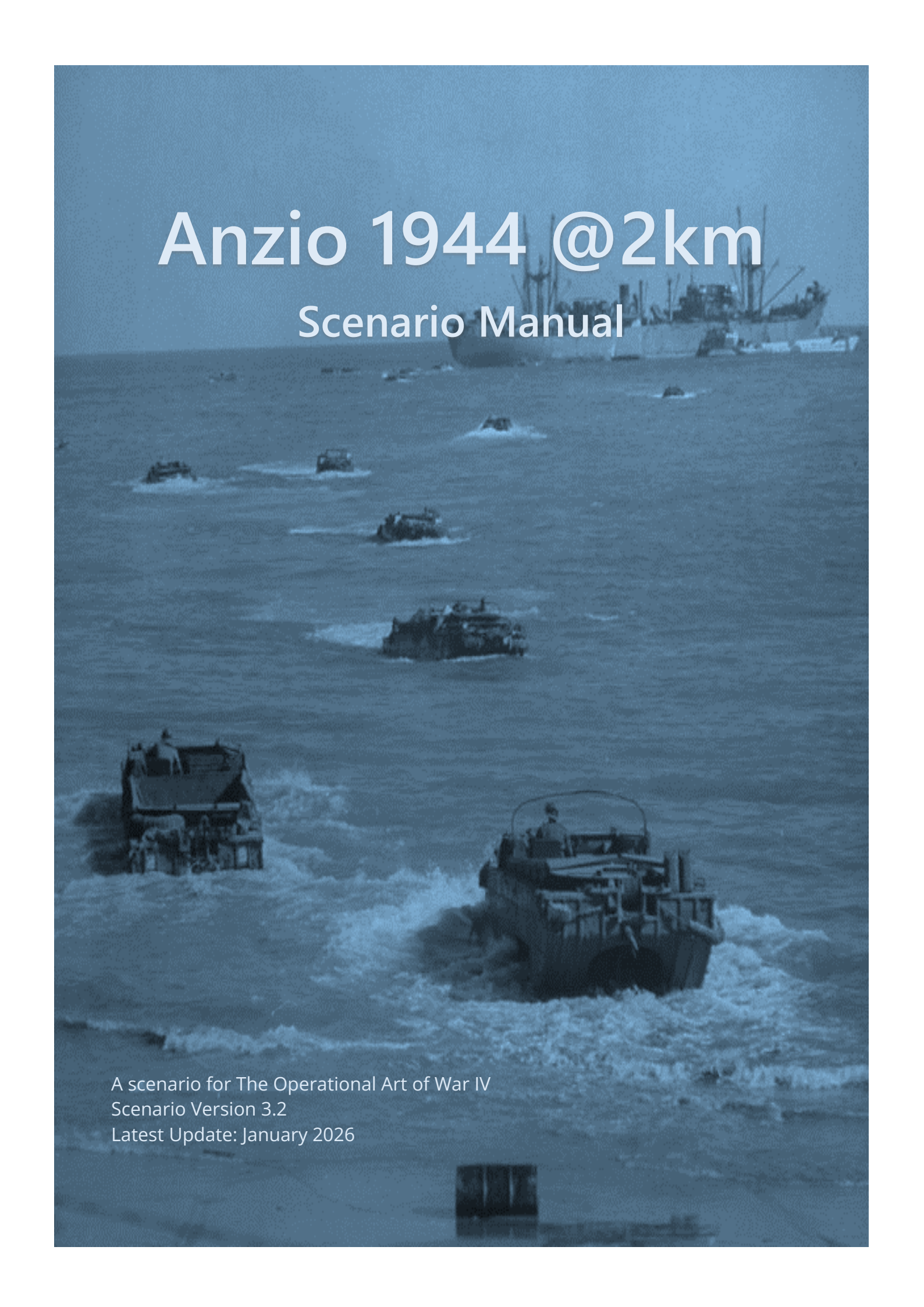




Anzio 1944 @2km

Scenario Manual

A scenario for The Operational Art of War IV
Scenario Version 3.2
Latest Update: January 2026

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1.0 SCENARIO OVERVIEW

1.1 Preface

"I had hoped that we were hurling a wild cat into the shore, but all we got was a stranded whale"
(W. Churchill)

At the end of January 1944, the US VI Corps executed an amphibious assault behind German lines at the twin cities of Anzio-Nettuno, just 50 km south of Rome, in an attempt to break the stalemate on the Gustav Line. To achieve this VI Corps was to advance to the Alban Hills, a key feature dominating the southeastern approaches to the eternal city, thus cutting off the German 10th Army's lines of communication and forcing a retreat from the Gustav Line. Despite total tactical surprise a combination of over-cautiousness, hesitation and deliberately ambiguous orders resulted in a failure to exploit the situation. The Germans reacted swiftly and brought in substantial forces to not only contain the beachhead, but also to launch a determined counterattack. After the resulting battles had ended with those of Operation Fischfang in mid-February, the beachhead front lines had stabilized into a trench warfare 'stalemate' reminiscent of the Western Front in WWI with neither side having achieved their operational objectives.

This scenario is a direct port of my earlier Anzio 1944 scenario at 1km/hex and covers the initial landings and the opening phase of "Operation Shingle" (the Allied codename for the operation) until mid February with the possibility of an earlier end to the scenario. It also incorporates some small what ifs. An extensive description of the battle and more historical background information can be found in [→ 7.0 Historical Background](#).

The scenario manual contains screenshots from in-game. Please note that I am using a graphic mod, therefore the screenshots shown here do not represent the vanilla graphics of TOAW IV.

1.2 Scenario Parameters

Playable as PBEM or Human vs. PO (Programmed Opponent - either side)

Date:	Jan. 22nd – Feb. 18th, 1944
Location:	Anzio, Italy
Map Scale:	2 km per hex*
Time Scale:	12 hour turns per turn
Unit Scale:	Battalion
Length:	25 - 60 turns

Max. Rounds per Battle:	3
Attrition Divider:	28
Naval Attrition Divider:	120
Combat Density Penalty:	90
Supply Cost for Movement:	80
Readiness Cost for Movement:	80
Entrenchment Rate:	70

*The scenario uses a special equipment file with adjusted artillery and aircraft ranges.

1.3 Force Parameters

Parameter	VI Corps	14. Armee
Force Proficiency	80	85
Night Combat	33	33
Supply Stockpile	25	20
Electronic Support	25	20
Precision Guided Weapons	1	10
Force Loss Intolerance	150 %	100 %
Movement Bias	125 (100 on turn 1 & 2)	125

1.4 Recommended Game Options

The scenario was designed for use and play-tested with the following game options under TOAW v. 4.1.0.40:

Command & Control:	ON	
Scenario Variability:	ON	
Fog of War:	ON	
Environment:	ON	
Active Disengagement:	ON	
No Borders:	ON	
High Supply:	OFF	
New Flanking Rules:	ON	
Advanced Rules:	ON	
New Turn Order Rules:	ON	
New Supply Rules:	ON	
Trusted PBEM:	OFF	
New Bridge Rules:	ON	
New Mud and Snow Rules:	ON	<i>(Advanced Rules Preset)</i>
Variable Initiative:	OFF	<i>(Advanced Rules Preset)</i>
New Density Rules:	ON	

New Mud and Snow Rules = ON and Variable Initiative = ON are preset by the Advanced Rules Preset options in the scenario editor. Players will be notified at the start of the scenario about the Rules Preset and may want to override it, though I recommend not to. With the new Mud and Snow Rules the TOAW engine finally creates the battlefield ground conditions as they historically persisted. Variable Initiative should be set to OFF in a game versus the PO for play balance reasons.

1.5 Unit Colors

German 14. Armee



14. Armee & LXXVI. Pz Korps



I. Fallschirm-Korps, Korpstruppen



3. PzGren. Division



715. Inf. Division (t.mot.)



KG Schulz, 1. FJ Div



4. FJ Division

	15. PzGren. Division		Panzer Div. Hermann Göring
	26. Panzer Division		SS Polizei
	29. PzGren. Division		16. SS PzGren. Div.
	90. PzGren. Division		Ersatzheer, Infanterie
	65. Inf. Division		Luftflotte 2
	71. Inf. Division		Luftflotte 2, Nachtjäger
	114. Jäger Division		Luftflotte 2, Anti-Naval
	362. Inf. Division		ANR

US VI Corps

	VI Corps Troops		42 RM Commando
	US 3rd Inf. Division		No.9 Commando
	US 45th Inf. Division		64 Fighter Wing, USAF
	US 1st Armor Div.		64 Fighter Wing, RAF
	Special Forces		64 Fighter Wing, Night Fighters
	Br. 1st Inf. Division		US Navy
	Br. 56th Inf. Division		Royal Navy
	Br. AGRA		

1.6 The Battlefield

The area chosen for the amphibious landing was a stretch of the narrow Roman coastal plain that extends north from Terracina to the northern side of the Tiber River. Southeast of Anzio this plain is covered by the famous Pontine Marshes; northwest toward the Tiber it is a region of rolling, often wooded, farm country. The Alban Hills (also known as the Colli Laziali) lie about thirty kilometers inland from Anzio and guard the southern approaches to Rome. Highway No. 7 skirts the west side of Colli Laziali; on the southeast the mountains fall away into the low Velletri Gap leading inland toward Highway No. 6 at Valmontone. The main west coast railways parallel these highways. On the east side of the Velletri Gap rise the peaks of the Lepini Mountains which stretch along the inner edges of the Pontine Marshes toward Terracina. Most of the beachhead area was

within an elaborate reclamation and resettlement project. The low, swampy, malarial bogland of the Pontine Marshes had been converted into an area of cultivated fields, carefully drained and irrigated by an extensive series of canals and pumping stations. Only in the area immediately north of Anzio and Nettuno had the scrub timber, bog, and rotting grazing land been left untouched.

North of the Bosco di Padiglione (Forest of Padiglione) the country opens into a broad stretch of almost level open fields. The stretch of open country leading inland along the Albano road formed the best avenue of approach into or out of the beachhead and was to be the scene of major Allied and German attacks. Between Cisterna and Littoria the plain merges with the northern edge of the Pontine Marshes, a low, flat region of irrigated fields interlaced with an intricate network of drainage ditches. This treeless, level expanse offers scant cover for troops, and during the rainy season the fields are impassable to most heavy equipment. At the northeastern edge of the Bosco di Padiglione the right flank of the initial



beachhead line was protected by the Mussolini Canal, which drains the northern edge of the Pontine Marshes. The line runs east along the west branch of the canal to its intersection with the main branch and from there down to the sea. The canal and the Pontine Marshes made the beachhead right flank facing Littoria a poor avenue of attack; this flank could be held with minimal forces. In the sector northwest of Anzio the low coastal plain was cut up by a series of rough-hewn stream gullies, the largest of them formed by the Moletta and the Incastro Rivers running southwest from the higher ground inland toward the sea. These gullies were in places fifty feet deep and offered difficult obstacles to armor and motorized movement in general. At regular intervals along the network of paved and gravel roads crisscrossing the farmlands were the standardized 2-story 'Podere' (farmhouses) built for the new settlers. Such places as the new community center of Aprilia, called the "Factory" by Allied troops, and the provincial capital of Littoria, were modern 'model' towns. The twin towns of Anzio (ancient Antium) and Nettuno in the center of the beachhead were popular seaside resorts before the war.

2.0 GENERAL EVENTS & FEATURES

2.1 Map features

The map contains several features that need to be explained first before continuing with special events and theater options in the following chapters.

Airfields

Both sides' airfields are located outside the actual battlefield in a row of distant hexes at the top and bottom of the map. Hex distances and aircraft ranges have been arranged to prevent both air forces from reaching each others' airfields. Still, the rest of the map is within aircraft range and can



be covered by all types of air missions. This was necessary to prevent the PO from waging an airfield-to-airfield war instead of using air assets for interdiction and/or combat support. Note that some of the German air units actually were based in Southern France and the Balkans. Historically there have indeed been Allied air campaigns against Luftwaffe airfields in Northern Italy and Southern France during the Anzio campaign but these are out of the scope of this scenario.

Valmontone – Littoria Bypass Road

This 'off-map' road has been added to the eastern map edge to enable the German Player to shift troops from or to the southeastern map edge (Littoria, Pontine Marshes) via the road Valmontone - Sezze through the southeastern part of the Lepini Mountains (off map). The

entire course of the road is located in distant hexes and can't be interdicted or bombed directly by Allied aircraft. Note that the road is interrupted at several points thus adding additional movement costs that roughly accord to the movement points spent if the map would actually extend into the Sezze area.

➔ **House Rule:** The Allied player is not allowed to enter or attack any hex on this bypass road.

4. FJ Div. deployment Area

As the name says, the deployment area for the German 4. Fallschirmjäger Division. This area is separated from the rest of the map by two exclusion zones. See also [→ 3.3 German theater options.](#)

Swept Channel

This is the mine-free, swept channel from which naval fire support is possible.

Open Sea (distant hexes)

This is a set of distant hexes which represent the open sea. Naval units in these hexes are safe from enemy air raids and coastal artillery.

PO Purpose

This is a row of three distant ,off-map' hexes that each contain a red colored unit with the garrison icon. These units are for Allied PO purposes only and do not affect human vs. human games.

2.2 Victory Conditions & EEV

General

Historically neither side achieved their operational objectives. The Allies were not able to advance onto the Alban Hills and force a general retreat of 10th Army from the Gustav Line, nor were the German counterattacks in February successful in eliminating the beachhead. Thus, the historical outcome will be regarded as a draw, and any advances or achievements by either side beyond their historical ,maximum' will result in the according side's victory.

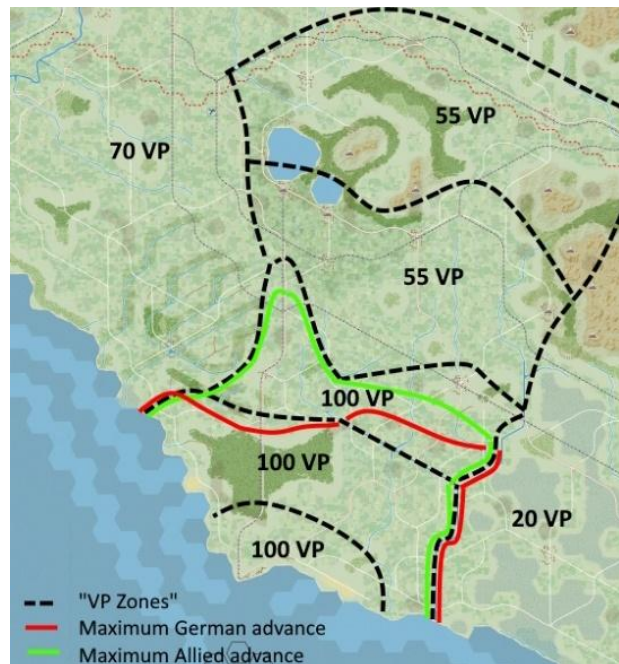
Victory Points

There is a total of 500 Victory Points (VP) on the map. The table below shows the number of VP needed for a specific victory status. This should help players to estimate the influence of VP costs paid for the various Theater Options (TOs) on the victory level calculations; i.e. the expensive Allied airdrop TO which costs 50 VP can make a difference of one victory level.

Victory Status	VP required
Overwhelming Victory	401 - 500
Significant Victory	351 - 400
Marginal Victory	301 - 350
Draw	201 - 300
Marginal Defeat	151 - 200
Significant Defeat	101 - 150
Overwhelming Defeat	0 - 100

Victory points distribution on-map

The map to the right shows the amount of VPs located in certain areas on the map. Distribution and placement of victory points on the map reflects the historical outcome of the battle, as well as operational plans and objectives. Note that the Draw range is 100 VPs and the transition point from a marginal defeat to a draw is set at 200 VPs (see above under 'Victory Points'). Any outcome between the maximum Allied advance (green line) and the maximum German advance (red line) will result in a draw. That is, unless Loss Penalties and VP costs paid for chosen TOs are not heavily unbalanced towards one side and if the beachhead is not significantly expanded on its north-western and eastern flanks.



German Victory Conditions

The German player can win by the normal victory point calculations if he advances beyond the historical frontline as of February 19th, the day Operation Fischfang, the German counterattack to destroy the beachhead, was called to a halt (red line on the map above). Or he can achieve a 'Sudden Death' victory by advancing within 4 hexes from Anzio harbor (location 10, 27). In this case the scenario instantly ends with a German victory.

Allied Victory Conditions

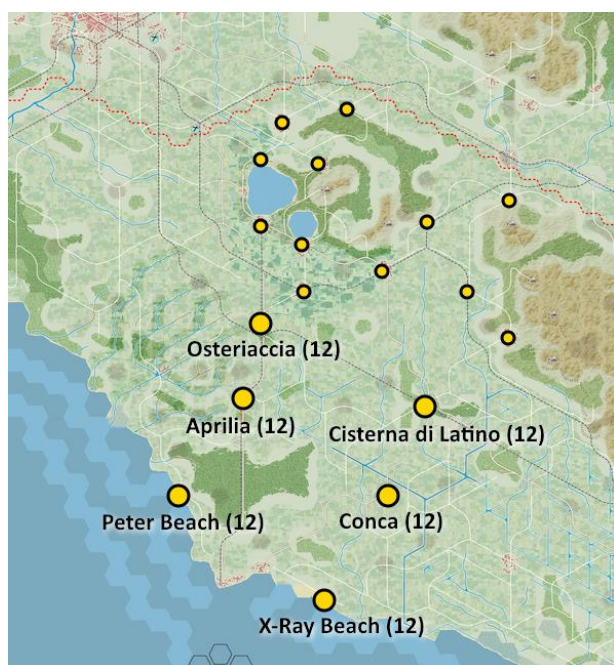
Unlike the German player, the Allied player has three ways of ending the scenario in his favor:

- Normal VP calculation at regular scenario end
- Early end of the scenario by the EEV (Event Editor Variable)
- Early end of the scenario by crossing the 'Breakthrough Line'

Actually in the latter two cases, the scenario also ends with the normal victory level / VP calculation. This does not constitute an automatic Allied victory per se, but de facto conditions on the battlefield for achieving either of these two early end variants will most likely be such that the VP calculation will result in an Allied victory as the locations needed to trigger these events contain VP that will at least result in an Allied marginal victory. However the victory level (marginal, significant, overwhelming) may vary from game to game depending on Loss Penalties, VP spent für TOs and possession of additional VP locations.

The EEV

Allied occupation of certain locations will increase the EEV (Event Editor Variable) value, while German recapture of these locations will lower it accordingly; the events are repeatable. These locations are marked with their according variable value on the scenario map (see also [→ 5.6. Scenario Specific Graphics](#)). When the EEV reaches certain values, a random check against the current EEV value determines whether the German 10th Army retreats from the Gustav Line due to the danger of their lines of communication getting cut-off. If such a check fails the game will end with the normal VP calculations.



Placename	Location	EEV
X-Ray Beach green	15, 28	12
Peter Beach	8, 23	12
Conca	18, 23	12
Aprilia	11, 19	12
Cisterna di Latino	20, 19	12
Osteriaccia	12, 15	12
Cori	24, 16	1
Lanuvio	14, 14	1
Giulianello	22, 14	1
Velletri	18, 13	1
Genzano	14, 12	1
Albano	12, 11	1
Lariano	20, 11	1
Artena	24, 10	1
Rocca di Papa	15, 9	1
Marino	12, 8	1
Frascati	13, 7	1
Montecompatri	16, 6	1

The six named locations on the map represent the “base of the beachhead” and are each worth 12 EEV points, while each one of the twelve small yellow dot locations gives 1 EEV point. The total count of EEV points is 84; chances for an early end begin at 76 EEV points. Thus an early end is not possible without the base of the beachhead secured with each of the six ‘base’ locations in Allied possession (totaling 72 EEV points). Note that there will be only one probability check per EEV value. The check will NOT be repeated if a certain EEV value should be reached a second+ time on occupation/re-occupation after it failed its first (and ONLY) probability check.

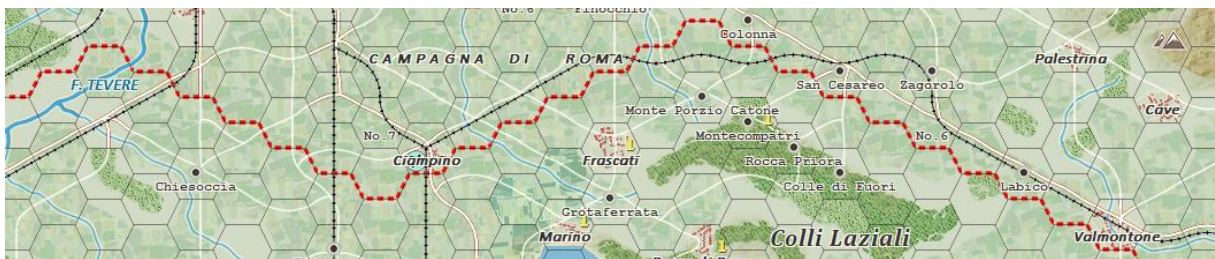
The percentage chances are:

Variable Value	76	77	78	79	80	81	82	83	84
Victory Chance %	50	55	60	65	70	75	80	85	90

Note that the EEV will drop over time as the Germans receive significant reinforcements. The EEV will automatically fall in small steps by 4 points until turn 20, but no more. There is a slight variation on when the EEV drops will occur. The players will be informed about an EEV drop in the news summary.

The “Breakthrough Line”

This is the border line that runs roughly south of Valmontone to the northwest into the Campagna di Roma where it turns to the southwest, running towards the Ciampino-Chiesocchia area south of Rome before turning again back towards towards the Tiber river. It is assumed that if the Allies advance this far the German command would have ordered 10th Army to withdraw from the Gustav Line due to their line of communications in danger of getting cut off. The line only becomes active when the EEV reaches 72 or more (the Allies in possession of the beachhead base). If an Allied unit crosses this line the scenario will instantly end with the normal victory calculations.



The line serves two purposes. First, as a fail safe against a possible failure of multiple EEV checks (although a very unlikely occurrence). Second, an Allied player can make a (glorious and suicidal?) dash for Rome and force an Allied victory this way instead of driving into the direction Alban Hills / Valmontone. However the Allied player needs to secure his beachhead in order to do so, therefore the line only activates at 72 EEV points.

2.3 The First Turn

The first turn's only purpose is to allow the Allied player to select the 504th PRCT airdrop TO. All units of both sides are frozen on turn 1 and will be released on turn 2, the actual invasion date. Note that there is no actual invasion, the Allied player does not have to embark/disembark any units. This is because German resistance to the landings was non-existent or minimal and because TOAW's AI doesn't handle amphibious invasions very well. On turn 2, the actual invasion date, AM January 22, all units will be released.

2.4 Environmental Effects

Storms

From January 24th-26th stormy weather prevented almost any air activity. All air units will suffer a 25% air shock and theater recon will drop to 0 on these turns. On the morning of the 24th Peter Beach had been closed as the two pontoons had broached in rough sea. Therefore the Peter Beach supply point will be removed permanently on turn 6. On the morning of the 26th X-Ray Beach's pontoons broached, but the beach was operational again the next day. Therefore X-Ray Beach's supply points will be removed temporarily on turns 10 and 11. On turn 12 air shock and theater recon will return to their normal values.

Weather in the opening phase is historical. After January 26th it is managed by a weather engine, with probabilities for storm/bad weather based upon historical weather patterns. Each day (AM

turn) there is a 40% chance for stormy weather. On storm turns theater recon is 0 and both sides suffer a 25% air shock. Additionally, Allied naval units have to withdraw to the distant sea hexes.

To prevent the Allied player from 'wasting' his air TOs on a storm turn, on the preceding PM turn the news report will contain a warning of an impending storm.

➔ **House Rule:** On storm turns Allied naval units cannot support ground units and must be moved into the distant sea hexes.

Force Pestilence

To reflect historical conditions on the battlefield and their consequences for men and equipment, like trench foot and mechanical breakdown, force pestilence is set to 1% for each side beginning on turn 12, after the first bad weather period.

Theater Recon

Theater recon for both sides is set to 5 on AM turns and zero on PM and storm turns. Note that the peak hexes in the Alban hills and the area of Monti Lepini will provide additional recon.

2.5 Replacements & Unit Reconstitution

Each fourth turn replacement units with specific 'low replacement rate equipment' will automatically be disbanded into the replacement pools of each side. The equipment is a variety of mostly artillery pieces and armored vehicles. For a detailed breakdown see ➔ [6.3 Equipment Disbands](#)

Due to the short time span of the scenario no units will reconstitute.

2.6 Naval Units

Loss of Allied Ships

The German player will be awarded victory points for sinking Allied shipping. Allied cruisers (HMS Orion, HMS Spartan, HMS Penelope and USS Brooklyn) are each worth 5 VPs, but there are no VPs awarded for sinking either DD escort unit.

Fire Support & Distant Sea Hexes

Naval fire support is only possible from within the swept channel which is represented on the map by the normal non-distant deep water hexes. On the southern map edge there is a row of distant hexes (+199) which represents the open sea. Naval units in those hexes can't lend fire support to land units but are safe from German air raids and coastal artillery. Historically, after the first German air raids harassing the Allied fleet, a large number of naval vessels were withdrawn to the open sea each day in the afternoon.

2.7 Unit Withdrawals

Allies

Nos. 9 and 42 RM Commando will be withdrawn on turn 6.

Germans

During the Anzio campaign, the Germans extensively rotated units and formations between 10th Army and 14th Army. Thus the following units will be withdrawn on the scheduled turns:

Turn	Formation/Unit
17	II./Brandenburg Regt. 3
26	III./Fallsch.Jg.Rgt. 1, Fallsch.Jg MG Btl. 1
39	I., II./Gren.Rgt. 194 (71. Inf.-Div.)
41	Füsilier-Btl. 356
42	Kampfgruppe Ens (15. Pz.Gren.Div.)
43	71. Inf.-Div. : HQ, Füs.Btl. 171, PzJ.Abt. 171, Pio.Btl. 171
47	II., III., IV./ Art.Rgt. 171

The withdrawal of 71. Inf.-Div., Kampfgruppe Ens and Füsilier-Btl. 356 will, depending on the situation, leave a big hole in the German OOB. Elements of 114. Jäger-Div. and 29. Pz.Gren.Div. will begin to arrive one day (two turns) after Gren.Rgt. 194 has withdrawn, with the rest of their divisions following over the next days. If the situation is such that a withdrawal of 71. Inf.-Div. and/or Kampfgruppe Ens is not considered acceptable until the bulk of the new reinforcements have arrived, the German player has several TOs to delay the withdrawals at certain VP costs (see also [→ 3.3 German Theater Options](#)).

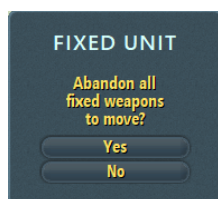
2.8 Motorization

Allies

To model the conditions of an amphibious landing, the assault battalions (the units present on map on turn 1) are stripped of most of their motorized transport assets along with all units that arrive on turn 2. A huge amount of transportation assets will be dumped into the replacement pool on turn 3 in order to significantly increase mobility on the following turns.

Germans

Some German infantry units are temporarily motorized. These units will have motorized movement rates on their entry turn, but will have to abandon the 'fixed' trucks in their TO&E (Table of Organization & Equipment) on their first movement. There will be a pop-up to confirm the order:



2.9 Supply

Allied Supply Radius

Allied supply radius starts relatively low to reflect the circumstances of an amphibious landing. As the actual invasion faced no opposition and had been carried out under almost maneuver conditions the supply radius will increase rapidly:

Turn	Allied Supply Radius	German Supply Radius
1	3	4
3	4	4
4	5	5

German Supply

German supply radius starts at 4 and increases to 5 on turn 4. The supply level will increase temporarily upon selection of a Counteroffensive TO (see also [→ 3.3 German Theater Options](#)).

Railroad Supply

Naturally, in the situation given, the Allies will not be able to supply their forces by rail and must rely on 'truck supply'. Wise placement of supply units is mandatory for the Allied player. Note the damaged railroad in hex (11/20), just south of Aprilia. Technically the railroad from Anzio to this hex is the only railroad supply route for the Allies. This is intended to model the cover and safety that the Bosco di Padiglione provided to Allied supply columns from German observation (and thus from artillery fire) from the higher ground of the Colli Laziali, as well as to simulate the slightly shorter distance to Allied supply dumps that were located in the open fields north of Anzio - Nettuno than to the harbour itself. Note that this also means the Germans will not have rail supply further south than this hex, which should be reasonable given the expected heavy fighting in this crucial area should they be able to mount a counteroffensive that leads them that far. Note in this regard that neither side has automatic rail repair capacity or railroad engineers. Also each side has a rail damage value of 0.

2.10 Additional German Reinforcements

If the Allies approach Rome two additional security battalions will be deployed south of the 'Sudden End' line. These will have garrison orders and will only become active if an Allied unit moves into an adjacent hex. Also, one battalion of 362. Inf.Div. will be deployed on the northern bank of the Tiber river. The units - split down companies - will be in static mode so that they can entrench, but not move. They will change to garrison mode on turn 45 and be finally released on turn 58. An additional battalion from 10th Army may arrive as a reinforcement when the Allies advance into the Pontine Marshes. It enters the scenario via the offmap road on the southeastern map edge so that it can be sent anywhere the German player wishes.

2.11 Allied Force Loss Intolerance

The Allied Force Loss Intolerance has been set to 150%. This intends to reflect how adverse the Western Allies were to personnel losses in regard to public opinion both in the US as in Britain with the latter one already running into manpower problems at this point of the war, and also encourage the players to play more according to the US/British 'military culture'. It is hoped that this prevents unhistorical 'gaming' VI Corps to perform a Soviet style 'ignore all losses' offensive. The Allied player shall be encouraged to use his edge in artillery, aircraft and material in general.

3.0 THEATER OPTIONS (TOs)

3.1 Joint Theater Option: Early End

To give a somehow official touch to a possible player agreement upon ending the scenario earlier, the TO "End game with current victory levels" will be available to both players from turn 25 onward. If one of the players chooses this option the other player will receive a theater option to accept his opponent's offer on the following turn. If that player accepts the game will end with the normal victory tally the next turn.

3.2 Allied Theater Options

504th Parachute Infantry Regiment

Historically it was planned to drop the 504th PRCT (Parachute Regimental Combat Team) on the Via Anziate, approximately ten miles north of Anzio in the vicinity of Aprilia, to block German reinforcements from counterattacking the landings early. This was canceled a few days before the landings due to fears they could be brought under friendly fire, either by British troops operating from Peter Beach and/or by naval gunfire. Finally it was also considered too risky as it could have revealed Allied intentions a few hours prior to H-hour.

On turn 1 the Allied player has a TO to drop the Regiment into its designated drop zone south of Aprilia at a cost of 50 VPs. The regiment will be deployed to the map on turn 2. Note that using this TO will allow the German player to bring in parts of or the entire 4. Fschjg.-Division earlier than historically occurred. If the theater option is not used, the 504th PRCT will land at Anzio on turn 4.

Allied Air Support Options

Allied airfields are situated on the bottom of the map in separate rows of airfields for each high level formation. Note that except for 64th Fighter Wing all other air formations are in garrison status. Beginning on turn 3, the Allied player receives a series of TOs to release these formations. Each activated air formation will be available for orders on the following turn for three turns, after which the formation will be withdrawn and a new TO for the release of the next formation in line will be available. Within the TOAW OOB, the follow-up options each add a new formation. Note that each follow-up formation has slightly lowered readiness and supply values. Activation limitations and costs are as follows:

VP costs					
Activation #	1	2	3	4	5
US XII ASC	-	-	5	5	5
MATBF	-	5	10	15	20
MASAF	5	15	30		

US XII ASC: 5 activations, first two activations without cost, thereafter 5 VPs per activation; MATBF: 5 activations, first activation without cost, thereafter 5, 10, 15, 20 VPs per each additional activation; MASAF: 3 activations, first 5 VPs, second 15 VPs, third 30 VPs

For play-balance, but also for reasons of historical authenticity, only roughly half of MASAF's assigned squadrons (even at 1/2 still an impressive force) will be available to the Allied player.

➔ **House Rule:** No units of MATBF and MASAF, except fighters assigned to MASAF, may be placed on combat support or interdiction. They can be used only in direct air strikes, either in support of a ground attack or in an air strike separate from ground units.

3.3 German Theater Options

Early Release of 4. Fschjg.-Division

When the Allies landed at Anzio this Division was in the process of being formed north of Rome. Although its formation was nearly complete, the division still lacked training, transport assets and heavy weapons. In the days prior to the landing a mobile Kampfgruppe was formed consisting of the staff of Fallsch.Jg.Rgt. 11 (Major Gericke), I./Fallsch.Jg.Rgt. 11 (Kleye) and II./Fallsch.Jg.Rgt. 12 (Hauber). Kampfgruppe Gericke, named after its commander, arrived at the beachhead on the late afternoon of January 22nd while the bulk of the division continued training and formation and did not arrive at the beachhead front until the 26th.

This theater option is only available if the Allied player selects the unhistorical 504th PRCT airdrop option! It will release the later arriving parts of the 4. Fschjg. Div. earlier than historically occurred. The units start the game on-map east of Rome and are separated from the main map by exclusion zones. These units start with low readiness and supply values and are partially missing heavy equipment like mortars and MGs. They will have to build up strength before they represent an effective fighting force. However, in an emergency situation these were the nearest units able to react. The German player can activate them (or part of them) earlier if he wishes (or desperately needs to). The TOs will be removed on the historical release dates. There is however a cost of 1 VP per 2 turns from the turn the TO is activated until the historical arrival date of the activated formation. Upon activation of a formation, either by TO or the historical release date, the corresponding exclusion zone(s) will be removed and the units are free to move.

Unit	Historical Arrival
Fallsch.Jg.Rgt. 11 (-) & 12 (-)	Turn 10
Fallsch.Jg.Rgt. 10 & divisional units	Turn 18

Release of Kampfgruppe von Behr

This formation, consisting of II./Pz.Gren.Rgt. 200, III./Art.Rgt. 190 and a Feldersatz (Replacement) Battalion, was positioned north and west of Rome (off map) with orders to guard the coastal defense sector north of the Tiber. Historically this unit was freed from coastal defense duty and assembled north of Rome on January 28th, its sector taken over by units of 362. Inf.Div. (Gren.Rgt. 955 and I./Art.Rgt. 362). Kampfgruppe von Behr didn't actually see action against the beachhead during either the early days of Shingle nor in February. The German player has the option to release the Kampfgruppe at a cost of 15 VPs. This TO is only available from turns 3 to 5. If selected, the units will enter the theater two turns later at Rome and will be withdrawn on turn 12.

Counteroffensives

During the Anzio campaign the Germans launched three major counterattacks against the Allied beachhead. The first one, initially scheduled for February 1st, but postponed to February 3rd, had the objective of cutting off and destroying the Aprilia/Campoleone salient. This led to the near destruction of the British 3rd Infantry Brigade and brought the Germans back into possession of Aprilia and Carrocetto with their important road net. This road net allowed 14th Army to prepare for and stage its second and biggest counteroffensive, Operation Fischfang (Catching Fish), which had the ambitious objective of disrupting the British 1st Division's front and seizing Anzio with an armored thrust down the Via Anziate. This determined counteroffensive failed after heavy losses on both sides in 3 ½ days of intense fighting. The third and last attempt to push the Allies back into the sea, Operation Seitensprung, started at the end of February, failed utterly, and is beyond the scope of this scenario.

The German Player has 2 Theater Options to prepare for and launch 2 counteroffensives. The procedure is similar for both:

On turn 12 the first TO is available. If selected, German supply drops by 5 points to simulate the difficulties the Germans faced stockpiling adequate supplies, especially artillery ammunition, in preparation for the counterattack. After 5 turns supply will increase by 3 points, all preparations will be finished and a second TO appears which, if chosen, will actually start the counteroffensive (this is to allow the German Player to make some 'last minute' adjustments and to finetune the exact day and time of the counteroffensive or to allow for a postponement). Stockpiled supply will

be released, the supply level goes up 12 points and thereafter falls 2 points per turn until it reaches its initial level. After the end of the first counteroffensive, the second counteroffensive TO will be available with identical events.

Luftwaffe Reinforcements and Withdrawals

The German player has a variety of TOs to obtain additional air reinforcements.

Theater Option	VP cost	Availability / Trigger Event	AC type
Request I/JG 53	1VP per 2 turns until withdrawn by TO	Turn 12	Bf-109
Withdraw I/JG 53	-	I/JG 53 TO selected	Bf-109
Withdraw I/LG 1	-	Turn 12; I/LG 1 will be withdrawn within 3 turns	Ju-88
Request I/KG 30	3	4-6 turns after I/ LG 1 withdraws; arrives within 3 turns	Ju-88
Request I/JG 2	1VP per 3 turns until withdrawn by TO	Turn 15	Fw-190
Withdraw I/JG 2	-	I/JG 2 TO selected	Fw-190
Request ZG 76	5	Allies activate MASAF #1	Bf-110
Request II/NJG 6	3	Allies activate MATBF #2	Bf-110
Request NAGr 12	3	Allies activate US XII ASC #4	Bf-109
Request II/KG 30	5	2nd German offensive starts	Ju-88
Request II/LG 1 for 5 days	2	2nd German offensive starts	Ju-88
Request Italian 1o Gruppo C.	3	2nd German offensive starts	MC 205 G.55

Delay Unit Withdrawals

On February 8th Kesselring gave orders to 14th Army to exchange 71. Inf.Div. and elements of 15. Pz.Gren. Div. with 29. Pz.Gren.Div. from 10th Army. The exchange should take place between February 9th and 13th (see also → [2.7 Unit Withdrawals](#)). The German player, depending on the situation, may face difficulties in filling the temporary gaps in the frontline this withdrawal causes. Therefore he is offered two TOs to delay the withdrawals until (hopefully) enough reinforcements have arrived to offset the effects of the exchange. Note that it is not possible to keep the withdrawing formations for the duration of the scenario; all that the German player can do is to delay their withdrawal.

Keep Gren.Rgt. 194 until the arrival of 114. Jäger-Div.

This option is available on turn 36 only. If selected I. & II./Gren.Rgt. 194 will be withdrawn on turn 44 instead of turn 39. By then all of Jäger-Rgt. 741 (114. Jäger-Div.) will have arrived. The cost is 15 VPs.

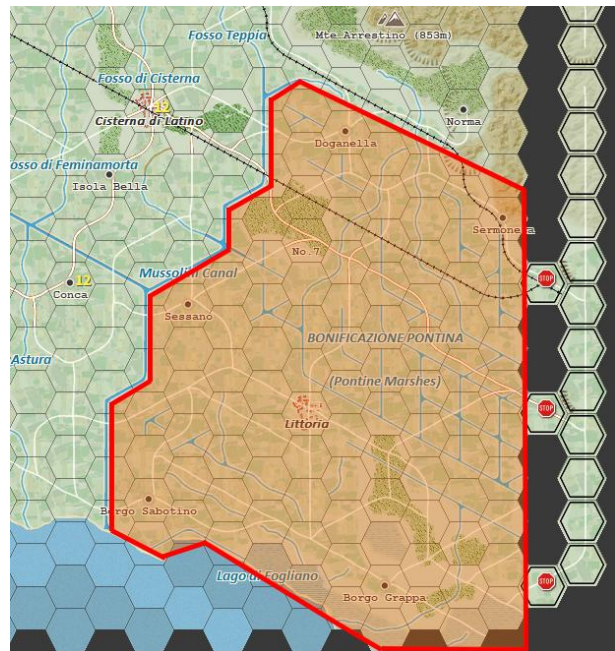
Keep KG Ens until the arrival of 29. Pz.Gren.Div.

This option is available from turn 36 to 41. Kampfgruppe Ens (HQ, I. & II PzGren.Rgt. 104 and ArtRgt. 33(-)) will be withdrawn on turn 46 instead of turn 42. By then the bulk of 29. Pz.Gren.Div. will have arrived from 10. Armee. The cost is 20 VPs.

4.0 HOUSE RULES (Summary)

- 1.) On storm turns Allied naval units cannot support ground units and must be moved into the distant sea hexes (10, 31 and surrounding hexes)
- 2.) No units of MATBF and MASAF, except fighters assigned to MASAF, may be placed on combat support or interdiction. They only can be used in direct air strikes, either in support of a ground attack or in an air strike separate from ground units.
- 3.) The Allies are not allowed to enter or attack into the bypass roads from the Pontine Marshes towards Valmontone (these are marked with a 'STOP' sign).

4.) The southeastern map edge must be guarded by both sides. That is the area east of the Mussolini Canal and south of the Monti Lepini: Each side must maintain a garrison of at least three first-line units. For the Allies one of these units must be battalion sized, the other two can be companies from sub-divided battalions, whilst the Germans are allowed to use companies from sub-divided battalions to meet their entire garrison quota. This also applies when the front reaches the road exits or the Germans retreat into the road exits. Then each road exit must be garrisoned by the Germans with the aforementioned force requirements. The Allies must maintain their garrison, whether in front of the road hexes, on the canal bridges, or in the area between these. First-line units are units with mostly 'active defender' equipment, such as infantry, armor, engineer units etc.



- 5.) German railroad guns may be used only in direct bombardment, either in support of a ground attack or by themselves. The German player is not allowed to set these units to a supporting deployment – they must remain in 'Mobile' deployment mode.
- 6.) German (anti-ship) guided missile bombers (unit icon color – black on dark blue) are not allowed to attack land targets. They may not be placed on interdiction or combat support missions.
- 7.) In the case the Germans get driven away from the western map edge south of the Tiber river the Allied player must guard the northwestern "road exits" (0/14, 0/11 and 0/8) with a minimal force of 1 battalion plus two line companies.

5.0 DESIGN COMMENTS

5.1 About this Version

This scenario is a direct port of my earlier 1km/hex Anzio scenario at the company level. While this version might lack the depth of its sister scenario it might be better suited to the TOAW engine due

to its map and unit scale. Most events, options and features of the 1km/hex version have been ported over, some were dropped while others have been modified or adjusted in this version.

Initially I had drawn the map at a 2.5 km scale, but the number of units in the scenario, especially on the later turns, combined with the restrictive terrain led me to the conclusion that the extra space a 2km/hex map provided would result in better playability and less unit congestion.

As in my earlier Anzio scenario I adjusted artillery and aircraft ranges in the equipment file, along with various editor variables. For game play and balance reasons I left Movement Bias at its default value although a setting of 120% would have been justified by the map scale.

Regarding terrain and the infamous mud conditions in the actual campaign, I decided to let the weather patterns do their 'worst' instead of designating every hex in the coastal plain a marsh hex, which in the meantime works very well with the TOAW updates since I wrote the initial 1km Anzio scenario.

5.2 OOB, Formation and Unit Setup

The basic unit size in the scenario is the battalion while the formation sizes vary. Battalion sized attachments at Corps and Army level, except artillery, have been put into single unit formations as it would have been unrealistic to have all essentially independent American Tank and Tankdestroyer Battalions reorganizing at the same time over the entire board if a formation check fails.

For both sides, artillery unit attachments at Corps and Army level have all been put into a single formation as their command was unified. There even was one incident in the campaign when 14th Army had to postpone an attack for one day because its central artillery command post had been badly hit by enemy counterbattery fire. Regimental sized attachments to Corps are comprised of two or three battalion strong formations and, if justified (by separate gun batteries under regimental command), a headquarter unit which contains some artillery. For example US Combat Engineers have no regimental HQs while the Infanterie Lehr-Regiment does.

Allied divisions are modeled as four TOAW formations: One formation contains the divisional HQ plus the divisional units such as engineer battalions and artillery and three formations that each represent a regiment or an infantry brigade with three battalions.

All German divisions, except 4. Fschjg.-Div., are modeled as single formations. German regimental/company HQ equipment has been distributed evenly among the regiment's battalions. Divisional artillery is usually modeled as a single (regimental or brigade sized) unit. Artillery regiments whose elements arrive over time are split into battalion sized units.

In a few cases, when parts of a battalion arrive long before the rest of the unit, their equipment is dumped into the replacement pool on the arrival date(s) of the later parts - either by a 'disband unit' event or via the replacement rate in the case of Panzerjäger Abteilung 525's Nashorns.

Each Allied division has an organic supply unit attached. The Germans have three supply units in the game, one for each of their Korps and one for 14. Armee.

Corps and Army troops as well as both Air Forces are set to free support. All Divisions and Allied special forces and paratroop units are set to force support. The Allied Navy has been set to internal support (on this see the version 2.7 changes).

5.3 TO&E Issues

As with the order of battle, TO&Es (Tables of Equipment & Organization) are directly ported from the latest version of the 1km/hex 'sister' scenario. Allied TO&Es should be quite accurate, but for the German side some educated guesses had to be made, especially with rather exotic units, such as the LW Jäger-Btl. 7 z.b.V., the SS Polizei Btl. Rom, the Fschjg.Btl. Nembo or the Brandenburgers. Units like 3. Pz.Gren.Div. and other regular formations were built with more accurate information to hand. I appreciate any feedback, help and / or suggestions in this area, and will update TO&Es as and if new information becomes available.

5.4 Equipment Database

The scenario uses a special equipment database that is based on Derek Weick's (aka 'Panzer_War') WWII equipment database. It provides, among other items, nation-specific squads and equipment such as the 'Enfield Rifle Squad', the 'M1 Rifle Squad' and the 'Bren Gun Team' for example. This allows different replacement rates for British and American units as well as for the various special forces involved in the battle (e.g. the Rangers, the FSSF, US Airborne and German Fallschirmjäger troops). Additionally the database has been expanded with special equipment used in the campaign that was missing in the original database. Special naval equipment was also added to model the various ship classes in detail. Additionally, artillery ranges, including those of naval units, had to be adjusted to fit to the 2 km/hex scale of the scenario. Aircraft ranges have been adjusted to prevent air attacks into distant sea hexes and enemy airfields. Note that only ranged equipment actually used by the scenario has been modified in the equipment database.

The Germans fielded a number of rare, exotic and also quite advanced equipment items at Anzio that were not present in the original database. These are briefly described here, followed by a comparison of the most common infantry squads. With the exception of the guided bombs these had little overall significance or impact on the battlefield, but I think it is quite interesting and adds a bit of 'chrome' to the scenario, too.

SdKfz 9 Sf 8.8cm Flak

This is a version of the SdKfz 9 18t tractor with an 88mm Flak Gun installed. Only a few (15?) were built and received no special variant identification. Heeres-Flak Abteilung 304 (26. Pz.-Div.) used twelve of them in their 1st and 2nd batteries.

Borgward IV SdKfz 301 Demolition Vehicle

The Borgward IV (B-IV) was a small tank-like vehicle that had a small compartment for the operator in the front. Generally the B-IV was driven close to the target area, but once within enemy small-arms range the driver would exit and switch it to radio control. The B-IV was then remotely controlled from a tank or armored vehicle which would steer it towards the target. On reaching its destination a wedged-shaped container with 450 kg of high-explosives on the nose



Borgward IV (left) and a „Goliath“ (right) with a soldier in the background as a size reference

of the vehicle would be dropped on or near the target. Once the B-IV had been withdrawn to a safe distance the charge was remotely detonated. While a good idea on paper, the B-IV proved awkward to use in combat conditions, particularly during Operation Fischfang given the muddy conditions where the vehicle easily became bogged down. They were used by Pz.Abt. 301 (Fkl.), which will enter the map on turn 50. The B-IV is modeled in TOAW as a lightly armored vehicle with a bombardment range of 1 kilometer which technically makes it an artillery piece. Thus the 450 kg of explosives that are used as its shell weight can have a profound impact on enemy entrenchment levels during combat.

Leichter Ladungsträger Goliath

Officially named „Leichter Ladungsträger (Sd.Kfz. 302 bzw. 303)“ which would literally translate to „Light Charge Carrier“ was a remote controlled (although by cable) unmanned ground vehicle used by the German Army as a disposable demolition vehicle. They carried 60 or 100 kg of high explosives, depending on the model, and were intended to be used for multiple purposes, such as destroying tanks, disrupting dense infantry formations, and the demolition of buildings or bridges. Goliaths were single-use vehicles that were destroyed by the detonation of their warhead.

The Goliath being actually an ammunition makes it difficult to model in TOAW. Also i found no reference whether the smaller charge or the higher charge version of the vehicle was used at Anzio. I therefore went for the more conservative 60kg charge version. In a similar fashion like the B-IV I modeled the Goliath as an artillery piece with a range of 1 km and a shell weight of 60kg, but gave it an AP rating of only 3 as a lot of vehicles didn't reach their target and especially at Anzio, the Goliaths had to struggle with the battlefield's difficult terrain and mud.

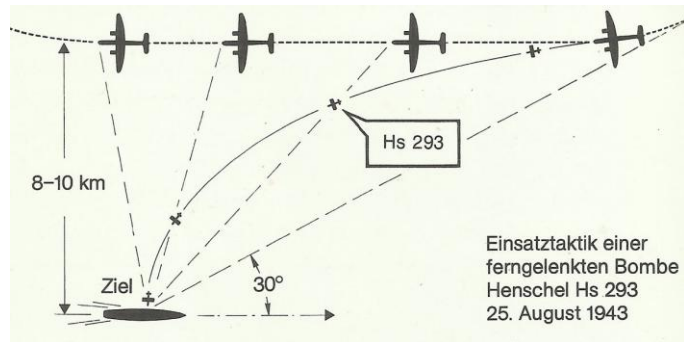
The Goliath was issued to Panzer-Pionier Companies 811 and 813, which will enter the map as reinforcements on turn 30 and turn 44 respectively.

Fritz X guided bomb & Hs 293 radio-guided glide bomb

Fritz X (or FX 1400) was a German guided anti-ship bomb used during World War II. Developed alongside the Henschel Hs 293, Fritz X was one of the first precision guided weapons deployed in combat. It was a penetration weapon intended to be used against armoured targets such as heavy cruisers and battleships. The Fritz X was steered over a radio link between the aircraft's transmitter and the weapon's receiver. A gyroscopic control system was used to stabilize the longitudinal axis, and a remote control receiver was used to control the elevator and ailerons. After releasing the Fritz X, the pilot had to transition to a climb in order to slow the aircraft down sufficiently so that it would fly over the target until the moment of impact—approx. 30–40 seconds after launch—and the operator could optimally track the flare for guidance. This made the attacking aircraft theoretically vulnerable to heavy anti-aircraft guns, but no losses are known to have occurred during this phase. The only Luftwaffe unit to deploy the Fritz X was Gruppe III of Kampfgeschwader 100, designated III./KG 100 which employed the medium range Do 217K-2 bomber on almost all of its attack missions.

The Henschel Hs 293 was a radio-guided glide bomb intended to destroy unarmoured ships. A liquid fuel rocket that was mounted beneath the body of the actual bomb could boost the launch speed by about 200 km/h. This made the weapon clear the launch plane fast and made the visual

controls possible. The operator in the launch plane could then, using a Joystick and radio control, guide the weapon towards the target. The rocket boost only lasted for about 10 seconds, the bomb reached its target then in a controlled glide. Coloured flares attached to the rear of the weapon made it visible at a distance to the operator. During night



operations flashing lights instead of flares were used. After the missile was launched, the bomber flew parallel to the target so as to be able to maintain a line of sight. II./KG 40 was using the Hs 293 at Anzio and employed a version the He-177A bomber for its missions.

The Allies put considerable effort into developing devices which jammed the radio link between the planes and the Fritz X respectively the Hs 293. As attacks were taking place at Anzio, the Allies had only began to deploy improved jamming transmitters, but it took them numerous improvements until after April 1944 a significant degradation in hit probability of the radio controlled bombs could be observed. This is one of the earliest examples of electronic warfare.

He-177A-5/R1 w. Henschel Hs 293		Do-217 K-2 w. Fritz X Glide Bomb	
Germany - 1942		Germany - 1943	
Anti Personnel Strength	6	Anti Personnel Strength	6
Anti Armor Strength	0	Anti Armor Strength	(HEAT) 3
Defense Strength (Passive defender)	11	Defense Strength (Passive defender)	12
Combat radius:	132 kilometers (53 hexes)	Combat radius:	132 kilometers (53 hexes)
Shell Weight	295 kgs	Shell Weight	320 kgs
This is a high altitude bomber.		This is a high altitude bomber.	
Anti Air Strength	2	Anti Air Strength	2
Defense Strength	11	Defense Strength	12
This equipment has an anti-shipping capability	120	This equipment has an anti-shipping capability	120
This equipment may use precision guided weapons.		This equipment may use precision guided weapons.	
☒ Edit Equipment		☒ Edit Equipment	

Combat stats of Henschel Hs 293 and Fritz X equipped bombers. Note the reduced range of only 132 km (53 Hexes) – see 2.1 Map features – Airfields.

Historically the following Allied ships had been damaged or sunk at Anzio:

- HMS Janus - J-class destroyer, sunk on 23 January 1944, possibly by an Hs 293, Fritz X or a torpedo
- HMS Spartan - Dido-class light cruiser, sunk on 29 January 1944 by a Henschel Hs 293
- HMS Jervis - J-class destroyer, damaged by a Fritz X on 23 January 1944
- USS Mayo – Benson-class destroyer, damaged 23 January 1944 by an Henschel Hs 293 (but probably could also have been a mine)

Due to extensive fighter cover, the Germans conducted their anti-ship raids at dusk when the Allied day fighters left the area. Though British radar-equipped Beaufighters patrolled the area at night, the threat by German air raids became so great that by January 26th Admiral Lowry ordered all cruisers and most destroyers to disperse away from the beachhead at night.

Infantry squads

Infantry Combat stats of the most common infantry squads and infantry AT weapons (AT values greater than 1 are HEAT):

Squad / Weapon type	AT	Anti Personnel Database	Anti Personnel in-game display	DF
Enfield Rifle Squad	1	22	3	8
Enfield Rifle Squad + Bren	1	36	5	10
PIAT	9	8	1	2
M1 Rifle Squad	1	35	4	10
M1 Rifle Squad + BAR	1	48	6	12
US Ranger Squad + BAR	1	48	6	11
US Para Squad + LMG	1	55	7	12
M9 Bazooka	14	16	2	2
Rifle Squad	1	27	3	10
Rifle Squad + MG	1	49	6	10
Rifle Squad PzFst 30 + MG	7	58	7	11
FJ Squad PzFst 30 + MG	7	54	7	10
RPzB (Panzerschreck)	20	24	3	2

5.5 Playing versus the PO

I programmed a PO (Programmed Opponent) for both sides that is also using some of the TOs. I recommend playing as the Germans against the Allied PO as this provides the bigger challenge, especially in the opening phase. If you are playing as the Allies against a PO controlled 14. Armee I recommend not to use the 504th Parachute Regt Theater Option as it, despite its significant cost in VPs and the PO's programmed reaction to this, provides an advantage to the Allied player that the PO can not handle very well. In the case the Allied player uses this option the PO will activate all additional reinforcements TOs that are available as soon as they are available (4. FJ Div. and Kampfgruppe von Behr).

While playing against the PO players should consider that it is simply impossible for the PO to adhere to house rules. This affects mainly the guarding requirements of the southeastern map edge and the use of Allied bomber aircraft. The latter can be seen as a compensation for the PO's usual weaknesses while I recommend players to show some mercy with the PO regarding the southeastern map edge if left unguarded. Blowing the bridges over the Mussolini Canal will in most cases prevent the PO from undertaking any adventures in the Littoria sector.

On the map bottom there is a row of three distant off-map hexes that each contain a red colored unit with the garrison icon. These units are for Allied PO purposes only and don't affect human vs. human games.

Note that the Allied PO's Navy is programmed to withdraw during the storm period from turn 6 to turn 11. On turn 12 two new naval formations (copies of the initial task forces) will enter. Cruisers that have been destroyed/sunk by the Luftwaffe before the storm period will not re-enter, though this is not true for the DD/DE units as for technical reasons these will reenter at full strength.

As mentioned in → [2.8 Motorization](#) there are some German units that are temporarily motorized. The PO initially did not move these units at all (I think due to the fixed equipment items being lost on first movement), so I gave the PO duplicate versions of these units that don't use the fixed equipment. Affected units are: II./Brandenburg Regt. 3, III./FJ Regt 1, Fs MG Btl. 1 and FJ Lehr-Battalion.

Supply units of the PO controlled side will enter the map at locations closer to the (presumed) front than the human controlled supply units but are unable to move (garrison orders, duplicate units within the TOAW OOB). This was necessary as the PO usually threw these units into the frontline.

5.6. Scenario Specific Graphics

Map graphics

The scenario uses optional bitmap graphics to represent small villages and settlements that were of significance in the historical campaign, but are too small to be actually represented on a 2km/hex scale map or that constitute one of the rare terrain features in the otherwise flat, featureless and open coastal plain. If located in open or light cultivated terrain, these locations have been set to an entrenchment level of 10%.

EEV locations are marked on the map with their according EEV value by another 'optional bitmap graphic'.



The following files are used by the scenario:

Small village/settlement dot:

h_mapOptional2.png, mapOptional2.png

12 EEV points location:

h_mapOptional7.png, mapOptional7.png

1 EEV point location:

h_mapOptional8.png, mapOptional8.png

Unit counter size display

The scenario uses a modified version of numbers.png, used by TOAW to display information on the counters such as attack and defence strengths and unit size indicator. For the scenario it has been modified for all units with the Special Forces icon to display the battalion size indicator while internally within the TOAW engine the units are section sized, which makes them incapable of sub-division. The only special forces unit exempt from this is the 'human player only' II./Brandenburg-Rgt. 3. There is a non-subdividable version of the unit specifically for the PO (this has to do with the temporary motorization of these units). This was necessary as the PO extensively sub-divides units with the Special Forces icon. While a good idea under certain circumstances the PO didn't handle it well. These subdivided units were easy to overrun and tended to populate the map in an ant-like fashion.

5.7 Terrain Features

Badlands

Players may note the difficult terrain on the western part of the map, northwest of the Bosco di Padiglione around the Ardea area. The low coastal plain in this area was cut by a series of rough stream gullies that, though their small streams were easily fordable, were often fifty feet deep and

proved very difficult if not impassable obstacles for vehicles. Most of the river hexes in this sector contain 'badland' terrain which can only be entered by foot movement units.

Mountain Peaks

The Alban Hills and the Monti Lepini both contain several 'mountain peaks'. Especially the peaks at Albano (12.11), Genzano (14, 12) and Cori (24, 16) are useful for the German player to gather reconnaissance deep into the beachhead. To quote from the TOAW manual:

„From a location with a mountain peak, observation visibility can be as far as 40 kilometers [16 hexes in the scenario]. This mountain view advantage deteriorates with decreasing visibility and during night turns. Note that the mountain peak reconnaissance is received dynamically: If the peak is entered during a player turn, the reconnaissance occurs immediately. You don't have to wait for the inter-turn calculations.“

6.0 APPENDIX

6.1 Abbreviations, Acronyms & Translations

AAA – Anti-Aircraft Artillery

Abt., Abteilung – Detachment, Battalion

AGRA – Army Group Royal Artillery

AOK – Armeekorps, 'Army Supreme Command (Army Headquarters)

ATk – Anti-Tank (British)

Aufkl. (i.e. in Pz.Aufkl.) – (Panzer) Aufklärung, (Armored) Reconnaissance

AW – Automatic Weapons

BrüKo, Brückenkolonne – Bridging Column

CM, ChM – Chemical Mortar

DD – Destroyer

DE – Destroyer Escort

Eisb.Art. – Eisenbahn-Artillerie, Railroad Artillery

EEV – Event Editor Variable

Ersatzheer – Replacement Army

FA – Field Artillery

Fallsch.Jg.Rgt. – Parachute Regiment

FEB, Feldersatz-Bataillon – Replacement Battalion

Feld.-Gend., Feldgendarmarie – Military Police

FH – Feldhaubitze, Field Howitzer

Fkl. – Funklenk, Remote-Control

Flamm Pz. – Flame Tank

Flak-Erdkampfschule Süd – Flak Ground Combat School South

Fosso (ital.) – [Irrigation] ditch, stream, creek,

Fs – Fallschirm, Parachute (as a prefix in unit names)

Fschjg.Div. – Fallschirmjäger Division, Parachute/Airborne Division

FSSF – First Special Service Force

Füs. – Füsilier, designation for German Infantry Reconnaissance Battalion

Gen.d.Pz.Trp. – General der Panzertruppen, General of the Armored Forces

Geschütz – Artillery Gun

GR, Gren.Rgt. – Grenadier Regiment (a German Infantry Regiment)

Granatwerfer – Grenade Launcher, Mortar

Gruppo C. – Gruppo Cacciatore (ital.), Fighter Group

H., Heer(es) – Army-, of the Army

H.Art.Abt. – Heeres-Artillerie Abteilung, Army/Field Artillery Battalion

Heeres-Truppen – Army Troops

HG – Hermann Göring (Pz.Div. "Hermann Göring")

HKA – Heeres-Küsten-Artillerie, Army Coastal Artillery

IG – Infanteriegeschütz, Infantry Gun

Jäger-Div. – Jäger-Division; a light, fast Infantry Division

JG – Jagdgeschwader, Fighter Wing

Jg.Rgt. - Jäger-Regiment

Kanone - Cannon, the German army used this designation for guns that were intended for counterbattery fire (e.g. the 17cm Kanone 18)

KG (air) – Kampfgeschwader, Medium Bomber Wing

KG (ground) – Kampfgruppe

Ko. – Kompanie, Company

KSLI – King's Scottish Light Infantry

LAA – Light Anti-Aircraft

Landsch., LS – Landeschützen, as in Landeschützen-Bataillon, Home Guard

le. – leicht, light (in unit names, i.e. le. Flak Abt.; or see below)

le FH - leichte Feldhaubitze, light field howitzer

Lehr – in unit names: Training

LG (equipment) – Leichtgeschütz, Light Gun, a recoilless gun for airborne divisions

LG (air unit) – Lehrgeschwader, Training Wing

Luftflotte – literally 'Air Fleet', the German equivalent of a 'Numbered US Air Force'

LW – Luftwaffe, Air Force

MASAF – Mediterranean Allied Strategic Air Force

MATAF – Mediterranean Allied Tactical Air Force

MATBF – Mediterranean Allied Tactical Bomber Force

MMG – Middlesex Machine Gun Battalion

Mörser – Mortar

Nachschub – Supply

Nachtjäger – Night Fighters

NAGr – Nahauklärungsgruppe, Short Range Reconnaissance Group (aerial)

Nebelwerfer – German Rocket Artillery (Nebelwerfer literally means smoke or fog launcher and refers to the initial design purpose of the weapon)

NJG – Nachtjäger Geschwader, Night Fighter Wing

NSGr – Nachtschlachtgruppe, Night Fighter Bomber Group

Ox & Bucks – Oxfordshire and Buckinghamshire Light Infantry

PaK – Panzerabwehrkanone, Anti-Tank Gun

RA – Royal Artillery

RE – Royal Engineers

RCT – Regimental Combat Team

RM – Royal Marines

PBEM – Play by E-Mail

PFA – Parachute Field Artillery

Pio., Pionier – Engineers

PO – Programmed opponent (TOAW's AI)

Polizei – Police

PzG, Pz.Gren. – Panzergrenadier, Armoured or Motorized Infantry

PzGR, Pz.Gren.Rgt. – Panzergrenadier Regiment

PzJ – Panzerjäger, Anti-Tank, Tank Destroyer

RPzB – Raketenpanzerbüchse (also known as Panzerschreck ~ „Tank Terror“), German AT Rocket Launcher (88mm)

s, s. – schwer, heavy

SdKfz – Sonder-Kraftfahrzeug, lit. 'special motor vehicle', designation for German halftracks

sFH – schwere Feldhaubitze, Heavy Field Howitzer

Sf – Selbstfahr, Self Propelled

Sfl – Selbstfahrlafette, Self Propelled Gun

SG – Schlachtgeschwader, Fighter Bomber Wing

Sich. – Sicherungs-(bataillon), Security

slG – schweres Infanteriegeschütz, Heavy Infantry Gun

Stab – Staff, Headquarter

StuG – Sturmgeschütz, Assault Gun

StuPz – Sturmpanzer (as in StuPz Abt 217), Assault Tank

Sturmhaubitze – Assault Howitzer

TD – Tank Destroyer

TO – Theater Option

US XII ASC – US XII. Air Support Command

Werfer Rgt. – Rocket Artillery Regiment (also as Abteilung ~ Battalion); Werfer ~ Launcher

z.b.V. – zur besonderen Verwendung, for special purpose (often a euphemism for a Penal Battalion)

ZG – Zerstörergeschwader, Fighter Bomber Wing, usually used the twin engine 'heavy fighter' Messerschmidt Bf-110

6.2 Orders of Battle

German 14. Armee

Formation	Main Combat Elements	Artillery	Divisional Units
3. Pz.-Gren.Div.	Pz.Abt. 103, Pz.Gren.Rgt. 29 (3)	I., III./3	H.Flak-Abt. 312, Pio.Btl. 3
KG Ens (15. Pz.Gren.Div)	Pz.Gren.Rgt. 104 (2)	I., III./33	
26. Pz.Div.	II./Pz.Rgt. 26, Pz.Gren.Rgt. 9 (2), Pz.Gren.Rgt. 67 (2)	II., III./93	H.Flak-Abt. 304, Pz.Pio.Btl. 26, Pz.Aufkl.Abt. 26
29. Pz..Gren.Div.	Pz.Abt 129 , Pz.Gren.Rgt. 15 (2), Pz.Gren.Rgt. 71 (3)	I., II./29	H.Flak-Abt. 313, Pio.Btl. 29, Pz.Aufkl.Abt. 129
90. Pz.Gren.Div. (KG v.Behr)	II./Pz.Gren.Rgt. 200	III./190	Feldersatz-Btl. 190
65. Inf. Div.	Gren.Rgt. 145 (2), Gren.Rgt. 147 (2)	I., II., IV./165	Füs.Btl. 165, Pio.Btl. 165
71. Inf. Div.	Gren.Rgt. 194 (2)	II., III., IV./171	Füs.Btl. 171, Pio.Btl. 171, Pz.Jg.Abt. 171
114. Jäger Div.	Jg.Rgt. 721 (3), Jg.Rgt. 741 (3)	II., III./661	Füs.Btl. 114, Pio.Btl. 114, Pz.Jg.Abt. 114
362. Inf. Div.	Gren.Rgt. 955 (2), Gren.Rgt. 956 (2)	II., III./362	Füs.Btl. 362, Pio.Btl. 362
715. Inf. Div.	Gren.Rgt. 725 (3), Gren.Rgt. 735 (3)	I., II./671	Pio.Btl. 715
KG Schulz (1. FJ Div.)	III./Fallsch.Jg.Rgt.1, Fallsch.MG.Btl. 1		
4. FJ Div.	Fallsch.Jg.Rgt. 10 (3), Fallsch.Jg.Rgt. 11 (3), Fallsch. Jg.Rgt. 12 (3), Fallsch.Jg.Btl. "Nembo"	-	1. & 2./Fallsch.Pio.Btl. 4
Pz.Div. „Hermann Göring“	I./Pz.Rgt. HG, V./Art.Rgt. HG , II./Pz.Gren.Rgt. 1 HG, I./Pz.Gren.Rgt. 2 HG, Alarm Btl., HG Schule	Art.Rgt. HG	I./Flak-Rgt. HG, Pz.Pio.Btl. HG, Pz.Aufkl.Abt. HG
KG 16. SS Pz.Gren.Div.	II./SS Pz.Gren.Rgt. 35, II./SS Pz.Gren.Rgt. 36		
Heerestruppen (Army troops)	Infantry & Engineers	II./Brandenburg Rgt. 3, Gren.Rgt. 1027 (3), Gren.Rgt. 1028 (3), Inf.Lehr-Rgt. (3), H.Pio.Btl. 60, Füs.Btl. 356	
		LW Jg.Btl. 7 z.b.V., Fallsch.Lehr-Btl., LW Pio.Btl. XI. Fl.K.	
	Security	Landsch.Btl. 676, Sich.Btl. 936	
		SS Polizei Btl. Rom	
	Armor and Anti-Tank	s.Pz.Abt. 508, Stu.Pz.Abt. 216, I./Pz.Rgt. 4, Pz.Abt. (Fkl.) 301, Pz.Jg.Abt. 525, 1./s.Pz.Jg.Abt. 653, Pz.Ko. Schwebach, Stug.Abt. XI. Fl.K., Pz.Jg.Abt. 590, Pz.Pio.Ko. 811 & 813	
	Artillery	Art.Abt. XI. Fl.K., III./H.Küst.Art. lt.-M., Art.Lehr-Rgt. 2, Nebelwerfer Lehr-Abt., Nebelwerfer Rgt. 56, Eisb.Art.Batt. Borchers, Eisb.Art.Batt. 701, H.Art. Abteilungen: 450, 451, 764, 998	
Anti-Air		Flak-Rgt. 105 (o), Flak-Rgt. 241, I./12, I. & II./37, II./39, I./49, Ie.Flak-Abt. 99, Ie.Flak-Abt.307, KG Prentl (Flak- Erdkampfschule Süd)	

Numbers in brackets indicate the number of infantry battalions within the regiment. Background Color indicates Wehrmacht branch. grey = Heer, blue = Luftwaffe Ground Troops, dark grey = Waffen SS

US VI Corps

Formation	Regts/Brigades/Main Combat Elements	Artillery Battalions	Divisional Units
US 3rd Inf Div	7, 15, 30	9, 10, 31, 49	10 Eng Bn
US 45th Inf Div	157, 179, 180	158, 160, 171, 189	120 Eng Bn
US 1st Arm Div (CCA)	1st Arm Regt, 1-6 Arm Inf Bn, 3-6 Arm Inf Bn	27, 29	81 Arm Recon Bn, A/16 Arm Eng
6615th Ranger Force	1st, 3rd, 4th Ranger BtIs., 509 Para Bn	83 ChM Bn	-
FSSF	1st, 2nd, 3rd Regts	456 Para FA Bn	-
504th Para RCT	504	376 Para FA Bn	-
Br. 1st Inf Div	2, 3, 24	2, 19, 67	1 Rec. Regt, 81 ATk Regt, 46 Roy. Tk Regt, 90 LAA Regt
Br 56th Inf Div	167, 168, 169	-	-
Commando Force	No. 9 Co., 42 RM Co.	-	-
VI Corps Engineers	36, 39, 540 Eng Regts	-	-
Tank & TD Bns	191 Tank Bn, 751 Tank Bn, 601 TD Bn, 645 TD Bn, 894 TD Bn		
Corps Artillery	84 ChM Bn, 1-36, 1-77, 69, 141, 938, 976 FA BtIs		
	24 Field Regt, 80 Med Regt		
AAA Bns	68 CA Regt, 216 AAA Gun Bn, 441 AW Bn, 443 AW Bn, 451 AW Bn, 536 AW Bn		

Background Color indicates nationality. green = US, brown = British, red = Canadian

6.3 Equipment Disbands

US VI Corps

Equipment // Turn #	3*	4	8	12	16	20	24	28	32	36	40	44	48	52	56	Total
20mm AA Gun		1	1	1	1	1	1	1	1	1	1	1	1	1	1	14
37mm AA Gun		1	1	1	1	1	1	1	1	1	1	1	1	1	1	14
75mm M1 Pack Howitzer				3		3			2				2			10
4.5in Gun				2		2			2				2			8
5.5in Gun				2		2			2				2			8
25 Pounder Gun				3		3			5							11
155mm M1 Gun "Long Tom"						3			3							6
17 Pounder AT Gun				3			3	3								9
M7 HMC Priest SP Gun						3			3							6
M15 MGMC				2	2	2	3	3								12
M8 HMC				2			2	2					2			8
Humber LRC		1	1		1		1	1	1	1	1	1	1	1	1	12
Humber Mk. III AC			1		1		1	1	1	1	1	1	1	1	1	11
Humber Mk. IV AC			1		1		1	1	1	1	1	1	1	1	1	11
Universal Carrier	100															100
Truck	600															600
Loyd Carrier	110															110
Jeep (cargo purpose)	160															160

Turn 3 disbands: See [→2.8 Motorization](#)

14. Armee

Equipment // Turn #	4	8	12	16	18*	20	24	28	32	36	40	44	48	52	56	Total
SMG Squad (late)	1	1	1	1		1	1	1	1	1	1	1	1	1	1	14
FJ Squad PnzFst 30 + MG	2	2	2	2			1	2	2						2	15
Motorcycle Squad	1	1	1	1		1	1	1	1	1	1	1	1	1	1	14
Reconnaissance Rifle Team	1	1	1	1		1	1	1	1	1	1	1	1	1	1	14
Engineer Squad					16											16
Ferry Bridging Team	1	1	1	1	6	1	1	1	1	1	1	1	1	1	1	20
RPzB					6											6
Medium MG					15											15
s.MG					4											4
7.5cm LG 40						3					3					6
Tractor, halftracked					6											6
Truck					15											15
10.5cm Kanone 18						3					2					5
15cm Nebelwerfer 41								3								3
10.5cm Sfl "Wespe"						2					1					3
SdKfz 221		2		2			2		2		1		1			10
SdKfz 222			1	1		1	1	1	1	1	1	1	1			10
SdKfz 250/1						4					3					7
SdKfz 250/8 (7.5cm)						3					2					5
SdKfz 250/9 (2cm)						3					4					7
SdKfz 251/17 (Pio.Pz.Wg.)						3					3					6

* Turn 18 disbands: This is to represent the arrival of the rest of Pz.Pionier Btl. 26 (26. Pz.-Div.). The actual unit enters the map on turn 13, but consists only of its armored company. However it has free equipment slots to soak off the disbanded equipment. Of course the unit will have drawn part of its missing equipment from the regular replacement pool until turn 18, but this way at least the right amount equipment is entering the map.

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Historical background chapter taken mainly from the English Wikipedia article "Operation Shingle": http://en.wikipedia.org/wiki/Operation_Shingle and partially edited.

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7.0 HISTORICAL BACKGROUND

7.1 Stalemate in Italy

The story of Anzio must be read against the background of the preceding phase of the Italian campaign. The winter months of 1943-44 found the Allied forces in Italy slowly battering their way through the rugged mountain barriers blocking the roads to Rome. After the Allied landings in southern Italy, German forces had fought a delaying action while preparing defensive lines to their rear. The main defensive barrier guarding the approaches to Rome was the Gustav Line, extending across the Italian peninsula from Minturno to Ortona.



Field Marshal Albert Kesselring

On 21 November 1943, Field Marshal Albert Kesselring took over command of the entire Italian theater. Army Group C, under his command, was divided into two armies, the Tenth facing the southern front and also holding the Rome area, and the Fourteenth guarding central and northern Italy. Opposing the German forces was the Allied 15th Army Group, commanded by Gen. Harold Alexander, with the U.S. Fifth Army attacking on the western and the British Eighth Army on the eastern sectors of the front.

In mid-December, Fifth Army was fighting its way through the forward enemy defensive positions, which became known as the Winter Line. Braving the mud, rain, and cold of an unusually bad

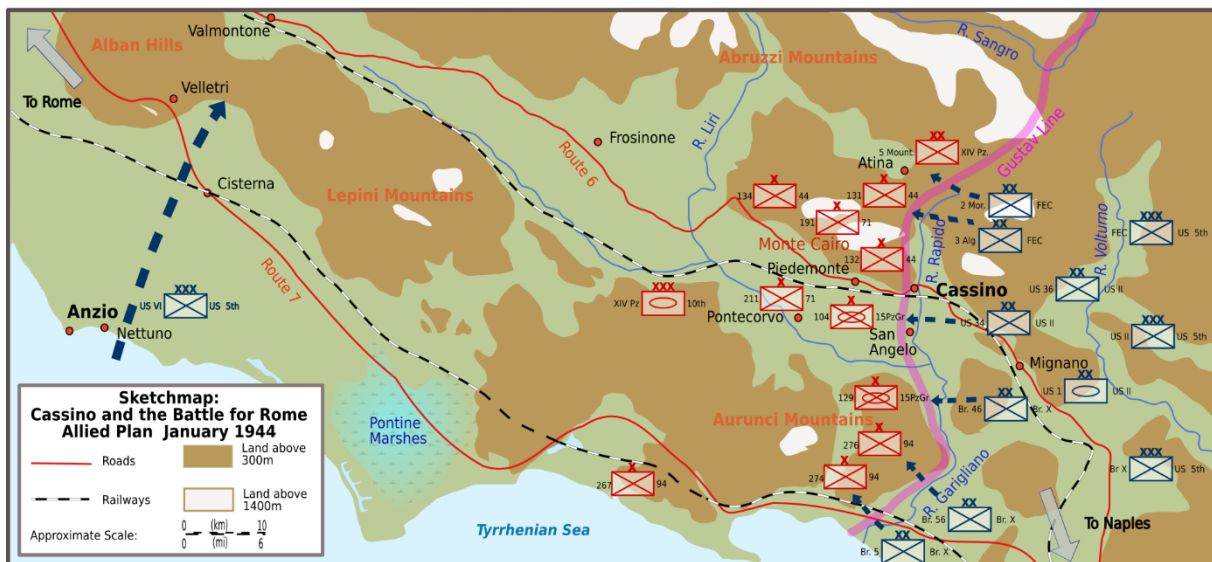
Italian winter, the Allied forces struggled to penetrate the German defenses. By early January, Fifth Army had broken through the Winter Line and had occupied the heights above the Garigliano and Rapido Rivers. Before them were the main ramparts of the Gustav Line, guarding this natural corridor to the Italian capital. Buttressed by snow-capped peaks flanking the Liri Valley, and protected by the rain-swollen Garigliano and Rapido Rivers, the Gustav Line was an even more formidable barrier than the Winter Line. Unless some strategy could be devised to turn the defenses of the Gustav Line, Fifth Army faced another long and arduous mountain campaign.



German defensive lines in Italy, winter 1943-44

7.2 Plan for a New Offensive

The strategy decided upon by the Allied leaders, an amphibious landing behind the Gustav Line, had been under consideration from the time when German intentions in Italy became clear. By late October 1943 it was evident that the Germans intended to compel the Allied forces to fight a slow costly battle up the peninsula. To meet this situation, Allied staffs began to consider a plan for landing behind the enemy lines, with the purpose of turning the German flank, gaining a passage to the routes to Rome, and threatening the enemy lines of communication and supply. On 8 November 1943 General Alexander ordered the Fifth Army to plan an amphibious landing on the west coast.



Overview of Allied planning January 1944, Map by Kirrages - CC BY-SA 3.0, <https://commons.wikimedia.org/w/index.php?curid=4856828>

The target date was set at 20 December. The landing, to be made by a single division, was to be the third phase of an over-all operation in Italy. In the first phase the Eighth Army was to carry out an offensive which would put it astride Highway No. 5. The second phase would be a Fifth Army drive up the Liri and Sacco Valleys to capture Frosinone. Dependent on the progress of the first two phases, a landing south of Rome directed toward the Colli Laziali (the Alban Hills) would be made, to link up with the forces from the south. Because of tenacious German opposition and

difficult terrain, the Eighth and Fifth Armies could not reach their assigned objectives. This, together with the lack of available landing craft, made the plan for an immediate amphibious end-run impracticable, and the project was abandoned.

The slow progress of the Allied advance led to the revival of the plan for an amphibious operation south of Rome. At the Tunis conference on Christmas Day the chief Allied military leaders drafted new plans for an amphibious landing below Rome with increased forces and the necessary shipping. Two divisions, plus airborne troops and some armor were to make the initial assault between 20 and 31 January. The amphibious operation was again to be coordinated with a drive from the south, which would begin earlier. Main Fifth Army was to strike at the German Tenth Army across the Garigliano and Rapido Rivers, breach the Gustav Line, and drive up the Liri Valley. This offensive was planned in sufficient strength to draw in most of the available German reserves. While the enemy was fully occupied in defending the Gustav Line, the surprise landing would be made in his rear at the twin resort towns of Anzio and Nettuno, about thirty miles south of Rome. Once established, the assault force was to thrust inland toward the volcanic heights of the Colli Laziali. The capture of these heights would block vital enemy supply routes and threaten to cut off the German troops holding the Gustav Line. The Allied leaders believed that the Germans lacked sufficient strength to meet attacks on two fronts and that they would be forced to rush troops northward to meet the grave threat to their rear. Thus weakened, the Germans could be forced to withdraw up the Liri Valley from their Gustav Line positions.

The plan for the landing was called SHINGLE. Originally conceived as a subsidiary operation on the left flank of an advancing Fifth Army, it developed into a major operation when main Fifth Army failed to break the mountain defenses in the south. U.S. VI Corps, selected by General Clark to make the amphibious landing, employed British as well as American forces under the command of Maj. Gen. John P. Lucas. The assault force was to be dispatched from Naples, and was to consist of the U.S. 3rd Division, the British 1 Division, the 46 Royal Tank Regiment, the 751st Tank Battalion, the 509th Parachute Infantry Battalion, the 504th Parachute Infantry Regiment, Commandos, Rangers, and other supporting troops. This force was the largest that could be lifted by the limited Number of landing craft available. It was estimated that the turnaround would require three days. As soon as the convoy returned to Naples, the U.S. 45th Division and the U. S. 1st Armored Division (less Combat Command B), were sent as reinforcements.

7.3 German Plans and Preparations

The Germans foresaw the possibility of an Allied landing behind the Gustav Line, and strengthened the coastal positions that were in the most likely invasion areas as best they could with the limited number of troops at their disposal. Since it considered the number of German troops in Italy barely sufficient to hold the southern front and strengthen the rear areas, the German High Command in December 1943 worked out an elaborate plan to reinforce German troops in Italy with units from France, Germany, and Yugoslavia in the event of an Allied landing. Thus while the Germans realized that they did not have available sufficient forces to prevent an Allied landing behind the Gustav Line, they believed that they could contain and then destroy it by hurrying reinforcements into Italy to meet the emergency. Their plans did not contemplate the withdrawal of any substantial number of troops from the southern front to meet such a threat to their rear.

The bitter and continuous struggle along the southern front from November 1943 into January 1944 forced the Germans to commit all of their divisions that were fit for combat to stop the Allied

offensive against the Gustav Line. A lull in the fighting in early January permitted the strengthening of forces in the Rome area to resist an invasion. Under the command of Gen. Alfred Schlemm's I Parachute Corps, the 29th and 90th Panzer Grenadier Divisions were assigned to the Rome coastal sector; the Hermann Göring Panzer Division was held as a mobile reserve between Rome and the southern front. But when the American Fifth Army attacked across the Garigliano on 18 January, the Germans rushed the 29th and 90th Panzer Grenadier Divisions southward. On the eve of the Anzio landing, the Germans had almost denuded the Rome area of combat troops in order to stem the Allied drive in the south. They had observed the regrouping of Allied troops and Allied naval preparations in the Naples area; and they believed that the Allies had sufficient strength both to maintain the offensive along the main fighting front and to attempt a landing in the Rome area. But they hoped to delay such an invasion by counterattacking in the south; then, after stopping the Allies on the Garigliano, they would redeploy enough troops to check a landing.

7.4 General Lucas' Orders

General Clark did not feel he had the numbers on the southern front to exploit any breakthrough. His plan therefore relied on the southern offensive to draw Kesselring's reserves in and to provide the Anzio force the opportunity to break inland quickly. However, his written orders to Lucas did not really reflect this: Lucas was to *"seize and secure a beachhead in the vicinity of Anzio...."* from which he was *"to advance to the Alban Hills"*. It is likely that the caution displayed by both Clark and Lucas was to some extent a product of Clark's experiences at the tough battle for the Salerno beachhead and Lucas' natural caution stemming from his lack of experience in battle.



Maj. Gen. John P. Lucas

Lucas did not have full confidence in either his superiors or the operational plan. A few days prior to the attack, he wrote in his diary, *"Unless we can get what we want, the operation becomes such a desperate undertaking that it should not, in my opinion, be attempted."* and *"[The operation] had a strong odor of Gallipoli and apparently the same amateur was still on the coach's bench."* The "amateur" can only have referred to Winston Churchill, architect of the disastrous Gallipoli landings of World War I and personal advocate of Shingle. Lucas was reinforced in his worries during a visit by Generals Clark and Alexander on the afternoon of D-Day when Clark advised him: *"Don't stick your neck out, Johnny. I did at Salerno and got into trouble."*

7.5 Initial Landings and Opening Phase

The landings began on January 22, 1944. Although resistance had been expected, as seen at Salerno during 1943, the initial landings were essentially unopposed, with the exception of desultory Luftwaffe strafing runs. By midnight, 36,000 soldiers and 3,200 vehicles had landed on the beaches. Thirteen Allied troops were killed, and 97 wounded; about 200 Germans had been taken as POWs. The 1st Division penetrated 2 miles (3 km) inland, the Rangers captured Anzio's port, the 509th PIB took Nettuno, and the 3rd Division penetrated 3 miles (5 km) inland. It is clear that Lucas' superiors expected some kind of offensive action from him. The point of the landing was to turn the German defenses on the Winter Line taking advantage of their exposed rear and hopefully panicking them into retreating northwards past Rome. However, Lucas instead poured more men and materiel into his tiny bridgehead, and strengthened his defenses. Churchill was clearly displeased with this action. *"I had hoped we were hurling a wildcat onto the shore, but all*

we got was a stranded whale” he said. Lucas’ decision remains a controversial one. Noted military historian John Keegan wrote, “Had Lucas risked rushing at Rome the first day, his spearheads would probably have arrived, though they would have soon been crushed. Nevertheless he might have ‘staked out claims well inland.” However, Lucas did not have confidence in the strategic planning of the operation. Also, he could certainly argue that his interpretation of his orders from General Clark was not an unreasonable one. With two divisions landed, and facing two or three times that many Germans, it would not have been unreasonable for Lucas to consider the beachhead insecure. But according to Keegan, Lucas’s actions “achieved the worst of both worlds, exposing his forces to risk without imposing any on the enemy”.

7.6 Response of Axis Forces

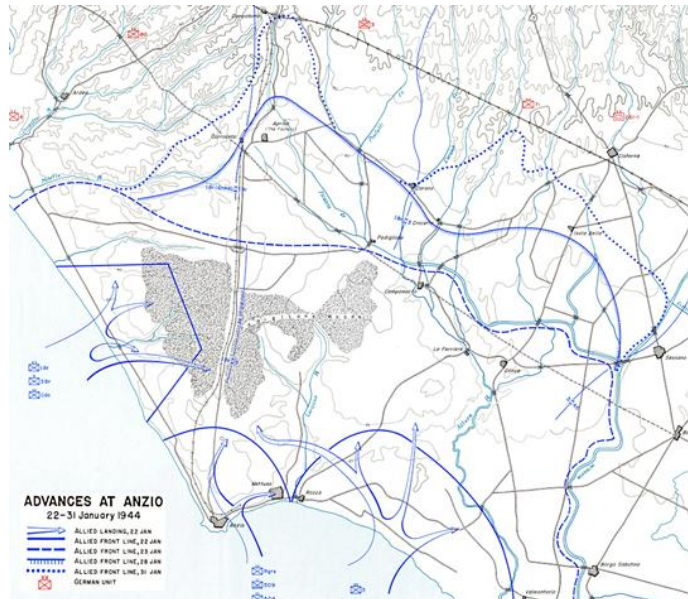
As mentioned above, the German command in Italy was aware of possible Allied amphibious operations in its rear, but it did not expect such a landing *while* the Allied offensive at the Garigliano River was taking place. As a result VI Corps achieved complete tactical surprise. Kesselring was informed of the landings at 03:00 on January 22. Although the landings came as a surprise, Kesselring had made contingency plans to deal with possible landings at all the likely locations. At 05:00 he ordered the Kampfgruppe of 4th Parachute Division and the Hermann Göring Division to defend the roads leading from Anzio to the Alban Hills via Campoleone and Cisterna whilst his plans expected some 20,000 defending troops to have arrived by the end of the first day. In addition, he requested that OKW send reinforcements, and in response to this they ordered the equivalent of more than three divisions from France, Yugoslavia, and Germany whilst at the same time releasing to Kesselring a further three divisions in Italy which had been under OKW’s direct command. Later that morning, he ordered Generaloberst Eberhard von Mackensen (14th Army) and Gen. von Vietinghoff (10th Army) to send him additional reinforcements. The German units in the immediate vicinity had in fact been dispatched to reinforce the Gustav Line only a few days earlier. All available reserves from the southern front or on their way to it were rushed toward Anzio; these included the 3rd Panzer Grenadier and 71st Infantry Divisions, and the bulk of the Luftwaffe’s Hermann Göring Panzer Division.

Kesselring initially considered that a successful defense could not be made if the Allies launched a major attack on January 23 or January 24. However, by the end of January 22, the lack of aggressive action convinced him that a defense was feasible. Three days after the landings, the beachhead was surrounded by a defense line consisting of parts of three divisions: The 4th Parachute Division to the west, the 3rd Panzer Grenadier Division to the center in front of the Alban Hills, the Hermann Göring Panzer Division to the east in the Cisterna sector. The Wehrmacht’s 14th Army, commanded by General von Mackensen, assumed control of the defense on January 25. Elements of eight German divisions were employed in the defense line around the beachhead, and five more divisions were on their way to the Anzio area. Kesselring ordered an attack on the beachhead for January 28, though this had to be postponed to February 1.

7.7 The Allied Offensive

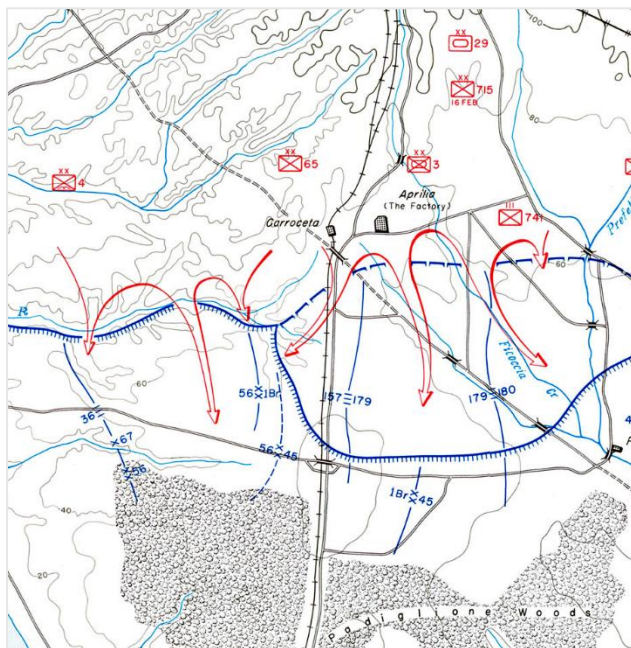
Further Allied reinforcements including the U.S. 45th Infantry Division and U.S. 1st Armored Division, brought Allied forces total on the beachhead to 69,000 men, 508 guns and 208 tanks by January 29, whilst the total defending Germans had risen to 71,500. Lucas initiated a two-pronged attack on January 30. While one force was to cut Highway 7 at Cisterna before moving west into the

Alban Hills, a second was to advance north up the Via Anziate towards Campoleone. In heavy fighting the British 1st Division gained ground but failed to take Campoleone and ended the battle in an exposed salient stretching up the Via Anziate. On the right, two Ranger battalions made a daring covert advance towards Cisterna in advance of the main assault, but when daylight arrived they were engaged and cut off. Of the 767 men in the 1st and 3rd Ranger Battalions, 6 returned to the Allied lines and 743 were captured. The attack of the 3rd Division captured ground up to three miles deep on a seven-mile wide front, but failed to break through, relieve the trapped Rangers or capture Cisterna.



7.8 German Counterattacks

By early February German forces in Fourteenth Army numbered some 100,000 troops organized into two Army Corps, the 1st Parachute Corps under General Alfred Schlemm and the LXXVI Panzer Corps under Lieutenant-General Traugott Herr. Allied forces by this time totaled 76,400 (including the recently arrived British 56th Infantry Division). After some probes on the Campoleone salient on the afternoon of February 3 the German forces launched a full counterattack at 23:00 in order



to reduce the salient and “iron out” the front line. Von Mackensen had planned for the salient to be ground away rather than employing a rapid, focused thrust to cut it off and a determined defense during 4 February gave the British time to withdraw 3rd Infantry Brigade, which had come under threat in the nose of the salient, and bolster the defenses with one of the newly-arrived brigades from 56th Division. From 5 February to 7 February both sides employed heavy artillery concentrations and bombers to disrupt the other side. At 21.00 on 7 February the Germans renewed their attack. Slowly the Allies were forced to give ground and by February 10 they had been pushed out of the

salient. Lucas ordered attacks on 11 February to regain the lost ground but the Germans, forewarned by a radio intercept, repelled the Allies’ poorly coordinated attack. On February 16 the Germans launched a new offensive (Operation Fischfang) down the line of the Via Anziate. By February 18, after desperate fighting, the Allies’ Final Beachhead Line (prepared defenses more or less on the line of the original beachhead) was under attack. However, a counterattack using VI

Corps' reserves halted the German advance, and Fischfang petered out with both sides exhausted. During Fischfang the Germans had sustained 5,400 casualties, the Allies 3,500. Both had suffered 20,000 casualties each since the first landings. Despite the exhausted state of the troops, Hitler insisted that 14th Army should continue to attack. Consequently a further assault was mounted on February 29, this time on LXXVI Panzer Corps' front around Cisterna. This push achieved little except to generate a further 2,500 casualties for the 14th Army.

7.9 Aftermath and Further Developments

Setting the Stage

Both sides had realized that no decisive result could be achieved until the spring and reverted to a defensive posture involving aggressive patrolling and artillery duels whilst they worked to rebuild their fighting capabilities. In anticipation of the following spring, Kesselring ordered the preparation of a new defense line, the Caesar C line, behind the beachhead frontline running from the mouth of the river Tiber just south of Rome through Albano, skirting south of the Alban Hills to Valmontone and across Italy to the Adriatic coast at Pescara, behind which 14th Army and, to their left, 10th Army might withdraw when the need arose.

Meanwhile, Lucian Truscott, who had been promoted from the command of U.S. 3rd Infantry Division to replace Lucas as commander of VI Corps on February 22, worked with his staff on the plans for a decisive attack as part of a general offensive which General Harold Alexander, commander of Allied forces in Italy, was planning for May and which would include a major offensive on the Gustav Line, Operation Diadem (which was later to be called the fourth Battle of Cassino). The objective of the plan was to fully engage Kesselring's armies with a major offensive and remove any prospect of the Germans withdrawing forces from Italy to redeploy elsewhere. It was also intended to trap the bulk of the German Tenth Army between the Allied forces advancing through the Gustav Line and VI Corps thrusting inland from Anzio (according to the initial plan for Shingle). In March, U.S. 34th Infantry Division and in early May, U.S. 36th Infantry Division had arrived at Anzio whilst the British 56th Infantry Division had been relieved by British 5th Infantry Division. By late May, there were some 150,000 Allied troops in the bridgehead including five U.S. and two British divisions, facing five German divisions. The Germans were well dug into prepared defenses, but were weak in numbers of officers and NCOs and, by the time of the late May offensive, lacked any reserves (which had all been sent south to the fighting along the Gustav line).

Despite Alexander's overall plan for Diadem requiring VI Corps to strike inland and cut Route 6, Clark asked Truscott to prepare alternatives and to be ready to switch from one to another at 48 hours' notice. Of the four scenarios prepared by Truscott, Operation Buffalo called for an attack through Cisterna, into the gap in the hills and to cut Route 6 at Valmontone. Operation Turtle on the other hand foresaw a main thrust to the left of the Alban Hills taking Campoleone, Albano and on to Rome. On May 5, Alexander selected Buffalo and issued Clark with orders to this effect. However, Clark was determined that VI Corps should strike directly for Rome as evidenced in his later writing: "We not only wanted the honor of capturing Rome, but felt that we deserved it...Not only did we intend to become the first army to seize Rome from the south, but we intended to see that people at home knew that it was the Fifth Army that did the job, and knew the price that had been paid for it." On May 6 Clark informed Truscott that "the capture of Rome is the only important objective and to be ready to execute Turtle as well as Buffalo".

Breakout and Fatal Decision

At 05:45 on May 23, 1944, 1,500 Allied artillery pieces commenced bombardment. Forty minutes later the guns paused as attacks were made by close air support and then resumed as the infantry and armor moved forward. The first day's fighting was intense: 1st Armored Division lost 100 tanks and 3rd Infantry Division suffered 955 killed, one of the highest single day figures for any U.S. division during World War II. The Germans suffered too, with 362nd Infantry Division estimated to have lost 50% of its fighting strength. In the afternoon of May 25 Cisterna finally fell to 3rd Division and by the end of the day, 3rd Infantry were heading into the Velletri Gap near Cori, and elements of 1st Armored had reached within 5 km of Valmontone and were in contact with units of the Herman Göring Division which were just starting to arrive from Livorno. Although VI Corps had suffered over 3,300 killed in the three days fighting, Operation Buffalo was going to plan, and Truscott was confident that a concerted attack by 1st Armored and 3rd Infantry Divisions the next day would get his troops astride Route 6.

On the evening of May 25 Truscott received new orders from Clark via his Operations Officer, Brigadier Don Brand. These were, in effect, to implement Operation Turtle and turn the main line of attack ninety degrees to the left. Most importantly, although the attack towards Valmontone and Route 6 would continue, 1st Armored were to withdraw to prepare to exploit the planned breakthrough along the new line of attack leaving 3rd Division to continue towards Valmontone with 1st Special Service Force in support. Clark informed Alexander of these developments late in the morning of May 26 by which time the change of orders was a fait accompli.

At the time, Truscott was shocked, writing later *"...I was dumbfounded. This was no time to drive to the northwest where the enemy was still strong; we should pour our maximum power into the Valmontone Gap to insure the destruction of the retreating German Army. I would not comply with the order without first talking to General Clark in person. ...[However] he was not on the beachhead and could not be reached even by radio....such was the order that turned the main effort of the beachhead forces from the Valmontone Gap and prevented destruction of the German Tenth Army. On the 26th the order was put into effect."* He went on to write *"There has never been any doubt in my mind that had General Clark held loyalty to General Alexander's instructions, had he not changed the direction of my attack to the north-west on May 26, the strategic objectives of Anzio would have been accomplished in full. To be first in Rome was a poor compensation for this lost opportunity"*.

The Liberation of Rome – 10th Army escapes

On May 26, whilst VI Corps was initiating its difficult maneuver, Kesselring threw elements of 4 divisions into the Velletri gap to stall the advance on Route 6. For four days they slugged it out against 3rd Division until finally withdrawing on May 30, having kept Route 6 open and allowed 7 divisions from 10th Army to withdraw and head north of Rome to the next line of defence, the Trasimene Line, where they were able to link up with the 14th Army and then make a fighting withdrawal to the formidable Gothic Line north of Florence.

On the new axis of attack little progress was made until 1st Armored were in position on May 29, when the front advanced to the main Caesar C Line defenses. Nevertheless, an early breakthrough seemed unlikely until on May 30 Major-General Fred Walker's 36th Division found a gap in the Caesar Line at the join between 1st Parachute Corps and LXXVI Panzer Corps. Climbing the steep slopes of Monte Artemisio they threatened Velletri from the rear and obliged the defenders to

withdraw. This was a key turning point, and von Mackensen offered his resignation which Kesselring accepted.

Raising the pressure further, Clark assigned U.S. II Corps which, fighting its way along the coast from the Gustav Line, had joined up with VI Corps on May 25 to attack around the right hand side of the Alban Hills and advance along the line of Route 6 to Rome.

On June 2 the Caesar Line collapsed under the mounting pressure, and 14th Army commenced a fighting withdrawal through Rome. On the same day Hitler ordered Kesselring that there should be “no defense of Rome” and Rome was declared an „open city“. Over the next three days the rearguards were gradually overwhelmed, and Rome was entered in the early hours of June 5 with Clark holding an impromptu press conference on the steps of the Palazzo Senatorio on the Capitoline Hill that morning. He ensured the event was a strictly American affair by stationing military police at road junctions to refuse entry to the city by British military personnel. Clark’s glory was short-lived as on the very next day the Allies landed in Normandy, removing the spotlight from the Italian campaign once and for all.

8.0 VERSION HISTORY

Version 3.2

- German Coastal Artillery now uses the Fixed Artillery icon with a Naval secondary icon. This was necessary as the Coastal Artillery icon did not allow bombardment of land targets despite the units having been assigned a secondary ‘regular’ artillery icon. These units were not typical coastal artillery batteries with a limited firing angle as you might have found i.e. on the Atlantic wall. They used regular artillery pieces and were thus also employed against land targets in the beachhead. The Naval icon as a secondary unit icon allows employing them against Allied shipping as with the standalone coastal artillery icon. Thanks to LLv34_Snefens for coming up with this workaround.
- Major redraw of the map road network, added more minor settlements, made the road Ardea – Osteriacchia a minor road by inserting gaps every other hex. The road had been labeled as “nicht immer befahrbar” (not always passable) according to Deutsche Heereskarte 1:100.000 (1943) while most secondary sources’ maps depicted it as a normal road. (I highlight this as this road is an operationally critical sector)
- Set Attrition Divider to 28
- Set German movement bias to 125
- Set Allied movement bias to 125 on turn 3 (lower movement bias during the first two turns to represent the circumstances of an amphibious landing)
- Added AA range to German 8.8cm and 3.7cm Flak and to Allied 90mm and 40mm AA guns
- Updated Br. 1st Infantry Divisions’s HQ TO&E (added military police squads among other things)

Version 3.1

- Redraw the map around Castel Porziano (0, 11) (added more woods) and (after a Google Earth tour) added hills to the village of Lariano (20, 11). Redraw the Littoria sector based on Deutsche Heereskarte 1:100.000 (1943)
- Changed conditions for a German Sudden Death victory. Now the event is triggered when the German player occupies any hex within a radius of 4 hexes from Anzio harbor (10, 27)
- Rewrote the victory briefings
- Reworked parts of German air unit TO&Es
- Reworked TO&Es of British infantry battalions and 1st Reconnaissance Regiment:

Br. Infantry Btl.														
	Btl. HQ		4x Infantry Company			1x Support Company						Btl. Total (minus Btl. HQ)		in Scenario
	HQ	HQ Company	Co HQ	3x Platoon, each	Inf. Co. Total	Co HQ	Mortar Platoon	Carrier Platoon	Atk Platoon	Aslt. Eng. Plt.	Supp. Co. Total			
Rifle Squad	5*	9*	1		1	1			1		2	6	Rifle Squad	6
Rifle Squad w LMG				3	9						0	36	Rifle Squad w LMG	36
Engineer Squad					0					2	2	2	Engineer Squad	2
Univ Carrier (MG)		2	1		1		6	13	1		20	24	Univ Carrier (MG)	12**
PIAT		3	3		3		3	4			7	19	PIAT	19
Bren MG					0						0	0	Bren MG	12**
2in Mortar			1	1	4			4	6		10	26	2in Mortar	26
3in Mortar							6				6	6	3in Mortar	6
6-pdr AT Gun									6		6	6	6-pdr AT Gun	6
Loyd Carrier									12		12	12	Loyd Carrier	12
Truck	4	16	3		3	1	3	2	2	1	9	21	Truck	33***

* these would be better represented as light rifle squads in the TOAW sense

** i deducted 50% of the carriers from the unit as they were not used in a fire support role like i.e. a German SdKfz, instead the crew dismounted and provided fire support (Bren MG and/or mortar) from outside the vehicle. However there were instances when the carriers were used in a similar fashion like a classic IFV, probably more often in the open fields of North Africa, less in the more closed terrain of Italy (note that the Anzio plain is rather open terrain). I added the then missing 12 Bren Guns to the unit's TO&E to maintain the same amount of firepower, also in the case the unit should dismount it then would retain at least half the firepower that the carriers provided

*** in the above context: to provide full motorized movement points (18 in the scenario) and for Force Transport Asset Sharing i added the 12 deducted carriers as trucks

1st Reconnaissance Regiment (Br. 1st Inf. Div.)					
	HQ Squadron	3x Recon Squadron	Total	in Scenario	Notes
lt. Recon Car		10	30	30	Humber LRC, not included are Rgtl. HQ's 3 lt. Recon Cars
A/C		6	18	18	9x Humber AC Mk IV (37mm Gun) & 9x MK III (15mm HMG) *
Rifle Squad w LMG		4	12	12	
Bren LMG	7		7	13	+ 6 LMGs from Mortar Plt.'s Universal Carriers **
Univ. Carrier (MG)	6	18	60	54	minus 6 Universal Carriers from Mortar Plt. **
PIAT	3	11	36	36	
2in Mortar		6	18	18	
3in Mortar	6		6	6	
6-pdr AT Gun	6		6	6	
Loyd Carrier	12		12	12	

* This is more or less an educated guess

** the 6 carriers from the Mortar platoon would not participate in actual frontline battle

Unlike the Infantry battalion i kept all other carriers as they were used in a recon role in this type of unit (though probably not all of them)

Note that i did not add trucks to the unit (it has somewhere above 100!)

- Removed the Balkan Naval Air TO as from a deeper look into it I could not locate any torpedo units in X.Fliegerkorps; I think this was a misinfo I got from somewhere (?)
- Removed initiative units in SE corner of map (they were a remnant from before the introduction of the Variable Initiative scenario parameter)
- Removed AA units in distant airfields (they were a remnant from before the distant hexes bug was fixed)
- Checked events and corrected some more issues
- Changed the following scenario parameters: Combat Density Penalty 90 (was 120), Attrition Divider 25 (was 20), Naval Attrition Divider 120 (was 25)

I hope that this will reduce losses on both sides as losses for both sides became really excessive in the mid part of the scenario. The amount of artillery both sides can muster mid scenario to their defence surely adds to this, which per se is not unrealistic or unhistorical but the amount of unit burn especially in soft equipment like infantry, light automatic weapons etc. across the board felt unhistorical (though in several cases this actually occurred i.e. Br. 1st Inf.Div. suffered 40 - 60% losses in infantry during the battle for the campoleone salient, the Rangers at Cisterna, similarly during the German counterattacks attacking German units suffered heavy losses in the face of superior Allied artillery employment especially in the Via Anziata area)

- Set the following force parameters for 14. Armee: Night Combat 33 (was 45), Precision Guided Weapons 10, Electronic Support 20

- Set the following force parameters for VI Corps: Night Combat 33 (was 40), Precision Guided Weapons 1, Electronic Support 25
- Reduced aggressiveness (Strategic bias) of the Allied PO in the opening phase as it generated too many losses in what can only be called suicide attacks
- Fixed an issue with the release of Fallschirmjäger Regt. 10 and the divisional units of 4. FJ Div. for the German PO. The event didn't work as intended as the exclusion zone was not removed.
- Changed non-mobile German Flak units' counters to non-motorized
- Reworked Objective Tracks 1 (both forces) and 2 (only VI Corps) slightly
- The (this) scenario briefing (before exporting to PDF) is now made in MS Word and therefore less flashy ;) as I no longer have Adobe InDesign available

Version 3.0

- Added a .nqp file. This determines individual ship values and is a new feature of TOAW IV. For details refer to the TOAW IV 'What's new' documentation.
- Set Naval Attrition Divider to 25.
- ~~— German coastal artillery can now also support land combat (as was done historically). This is possible with the 'secondary icon' feature of TOAW 3.6. -> this feature did not work due to a bug. Fixed with a workaround in scenario version 3.2~~
- LW Pio Btl XXII changed from untried to veteran status.
- Fixed unit size symbol for the anti-tank company of 719. Inf.-Div.
- Reworked TO&E of 50,25. Panzerjäger Abteilung
- Fixed Sudden End Line for the Valmontone Gap (did not fire due to event sequence)
- Conversion to TOAW IV and redesignated scenario version 3

Version 2.7

- LW Pio Btl XXII changed from untried to veteran status.
- Added two modified mapOptimal.bmp files to display EEV values of locations on-map
- Fixed Sudden Death Line in the vicinity Zagorolo - San Cesareo (radius was 1 hex too short)
- Set Formation Proficiency of 71. Inf.Div. to 80% (previously the Division had 100%)
- The Allied Navy has been set to internal support. This means that any attack the navy is directly assigned to will suffer from cooperation penalties. This is to enforce players to use the Navy in a more realistic way, that is to conduct mere bombardments or preliminary bombardments before the actual ground battle takes place, not as a substitute for divisional artillery.
- Change in Sudden Death rules: A successful Sudden Death check will terminate the scenario with a „End normal“ event now, instead of an automatic Allied victory. This applies to the Sudden Death line - now called Sudden End line - and to the EEV driven checks
- Allied Force Loss Intolerance has been set to 150%.
- Dropped the EEV timer option. Instead, both in human vs. human games and in games vs. the PO, the EEV drops over time as the Germans get stronger
- New house rule: Western map edge south of the Tiber
- The Sudden End Line at the NW map edge has been taken back 1 hex behind the Tiber river.
- A battalion of 362. Inf.Div. will be deployed on the northern bank of the Tiber river if the Allies approach Rome. The units will be in static mode so that they can entrench, but not move. They will change to garrison mode on turn 45 and be finally released on turn 58.
- Slight TO&E change for the Landeschützen-Btl.676

Version 2.6

- Expanded the map both east and west two hexes to reduce interdiction levels.
- Reworked Allied PO air support options.

- Reworked the EEV engine and 'Sudden Death' probabilities. EEV locations are now marked with red stars (optional map bitmap).
- Dropped the Valmonte EEV trigger area for the PO
- Added 'Sudden Death Line': Valmontone Gap - Campagna di Roma
- The US Rangers can no longer be divided. They are now section sized for the TOAW engine's mechanics, but display a battalion size symbol.
- Fixed some event bugs and deployment errors.
- Set Attrition Divider to 25
- Slightly reduced Allied and German tank replacements
- Slight reduction in infantry replacements
- US 540th Engineer Regiment is now under garrison orders at Anzio and X-Ray beach. This unit was tasked with handling supply unloading, beach preparation and maintenance.
- Minor changes in US unit TO&Es
- Terrain changes in the Ardea sector based on historical aerial photography. Added more wadis and an additional road northeast of Ardea.
- New Extended Briefing. Original briefing now created with Adobe InDesign CS5.5 and exported to PDF. The new briefing is a bit more detailed. Also new section (1.3 The Battlefield), several other sections expanded, new graphics.
- Fixed a bug with the third activation of MATBF that caused that formation to instantly withdraw (delay was missing with the withdrawal event).
- In this context rearranged Allied airforce colors. MATBF third activation caused withdrawal of US Navy due to similar unit counter colors.

Version 2.0

- Reworked the Naval System.
- Reworked the Briefing.
- Reworked MapOptional2.bmp.
- Slightly changed Br 1st, US 3rd and US 45th Infantry Divisions' objective tracks. They have been put slightly apart to remedy 'choke point issues' with Elmer at Osteriacchia and Cisterna.
- Added alternative graphics for tiles_marsh that represent irrigation canals.
- Map revision: Added more rivers that were present in the 1km/hex version. Lateral road south of Moletta creek, lateral road Cisterna - Osteriacchia. Placenames: corrected misspellings, added river names and some mountains, changed some place name styles.
- Set 36th Combat Eng Regt to 'screen' orders.
- Made 36th and 39th Combat Engineer Regiments foot movement units. This should help with the difficult terrain at the Moletta and thus add to coastal road security for the Allied PO.
- Deleted Event 368. The Allied PO will now be more aggressive during the initial storm period.
- Deleted the German divisional supply units. There were too many. Now the Germans have 3 supply units (one for 14. Armee and one for each Korps).
- The PO will have static supply units now.
- Corrected a buggy event controlling the Allied PO's objective tracks.
- Changed 540th Combat Engineer Regiment's objective track. The formation should now guard the Aprilia sector.
- All units now have veteran status. Variations in final proficiencies were too pronounced.
- Deleted the unit withdrawal messages in the news report, since it would have provided too much 'free' intelligence (e.g. TOs used) to the other player.
- Changed various unit proficiencies.
- Removed German supply point at 14/2.
- Checked the torpedo flag for the SM 79 III (again)
- Reduced Luftwaffe unit proficiencies from 75 to 70.
- Reduced German aircraft replacements.

- Added a new house rule: German naval bombers may not attack land targets in any fashion.
- Recolored German guided missile bomber and Balkan torpedo bomber unit icons and changed their cooperation levels to minimize effects of the PO's unrealistic use of these units for combat support or interdiction.
- The Balkan Air TO now costs 10 VPs instead of 5.
- Corrected a bug with the Balkan Air TO
- Reduced the range of the German 21cm railroad gun as previously it could reach Allied airfields

Version 1.1

- Changed German Railroad Artillery Supply Distribution Efficiency to 80%.
- Changed German Flak Supply Distribution Efficiency to 65% to reduce ground combat use to a more realistic level.
- Naval AA gun's Anti-Aircraft values have been increased by a factor of 2.5. These guns are used by Allied cruisers only.
- He-177 and SM 79 III anti-shipping values have been reduced to 120.
- Some German Infantry units use 'fixed' trucks now. This allows for a motorized movement rate on the first turn the unit moves. On the following turn these units switch to foot movement. Affected units are: II/Brandenburg Regt 3 and 1.FJ Div's Kampfgruppe Schulz. The PO will use normal motorized units however, and for this purpose there are two versions of these units in the svenario