifier (to a small-scale counterattack). With great reluctance the Allied player



commits and the remaining Air Support point to lower the number of German units to drawn to 1 (Air Support marker lowered to 0). A 2x CF StuG. III unit is drawn giving a German CF of 3 for the counterattack. The D/26th NZ has a CF of 3. Two dice are rolled with the Germans scoring 4 and the Allies 3. The Allied total of 6 is lower by 1 to the German total of 7, so 1 CCR is incurred by the D/26th NZ. The player elects to have the unit take a step loss and remain in the area.



This causes the area to become Contested, so the StuG. III unit is turned upside down in map area 61 to denote it is Contested.

- The conclusion of the last counterattack results in the end of the first round of the Operations Phase. Since up to six rounds can be played in the Operations Phase (this can be less if a 0 result is achieved on the Counterattack Table), the player rolls a die to determine how many AP will be available for the second Operations Phase. Given that only 1 Artillery and no Air Support points remain, the turn 1 first round Operations Phase German unit reduction for all combats is no longer in effect, and the hard fighting it took for the 26th New Zealand Infantry Battalion to get a foothold in the town, it is going to be interesting to say the least to see how the other two New Zealander battalions fare as they make their way across the river into the north end of the town's ruins.