

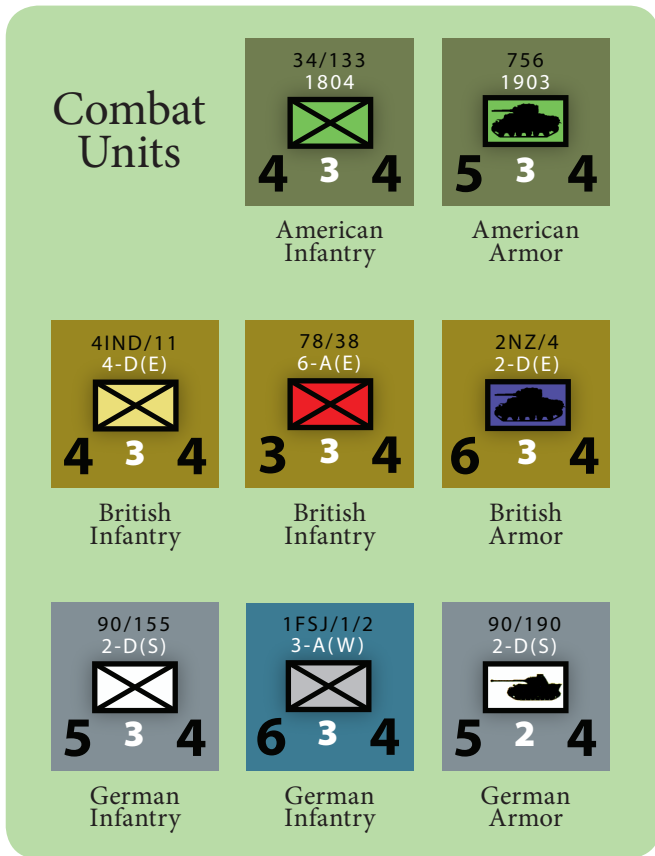
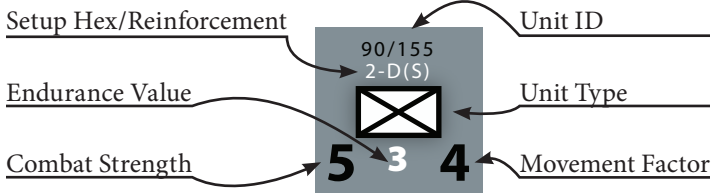
## 1.0 INTRODUCTION

*Cassino* is a two-player game that simulates the first and second Allied offensives against the Monte Cassino portion of the German Gustav Line, January 22 to February 20, 1944. Each turn represents five days of combat, and each hex is about 1 mile across. One player commands the Allied forces and the other player commands the German forces.

## 2.0 COMPONENTS

### 2.1 Counters

Counters are “units” representing combat forces or “markers” for keeping track of game conditions. The front and backs of each combat unit is arranged in the following manner:



### SHOW PICTURES OF UNITS

The front and back of each combat unit is identical and has either a setup hex to start the game or a combination of letters and numbers that indicates when that unit arrives as a reinforcement (8.0).

### 2.2 Charts

The following charts on the game board are used to regulate play of the game.

**2.2.1 Terrain Effects Chart (TEC).** The movement and combat effects of terrain and the markers.

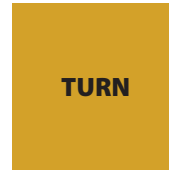
**2.2.2 Combat Results Table (CRT).** Odds columns across the top are crossed-indexed with results of a die roll along the left-hand side to obtain a combat result during combat resolution (6.1).

## 3.0 PREPARE FOR PLAY

### 3.1 Setup

Setup the Allied and German units in the hex listed on each counter. Units without a hex number are reinforcements and do not begin play on the map. The German player places his 12 defensive box counters in the hex numbers indicated on the defensive box counters. Place turn marker in the “1” box of the Game Turn Track. Ignore the “rain” and “clear” markings unless using rule 10.4. Place the impulse marker in the “A” box of the Impulse Track.

## 4.0 SEQUENCE OF PLAY



The game consists of six turns. Units that are out of supply (7.5) at the beginning of a turn receive 1 point of damage.

### 4.1 Impulses

Each turn has four impulses. During each impulse the Allied player may perform actions with each of his units and then the German player may perform actions with each of his units. After both players have performed an action the Impulse marker is advanced to the next letter on the Impulse Track: “A” then “B” then “C” then “D”.

**4.1.1 Tactical Actions.** There are three types of tactical actions a unit may perform each impulse: movement, combat, and pass. The order in which units perform actions is up to the active player.

## 5.0 MOVEMENT & STACKING

### 5.1 Normal Movement

Units move a number of hexes equal to their movement factor. Units must stop immediately and move no further that impulse upon entering a hex adjacent to an enemy unit.

### 5.2 Road Net

To use road movement a unit must start an impulse in a road hex. Units moving along the road net for the entire impulse may add one additional movement factor.

**5.2.1 Water Crossings.** Any unit crossing a water hexside must stop and move no further that impulse. Armor units *must* use the road net to cross a water hexside.

**5.2.2 Lower Rapido Flooding.** Armor units may *never* enter a Lower Rapido River hex. These are: 1708; 1709; 1809; 1810.

### 5.3 Stacking

Stacking occurs when there are multiple units in one hex. There may never be more than three friendly units in one hex. You may not move into a hex with an enemy unit. If at the end of any player impulse a hex is overstacked the owning player must eliminate units (his choice) to reduce the number of units back to three.

## 6.0 COMBAT

Units on the map may attack enemy units in adjacent hexes once per impulse. All enemy units in a hex must be attacked as a single group. A unit may only attack or be attacked once per impulse.

### 6.1 Combat Resolution

Add up the Combat Strength of the units participating in the attack, and then add up the Combat Strength of the units in the defending hex. Figure the ratio using the Combat Results Table (CRT). Fractions are always rounded in the defender’s favor, i.e. downwards. After modifying the ratio (see 6.1.1 and 6.1.2), the attacker makes a die roll. The first of the two numbers is the number of damage points inflicted on the attacker and the second is the number of damage points inflicted on the defender. Excess damage is ignored.

**6.1.1 Defensive Modifiers.** If all the attacking units are attacking across a water hexside, shift the column used on the CRT one column to the left.

If all the attacking units are attacking across a mountain hexside shift the column used on the CRT two columns to the left.

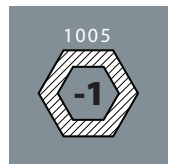
Combat modifiers are cumulative.

**6.1.2 Offensive Modifiers.** If the defending hex does not contain an armor unit, and there is an armor unit attacking, shift the column used on the CRT one column to the right.



## 6.2 Damage Points

Mark any damage points suffered by the attacker and/or the defender using the damage markers provided. Points may be divided among units in the hex as the owning player sees fit. If a unit has sustained a number of damage points equal to its Endurance Value that unit is eliminated and removed from play. **Note:** *Eliminated units never return to play.*



## 6.3 Defensive Boxes

The Germans have twelve defensive boxes which begin the game in hexes specified on the back of the marker. Whenever a hex with a defensive box is attacked and suffers a point of damage, the defensive box absorbs the first point of damage (other damage points are assigned as the defender sees fit per rule 6.2). A defensive box is removed from the map the moment an Allied unit enters its hex.

## 6.4 Retreat

Whichever side has lost the combat must retreat a number of hexes equal to the difference in damage points in the combat. The first hex of a retreat must always be in the direction of a friendly supply source. If the number of damage points is equal neither side retreats.

**6.4.1 Failure to Retreat.** Retreating units may not retreat into a hex adjacent to an enemy unit, unless that hex contains a friendly combat unit or there is a Mussolini Canal hexside between the two units. Units that cannot retreat or ignore the retreat by absorbing an additional point of damage are eliminated instead.

**6.4.1 Failure to Retreat.** Retreating units may not retreat into a hex adjacent to an enemy unit, unless that hex contains a friendly combat unit or there is a mountain hexside between the two units. Units that cannot retreat or ignore the retreat by absorbing an additional point of damage are eliminated instead.

**6.4.2 Retreating Off-Map.** Allied units may retreat off-map from any hex adjacent to the green hex lines on the edge of the map. Axis units may retreat off-map from any hex adjacent to the grey hex lines on the edge of the map. Units that retreat off the map in this manner may return to play as reinforcements (8.0) during any later impulse.

## 6.5 Post-Combat Advance

Whichever side has won the combat may advance a number of hexes equal to the difference in losses in combat. The first hex of an advance must always be a hex occupied by an attacking/defending unit of the opposite side. **Exception:** *a unit must stop immediately after advancing across any mountain or water hexside.*

## 7.0 SUPPLY

Supply status is checked during combat and during a player's impulse to determine if a unit can remove a damage point. Units not in supply are Out of Supply (7.5).

### 7.1 Allied Supplies

Hexes adjacent to the green hex line edge of the map edge are Allied supply sources.

### 7.2 German Supplies

Hexes adjacent to a grey hex line edge of the map edge are German supply sources.

## 7.3 Tracing Supply

Units are in supply if, without crossing any hexes containing enemy units they can trace a continuous line of hexes back to a supply source.

## 7.4 Unit Refit

After the last impulse of each Game Turn the German player may remove one point of damage and the Allied player may remove one point of damage, subject to the following limitations:

Neither player may remove damage to an out of supply (7.5) unit.

## 7.5 Out of Supply

Units unable to trace supply (7.3) are out of supply. During combat, out of supply units that attack subtract one (1) from their die roll during combat resolution (6.1).

## 8.0 REINFORCEMENTS

Reinforcements arrive during specified impulses of the attack phase.

### 8.1 Allied Reinforcements

Allied Reinforcements are placed in any hex along the map edge indicated on the reinforcement location of the counter: "E" for the eastern edge.

### 8.2 German Reinforcements

German Reinforcements are placed in any hex along the map edge indicated on the reinforcement location of the counter: "W" for the western and "S" for the southern edge.

**8.2.1 German Reserve.** The German player may place his "reserve" units at the beginning of any impulse on the "W" edge. Flip the VP marker to its "+1" side.

## 9.0 WINNING THE GAME

### 9.1 Victory Conditions

There are two ways to win the game: an Automatic Victory (9.1.1) and an Operational Victory (9.1.2).

#### 9.1.1 Automatic Victory

If at the end of any attack phase there is an in-supply Allied unit in both of the green star hexes (1406 and 1007), the game ends immediately in an Allied victory.

If at the end of any attack phase the number of eliminated Allied units equals or exceeds the number of eliminated German units the game ends immediately in a German victory.

#### 9.1.2 Operational Victory

At the end of each turn count the number of Victory Point (VP) hexes controlled by the Allied player. Control of either green star hex is worth two (2) VP. Points are indicated by using the VP marker on the VP Track. If at the end of any turn the Allied Player has 10 or more VP he wins.

## 10.0 OPTIONAL RULES

The following rules can be used for additional historical detail, as well as to balance play between opponents of differing abilities.



### 10.1 Air & Artillery Support

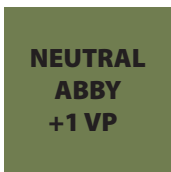
Each player has one artillery support marker and the Allied player has two air support markers. Neither type of marker counts towards the stacking of a hex. Air and artillery support may be combined in the same hex.

**10.1.1 Marker Placement.** The Allied player may place their air support and artillery support markers once per impulse. The German player may place their artillery support marker once per turn. A marker is placed in a hex with at least one friendly attacking or defending unit. The DAF marker may only be placed on British units and the XII TAF marker may only be placed on US units.



**10.1.2 Air & Artillery Support and Combat.** The Allied player always places his air/artillery support first. If the Allied player has placed an air/artillery support marker the German player may not commit his artillery support marker to the same combat. If an air/artillery support marker is placed by the attacker, shift the

column used on the CRT one column to the right. If the air/artillery support marker is placed by the defender, shift the column used on the CRT one column to the left. After combat resolution, remove any air/artillery support markers from the map before post-combat advance.



### 10.2 Abbey Neutrality

Place the Neutral Abbey marker on the Game Turn Track in the “6” box.

**10.2.1 Neutral Abbey.** Allied units may not use air or artillery support to attack German units in the Abbey hex (1406). At the end of play if the Abbey is still neutral the Allies receive one additional victory point.

**10.2.2 Abbey Destroyed.** The Allied player may decide to destroy the Abbey at the start of any impulse. Flip the Neutral Abbey marker so that the “Abbey Destroyed” side is face up.

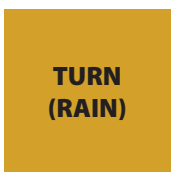


**10.2.3 15th Strategic Air Force.** The Allied player may now use the XV SAF marker once per turn to attack any hex on the map. The attack uses the entire impulse and is conducted at 2 / 1 odds.

**10.2.4 Rubble.** Allied attacks against hexes 1406, 1606 and 1706 subtract one (1) from their attack die roll for the rest of the game.

### 10.3 Allied Combat Coordination

To represent the difficulty of coordinating their combat operations, the Allied player may activate British or American units, but not both, during an impulse. If a hex contains units of both types only the activated units may participate in Combat Resolution (6.1).



### 10.4 Weather

Before the first Allied impulse of each turn the Allied player rolls a die. On 1-4 the weather is rain, on 5-6 weather is clear. Flip the Game Turn marker to indicate the correct weather.

**10.4.1 Weather Effects.** If the weather is clear play proceeds normally. If the weather is rain air support markers may not be used, Allied attacks subtract one (1), and German attacks add one (1).

### 10.5 Operation “Avenger”

This scenario depicts just the second Allied offensive, led by the II New Zealand Corps. Place the Game Turn marker in the “6” space on the Turn Track and put the impulse marker in the in the “A” space of the Impulse Track.

**10.5.1 Allied Scenario Setup.** Allied units are set up as follows:

Hex	Unit	Damage Points
1001	36/143	1
1102	36/142	1
1105	36/141	1
1204	4 IND/11(BR)	None
1304	4 IND/5(BR)	None
1304	4 IND/7(BR)	None

1602	753	1
1602	756	1
1605	34/133	1
1704	34/135	1
1804	1 CCB	None
1804	636TD	1
1806	2 NZ/6	None
1807	2 NZ/4, 2 NZ/5	None

**10.5.2 German Scenario Setup.** German units are set up as follows:

Hex	Unit	Damage Points
1003	90 / 200	None
1005	90 / 361	None
1104	1FSJ / 1/3	None
1107	90 / 190	None
1205	1FSJ / 1/1	None
1305	1FSJ / 1/2	None
1406	1FSJ / MG	None
1606	71 / 211	None
1607	90 / 155	None
1609	15 / 129	1

Defensive Boxes: 1003; 1005; 1205; 1606; 1607; 1609.

Eliminated: 44/131; 44/132; 44/134; 525TD.

**10.5.3 Scenario Special Rules.** The scenario begins with the German impulse of impulse “A” of Turn 6. All British attacks receive a one column shift to the right this impulse. If using optional rule 10.2 the Abbey begins the scenario neutral. The German reserve (8.2.1) has not been committed.

**10.5.4 Scenario Victory Conditions.** The Allied player must achieve an Automatic Victory (9.1.1) to win. Any other result is a German victory.

### 10.6 Bidding

Each player submits a secret, written, VP bid to command the Allies. The high bid receives the Allied side, with the winning bid becoming the number of points required for an Operational Victory (9.1.2).

Art © Worthington Games, Rules © Michael Rinella 2010