



APRILIA SETTLEMENT, CENTRAL ITALY, February 11, 1944: As the initial expansion of the Allied beachhead at Anzio drew to a halt, the inevitable German counterattacks began. The main attacks concentrated on the Albano-Anzio highway around the village of Carroceto and the Aprilia farm settlement known to the Allies as "the factory". The factory finally fell to the Germans on the 9th after repeated attacks. Realizing the importance of this position and the threat it presented to the defense at Carroceto, the Allied command ordered a counter-attack by the U.S. 45th Infantry Division.

Board Configuration



4	12
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Rules Introduced: 160-161

VICTORY CONDITIONS

The U.S. player must have sole control of six of the ten 2nd Level buildings at game end. Each rowhouse hex is considered a separate building for victory condition purposes. The German wins by avoiding the U.S. victory conditions. Control is gained by being the last sole occupant of the ground

level at the end of the last player turn in which the building was occupied if there are no opposing units on higher levels of the building. If an enemy occupies a higher level of the building, the U.S. player must also be the last sole occupant of that level.

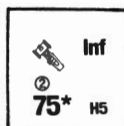
TURN RECORD CHART

✦ German sets up first	1	2	3	4	5*	6	7	8	9	10	END
☆ U.S. moves first											

Elements of the 725th Regiment, 715th Division set up on any whole hexes of board 12 north of row AA exclusive:



4-6-7	2-4-7	2-3-7	9-1	8-0	1-8-8	MMG 4-12 B12	LMG 2-8 B12	'43a 1	7 7 B12	13 1-1 75* 4/2	AT 76L
10	2	2	2	2	2	5	6	(80mm)			



Reinforcements enter per SSR 38.4 on any east edge hex from L to V:

4-6-7	9-1	LMG 2-8 B12	'43a 1
3			2

Elements 1st Battalion, 179th Infantry Regiment & 191st Tank Battalion [ELR:4] enter turn 1 on any west and/or south edge hexes:



6-6-7	6-6-6	9-2	9-1	8-1	8-0	7-0	CE 8-1	HMG 8-20 B12	MMG 4-12 B12	44a 6 1PP 4 X11+	17 1-1 75* -1/A	15 2-2 75
5	15	2		2					3	6		2

SPECIAL RULES

38.1 Rain (111.4) is falling on the first two game turns and each turn thereafter until a wind change DR ≥ 9 is rolled. There is no wind at start. Once the rain stops, the weather reverts to clear.

38.2 All vehicular movement costs are doubled except along paved roads even after the rain stops.

38.3 The Germans have fortified (161) the ground level only of any three stone buildings on board 12. Each rowhouse hex is considered a separate building.

38.4 The German player may bring on reinforcements during turn 5. If he chooses to do so the game length is extended to 10 turns.

38.5 Treat all gully hexes as Wadi hexes. Wadis function as anti-tank trenches (137.7) except that gully LOS rules and movement costs for infantry apply.

38.6 There is a modified 3rd level hex in 12U5. This 3rd level hex has a stacking capacity of one SW with one HS/crew or two SMC's. The 3rd level cannot be hit when firing on the building target type classification, but all hits by ordnance weapons vs infantry targets at that level are treated as HE CH's (109).

AFTERMATH: The assault was handicapped from the start by a heavy rain which forced the tank support to maneuver very slowly for fear of bogging down in the soft ground. Planned fire support also proved ineffective due to co-ordination problems with the British artillery observers. Without artillery support to soften the German positions which had been fortified during the intervening 24 hours, the men of the 179th failed to fully dislodge the defenders from the ruins of the settlement. By the end of the day, the Allies grudgingly cancelled all further attempts to retake the factory.