

Anzio, 1944  
*A Flames of War Mega-Game Scenario*

The Allied landing at Anzio was intended to break the stalemate in the Italian campaign created by the tough defenses of the Gustav Line. After initial success, the Allied forces had to endure a series of tough counterattacks by German reserve forces.

This scenario allows a series of large tables to accommodate a scaled down version of the Anzio beachhead, under assault at the time of Operation Fischfang, the German assault that came closest to driving the Allies back into the sea (February 16 – 18, 1944). It provides a unique opportunity to field a wide variety of Allied units, including paratroopers, the 1<sup>st</sup> Special Service Force and the tough US 3<sup>rd</sup> Infantry. The Germans also used some unique units, including the Hermann Goring Panzer Division, and the first units of the new Panther tanks and Borgward demolition vehicles to be used against the Western Allies.

Special Terrain rules:

- Hills – the terrain in this area gave significant importance to the elevated areas due to the generally flat coastal area the battle was fought over. They were rocky and cut with many ravines, creating a very tough area to fight over. Any unit or vehicle on a hill can see over forest or buildings, but not over city terrain. Hills are treated as very difficult ground and provide concealment and bulletproof cover to any team on them.
- Marshes – marsh areas are soft ground and very difficult for vehicles. Foot units and man-packed guns are not affected.
- Molietta River – rivers and canals were used by the Allies to help anchor the beachhead perimeter. Rivers are treated as difficult ground and take a full turn to cross (stands must start adjacent to the river, then take an entire move to cross it), except over bridges.
- Mud – the frosty ground had recently thawed, turning the entire beachhead into a bit of a quagmire. Any open area is treated as difficult going by vehicles, except along roads.
- Mussolini Canal – the Mussolini Canal was an engineering marvel, used to drain the Pontine Marshes to expand the local farmland. The canal is deep but crossable, and is treated as very difficult going except at bridges.
- The Overpass – due to the relatively flat terrain around it, the overpass south of Campoleone offered an excellent observation point. Any stand on or touching the overpass may see and fire over any stand that is more than 2” away. Hills and woods still block LOS for stands on the overpass as normal.
- Rocky Ground – the area west of the overpass was rocky and difficult. Rocky areas are very difficult going for vehicles, and provide concealment and bulletproof cover for teams partially or entirely within them.
- Woods – the Padiglione Woods were a significant feature in the actual battles, constricting the Allied advance but also providing cover when the beachhead came under assault. Woods terrain is difficult going and uses the normal Flames of War rules for woods.

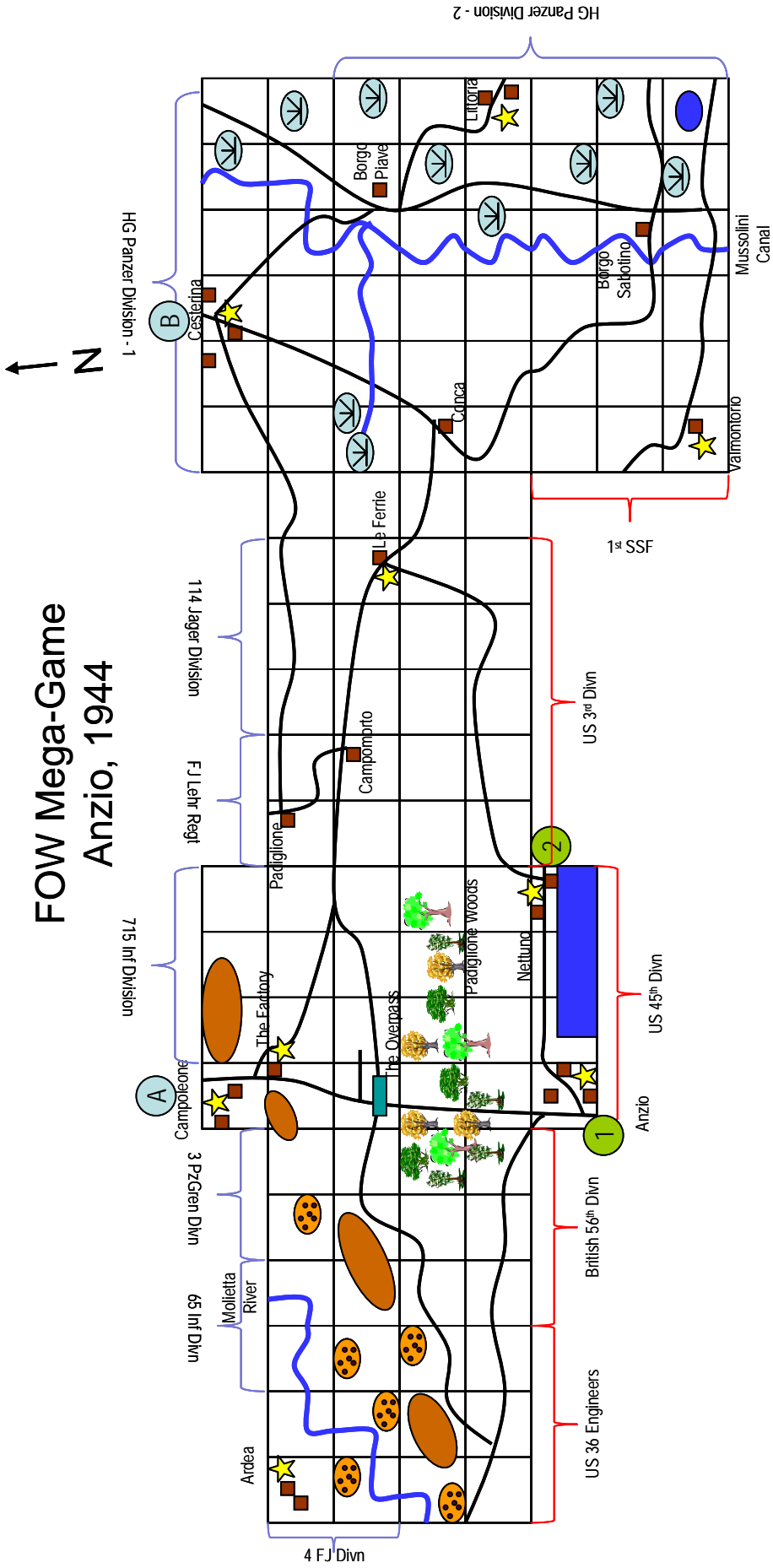
Deployment:

The German player first deploys his garrison near the Factory. The Allied forces listed as on the table are then deployed. Allied forces may deploy anywhere on the table as long as they are within their deployment zone and they are no closer than 12” from an Axis deployment zone or on table unit.

The German forces then take the first turn.

Map:

# FOW Mega-Game Anzio, 1944



## Forces - German:

### 4th Fallschirmjager Division –

**Rating:** units are rated as Fearless Veteran except as specified in the list

**Core List:** Fallschirmjager Kompanie list from Fortress Europe

**Points:** 1500

**Added units:** none

**Prohibited units:** heavy tank platoons, radio-controlled tank platoons; may not field Panther, Jagdpanther, Hornisse, PaK43/41 or PaK43 teams

**Deployment:** enters the game on turn 1 as noted on the map

[4<sup>th</sup> Fallschirmjager] \_\_\_\_\_

### 65th Infantry Division –

**Rating:** units are rated as Confident Veteran except as specified in the list

**Core List:** Grenadier Kompanie list from Fortress Europe

**Points:** 1500

**Added units:** none

**Prohibited units:** may not field Armoured artillery batteries, Looted panzer platoons, heavy tank platoons, radio-controlled tank platoons; may not field Panther, Jagdpanther, Hornisse, PaK43/41 or PaK43 teams

**Deployment:** enters the game on turn 1 as noted on the map

[65<sup>th</sup> Infantry Division] \_\_\_\_\_

### 3<sup>rd</sup> Panzergrenadier Division –

**Rating:** units are rated as Confident Veteran except as specified in the list

**Core List:** Panzergrenadier Kompanie list from Fortress Europe

**Points:** 1500

**Added units:** none

**Prohibited units:** may not field Armoured artillery batteries, heavy tank platoons, radio-controlled tank platoons; may not field Panther, Jagdpanther, Hornisse, PaK43/41 or PaK43 teams

**Deployment:** enters the game on turn 1 as noted on the map

[3<sup>rd</sup> Panzergrenadier Division] \_\_\_\_\_

### 26<sup>th</sup> Panzer Division –

**Rating:** units are rated as Confident Veteran except as specified in the list  
**Core List:** Panzer Kompanie list from Fortress Europe  
**Points:** 1500  
**Added units:** none  
**Prohibited units:** may not field Armoured artillery batteries, heavy tank platoons, radio-controlled tank platoons; may not field Panther, Jagdpanther, Hornisse, PaK43/41 or PaK43 teams  
**Deployment:** enters the game on turn 2 from entry area A

[26<sup>th</sup> Panzer Division] \_\_\_\_\_

### 715<sup>th</sup> Infantry Division –

**Rating:** units are rated as Confident Veteran except as specified in the list  
**Core List:** 715<sup>th</sup> Infantry Division Grenadier Kompanie list from Dogs and Devils  
**Points:** 1500  
**Added units:** one free grenadier platoon (with 3 squads and a panzerknacker command team); must start on table within 4" of the factory, counts as dug in; Free Oberst Gossewich if a motorized artillery battery is fielded  
**Prohibited units:** none  
**Deployment:** enters the game on turn 1 as noted on the map

[715<sup>th</sup> Infantry Division] \_\_\_\_\_

### Fallschirmjager Lehr Regiment –

**Rating:** units are rated as Confident Trained except as specified in the list  
**Core List:** Fallschirmjager Kompanie list from Fortress Europe  
**Points:** 1500  
**Added units:** none  
**Prohibited units:** heavy tank platoons, radio-controlled tank platoons; may not field Panther, Jagdpanther, Hornisse, PaK43/41 or PaK43 teams  
**Deployment:** enters the game on turn 1 as noted on the map

[114<sup>th</sup> Jager Division] \_\_\_\_\_

### 114<sup>th</sup> Jager Division –

**Rating:** units are rated as Confident Veteran except as specified in the list  
**Core List:** Jager Kompanie list from website  
**Points:** 1500  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enters the game on turn 1 as noted on the map

[114<sup>th</sup> Jager Division] \_\_\_\_\_

### Hermann Goring Panzer Division / Armor –

**Rating:** units are rated as Confident Veteran except as specified in the list  
**Core List:** HG Panzer Kompanie list from Dogs and Devils  
**Points:** 1500  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** deploys at start anywhere within 12” of deployment area as noted on the map (HG – 1)

[HG Panzer Division - Armor] \_\_\_\_\_

### Hermann Goring Panzer Division / Infantry –

**Rating:** units are rated as Confident Veteran except as specified in the list  
**Core List:** HG Panzergrenadier or Schwere Aufklarungs Kompanie list from Dogs and Devils  
**Points:** 1500  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** deploys at start anywhere within 12” of deployment area as noted on the map (HG – 2)

[HG Panzer Division - Infantry] \_\_\_\_\_

### 29<sup>th</sup> Panzergrenadier Division –

**Rating:** units are rated as Confident Veteran except as specified in the list  
**Core List:** Panzergrenadier Kompanie list from Fortress Europe  
**Points:** 1500  
**Added units:** none  
**Prohibited units:** may not field Armoured artillery batteries, heavy tank platoons, radio-controlled tank platoons; may not field Panther, Jagdpanther, Hornisse, PaK43/41 or PaK43 teams  
**Deployment:** enters the game on turn 3 from entry area A

[29<sup>th</sup> Panzergrenadier Division] \_\_\_\_\_

#### Assault Reinforcements:

Hitler allocated several special units to support the assault:

- One platoon of 3 Panther tanks [Reluctant Veteran]
- One platoon of 2 Tiger tanks each with a Borgward demolition vehicle [Confident Veteran]

[German CiC] \_\_\_\_\_

Assault reinforcements are deployed at the start of the game by the overall German CiC. They are commanded by the closest German player. These units do not count toward company morale for any German force.

The Panthers are rated Reluctant because this was their first use against the western allies and they were instructed to avoid any possibility of capture.

## Forces - Allied:

### US 36<sup>th</sup> Engineer Regiment –

**Rating:** 36<sup>th</sup> Engineer units are rated as Confident Veteran except as specified in the list

**Core List:** 3<sup>rd</sup> Infantry Division Rifle Company from Dogs and Devils

**Points:** 1500

**Added units:** two Engineer combat platoons with 2 Operating Squads each (p.36 Dogs & Devils) at no charge; other upgrades may be purchased as part of the overall points allocation

**Prohibited units:** none

**Deployment:** deployed on table at start in the designated deployment zone

[36<sup>th</sup> Engineer Regiment] \_\_\_\_\_

### British 56<sup>th</sup> Infantry Division –

**Rating:** 56<sup>th</sup> Division units are rated as Confident Veteran except as specified in the list

**Core List:** British Rifle Company list from Fortress Europe; Italy Veterans

**Points:** 1500

**Added units:** none

**Prohibited units:** none

**Deployment:** deployed on table at start in the designated deployment zone

[British 56<sup>th</sup> Division] \_\_\_\_\_

**US 45<sup>th</sup> Infantry Division –**

**Rating:** 45<sup>th</sup> Infantry units are rated as Confident Veteran except as specified in the list  
**Core List:** US Rifle Company List from Fortress Europe, Italy Veterans  
**Points:** 2000  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** deployed on table at start in the designated deployment zone

[US 45<sup>th</sup> Division] \_\_\_\_\_

**US 3<sup>rd</sup> Infantry Division –**

**Rating:** 3<sup>rd</sup> Infantry units are rated as Confident Veteran except as specified in the list  
**Core List:** 3<sup>rd</sup> Infantry Division Rifle Company from Dogs and Devils  
**Points:** 2000  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** deployed on table at start in the designated deployment zone

[US 3<sup>rd</sup> Infantry Division] \_\_\_\_\_

**The “Devil’s” Brigade / 1<sup>st</sup> Special Service Force –**

**Rating:** Devil’s Brigade units are rated as Fearless Trained except as specified in the list  
**Core List:** Devil’s Brigade list from Dogs and Devils  
**Points:** 1500  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** airdrop deployed on table at start in the designated deployment zone

[Devil’s Brigade] \_\_\_\_\_

**US 1<sup>st</sup> Armored Division –**

**Rating:** 1<sup>st</sup> Armored units are rated as Confident Veteran except as specified in the list  
**Core List:** US Tank Company from Fortress Europe (Italy Veterans)  
**Points:** 2000  
**Added units:** none  
**Prohibited units:** none  
**Deployment:** enters on turn 3 from entry area 1 or 2

[US 1<sup>st</sup> Armored Division] \_\_\_\_\_

**Reinforcements:**

Units listed as reinforcements will show the first turn they may arrive. For simplicity, they will arrive on this turn.

*Optionally, reinforcement arrivals may be randomized - the owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 4+, if not the player rolls again the following turn.*

### **Airpower:**

Although the Allies enjoyed strategic air superiority throughout the Anzio operation, the Luftwaffe dedicated a lot of its strength to contesting their control of the skies, and made numerous attacks on the landing fleet off the coast throughout the fighting.

- Each turn the Allied CiC receives 3 P-47 airstrikes. He may allocate them to any player as he sees fit.
- Each turn the Axis CiC receives 1 fighter mission. After enemy airstrikes are placed, it may try to intercept and chase off the attacking aircraft, succeeding on a d6 roll of 5+.

Once per game, the Allied CiC may call for an additional airstrike. It is automatically 3 planes and ignores the first successful firepower test against it from each enemy anti-aircraft attack. The Allied CiC should be careful to use this strike for a key event, such as stopping a complete German breakthrough.

### **Beachhead Support:**

Although the German forces massed a great deal of artillery to support their assaults, they could not match the firepower of the Allied beachhead, with its seemingly inexhaustible ammunition supplies and readily available naval fire support.

To reflect this Allied advantage, the following special rules are in effect:

- The Allied CiC has a free FDC team linked to two 4 gun 155mm batteries off-table, which can reach anywhere on the table. He may allocate their fire to any player each turn.

### **Weather:**

The weather throughout the operation varied from clear and overcast, but had little effect on the ability of Allied air units to provide tactical support.

### **Winning the Game:**

There are 9 objectives shown on the map. If the Axis side controls Anzio or Nettuno at any point during the game it immediately ends with an overwhelming victory for the Axis. If the game does not end in this manner, fighting stops at the end of turn 8 due to exhaustion and the side which controls the higher number of objectives has won a marginal victory. Any other result and the game ends in a draw.