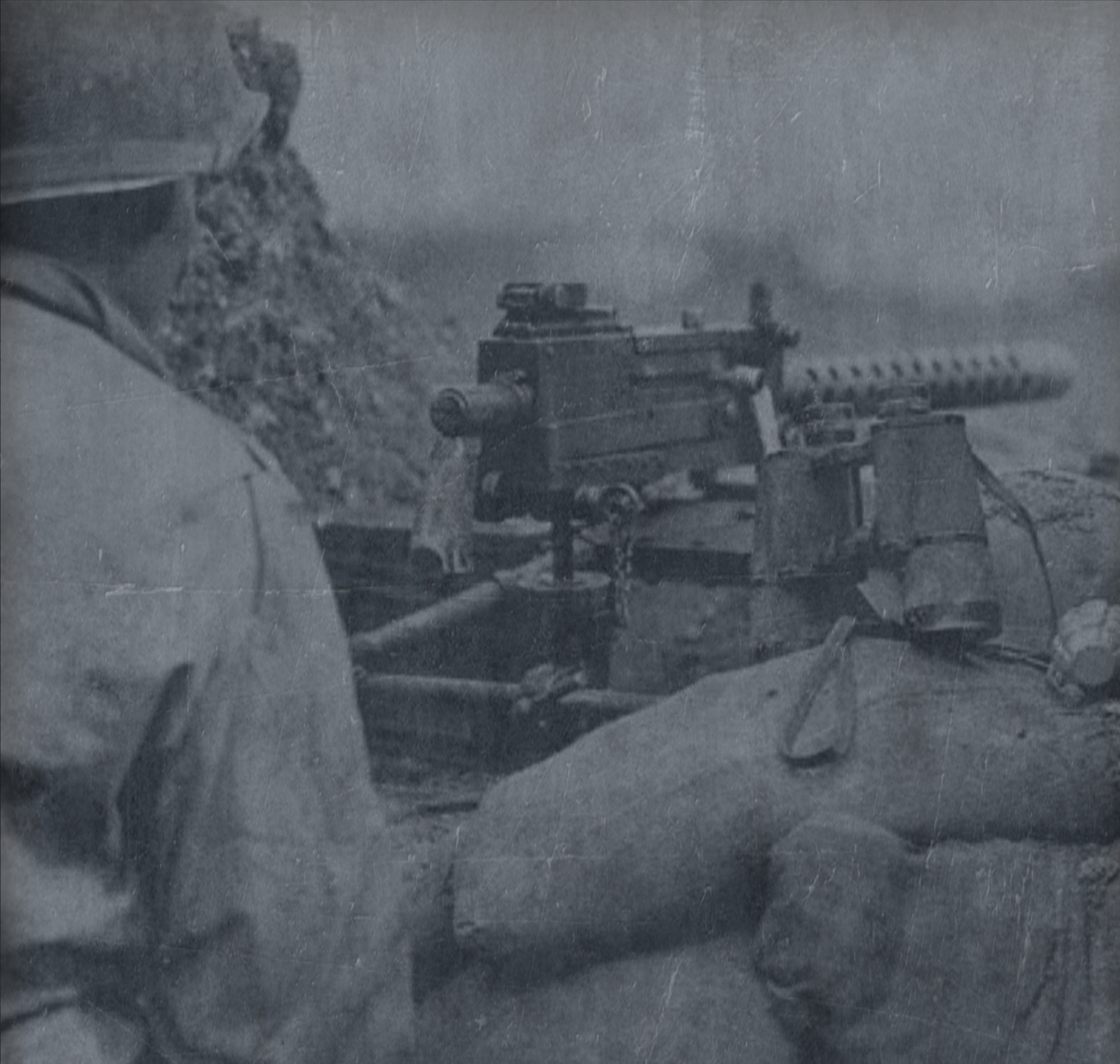




# Anzio 1944 @ 2 km

**Scenario Manual**

# Anzio 1944 @ 2 km

**A scenario for The Operational Art of War IV**

**Scenario Version 3.0**

Designed by Stefan Göhring  
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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 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](#).

## 1.2 Scenario Parameters

Playable as PBEM (Play by Electronic Mail) or Human vs. PO (Programmed Opponent - either side)

Date: January 22nd - February 18th, 1944  
Location: Anzio, Italy  
Map Scale: 2 km per hex  
Time Scale: Half day turns

Unit Scale: Battalion  
Length: 25 - 60 turns

Max. Rounds per Battle: 3  
Attrition Divider: 25  
Naval Attrition Divider: 25  
Combat Density Penalty: 120  
Supply Cost for Movement: 80  
Readiness Cost for Movement: 80  
Entrenchment Rate: 70

The scenario uses a special equipment file with adjusted artillery ranges. Despite the 2 km scale, Movement Bias has been unchanged. It can be played with the new supply rules and the new turn order rules. Note that in addition to this briefing there is an Excel file (containing the reinforcements schedule for each side) in the scenario folder.

## 1.3 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.

## 1.4 Unit Colors

### German 14. Armee

|                                                                                                                |                                                                                                                   |
|----------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
|  3. PzGren. Division          |  65. Inf. Division             |
|  15. PzGren. Division         |  71. Inf. Division             |
|  26. Panzer Division          |  114. Jäger Division           |
|  29. PzGren. Division        |  362. Inf. Division           |
|  90. PzGren. Division       |  715. Inf. Division (t.mot.) |
|  KG Schulz, 1. FJ Div       |  4. FJ Division              |
|  Panzer Div. Hermann Göring |  I. Fz Korps                 |
|  SS Polizei                 |  Heerestruppen               |
|  16. SS PzGren. Div.        |  Ersatzheer, Infanterie      |
|  Luftflotte 2               |  Luftflotte 2, Nachtjäger    |

### US VI Corps

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





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### 1.5 Force Parameters

| Parameter          | VI Corps | 14. Armee |
|--------------------|----------|-----------|
| Force Proficiency  | 80       | 85        |
| Night Combat       | 40       | 45        |
| Supply Stockpile   | 25       | 20        |
| Electronic Support | 33       | 33        |

## 2.0 GENERAL EVENTS & FEATURES

### 2.1 Victory Conditions

#### General

Historically neither side achieved its operational objectives. The Allies were not able to advance onto the Alban Hills and force a general retreat 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 this will result in their victory.

#### 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. Or he can achieve a 'Sudden Death' victory by achieving the ultimate goal, the capture of 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 cannot score a Sudden Death victory by capturing certain key locations (this has changed since the latest version). However, the Allied player can cause an 'early end' of the scenario by his actions, that is by territorial gains towards Rome, the Alban hills (Colli Laziali) and the Valmontone gap. In this case the scenario ends with the normal VP calculations which in most, but not all, cases will result in an Allied victory. Whether this 'early ending' means an Allied victory or only a draw or even worse is not only dependent on possession of VP locations, but also on VP costs paid for Theater Options chosen (by both sides) and on the Allied Loss

penalty. For further detail, see the following sections.

#### Victory Points

There are a total of 500 Victory points on the map; the table below shows the number of VPs needed for a specific victory status. This should also 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 VPs can make a difference of one victory level.

| Victory Status       | VPs 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      |

The VP distribution on the map reflects the historical outcome of the battle, as well as operational plans and objectives. The 'zones' shown on the map should help players to understand how the VP based scenario outcome reflects the historical situation(s).



Note that the range for a Draw is 100 VPs and the transition point from a marginal defeat to a draw is set at 200 VPs. Any outcome between the maximum Allied advance and the maximum German advance 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.

### 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. 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.



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 hands (totaling 72 EEV points). Note that there will be only one probability check per EEV value (i.e. the check is NOT 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 drops over time as the Germans receive significant reinforcements. The EEV will automatically fall by 4 points until turn 20, but no more. Note that there is a slight variation on when the EEV drops will occur.

### The Sudden End Line

This is the border 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. It is assumed that if the Allies advance that far the German command would have ordered 10th Army to withdraw from the Gustav lines due to their line of communications in danger of getting cut off. The 'Sudden End' 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.

## 2.2 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.

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

#### 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.

### 2.4 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.

#### House Rule:

On storm turns the Allied navy cannot support ground units and must be moved into the distant sea hexes.

### 2.5 Unit Withdrawals

#### Germans

| 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                                       |
| 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 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 → [Delay Unit Withdrawals](#)).

#### Allies

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



## 2.6 Replacements

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.

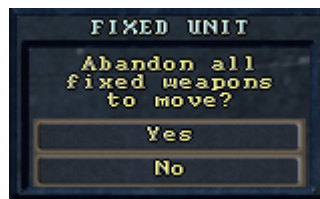
## 2.7 Motorization

### Allies

To realistically model the conditions of an amphibious landing, the assault battalions 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:



## 2.8 Early End (or 'accepting the stalemate')

To give a more 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.

## 2.9 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). Part of that road is in distant hexes and can't be

interdicted or bombed directly by Allied aircraft.

### House Rule:

The Allied player is not allowed to enter or attack any hex on this bypass road.

## 2.10 Supply

### 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 → *Counteroffensives*).

### 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 1 - Supply Radius: 3

Turn 3 - Supply Radius: 4

Turn 4 - Supply Radius: 5

### 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

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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.

### 2.11 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 off-map road on the southeastern map edge so that it can be sent anywhere the German player wishes.

### 2.12 Allied Force Loss Intolerance

The Allied Force Loss Intolerance has been set to 150%. This shall not only reflect how adverse the Western Allies were to losses in regard to public opinion both in the US as in Britain, but 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 other mechanic/automatic weapon systems.

## 3.0 THEATER OPTIONS (TOs)

### 3.1 Allied Theater Options

#### The 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 the TO to drop the Regiment into its designated drop zone south of Aprilia at a cost of 50 VPs, and the regiment will be dropped around Aprilia on turn 2. Note that using this TO allows 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:

**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.

Hex distances and aircraft ranges have been arranged to prevent both air forces from reaching each others' airfields. Still, the entire battlefield is within aircraft range and can be covered by interdiction or ground

support missions. This had to be done to prevent the PO from waging an ahistorical airfield-to-airfield war instead of using air for interdiction and/or combat support. Note that some of the German air units actually were based in Southern France and the Balkans. The TOAW engine would have allowed these airfields to be attacked several times within twelve hours (one turn) by bombers that were historically based in the Naples area, and this would have been absurd and unrealistic. It is strongly recommended that players turn the 'Air Staff Assistant' off.

#### House Rule:

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.

## 3.2 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 and 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 small 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.

| Units                                 | 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, is initially 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 or in February. The German player has the option to release the Kampfgruppe at a cost of 15 VPs. This TO is 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



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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 TOs 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 fine-tune 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.

### Delay Unit Withdrawals

On February 8th Kesselring gave orders to 14. Armee to exchange 71. Inf.Div. and elements of 15. Pz.Gren. Div. with 29. Pz.Gren.Div. from 10. Armee. The exchange should take place between February 9th and 13th (see also → [2.5 Unit Withdrawals](#))

The German player, depending on the situation, may face difficulties in filling the temporary gaps this massive withdrawal causes in his front line. 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 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.

### Luftwaffe Reinforcements and Withdrawals

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

| Theater Option               | VP cost                                         | Availability / Trigger Event                                       | Aircraft type |
|------------------------------|-------------------------------------------------|--------------------------------------------------------------------|---------------|
| Balkan Air (Torpedo Bombers) | 10                                              | Turn 3<br><i>will be withdrawn after 10 turns</i>                  | SM 79 III     |
| Request I/JG 53              | 1VP per 2 turns<br><i>until withdrawn by TO</i> | Turn 12                                                            | Me-109        |
| Withdraw I/JG 53             | -                                               | I/JG 53 TO selected                                                | Me-109        |
| Withdraw I/LG 1              | -                                               | Turn 12<br><i>I/LG 1 will be withdrawn within 3 turns</i>          | Ju-88         |
| Request I/KG 30              | 3                                               | 4-6 turns after I/LG 1 withdraws;<br><i>arrives within 3 turns</i> | Ju-88         |
| Request I/JG 2               | 1VP per 3 turns<br><i>until withdrawn by TO</i> | Turn 15                                                            | Fw-190        |
| Withdraw I/JG 2              | -                                               | I/JG 2 TO selected                                                 | Fw-190        |
| Request ZG 76                | 5                                               | Allies activate MASAF 1                                            | Me-110        |
| Request II/NJG 6             | 3                                               | Allies activate MATBF 2                                            | Me-110        |
| Request NAGr 12              | 3                                               | Allies activate US XII ASC 4                                       | Me-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 G55    |

## 4.0 HOUSE RULES (Summary)

1.) The Allied Navy must be moved into distant sea hexes (10,31 and surrounding hexes) on storm turns.



2.) 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).

3.) No units of MATBF and MASAF, except the fighters assigned to MASAF (1st and 325th Fighter Groups), may be placed on combat support or interdiction missions. They can be used in direct air strikes only, including those in support of ground attacks.



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 type and 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" (0/10 and adjacent two road hexes) 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. You could also call it a 'quick 'n dirty' version of Anzio 1944. While this version might lack the depth of its sister scenario it might be better suited to the TOAW III engine due to its map and especially its unit scale. But the most significant, and maybe only, advantage of re-designing Anzio at this scale is that this version is much better suited to the TOAW III AI. The 1km/hex version lacked a PO, among other reasons due to the lack of free event slots. Most of the 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. As in my earlier Anzio scenario I adjusted artillery and aircraft ranges in the equipment file, along with various editor variables. For game play 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 worse instead of designating every hex in the coastal plain a marsh hex. However this could be changed in later versions, depending on player experience and feedback.

### 5.2 00B, 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. 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 a 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 special 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 would 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 examples. This allows different replacement rates for British and American units as well as for the various special forces involved in the battle which didn't draw their replacements from the regular manpools (e.g. the Rangers, the FSSF, the Brandenburgers). 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. Furthermore 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 equipment actually used by the scenario has been modified.

The Germans fielded a number of 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.

#### 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



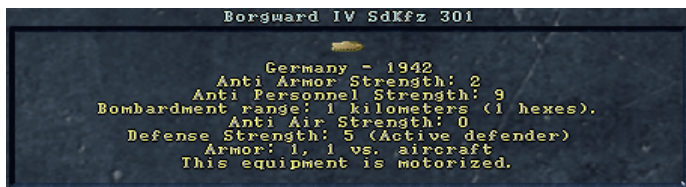
area, but once within enemy small-arms range the driver would exit and switch it to radio control. The B-IV was then remotely controlled from a tank or armored vehicle which would steer it towards the target. On reaching its destination a wedged-shaped container with 450 kg of high-explosives on the nose 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 3./s.Pz. Abt. 504 (Tiger) and Pz.Abt. 301 (Fkl.).

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 direct impact on enemy entrenchment level during combat (note that shell weight is not visible in TOAW and requires use of an external (equipment or text) editor ).



## 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.



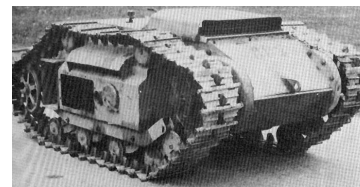
## Semovente 105/25 ( StuG M43 195/25 853(i) )

The Semovente 105/25 was the final development of

the Italian assault gun series, equipped with a 105mm Gun. It's Wehrmacht denomination was the rather cumbersome StuG M43 195/25 853(i). In December 1943 a total of 27 M43s were in service with the 336. Infanterie Division and the 26. Panzer Division. A year later, 66 were in service with Army Groups C and F in Italy and the Balkans.



## Goliath leichter Ladungsträger



In a similar fashion to the B-IV, the Goliath remote controlled demolition vehicle is modeled as an artillery piece with a

range of 1 and a shell weight of 100. It was issued to Pz.Pio. Kompanien 811 and 813 and at Anzio it proved rather useless due to the battlefield's difficult terrain and mud.

## 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       | Game | 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

A PO (Programmed Opponent) is programmed for both sides. While playing against the PO player

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should consider that it is simply impossible for the PO to adhere to house rules. This affects mainly the guarding requirements on 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 show some mercy regarding the southeastern map edge if the PO leaves it unguarded. Blowing the bridges over the Mussolini Canal will in most cases prevent Elmer from undertaking any adventures in the Littoria sector. Generally, house rules are more of an issue with the Allied PO than the German.

On the map bottom there is a row of three 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 by the Luftwaffe before the storm period will not re-enter, though this is not true for the DD/DE units and for technical reasons these will re-enter at full strength.

### 5.6 Terrain and Terrain Modifications

The scenario uses the new 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 constitute one of the rare terrain features in the otherwise flat, featureless and open coastal plain. These locations have been set to an entrenchment level of 10%.



Marsh terrain has been altered to represent irrigation canals. This is only for 'chrome' reasons within the scenario. For players that don't use the new .png graphics there is also a .bmp version of the customized marsh terrain in the supplied scenario graphics folder. Players may note the difficult terrain on the western part of the map, northwest of the Bosco di Padiglione. 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 obstacles for vehicles. Note that most of the river hexes in this sector contain 'badland' terrain which can only be entered by foot movement units.

### 5.7 Other Scenario Specific Graphics

The scenario uses a modified version of numbers.bmp or 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 the US Ranger battalions to display the battalion size indicator while technically and internally within the TOAW engine the units are section sized, which makes them incapable of sub-division. This was necessary as the PO makes extensive use of the ability to sub-divide units (especially those with the special forces icon) and this prevents sub-division occurring. Players will find additional graphics files in three subfolders of the scenario's graphics folder (usually in ...\\Matrix Games\\The Operational Art of War III\\Graphics). These contain several versions of numbers.bmp/.png that fit better with the most common unit counter mods than the default ones. By default, the scenario uses the TOAW 3.4 standard .png version - numbers.png.

## 6.0 APPENDIX

### 6.1 Abbreviations & 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,

|                                                                                                                                             |                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Reconnaissance                                                                                                                              | <b>KG (Air)</b> – Kampfgeschwader, Medium Bomber Wing                                                                                                   |
| <b>AW</b> – Automatic Weapons                                                                                                               | <b>KG (ground)</b> – Kampfgruppe                                                                                                                        |
| <b>BrüKo, Brückenkolonne</b> – Bridging Column                                                                                              | <b>Ko.</b> – Kompanie, Company                                                                                                                          |
| <b>CM, ChM</b> – Chemical Mortar                                                                                                            | <b>KSLI</b> – King's Scottish Light Infantry                                                                                                            |
| <b>DD</b> – Destroyer                                                                                                                       | <b>LAA</b> – Light Anti-Aircraft                                                                                                                        |
| <b>DE</b> – Destroyer Escort                                                                                                                | <b>Landsch., LS</b> – Landeschützen, as in Landeschützen-Bataillon, Home Guard                                                                          |
| <b>Eisb.Art.</b> – Eisenbahn-Artillerie, Railroad Artillery                                                                                 | <b>le.</b> – leicht, light (in unit names, i.e. le. Flak Abt.; or see below)                                                                            |
| <b>EEV</b> – Event Editor Variable                                                                                                          | <b>le FH</b> – leichte Feldhaubitze, light field howitzer                                                                                               |
| <b>Ersatzheer</b> – Replacement Army                                                                                                        | <b>Lehr</b> – in unit names: Training                                                                                                                   |
| <b>FA</b> – Field Artillery                                                                                                                 | <b>LG</b> – Leichtgeschütz, Light Gun, a recoilless gun for airborne divisions                                                                          |
| <b>Fallsch.Jg.Rgt.</b> – Parachute Regiment                                                                                                 | <b>LG (air unit)</b> – Lehrgeschwader, Training Wing                                                                                                    |
| <b>FEB, Feldersatz-Bataillon</b> – Replacement Battalion                                                                                    | <b>Luftflotte</b> – Air Fleet                                                                                                                           |
| <b>Feld.-Gend., Feldgendarmarie</b> – Military Police                                                                                       | <b>LW</b> – Luftwaffe, Air Force                                                                                                                        |
| <b>FH</b> – Feldhaubitze, Field Howitzer                                                                                                    | <b>MASAF</b> – Mediterranean Allied Strategical Air Force                                                                                               |
| <b>Fkl.</b> – Funklenk, Remote-Control                                                                                                      | <b>MATAF</b> – Mediterranean Allied Tactical Air Force                                                                                                  |
| <b>Flamm Pz.</b> – Flame Tank                                                                                                               | <b>MATBF</b> – Mediterranean Allied Tactical Bomber Force                                                                                               |
| <b>Flak-Erdkampfschule Süd</b> – Flak Ground Combat School South                                                                            | <b>MMG</b> – Middlesex Machine Gun Battalion                                                                                                            |
| <b>Fosso (ital.)</b> – (Irrigation) ditch, stream, creek,                                                                                   | <b>Mörser</b> – Mortar                                                                                                                                  |
| <b>Fs</b> – Fallschirm- (as a prefix in unit names), Parachute                                                                              | <b>Nachschub</b> – Nachschub, Supply                                                                                                                    |
| <b>Fschjg.Div.</b> – Parachute/Airborne Division                                                                                            | <b>Nachtjäger</b> – Night Fighters                                                                                                                      |
| <b>FSSF</b> – First Special Service Force                                                                                                   | <b>NAGr</b> – Nahaufklärungsgruppe, Short Range Reconnaissance Group (aerial)                                                                           |
| <b>Füs.</b> – Füsilier, designation for German Infantry Reconnaissance Battalion                                                            | <b>Nebelwerfer</b> – German Rocket Artillery (Nebelwerfer literally means smoke or fog launcher and refers to the initial design purpose of the weapon) |
| <b>Gen.d.Pz.Trp.</b> – General der Panzertruppen, General of the Armored Forces                                                             | <b>NJG</b> – Nachtjäger Geschwader, Night Fighter Wing                                                                                                  |
| <b>Geschütz</b> – Gun (as in EB Geschütz ~ Railroad Gun)                                                                                    | <b>NSGr</b> – Nachtschlachtgruppe, Night Fighter Bomber Group                                                                                           |
| <b>GR, Gren.Rgt.</b> – Grenadier Regiment (a German Infantry Regiment)                                                                      | <b>Ox &amp; Bucks</b> – Oxfordshire and Buckinghamshire Light Infantry                                                                                  |
| <b>Granatwerfer</b> – Grenade Launcher, Mortar                                                                                              | <b>PaK</b> – Panzerabwehrkanone, Anti-Tank Gun                                                                                                          |
| <b>Gruppo C.</b> – Gruppo Cacciatore (ital.), Fighter Group                                                                                 | <b>RA</b> – Royal Artillery                                                                                                                             |
| <b>H., Heer(es)</b> – Army-, of the Army                                                                                                    | <b>RE</b> – Royal Engineers                                                                                                                             |
| <b>H.Art.Abt.</b> – Heeres-Artillerie Abteilung, Army/Field Artillery Battalion                                                             | <b>RCT</b> – Regimental Combat Team                                                                                                                     |
| <b>Heeres-Truppen</b> – Army Troops                                                                                                         | <b>RM</b> – Royal Marines                                                                                                                               |
| <b>HG</b> – Hermann Göring (Pz.Div. "Hermann Göring")                                                                                       | <b>PBEM</b> – Play by Electronic Mail                                                                                                                   |
| <b>HKA</b> – Heeres-Küsten-Artillerie, Coastal Artillery (of the Army)                                                                      | <b>PFA</b> – Parachute Field Artillery                                                                                                                  |
| <b>IG</b> – Infanteriegeschütz, Infantry Gun                                                                                                | <b>Pio., Pionier</b> – Engineers                                                                                                                        |
| <b>Jäger-Div.</b> – Jäger-Division; a light, fast Infantry Division                                                                         | <b>PO</b> – Programmed opponent (TOAW's AI)                                                                                                             |
| <b>JG</b> – Jagdgeschwader, Fighter Wing                                                                                                    | <b>Polizei</b> – Police                                                                                                                                 |
| <b>Jg.Rgt.</b> – Jäger-Regiment                                                                                                             | <b>PzG, Pz.Gren.</b> – Panzergrenadier, Armoured or Motorized Infantry                                                                                  |
| <b>Kanone</b> – Cannon, the German army used this designation for guns that were intended for counterbattery fire (e.g. the 17cm Kanone 18) | <b>PzGR, Pz.Gren.Rgt.</b> – Panzergrenadier Regiment                                                                                                    |



## Anzio 1944 @ 2 km

**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, special purpose vehicle, usually a categorization 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

**sIG** – 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 (sometimes a euphemism for Penal Battalion)

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

## 6.2 Orders of Battle

### German 14. Armee

| Formation                  | Main Combat Elements                                                                             |                                                                                                                                                                                               | Artillery          | Misc                                              | Proficiency    |    |
|----------------------------|--------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|---------------------------------------------------|----------------|----|
|                            |                                                                                                  |                                                                                                                                                                                               |                    |                                                   | Formation/Unit |    |
| 3. Pz.Gren.Div.            | Pz.Abt. 103                                                                                      | Pz.Gren.Rgt. 29 (3)                                                                                                                                                                           | I., III./3         | H.Flak-Abt. 312, Pio.Btl. 3                       | 80             | 75 |
| KG Ens (15. Pz.Gren.Div)   | Pz.Gren.Rgt. 104 (2)                                                                             |                                                                                                                                                                                               | I., III./33        |                                                   | 80             | 75 |
| 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 | 80             | 75 |
| 29. Pz.Gren.Div.           | PzAbt 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   | 80             | 75 |
| 90. Pz.Gren.Div. (v. Behr) | II./Pz.Gren.Rgt. 200                                                                             |                                                                                                                                                                                               | III./190           | Feldersatz-Btl. 190                               | 80             | 75 |
| 65. Inf.Div.               | Gren.Rgt. 145 (2), Gren.Rgt. 147 (2)                                                             |                                                                                                                                                                                               | I., II., IV./165   | Füs.Btl. 165, Pio.Btl. 165                        | 80             | 75 |
| 71. Inf.Div.               | Gren.Rgt. 194 (2)                                                                                |                                                                                                                                                                                               | II., III., IV./171 | Füs.Btl. 171, Pio.Btl. 171, Pz.Jg.Abt. 171        | 80             | 75 |
| 114. Jäger Div.            | Jg.Rgt. 721 (3), Jg.Rgt. 741 (3)                                                                 |                                                                                                                                                                                               | II., III./661      | Füs.Btl. 114, Pio.Btl. 114, Pz.Jg.Abt. 114        | 75             | 70 |
| 362. Inf.Div.              | Gren.Rgt. 955 (2), Gren.Rgt. 956 (2)                                                             |                                                                                                                                                                                               | II., III./362      | Füs.Btl. 362, Pio.Btl. 362                        | 75             | 70 |
| 715. Inf.Div.              | Gren.Rgt. 725 (3), Gren.Rgt. 735 (3)                                                             |                                                                                                                                                                                               | I., II./671        | Pio.Btl. 715                                      | 75             | 70 |
| KG Schulz (1. Fschjg.Div.) | III./Fallsch.Jg.Rgt. 1, Fallsch.MG.Btl. 1                                                        |                                                                                                                                                                                               | -                  | -                                                 | 85             | 80 |
| 4. Fschjg.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                        | 75             | 70 |
| Pz.Div., Hermann Göring'   | I./Pz.Rgt. HG, V./Art.Rgt. HG                                                                    | II./Pz.Gren.Rgt. 1 HG, I./Pz.Gren.Rgt. 2 HG, HG Alarm Btl., HG Schule                                                                                                                         | Art.Rgt. HG        | I./Flak-Rgt. HG, Pz.Pio.Btl. HG, Pz.Aufkl.Abt. HG | 80             | 75 |
| KG 16. SS Pz.Gren.Div.     | II./SS Pz.Gren.Rgt. 35, II./SS Pz.Gren.Rgt. 36                                                   |                                                                                                                                                                                               | 1 Art.-Batterie    | 1 Pz.Jg. Ko.                                      | 80             | 75 |
| Heerestruppen              | Infanterie                                                                                       | Gren.Rgt. 1027 (3), Gren.Rgt. 1028 (3)                                                                                                                                                        |                    |                                                   | 75             | 70 |
|                            |                                                                                                  | Inf.Lehr-Rgt. (3), H.Pio.Btl. 60, Füs.Btl. 356                                                                                                                                                |                    |                                                   | 80             | 75 |
|                            |                                                                                                  | II./Brandenburg Rgt. 3                                                                                                                                                                        |                    |                                                   | 90             | 80 |
|                            |                                                                                                  | LW Jg.Btl. 7 z.b.V.                                                                                                                                                                           |                    |                                                   | 75             | 70 |
|                            |                                                                                                  | Fallsch.Lehr-Btl., LW Pio.Btl. XI. Fl.K.                                                                                                                                                      |                    |                                                   | 80             | 75 |
|                            | Sicherungen, Polizei                                                                             | Landsch.Btl. 676, Sich.Btl. 936                                                                                                                                                               |                    |                                                   | 70             | 55 |
|                            |                                                                                                  | SS Polizei Btl. Rom                                                                                                                                                                           |                    |                                                   | 75             | 70 |
|                            | Panzer & Panzerjäger                                                                             | 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            |                    |                                                   | 80             | 75 |
|                            | Artillerie                                                                                       | Art.Abt. XI. Fl.K., III./H.Küst.Art. It.-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 |                    |                                                   | 85             | 75 |
|                            | Flugabwehr                                                                                       | 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)                                                   |                    |                                                   | 80             | 75 |

Note: 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            | Regiments/Brigades/Main Combat Elements                                | Artillery Battalions | Miscellaneous                                          | Proficiency    |    |
|----------------------|------------------------------------------------------------------------|----------------------|--------------------------------------------------------|----------------|----|
|                      |                                                                        |                      |                                                        | Formation/Unit |    |
| US 3rd Inf Div       | 7, 15, 30                                                              | 9, 10, 31, 49        | 10 Eng Bn                                              | 80             | 75 |
| US 45th Inf Div      | 157, 179, 180                                                          | 158, 160, 171, 189   | 120 Eng Bn                                             | 75             | 70 |
| 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                          | 80             | 75 |
| 6615th Ranger Force  | 1st, 3rd, 4th Ranger Btls., 509 Para Bn                                | 83 ChM Bn            | -                                                      | 85             | 85 |
| FSSF                 | 1st, 2nd, 3rd Regts                                                    | 456 Para FA Bn       | -                                                      | 85             | 85 |
| 504th Para RCT       | 504                                                                    | 376 Para FA Bn       | -                                                      | 80             | 75 |
| Br. 1st Inf Div      | 2, 3, 24                                                               | 2, 19, 67            | 1 Rec. Regt, 81 Atk Regt, 46 Roy. Tk Regt, 90 LAA Regt | 80             | 75 |
| Br 56th Inf Div      | 167, 168, 169                                                          | -                    | -                                                      | 80             | 75 |
| Commando Force       | No. 9 Co., 42 RM Co.                                                   | -                    | -                                                      | 90             | 85 |
| VI Corps Engineers   | 36, 39, 540                                                            | -                    | -                                                      | 75             | 70 |
| Tank & TD Bns        | 191 Tank Bn, 751 Tank Bn, 601 TD Bn, 645 TD Bn, 894 TD Bn              |                      |                                                        | 75             | 70 |
| Corps Artillery      | 84 ChM Bn, 1-36, 1-77, 69, 141, 938, 976 FA Btls                       |                      |                                                        | 75             | 70 |
|                      | 24 Field Regt, 80 Med Regt                                             |                      |                                                        | 80             | 75 |
| AAA Bns              | 68 CA Regt, 216 AAA Gun Bn, 441 AW Bn, 443 AW Bn, 451 AW Bn, 536 AW Bn |                      |                                                        | 75             | 70 |

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- Greiner, Helmuth und Schramm, Percy Ernst - Kriegstagebuch des Oberkommandos der Wehrmacht (Wehrmachtführungsstab)
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- A. Beck, A. Bortz et al. - The Corps Of Engineers: The War Against Germany (CHM Pub 10-22, 1985)
- Martin Blumenson – Salerno to Cassino (US Army in WWII, The Mediterranean Theater of Operations; CHM Pub 6-3-1, 1969)

**Online Sources:**

Historical background chapter taken mainly from the English Wikipedia article "Operation Shingle":  
[http://en.wikipedia.org/wiki/Operation\\_Shingle](http://en.wikipedia.org/wiki/Operation_Shingle).

Websites in no particular order (some of the sites may have disappeared from the web):

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<http://www.6thcorpscombatengineers.com>  
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## Anzio 1944 @ 2 km

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<http://members.tripod.com/fssflhg/id18.htm>  
<http://cgsc.cdmhost.com/>  
<http://darbysrangers.tripod.com/id6.htm>  
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### 6.4 Credits

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Special thanks to Chris Horn ('General Staff') for proofreading the scenario documentation.

Contact the designer: [cariundel@yahoo.de](mailto:cariundel@yahoo.de)

## 7.0 HISTORICAL BACKGROUND

Recommended reading on the historical Anzio campaign would include the following:

<http://www.history.army.mil/books/wwii/anziobeach/anzio-fm.htm#cont> is the US Army's definitive account of the Anzio campaign as part of the 'AMERICAN FORCES IN ACTION SERIES' with a foreword by Dwight D. Eisenhower (Chief of Staff-US Army) (1947). Also available here: <http://www.ibiblio.org/hyperwar/USA/USA-A-Anzio/index.html#contents>.

In context with the broader war in Italy: **Fifth Army at the Winter Line - 15 November 1943 - 15 January 1944:** <http://www.history.army.mil/html/books/100/100-9/index.html> (provides pdf and/or html access)

### 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. On 21 November 1943, Field Marshal Albert Kesselring took over the 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. Sir Harold R. L. G. 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, men of the Fifth Army were fighting their 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, scrambling up precipitous mountain slopes where only mules or human packtrains could follow, the Allied forces struggled to penetrate the German defenses. By early January, Fifth Army troops 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



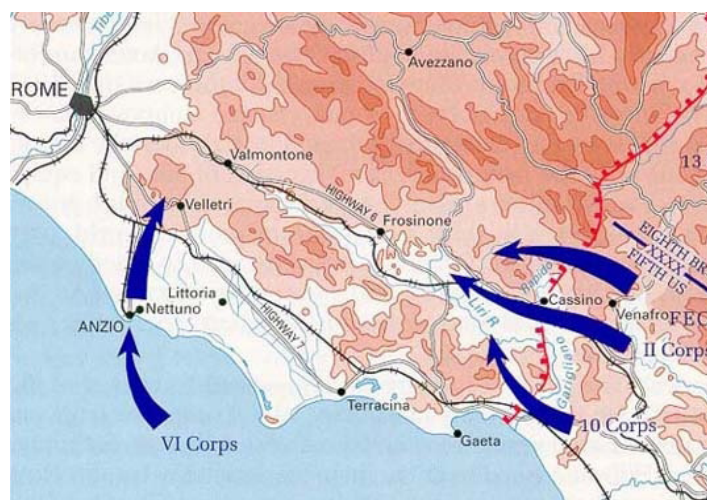
Line, Fifth Army faced another long and arduous mountain campaign.

## 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. 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 Tunis 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



*FM Albert Kesselring*

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 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. Lucas did not have full confidence in either his



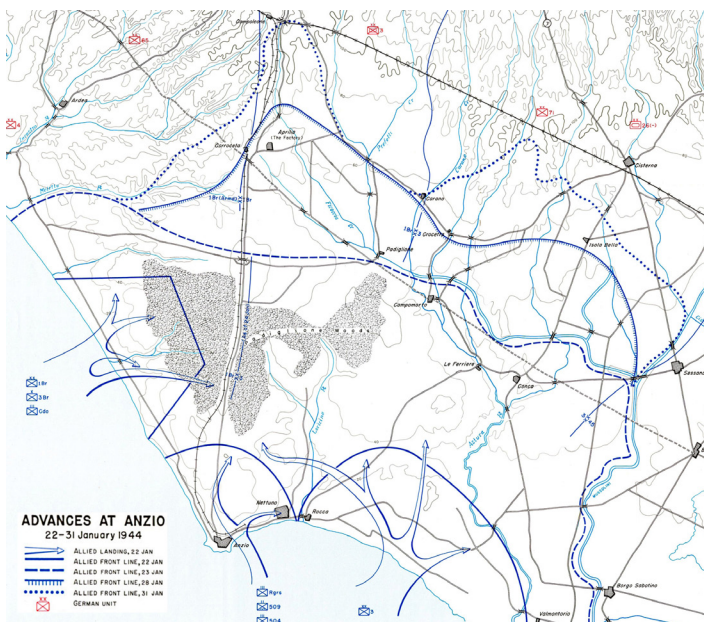
*Maj.-Gen. John P. Lucas*

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.



*Landings (22 January 1944) and Allied advance until 31 January 1944*

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

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



## Anzio 1944 @ 2 km

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 had to be postponed to February 1.

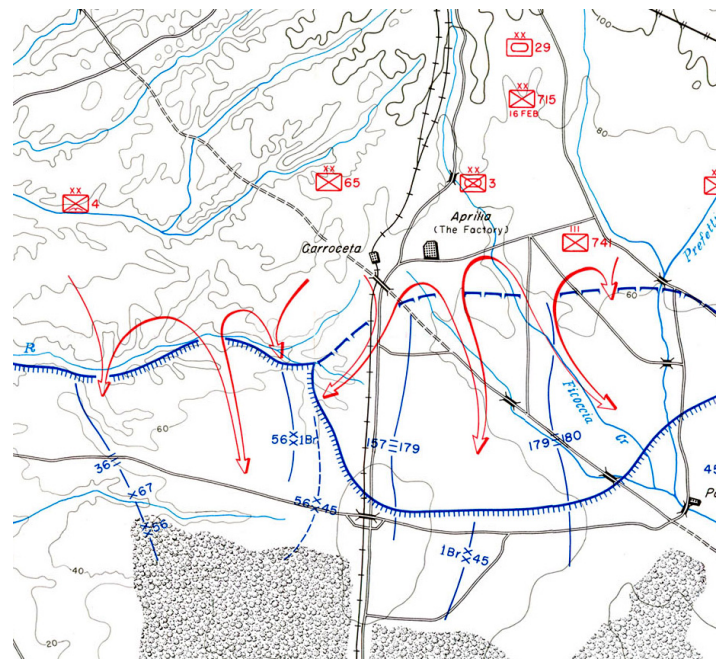
### 7.7 The Allied Offensive

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 Anziata 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 Anziata. 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 to reserve 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.



#### *Operation Fischfang*

On February 16 the Germans launched a new offensive (Operation Fischfang) down the line of the Via Anziata. 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

## Anzio 1944 @ 2 km

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to arrive from Leghorn. 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 north-west 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 loyally 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.

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, fearing another Battle of Stalingrad, had ordered Kesselring that there should be "no defense of Rome". 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.

## 8.0 VERSION HISTORY

### **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.
- LW Pio Btl XXII changed from untried to veteran status.
- Fixed unit size symbol for the anti-tank company of 719. Inf.-Div. (was battalion, now company)



- Reworked TO&E of 525. Panzerjäger Abteilung
- Fixed Sudden End Line events for the Valmontone Gap (the events did not fire due to event sequence)
- Conversion to TOAW IV

## Version 2.7

- LW Pio Btl XXII changed from untried to veteran status.
- Added two modified mapOptinal.bmp files to display EEV values of objectives directly on-map. Both files are available as PNG or BMP
- Fixed an issue with the Sudden Death Line in the vicinity Zagorolo - San Cesareo (radius with event was 1 hex too short)
- Set Formation Proficiency of 71. Inf.Div. to 80% (previously the Division had 100% Proficiency)
- 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. In most cases this will still be an Allied victory, but with increased Allied ‚Force Loss Intolerance‘ this is no more guaranteed (see also paragraph below).
- In this context the Allied Force Loss Intolerance has been set to 150%. The change shall not only reflect how adverse the Western Allies were to losses in regard to public opinion both in the US as in Britain, but 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 other mechanic/automatic weapon systems. I also strongly advise against any player agreements that limit the use of artillery in any fashion (the

so-called red-orange-green honour rule).

- 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. The EEV will automatically fall by 4 points until turn 20, but no more. Note that there is a slight variation on when the EEV drops will occur.
- New house rule: 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“ (0/10 and adjacent two road hexes) with a minimal force of 1 battalion plus two line companies.
- The Sudden End Line at the northwestern map edge has been taken back one 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 Landesschützen-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 TOAW