

World War II Wargames Rules

BOLT ACTION



ANZIO

Campaign

ANZIO CAMPAIGN

By Martin Otten

The most important rule

First off I want to thank you for taking part in this campaign, without you the players I would have no one to create this campaign for.

So what is the most important rule.... Simple Have fun,

Why play in a campaign

Every battle fought in World War II was part of a campaign—even as each battle was being fought the generals were planning the next one. The conclusion of every successful campaign affected the course of the war as a whole. By participating in a campaign you can make a valuable contribution to your side's war effort. Campaigning adds a whole new dimension to your Games of Bolt Action. Individual battles become part of the narrative story as your fortunes fluctuate between victory and defeat. Instead of just a single victory, can you string together a series of victories on different battlefields over different terrain, and prove you command the superior army? Or perhaps, as you get the measure of your opponent's tactics, can you turn early defeats into a reversal of fortune in later battles.

We all play war games because we enjoy them, this campaign is for new players as well as more experienced veteran players, please keep this in mind when you play your games, help each other with rules, etc. You are playing in a campaign, so winning every game you play doesn't mean your team will win the campaign.

Campaign Background:

Anzio January 1944: The Allied advance up the Italian peninsula is stalled by the formidable defences of the Gustav Line. To break the stalemate, the Allies launch Operation Shingle—an amphibious assault at Anzio, bypassing the Gustav Line. Only a few miles inland from the landing beaches are the Alban hills through which run Highways 6 and 7—the major transportation links between Rome and the Gustav Line. With both of these roads cut the Germans manning the Gustav Line will be isolated and will hasten the Allies victory as the Germans run out of supplies enabling the allies to be in Rome in no time.

The initial landings on 22 January by the Anglo-American VI Corps catch the Axis unawares. No resistance is encountered and by noon all of the objectives of the first day had been taken.

On 25 January the British 1st Division attacks the town of Aprilia, known as 'the Factory' because of the appearance of its many ruined brick buildings. The attack meets growing German resistance—has the race to get inland been halted in its tracks before it really gets going?



Campaign starting location:

At the start of the campaign the Allied forces are breaking out from their bridgehead and launching their attack on the Factory (Aprilia) from Carroceto Station.

The Axis forces are rushing troops to the front to stop them. The first battle of the campaign is fought at The Factory (Aprilia) using Scenario 2: Meeting Engagement on page 135 of the Bolt Action 2nd Edition Rule Book.

Both sides begin the campaign with 0 Victory Points and 0 kill Points.

Winning the campaign

Each player will play their games and make a note of their Victory Point and Kill point scores for each game, this information will be given to the campaign organiser at the end of each campaign turn, who will add the scores together from all the players, and the team with the most victory Points will be the winner of that campaign turn, and will determine which way the battle progresses along the map. Victory points are cumulative over the whole campaign, but are reset to zero for each individual campaign round played.

Scoring Victory Points

Winning a scenario as per the scenario rules earns 3 Campaign Points for your team

Drawing a Scenario as Per the Scenario rules earns 2 Campaign Points for your team

Losing a Scenario as Per the Scenario rules earns 1 Campaign Point for your team

Scoring Kill Points

Each Players scores 1 Kill point for every Enemy unit he destroys (order dice removed from bag)

Bonus Campaign Points

At the end of the Campaign, Kill points will be added up and converted into campaign points at a ratio of 5 Kill points into 1 Campaign Point, rounding down, so if you score 34 Kill Points that will convert into 6 Campaign Points.

Scenario's during the campaign

As already stated the first battle will be for the Factory using Scenario 2: Meeting Engagement on page 135 of the Bolt Action 2nd Edition Rule Book, from there which scenario that gets played will depend on the outcome of the current battle, the following table gives an outline of the battle progression throughout the campaign, and afterwards is a description of each battle and the corresponding scenario and who is attacker and defender etc.

The list down the side is the battle locations, the then you move across and find the team that wins that battle. Green for allies and red for axis forces, if you then follow the column up to the top, it states the next battle to be fought.

	Campoleone Station	Carroceto Station	Albano	Officer Down	Cut off the Head	The First Overpass	The Battle for Rome	Get the intel	Capture the Plans	The battle for Anzio	Albano	Correceto Station	Campoleone Station	The First Overpass	The Battle for Rome	Carroceto Station	Campoleone Station	The battle for Anzio
Battle for the factory	Green																	
Campoleone Station		Red																
Carroceto Station			Green															
Albano				Red														
The First Overpass					Green													
Officer Down						Red												
Cut the head off							Green											
Get the Intel								Red										
Capture the plans									Green									
										Red								

Campoleone Station, this will be played using Scenario 10: Hold until Relieved on page 144 of the Bolt Action 2nd Edition Rule Book. With the allies as the attacker

Carroceto Station, this will be played using Scenario 9: Point Defence on page 144 of the Bolt Action 2nd Edition Rule Book. With the axis as the attacker

Albano, this will be played using Scenario 7: Envelopment on page 140 of the Bolt Action 2nd Edition Rule Book. With the allies as the attacker

Officer down, this will be played using Scenario 8: Manhunt on page 142 of the Bolt Action 2nd Edition Rule Book. With the axis as the attacker

The First Overpass, this will be played using Scenario 3: Key Positions on page 136 of the Bolt Action 2nd Edition Rule Book. With the axis as the attacker

Cut the Head Off, this will be played using Scenario 8: Manhunt on page 142 of the Bolt Action 2nd Edition Rule Book. With the allies as the attacker

The battle for Anzio, this will be played using Scenario 6: Demolition on page 139 of the Bolt Action 2nd Edition Rule Book. With the axis as the attacker note only the defender has a base in this scenario, the attacker is trying to destroy it and the defender must try and stop them.

Capture the Plan's; this will be played using Scenario 5: Top Secret on page 138 of the Bolt Action 2nd Edition Rule Book. With the allies as the attacker

The battle for Rome, this will be played using Scenario 6: Demolition on page 139 of the Bolt Action 2nd Edition Rule Book. With the allies as the attacker note only the defender has a base in this scenario, the attacker is trying to destroy it and the defender must try and stop them.

Get the Intel; this will be played using Scenario 5: Top Secret on page 138 of the Bolt Action 2nd Edition Rule Book. With the axis as the attacker