The Road to Rome

July 1944, the V British Corps along with the Corpo Italiano di Liberazione advance to the Gothic Line.

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| **Mission Selector** |
| **Highest Roll** | **Mission** | **Page** |
| 12 or more | Surrounded | 282 |
| 11 | Free-for-all | 276 |
| 10 | Encounter | 277 |
| 9 | Hasty Attack or Fighting Withdrawal | 284, 283 |
| 8 | Counter Attack or Breakthrough | 287, 286 |
| 7 | Cauldron | 285 |
| 6 | No Retreat | 279 |
| 5 | Hold the Line | 280 |
| 4 or less | Pincer | 281 |

When playing a series of linked games, use the Initial Mission Chart. For subsequent games each player only rolls one die and adds:

* their Victory Points from the last Mission,
* +1 if they have a higher Victory Point total than their opponent in all games so far,
* -2 if they won the last game, but were the defender and the mission didn’t use the Meeting Engagement special rule.

Once again the player with the highest score determines the mission and selects if there is a choice. Look up their score on the Mission Selector table. The higher scoring player is the attacker, regardless of the mission’s normal means of determining who attacks. If both players scored the same, then use the mission’s normal rules to decide who is the attacker and who is the defender.

Example

Able won the game against Baker, 5 victory points to 2. For their next game they both roll a die. Able rolls a 3 and adds 5 for the last mission and 1 for having the higher total so far, for a total of 9. Baker rolls a 3 and adds 2 for the last mission for a total of 5. Able scored higher and will attack and chooses Fighting Withdrawal.

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| **Campaign Results** |
| **Army Points** | **Mission** | **Allied VPs** | **Axis VPs** |
| 1500 | Encounter | 5 | 2 |
| 1625 | Encounter |  |  |
| 1750 |  |  |  |
| **Total:** |  |  |

Scenario 1, Encounter:

July, 1944, units of the British Vth Corps along with the Corpo Italiano di Liberazione advancing from the Pesara River towards the Town of Aquila, east of Rome, encounter German patrols. Both sides quickly reinforce …

British armor pushes both flanks. On the left, a platoon of Shermans is taken under direct fire by German heavy artillery and destroyed. On the right, a platoon of Stuart recce tanks threatens to dash into the German rear when it encounters a platoon of STUGs causing the Stuarts to flee. The Corpo Italino infiltrates the German center and in heavy hand to hand fighting cracks through a defending company of Fallshirmjager. This field lost, the surviving Fallshirmjger and Grenadiers break contact. There will be another opportunity to halt the allied advance.

Scenario 2, Encounter:

German units continue to harass the allied advance during the day and withdraw to new positions by night.

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| **Initial Mission Chart** |
| **Die Roll One** | **Die Roll Two** | **Mission** | **Page** |
| 1..3 | ***Fair Fight Missions*** |
| 1 | Free-for-all | 276 |
| 2 | Encounter | 277 |
| 3 | Dust Up | 278 |
| ***Defensive Missions*** |
| 4 | No Retreat | 279 |
| 5 | Hold the Line | 280 |
| 6 | Pincer | 281 |
| 4..6 | 1 | Surrounded | 282 |
| 2 | Fighting Withdrawal | 283 |
| ***Mobile Warfare*** |
| 3 | Hasty Attack | 284 |
| 4 | Cauldron | 285 |
| 5 | Breakthrough | 286 |
| 6 | Counterattack | 287 |

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| **Victory Points Table** |
| **Winner’s Losses** | **Result** | **Winner’s VPs** | **Losser’s VPs** |
| 0 platoons | Stunning Victory | 6 | 1 |
| 1platoon | Major Victory | 5 | 2 |
| 2 or more platoons | Minor Victory | 4 | 3 |
| **Large Forces** |
| Forces with 9 or more platoons ignore first platoon Destroyed. |