

CASSINO STATION

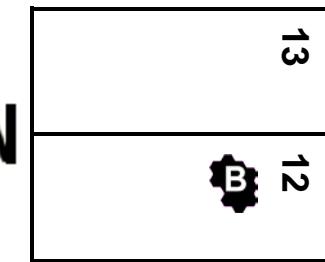
WWW SCENARIO 93

110424



CASSINO, ITALY, February 17, 1944: The Allies, desperate to relieve the pressure on their beachhead at Anzio, launched Operation Avenger, the second major attempt to break the German position at Cassino. The essential task of capturing the railway station just south of the town was entrusted to the Maori troops of the 28th Btn, 2nd New Zealand Division, in a night attack.

BOARD CONFIGURATION:



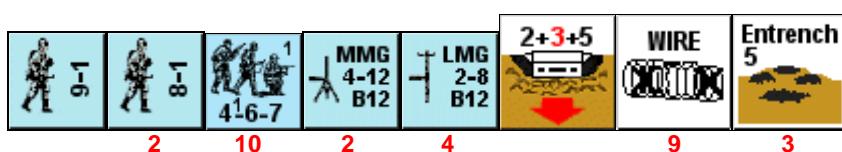
VICTORY CONDITIONS: The Allied player wins by being the last to solely occupy with an unbroken MMC hilltop 498, building 12R6, and any other six stone building hexes on board 12. Different levels of a stone building hex do not count as separate hexes, but must be clear of unbroken German units. The German player wins by avoiding the Allied victory conditions.

TURN RECORD CHART:

German Sets Up First	1	2	3	4	5	6	7	8	9	10	END
Allies Move First											



Elements 3rd Btn, 361st Panzergrenadier Regiment [ELR 4] - set up anywhere on board 12. Mines may be placed anywhere on board 12 and/or any non-stream, non-marsh hex of board 13 west of hexrow 5 inclusive:



A and B Company's, 28th/5th New Zealand Brigade [ELR 4] - enter Turn 1 on any east edge hexes of board 13 between A10 and K10 inclusive:



SPECIAL SCENARIO RULES:

93.1: Terrain: Place overlay B on board 12 so that CC1 covers 12K8 and BB1 covers 12L7. *[VSQSL Note: A special customized board for this scenario is available for download on the WGA/SQLA website.]*

93.2: Night rules (49) are in effect.

93.3: Environmental conditions are wet; there is no wind.

93.4: Ground level hexes of building 12R6 are fortified (161), the Marketplace rule (155.5) is still in effect.

93.5: Any New Zealand unit may use a demo charge without penalty.

93.6: New Zealand units may enter the board concealed (117.1).

93.7: OPTIONAL: see SSR 91.7 for ELR and HoB rules.

AFTERMATH: Despite a delayed start the New Zealanders made good ground and fought their way into the German fortified positions. They captured the station, but failed to clear the surrounding buildings or take the small hillock to the south, and daylight brought very heavy German shelling which prevented any reinforcements crossing the Rapido River to reach them. After a series of German counterattacks, the New Zealanders were finally forced to fall back, and another round in the Cassino battle had gone to the Germans.

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This scenario is an adaptation of Scenario #93 from the World Wide Wargamers G.I.: Anvil of Victory Scenario Package. It has been slightly modified since its original publication to correct typos and sentence structure plus added optional rules for my own enjoyment and for play using VSQSL. For all accounts it still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.