

# The Carroceto Salient

**Time:** Early February, 1944

**Place:** Near Carroceto, Italy, on the perimeter of the Anzio bridgehead

## Situation

Elements of the British 1<sup>st</sup> Infantry Division, supported by CCA of the US 1<sup>st</sup> Armored Division have attacked north from the Anzio bridgehead along the Via Anziate toward Campoleone Station. After initial gains, the German defenders stopped the advance after heavy fighting, leaving the British in a dangerous salient. Now the Allied forces have settled in to await the expected German counterattack.

## Forces

Each player (two Allied and two Axis) commands a 1500 point company force created from Festungs Europa, D-1 or any appropriate web article from Battlefront. Players are strongly encouraged to use historical forces to increase the overall feel of the game. A list of German and Allied company types appropriated for the game is included on a separate page. A player's force may not include air support. Each side also receives the following additional scenario forces as detailed in the Scenario Special Rules.

## Mission

German forces are to break the Allied line and capture the objective points (indicated by stars on the scenario map). If possible, mobile units are to exploit any breakthrough and advance into the Allied rear areas. The Allied mission is to hold their line.

## Deployment

Allied forces are deployed first. At least half of the total platoons in both Allied companies (not counting HQ platoons) are deployed on table. These can be distributed between the two companies as the players see fit. The remainder of the platoons are in reserve. One platoon may be placed in ambush. The Allied platoons may be deployed anywhere south of the red dashed line on the scenario map. In addition, the Allies may deploy a limited number of fortifications as listed in the Scenario Special Rules. If less than half of a company is initially deployed, the company HQ is in reserve and may enter as a normal reserve platoon. All Allied platoons deployed on table may be in prepared positions.

German forces are deployed second and may be set up anywhere north of the red dashed line on the scenario map and at least 16" from any visible Allied team or 12" from any Allied team not in LOS.

After both sides have deployed, conduct the Preparatory Bombardment as described in the Scenario Special Rules, followed by any reconnaissance moves. German Reconnaissance platoons may ignore any unit pinned by the preliminary bombardment for purposes of the 16" limitation on reconnaissance deployment.

The Germans have the first turn.

## Game Length

The Game lasts 12 turns (or until out of time).

## Victory Points

Each Objective controlled +3  
Each Objective contested +1  
(an objective can only be controlled or contested by one Allied or German company)

Each mobile German platoon exited from a road on the south edge +3  
(a mobile platoon is any tank platoon, or infantry or gun platoon with transport)  
(platoon must be above half strength)

Company suffered less than 10% losses +1  
Company suffered 11-25% losses +0  
Company suffered 26-50% losses -1  
Company suffered > 50% losses -3

Each platoon destroyed or routed by a platoon morale tests counts as destroyed. A platoon below half strength but not routed counts as  $\frac{1}{2}$  of a destroyed platoon. If a company fails a company morale test, any platoons below half strength are counted as destroyed. After the battle, the winners may count any bailed or bogged vehicles as active before determining platoon losses. The losing side must count all bailed and bogged vehicles as destroyed.

The higher point total is the winner. Determine level of victory as follows:

Greater than 3x opponent's score – Stunning Victory  
Greater than 2x opponent's score – Major Victory  
Greater than opponent's score – Minor Victory

## Scenario Special Rules

### Off Table Artillery

Any artillery units may be deployed off table as per the Across the Volga rules. Place a single artillery model or other suitable marker on the long table edge for that company. Measure all artillery ranges from this point (although the model is only a marker and not actually on-table). An artillery unit deployed off table counts as one of the Allied players on-table platoons for deployment purposes.

### Limited Fortifications

The Allied engineers have been limited by weather and enemy activity, but have been able to deploy a limited amount of fortifications. The Allies may use 15 points of fortifications from the list below. These must be placed in the Allied set-up area during deployment.

- Trench Lines            2 pts
- Barbed Wire            2 pts
- Mine Fields            5 pts
- Gun Pits                1 pt ea.

### Railway Guns

The Germans deployed a number of very large artillery pieces against the Anzio bridgehead. The German players receive "Limited Air Support" to represent these guns. The gunfire obviously cannot be intercepted or engaged by AAA. Place a template within the normal limitations for air support and roll to range in. If the ranging roll is failed, roll a d6 and move the template: 1-2 = 6" (i.e. one template width) to the east, 3 = 6" to the north, 4 = 6" to the south, and 5-6 = 6" to the west. Roll to hit any teams under the template at it's final position, needing a 4+ for each team. The fire is AT 6 and firepower 1+. Platoons under them template are pinned even if not hit due to the overwhelming size of the blast.

### Reserves

The Allied players roll for reserves as normal, with 1 die on turn 1, 2 dice on turn 2, etc. The Allied players are free to choose which platoon arrives with each success. Reserves must arrive at one of the roads on the South table edge.

### Preparatory Bombardment

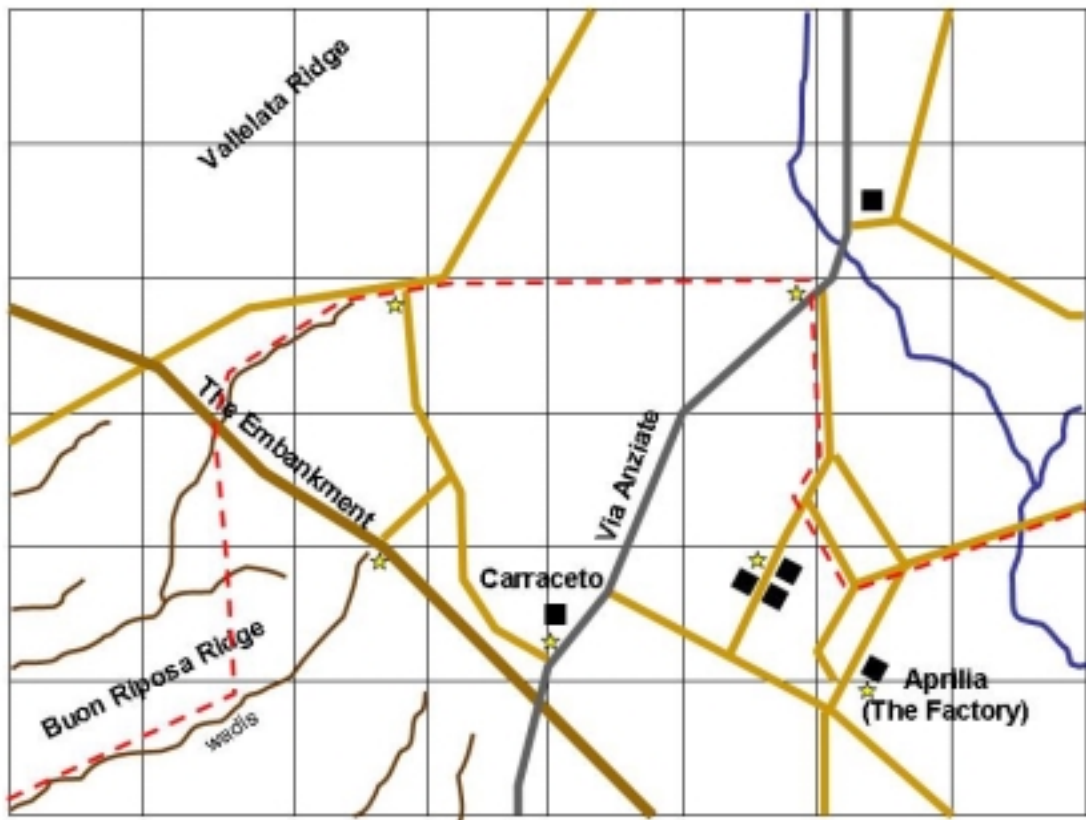
Just before the fight begins, the battle area is hit with a short, sharp bombardment by the entire division's artillery. The German observers have had the Allied lines under observation, so have zeroed their guns on target. Place nine artillery templates anywhere in LOS of any German team. Each template automatically ranges in on the first attempt and represents a veteran 4-gun bombardment with AT 4 and FP 4+. Multiple templates may be placed on the same team, etc.

### Multiple Companies

The game does not end if one company fails company morale.

#### Exploiting Success

If any German mobile platoon exits any road on the south table edge, the German player receives a victory point reward. Additionally, that road may no longer be used by Allied players as an entry point for reserves and the Allied players lose 2 reserve dice in their next turn.



## Terrain

- Rain and sleet have been falling for several days and the battlefield is muddy.
  - All open fields are treated as difficult terrain
  - Unimproved roads are treated as clear terrain
  - The Via Aziante is an improved road and treated as a road.
- The ridges are gentle and do not add to the difficulty of the terrain.
- The sides of the embankment are very difficult terrain. It provides bulletproof cover and concealment to teams adjacent to it and is a LOS block. An road runs atop the embankment west of the Via Anziata. East of the Via Anziata the embankment is not a road, but has remained relatively firm in the rain and is treated as normal cross country terrain.
- The wadis are steep sided, muddy, and full of water. Treat them as very difficult terrain. They also provide bulletproof cover to any infantry or man-packed guns occupying a wadi.
- The stream is swollen from rain. Treat the stream as very difficult. In addition, any vehicle that bogs in the stream cannot unbog itself and can only be unbogged by another vehicle.
- In addition to terrain features shown on the map, the fields on the table may be lined with hedges or stone walls
  - Hedges lining fields provide concealment to adjacent teams only
  - Low stone walls lining fields provide bulletproof cover and concealment to adjacent teams only.

The table below indicates the types of forces that fought in the German counterattacks on the Carraceto salient, including those initially present as well as reinforcements committed to the battle. Either of these would be good historical choices to capture the flavor of the battle. Additionally, other forces available in the Anzio perimeter that might have been available are indicated as well. German units highlighted in grey. These are intended as guidelines for player wishing to use historical forces for the scenario.

Unit	Appropriate FOW Companies	Supporting Units
<b>Forces present for initial attack on the British salient</b>		
4 <sup>th</sup> Parachute Division	Fallschirmjager, Fallschirmpioneer	Heavy FlaK, Light FlaK, Heavy Mortar, Panzerjager, Artillery
65 <sup>th</sup> Infantry Division	Grenadier, Pioneer	Anti-tank, Artillery
29 <sup>th</sup> Panzergrenadier Division	Motorized Panzergrenadier, Motorized Aufklarungs, Motorized Panzerpioneer, Panzer Company (StuG IIIIG)	Panzerjager, FlaK, Motorized Artillery
114 <sup>th</sup> Jager Division	Grenadier, Pioneer	Artillery, Anti-tank
British 1 <sup>st</sup> Infantry Division	Rifle Company, Guards Rifle Company, Recce Squadron	Artillery, Anti-tank, Light AAA
46 <sup>th</sup> Royal Tank Regiment	Sherman Tank Squadron	(or in support of British Infantry units)
<b>Reinforcements committed to the battle</b>		
715 <sup>th</sup> Infantry Division	Grenadier, Pioneer	Artillery, Panzerjager
3 <sup>rd</sup> Panzergrenadier Division	Motorized Panzergrenadier, Motorized Aufklarungs, Motorized Panzerpioneer, Panzer Company (StuG IIIIG)	Motorized Artillery, SP Artillery, FlaK, Panzerjager
US 45 <sup>th</sup> Infantry Division	Rifle Company, Tank Company	Tank Destroyer, Artillery
504 <sup>th</sup> Parachute Infantry Regiment	Parachute Infantry	
<b>Other Possible Units in an around the Anzio bridgehead</b>		
504 <sup>th</sup> Schwere Panzer Battalion		Tiger I, Elephant
26 <sup>th</sup> Panzer Division	Panzer Company Panzer IV, III or StuG IIIIG), Motorized Panzergrenadier, Aufklarungs, Motorized Panzerpioneer	Motorized Artillery, SP Artillery, FlaK, Panzerjager
Herman Goering Panzer Division	Panzer Company (Panzer IV, III or StuGIIIIG), Motorized or Armored Panzergrenadier, Aufklarungs, Motorized Panzerpioneer	Motorized Artillery, SP Artillery, FlaK, Panzerjager
2 <sup>nd</sup> Special Services Brigade	Commando	
US 1 <sup>st</sup> Armored Division, CCA	Tank Company, Armored Infantry Company	Tank Destroyer, SP Artillery, Cavalry, AAA

## Player # Variants

### 3 Players

#### Germans

- no change

#### Allied

- 1x 2000 point company
- Deploy half of the companies platoons as normal
- Naval Gunfire  
Observer light aircraft and 4 off-table tubes of Trained naval artillery with a double wide template, AT 6, and 2+ firepower. The template is laid parallel to the west table edge. Only the observation aircraft can spot for this bombardment. The spotter aircraft moves 24" each turn on an east-west flight path. When the aircraft leaves the table, roll a d6: 1 = aircraft out of fuel and must return to base, 2-3 = aircraft remains off table on next turn but may reenter on following turn, 4-6 aircraft reenters table on next turn. Naval Support does not count as a platoon for deployment (as normal off-table artillery does)

### Five Players

#### Germans

- 3x 1500 point companies
- 2 companies deployed on table as per normal
- 1 company in reserve. Player chooses a table edge at the beginning of the game. Platoons arriving from reserve enter at a road on that table edge.

#### Allied

- 2x 2000 point companies
- Deploy half of total platoons as normal
- Allied reserves are Delayed Reserves
- Corp Artillery Support  
Allied players receive an observer and 4 off-table tubes of Trained artillery with AT 5, and 2+ firepower. The template is laid parallel to the south table edge. Only the dedicated observer can spot for this bombardment. Corp Support does not count as a platoon for deployment (as normal off-table artillery does)

### Six Players

#### Germans

#### Germans

- 3x 1500 point companies
- 2 companies deployed on table as per normal
- 1 company in reserve, which must be the most mobile company (i.e. tank > mechanized > infantry). Player chooses a table edge at the beginning of the game. Platoons arriving from reserve enter at a road on that table edge.

#### Allied

- 3x 1500 point companies
- 2 companies have half of platoons deployed on table as per normal
- 1 company entirely in reserve, which must be the most mobile company (i.e. tank > mechanized > infantry).