

# BREAKING THE LINE

*German delaying actions across the whole of Italy stubbornly slowed the Fifth and Eighth Army advances during late October and early November of 1943. It rained the November night that the 36th moved up to re-enter the line near Mignano, where Highway 6 and a main railway cut through a narrow pass into the Liri Valley running north toward Rome.*

## OBJECTIVE:

At the end of any round, the American player wins the game if he controls the victory objective marker. The German player wins if the American player is unable to fulfill his objective by the end of round 6.

*"I do not recall any campaign in the whole history of the United States Army in which soldiers have had to endure greater hardships or have performed greater deeds of heroism than this campaign in Italy."*

—General Fred L. Walker

## AMERICAN SETUP

### DIVISION 1

- 5 Squad Bases
- 12 Regular Infantry
- 2 Officers
- 2 Machine Gun Crews
- 1 Mortar Crew

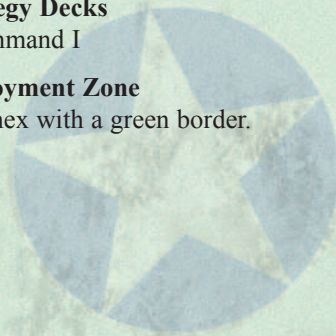


### DIVISION 2

- 5 Squad Bases
- 9 Regular Infantry
- 6 Elite Infantry
- 1 Officer
- 2 Machine Gun Crews



- Starting Strategy Cards: 3
- Strategy Decks
  - Command I
- Deployment Zone
  - Any hex with a green border.



## GERMAN SETUP

### DIVISION 1

- 3 Squad Bases
- 7 Regular Infantry
- 1 Officer
- 2 Machine Gun Crews

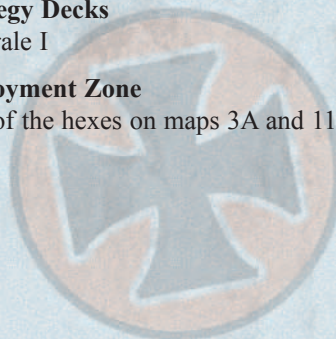


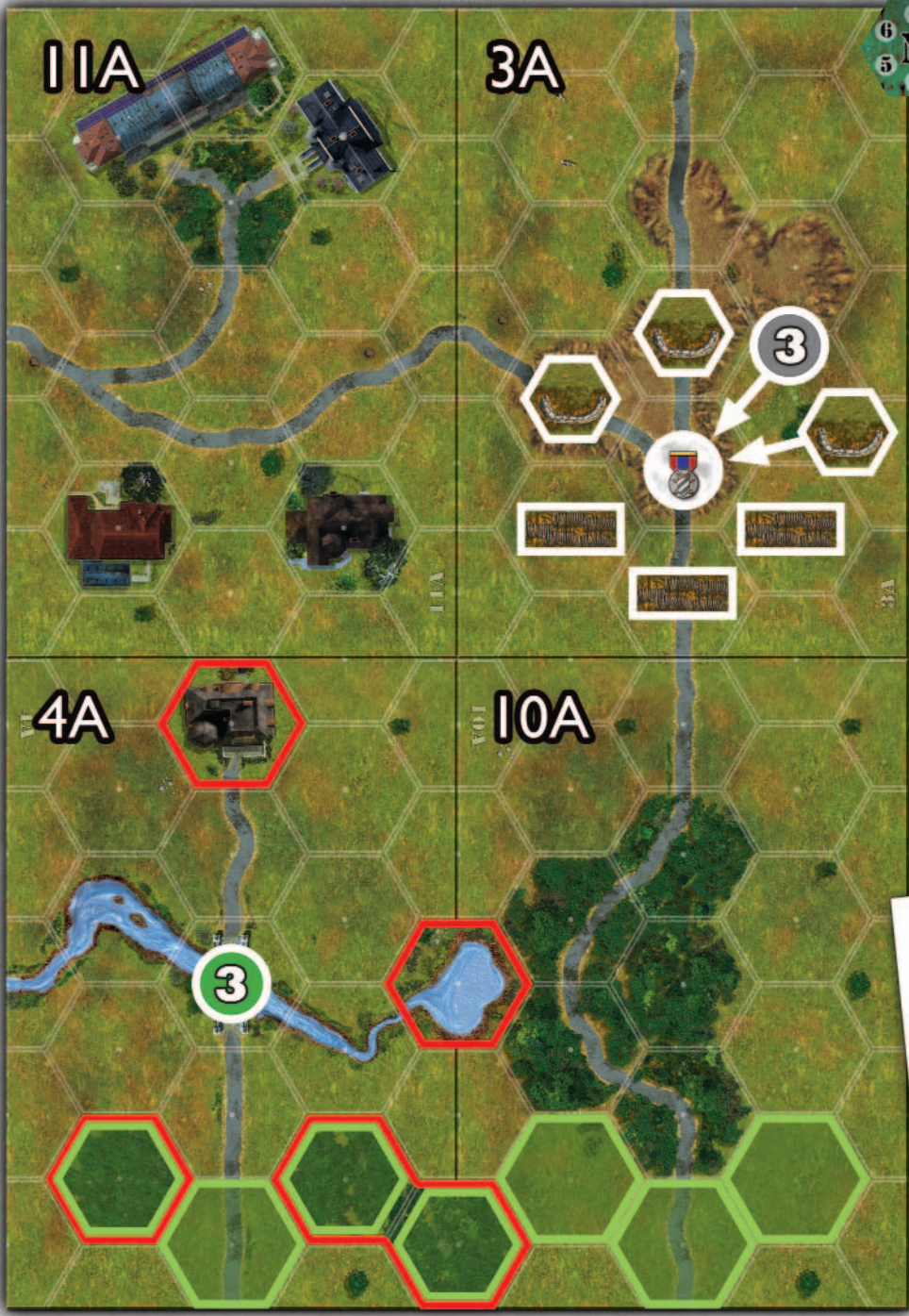
### DIVISION 2

- 3 Squad Bases
- 7 Regular Infantry
- 1 Officer
- 2 Mortar Crews



- Starting Strategy Cards: 3
- Strategy Decks
  - Morale I
- Deployment Zone
  - Any of the hexes on maps 3A and 11A.





## SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: Germans
- Actions per Turn: 3 actions per nation

## REINFORCEMENTS

- None

## SPECIAL RULES

- Remove both of the “Take Down the Beast” cards from the Morale I deck.
- The “Major Offensive” card from the Command I deck provides 3 additional actions (instead of 4).

## TERRAIN FEATURES

- 3 Entrenchments
- 3 Razor Wire
- Stream hexes are *Shallow*.

