

ATS DASL B:THE KIWIS ATTACK – ATS Conversion June 10, 2008



CASINO, ITALY, 15 March, 1944: Following a series of relatively unsuccessful and extremely bloody attacks by the New Zealand Corps assaults during the period Feb 15-18, heralded by the destruction of the famous Monte Cassino monastery above the town, a month long lull set in as both sides regrouped. After the disastrous American attempt to crack the Gustav line, General Sir Bernard Freyberg, commander of the New Zealanders, was ordered to clear Casino, long since evacuated of civilians, of the stubborn German paratroopers. At Freyberg's insistence, an effort to obliterate the extensive German static defences was to precede the ground assault. On the morning of March 15, for 3 ½ hours, 500 heavy bombers dropped more than 1,000 tons of explosives into an area less than ½ a mile square. When the bombing stopped, over 600 Allied artillery pieces opened fire, churning the ruins for yet another hour. The net result was to turn the town into a min Stalingrad, full of rubble, craters and shellholes. The New Zealand troops advancing on Castle Hill and the town jail reached the outskirts with little difficulty and without meeting the enemy. But as the Kiwis turned towards their next objectives, the Nunnery and Hotel des Roses, German opposition appeared. Although the paratroopers had taken some casualties during the rain of destruction, a surprising number survived in good order in fortified building, dugouts and bunkers. As the emerged the German officers and non-coms reconfirmed the lesson that had been taught at Stalingrad 2 years earlier – extensive rubble of a town aids the defenders not the attackers. The battle became confused and extremely frustrating for the Kiwis, pressing forward under increasingly difficult conditions. They had to scramble over the rubble that filled the streets, though mud and deep craters half filled all the while exposed to rifle and machine gun fire. Several tanks fell victim to the German guns before the futile effort of armored support was abandoned. The battle had become one of house-to-house fighting. The Germans remained emplaced on the heights surrounding the town. Two more months would pass before another major offensive, this time by the Polish Corps, would bring victory at Cassino.



Elements of Battalion II, Fallschirmjager Regiment: set up first on /south of hexrow J

749	118	117	MMG MG42	MMG MG34	LMG MG34	LAT PsK	LAT Pf	Stug III g	Pak 40 75B
12	1	3	1	2	4	2	3	1	1
Hedge hog		Bunker							
2		1							



Elements of the 25th New Zealand Battalion and B Squadron, 19th New Zealand Armoured Regiment: enter on Turn 1 along the north edge

658	118	117	MMG Vickers	LMG Bren	LMTR 51mm	PIAT	Flame Thrower	M4A4
24	1	4	3	5	1	2	1	4

VICTORY CONDITIONS

The New Zealanders win immediately when they have exited at least 30 victory points off the south edge

SPECIAL RULES

- Spotting conditions are average
- The cliff hexsides in dF1 and dG1 do not exist, but treat the gully therein normally. All building hexes are masonry are Level+0 only and are Level +10 LOS obstacles. Any building **hex** that contains a square stairwell symbol has a Level +10 location and is a Level +20 LOS obstacle.
- Prior to setup, each player each must place five rubble counters at ground level in separate building hexes, alternating placement of the counters commencing with the German player. Following this each player places 4 shellhole markers in any allowed hex, commencing with the German player. Shellhole movements costs are doubled, for all units, when moving through these shellhole markers.
- The German may designate 2 fortified building locations, **Fortified** (Provides additional +1/L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration)
- The German may use hidden setup for up to 2 squads and any leader, L or M weapon that set up with them. The AFV may set up hidden in a building.
- To reflect the dust cloud raised by the bombardment for the first two game turns a +1 obscuring penalty is applied to all direct fire attacks.
- The New Zealanders have 2 satchel charges.
- Fallschirmjager - German 749s gain courage on MC rolls of 9 or 0.

BALANCE

- New Zealanders need to exit 35 VPs off the south edge.
- Increase game length to 8 turns.

TURN RECORD TRACK

1	2	3	4	5	6	7
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MAP LAYOUT

