INFANTRY ACES

You've been fighting in Italy for the better part of a year now. While hard, this campaign has moulded your platoon into a deadly force. Battle after battle in the mountains and valleys has led you and your men to Cassino, a little town in the Liri Valley.

As you approach this new battlefield, the first thing you notice is a large building perched atop a mountain. Your company commander tells you it's an old Benedictine monastery. Behind its tranquil appearance there is a real sense of malice as it overlooks Cassino. You quickly realise this is going to be the 'big one'. This battle will make or break whole divisions but for you and your men this will be a battle of courage, bravery, and (hopefully) glory.

You and the other platoon commanders are called together to talk about your first fight at Cassino. The company commander assigns your platoon to spearhead the assault because he knows he can rely on your men. You head back and prepare them for the mission.

Moments later the signal is given and your men charge into the battle. No sooner have the first bullets been fired than things go terribly awry. Your men are ambushed and pinned down by machine-gun fire. The other platoons attempt to reinforce your position, but are turned back with many casualties.

In sheer defiance of all of the chaos happening around him your company commander makes his way to your position with some reinforcements. He then takes command and charges the enemy machine-gun position. You and your men follow him in, fixing bayonets and throwing grenades into the enemy trenches.

The enemy troops begin to flee, but a few are still holding out. Seeing an opportunity to turn the enemy's retreat into a rout, you order a squad around the building at the double and set up a machine-gun to fire on the retreating troops. You see the men get into position and then launch an assault against the last few enemy troops, pushing them out of their foxholes and into your trap. The machine-gun squad opens fire and cuts them down as they try to escape.

The battle is short and sharp. After the shooting calms down your men look to their wounded. Among them is your mortally wounded company commander. Six dead enemy soldiers lie scattered around him as he gives you orders to report back to headquarters that the objective had been taken.

Within the hour reinforcements arrive and your weakened platoon is pulled from the front to recover from the bloody battle. As the only surviving officer you have taken command of your ragged company. You find a good place to rest your men and leave them to recover as you make your way to battalion headquarters to report the tragic loss of your company commander.

INFANTRY ACES

Infantry Aces is an escalation campaign that focuses on the infantry forces that fought during the battles of Cassino in 1944. It is all about the rifleman's fight for the town of Cassino, surrounding mountains, and the Liri Valley.

This is not your typical campaign. In the beginning you are a platoon commander, but you have been suddenly promoted after your company commander met a soldier's death. Now in command of a small force, you must complete the mission that your predecessor began.

During the campaign you will write the story of your company as you fight through the Italian countryside earning medals and promotions. Your small force will grow and develop into an elite force ready for the final decisive battles on the road to Rome.

WHAT IS AN ESCALATION CAMPAIGN?

An escalation campaign is different from a normal campaign where players use the same points throughout the campaign. Instead, an escalation campaign starts at a small point level and works its way up to higher levels at the beginning of each campaign turn.

In the first turn you will command a 500-point force, then in the second campaign turn you will receive 700 points and in the final turn you will get up to 900 points.

The escalation format is ideal for new players to learn infantry basics without the intimidating presence of tanks. It is also a great opportunity for veteran players to start a new infantry force with plenty of time between turns to get their men painted up and ready for combat. Infantry Aces gives all players the chance to have a look at infantry from a new angle.

GETTING STARTED

Infantry Aces includes the campaign rules, a campaign map found on pages 60 and 61, and campaign documents such as company and results sheets. The campaign documents can be found at the back of this book on pages 88 and 89, but you can also download them from our website: *www.FlamesOfWar.com*.

Once you have read through these materials it's time to select your favourite infantry company and head to the battlefields of Cassino to do your part for victory!

PART I: THE CAMPAIGN

As you await your orders from Battalion you wander up to the top of a hill where there is an observation post overlooking the area. The small sandtables back at HQ depicting all of the major battlefields really didn't prepare you for what you see now. Looking from the post you can see the entire battlefield in front of you in all its glory.

On one side you see the imposing Appenine Mountains with Monte Cairo anchoring one end of the battlefield. These mountains look impossible to cross, but your men will have no problem fighting along the mountaintops.

In the centre, at the base of the mountains, you see the town of Cassino. What was just a few months ago a quaint little Italian town now lies in ruin, devastated by air strikes and artillery bombardments. The ground there will be difficult for tanks, so it'll be up to your brave men to attack as well as defend against enemy assaults.

Finally your eye is drawn to the Liri Valley. A thin line wanders up the length of the valley. An artillery observer tells you that it is Highway 6, which leads to Rome. The Rapido River flows across the beginning of the valley, forming the first obstacle on the road to Rome.

Running across the valley and the highway are two major fortified lines. The artillery observer offers you his binoculars. Looking through these you see large bunkers dotting the lines forming strongpoints. There is barbed wire everywhere—surely there must be no more left in Europe!

As you survey the battlefield a messenger arrives and informs you that you are required at HQ to go over the coming battle. The time has finally arrived and you will soon know which of these areas you and your men will be fighting in.

The Battlefields of Monte Cassino

The battles for Monte Cassino were fought for the control of three routes to Rome, the ultimate objective. These routes were through the mountains, the town itself, and the Liri Valley. All three held the key to marching on Rome. For the Allies, each battle relied on the success of the previous one to force a way through. For the Germans, it was about stopping the Allied assaults wherever they were launched and not giving up any ground.

In Infantry Aces, the battlefields of Cassino are broken up into three routes: the mountains, the town, and the Liri Valley. Players fight battles in these areas to help their side win the campaign.
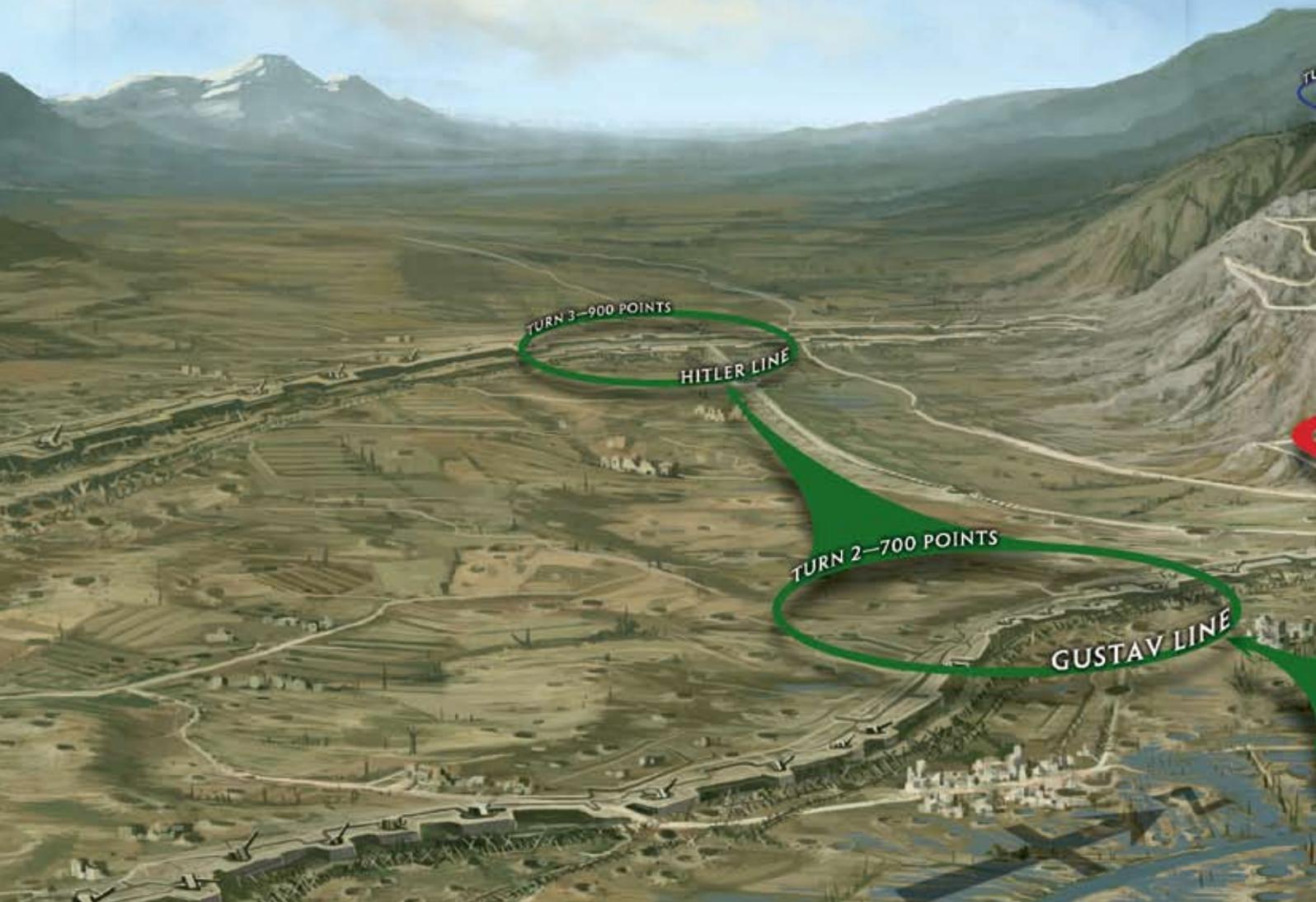
The Campaign Map

The campaign map shows the area where players will fight the battles for Cassino. It has three Axes of Attack through which players will fight toward victory.

What is a Route?

The battles for Cassino were essentially fought over three major routes: in the mountains, the Liri Valley, and the town itself. The Infantry Aces campaign map is divided into these three paths and each is called a Route.

What is an Area?

Each Route has three Areas, one for each campaign turn.

How the Campaign Works

The Infantry Aces campaign is played over three campaign turns. The length of time for each turn is up to the campaign organiser (see page 83). A turn could last a week or two, or whatever amount of time that works best for your group.

During a campaign turn players meet to play games in the Areas associated with that campaign turn. Players may play any number of games with their Infantry Ace during a campaign turn.

Players cannot play in Areas that do not match the current turn. Players record the results of each game they play and report them to the campaign organiser.

Once a campaign turn is complete all of the Areas associated with that campaign turn are locked down and no further games can be played in those Areas. The campaign organiser totals up the number of wins for both sides to determine who won the Area. The side with the most victories wins the Area and scores that Area's Campaign Points.

The campaign now moves on to the next turn and players may now play games in any Area associated with the new turn.

The campaign concludes at the end of the third campaign turn. The campaign organiser now totals up the number of Campaign Points won by each side. The side with the most points wins the campaign.

TURN 3—900 POINTS

HILL 593

TURN 2—700 POINTS

SNAKESHEAD RIDGE

TURN 3—900 POINTS

HANGMANS HILL

TURN 1—500 POINTS

CASTLE HILL

TURN 1—500 POINTS

BARRACKS

TURN 2—700 POINTS

CONTINENTAL HOTEL

TURN 1—500 POINTS

THE RAPIDO

VALLEY ROUTE   TOWN ROUTE   MOUNTAIN ROUTE

ALLIED STARTING POINT
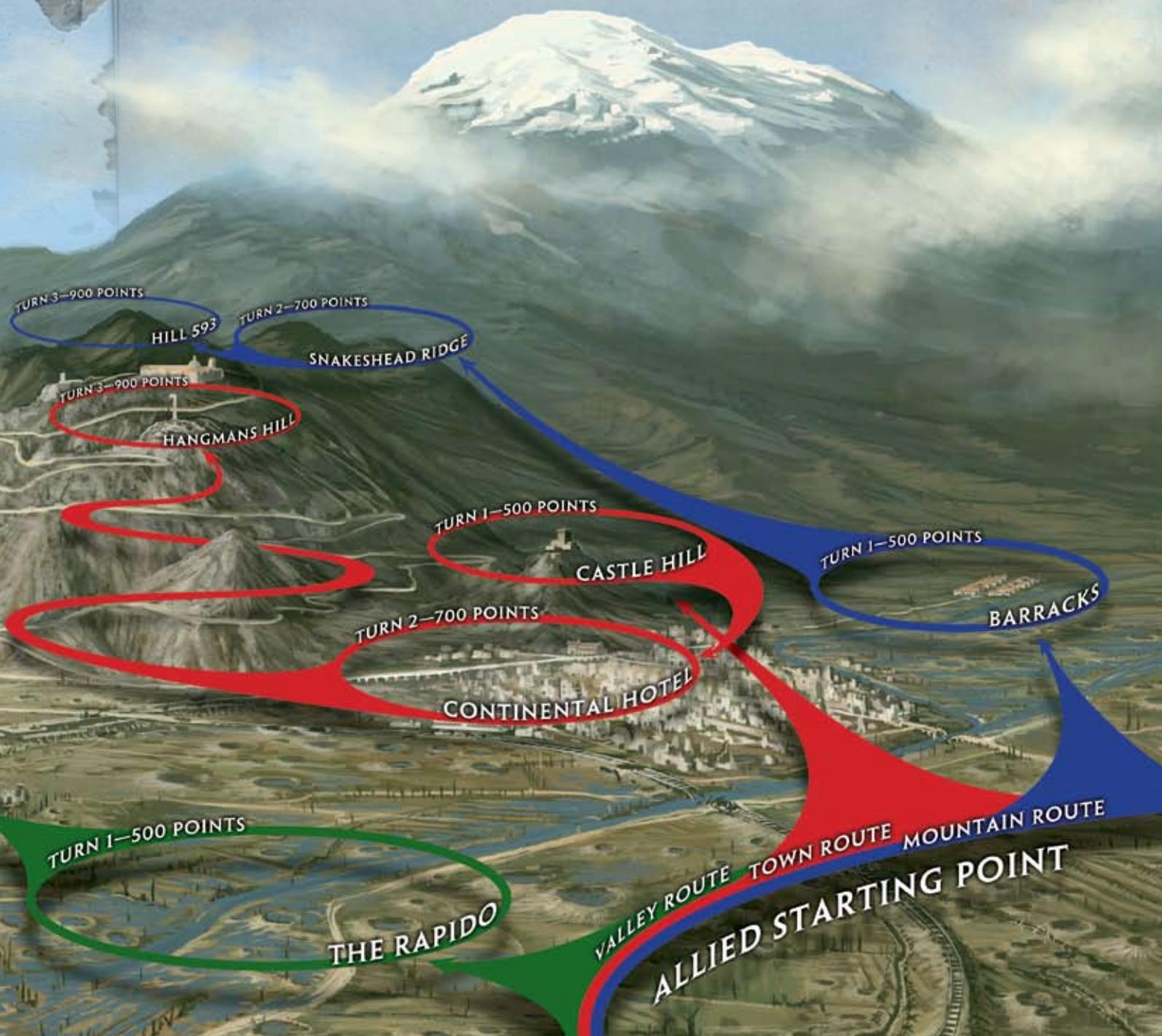
Playing the Campaign

Games for each campaign turn can be played at any time during that campaign turn. Players can meet whenever they like to battle it out in the mountains, streets and valleys of Cassino.

Blue versus Blue

If there are not enough Axis or Allied players to match up together it is perfectly normal to match up two players from the same side. The player who won the die roll to choose the Route plays for their side, and the other player represents the opposition.

Step One: Choose a Route

There are three Routes to choose from. The first is through the mountains. The second is through the streets and buildings of Cassino itself. The third is through the heavily fortified Liri Valley.

When two players are ready to play an Infantry Aces campaign game they first have to determine who gets to choose which Route they will be using for that game. Both players roll a die. The player with the highest score decides which Route the game will be fought over. In the event of a tie, simply roll again until there is a winner.

Step Two: Play a Flames Of War Game

Once the Route has been selected and both players know which mission they are going to play, it's time to start rolling dice and moving miniatures!

Players may play any of the normal *Flames Of War* missions they like. For example, if the players are fighting across the Rapido River, they may want to use the River Crossing mission.

Alternatively, if both players agree, they may choose to play modified missions that reflect the conditions of Cassino. These modifications (called Boots on the Ground) can be found on our website: *www.FlamesOfWar.com*.

Boots on the Ground are designed to help match up your mission with the historical situation by adding some new advantages, challenges, and victory conditions.

Step Three: Record Results

When you have completed your game, fill out a result sheet (page 88) and turn it in to the Campaign Organiser. Make sure that you report:

* *The date of the game,*
* *what Area you were fighting in,*
* *which side won,*
* *which campaign turn you are playing,*
* *both players' names*
* *both players' Infantry Aces' names, and*
* *the Experience Points earned by both players' Infantry Aces.*

Once your results have been turned in, you are free to play another game, either in the same Area or somewhere else, if you fancy a change. Each win moves your side closer to victory, so your team will benefit more for each game you play.

A copy of the Infantry Aces Results Sheet can be photocopied from page 88 this book or downloaded from our website: *www.FlamesOfWar.com*.

Winning an Area

At the end of each campaign turn, the campaign organiser totals up all of the Allied and Axis victories in each Area. The side with the greatest number of victories in each Area wins that Area.

At the end of the campaign turn, if no battles occurred in an Area or if there is an equal number of Axis and Allied victories in that Area, the Axis side automatically wins, as the Allies have failed to make any headway.

Once a campaign turn is complete all of the Areas associated with that campaign turn are locked down and no further games can be played in those Areas.

The campaign now moves on to the next turn and players now play games in any Area associated with the new turn. The campaign concludes at the end of the third campaign turn.

Campaign Points

When one side wins an Area they are awarded Campaign Points. These are added to their side's Campaign Points grand total. This total is kept by the campaign organiser.

Each area is worth a certain number of Campaign Points. As the campaign progresses the Areas are worth more points. During the first turn, each Area is worth one point, in the second turn they are worth two points each, and in the third turn they are worth three points each.

Ending the Campaign

At the conclusion of the third campaign turn the organiser and players have a choice. They can either end the campaign there or fight a big grand finale battle for Cassino.

If players choose to end the campaign after the third campaign turn, total up how many Campaign Points each side has won. The side with the most points wins the Cassino Infantry Aces campaign.

If players would like to fight a grand finale battle, play the Last Day in Combat mission on page 79.

The side that wins the Last Day in Combat mission adds the Victory Points they have won to their overall total.

The side with the highest number of Campaign Points wins the Cassino Infantry Aces campaign. Consult the victory table below to see how well your side did in the campaign.

CAMPAIGN POINTS	ALLIES	AXIS
18+	**Strategic Victory** — The Allied advance through Italy cannot be stopped. They have demolished any and all of the German obstacles put in their way and the road to Rome lies open and unopposed.	**Strategic Victory** — The imposing fortifications of the Gustav Line and the tough defence of Cassino town and the monastery have stopped the Allied armies cold. It will be years before the Allies cross the Rapido.
14-17	**Major Victory** — The Allies have ground their way through the battlefields of Cassino. The fighting was fierce but the goal was won through hard work and co-operation between the Allied armies.	**Major Victory** — Though the Gustav Line has been breached in places, the Germans still hold Cassino and the monastery. Furthermore, the Hitler Line's Panther turrets have halted the Allies yet again.
10-13	**Tactical Victory** — Cassino has proven to be a bloody crucible. Every stone had to be bought and paid for with blood, sweat, and tears. But that sacrifice has finally secured victory for the Allied cause.	**Tactical Victory** — The Allies have outflanked both the Gustav and Hitler Lines, but the Axis has bought enough time to prepare the next fortified line. Here the Allies will be stopped once again.

Historical Result

The battles for Cassino were some of the hardest fought during the war for several reasons. German fortifications and cold, wet weather proved to be a tough challenge for the Allies. Furthermore, the Allied and Axis troops at Cassino were among the most determined and brave soldiers of the war. Tough assault troops fought hardened veterans, making for very fierce hand-to-hand fighting in the towns, mountains, and valleys of Cassino.

The battle raged on for five gruelling months, from January to May 1944. The Allies were made to pay in blood for each step as they forced their way through the German lines. In terms of the Infantry Aces campaign, the fight for Cassino would have resulted in an Allied Tactical Victory. Can you and your allies achieve a better result?

As you enter the HQ tent you notice the Colonel hunched over a map. After a short salute you report the loss of your commander. He thanks you for the report, but tells you there is no time to send a replacement.

Based on reports from the field the Colonel believes that your experience and leadership in battle are perfectly suited for command. He recognises your ability to lead your men through a tough battle and still accomplish your mission. You keep your men moving despite tough enemy defenders, and you know how to clear the objective, even if it requires doing it yourself. In recognition of these traits, the Colonel

gives you a battlefield promotion to Captain. However, there is no time for pleasantries.

The Colonel returns to his map. Pointing to a spot called Hill 94, he explains that the enemy has re-captured it and we need it back for our artillery observers. His problem is that he has no men left to reclaim it.

Knowing full well that you have barely enough men to fill two platoons, you volunteer your company. Reluctantly, he accepts and you put together a battle plan. You then return to your men and tell them to fall in...

The most exciting aspect of Infantry Aces is creating your own *Flames Of War* warrior, called an Infantry Ace. During the campaign, you follow your warrior's story as he fights his way through the bloody battlefields of Monte Cassino.

Shortly before this campaign begins, your Infantry Ace was a mere platoon leader. But his commanding officer has met an unfortunate end, and suddenly he finds himself in command of the company.

As the campaign progresses, your Infantry Ace is put in charge of more and more men and equipment. Initially, a lowly Lieutenant, he has gained the temporary rank of Captain and takes command of the company during the first turn.

At the beginning of the second turn, his temporary rank has been confirmed and he is now officially a Captain, giving him more support to use in combat.

During the third turn your Ace has been promoted once again to take command of your battalion and given the task of leading the breakthrough. He's been given lots of support to get the job done.

No Warriors

In Infantry Aces you cannot take normal *Flames Of War* Warrior teams. Instead you will create your own Warrior called an Infantry Ace.

Characteristics

Your Infantry Ace is a Company Command team, replacing your normal Company Command team. He retains the ratings and weapons of the Company Command team he replaced. He is a Warrior and follows all of the normal rules about Warriors found on page 68 in the *Flames Of War* rulebook.

Playing Games

Your ace may play any number of games during a campaign turn. The more games he plays the more experience he will earn, making him a better Infantry Ace.

Earning Medals

Your Infantry Ace fights alongside your company earning medals, getting promotions, and gaining abilities.

In turn one, your Infantry Ace must fight with what he can muster. It's not much, but it's enough to get the job done. As he continues through the campaign he will earn Experience Points, which you can use to award him medals. Medals will give him special abilities.

Your Ace receives Experience Points at the end of each game. These include:

- one point for playing a game,
- one point if your Ace is not Destroyed and still on the table when the game ends,
- one point if you win the game, and
- one point if your force has Destroyed at least one enemy platoon.

(You may earn a maximum of 4 points per game).

Keep track of these points on your Infantry Aces Company Chart. When your Ace fills all of the boxes leading up to a medal he may select a skill from the Infantry Aces Abilities list on pages 66 to 71.

Promotions

As the campaign rages on, your Ace has demonstrated his combat and leadership skills. This has been recognised by headquarters, which has promoted your Ace and given him more resources.

At the start of each campaign turn every Infantry Aces is promoted to the next rank. They immediately earn two bonus Experience Points towards their next medal. Immediately record these Experience Points on your Infantry Aces Company Chart.

You will see that the chart already has the first two Experience Points marked. This represents your Ace taking command of your company in the first campaign turn.
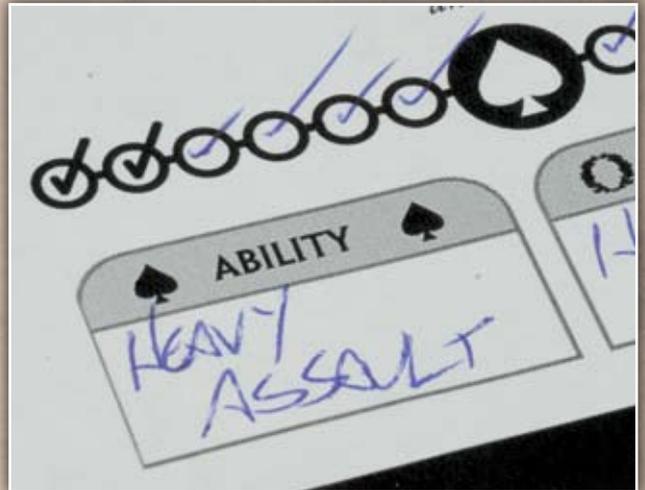
A copy of the Infantry Aces Company Chart can be photocopied from page 89 of this book or downloaded from our website: *www.FlamesOfWar.com*.

SELECTING ABILITIES

When your Ace earns a medal, you can select an Ability from the Infantry Aces Ability List. These abilities give your Ace special rules to use in the game.

Abilities are split into three different categories: Leadership, Tactics, and Combat. Abilities from these categories are linked together. For example, combat abilities help your Ace in shooting and close combat, leadership abilities help with command and motivation, and tactics abilities provide solutions to tactical problems such as obstacles and reconnaissance.

During the first turn of the campaign you can select abilities from any of the categories. As the campaign progresses, the abilities become better and affect larger numbers of troops in your force. These advanced abilities require that your Ace obtains certain basic abilities before he can select more advanced ones.

There are all sorts of ways your Ace can go with his abilities. You can specialise him in one of the categories, or put together a combination. The choice is up to you and how you would like to develop your Infantry Ace.

Once you have selected your Ability, you cannot change it. Abilities stay with your Ace throughout the campaign and cannot be lost or taken away.

Your Infantry Ace may have up to four regular abilities during the campaign. He can also earn a fifth Ace of Aces ability that he can use in the final battle of the campaign.

Note

You do not have to select an Ability straight away when your Ace earns a medal. You can choose to wait until another campaign turn to select one or spend the points right away.

TURN 1 ABILITIES

The battle for Cassino has begun. The company commander has been killed in the opening days of the campaign and your Infantry Ace has now found himself in command of the company. Despite the tragic loss of the commander, there is still a job to be done. There is too much at stake and the enemy must not be allowed to prevail.

If your Infantry Ace earns a medal during the first campaign turn, you may select one of the following leadership, tactics, or combat abilities. Remember, you do not have to choose an ability immediately when you earn a medal.

LEADERSHIP ABILITIES FOR CAMPAIGN TURN 1

Leadership is an essential quality for a company commander. A good leader inspires his men by leading from the front. He acts on his own initiative, taking advantage of the enemy's weaknesses.

In the first campaign turn, leadership abilities allow your Infantry Ace to capture objectives easier, take command of platoons at a greater distance, and makes it harder for your opponent to kill your Infantry Ace.

You Missed Me!

You have an uncanny ability to avoid being hit when the enemy tries to shoot you. You have chalked this up to good luck and the art of not being seen.

Your opponent must re-roll successful results to Destroy your Infantry Ace using the Warrior Infantry Team Casualties rule.

I'm Already Here!

Seeing that no enemy troops are occupying an objective, you take a small squad forward and dig in. Moments later you receive a radio message instructing you to secure the objective. You reply, "I'm already here! Where are you?"

Unlike normal Warrior teams, your Infantry Ace may take and contest an objective at up to 6"/15cm (instead of the normal 4"/10cm).

Oi, You There!

As bullets fly overhead, two machine-gunners in a foxhole argue with each other about where to sight their gun. Suddenly a small stone strikes one of them in the helmet. "Oi! You there!" you yell out. "If you're not going to use that thing, would you mind if we did?"

Your Infantry Ace's Command Distance is increased by 2"/5cm.

Hill 94 is rocky and the muddy slopes prevent any heavy support from reaching your troops, however you know the same must be true of the enemy as well. They are fortified in a pair of pulverised buildings. The rubble offers the men inside an ideal place to defend.

Your company hasn't received many replacements since the attack on the machine-gun nest, but the battalion commander has given you some mortars to help take the hill. With your troops in position, you give the signal to the mortars. They reply instantly, putting several rounds into the enemy positions. You lead the charge. The men follow you as fast as their legs can carry them around and over the rocks.

The enemy machine-guns fire a lethal volley of bullets but you and your men press on regardless, and soon you find yourself up against the enemy buildings. Without a moment to lose you toss a grenade into a small opening. It explodes and your troops attack, rushing in and clearing out the objective.

The enemy has been routed from Hill 94. Your men pause a moment to take in their victory. The view from the hilltop gives you a good idea why it was so important. You can see nearly the whole battlefield.

As you settle your troops on Hill 94 you receive word from the Colonel that he has put your name in for a commendation. You tell your men to dig in and make themselves as comfortable as possible because Hill 94 will be their home for the next few days.
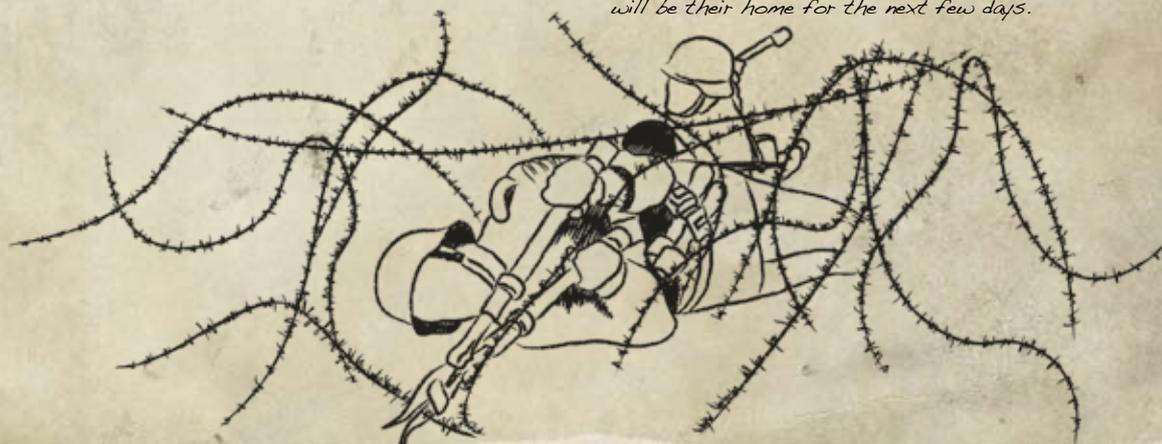
TACTICS ABILITIES FOR CAMPAIGN TURN 1

Every commander needs to have a firm grasp of infantry tactics to win their battles. Using terrain, clearing obstacles, and utilising artillery support can make the difference between success and failure in the field.

Tactics abilities focus on combat engineering, reconnaissance, and artillery coordination skills. While most companies have basic training in a lot of these fields, your Infantry Ace can specialise in one or more of these areas to help give your company a better chance at victory.

NINE FINGERS

You are no stranger to TNT. Before the war you worked in the mines where you accidentally blew off a finger while adjusting some blasting caps. Now more careful than ever, you use your expertise with explosives to help keep the company moving forward.

Your Infantry Ace is now a Pioneer team with Tank Assault 3. This is in addition to his normal weapons.

RECON SCOUT

As a young country boy you learned the art of tracking and hunting. You know the value of good reconnaissance. To that end you've managed to 'liberate' a pair of enemy binoculars to help scout the enemy positions.

Your Infantry Ace may use the Eyes and Ears rule as though he were a Recce team.

I NEED MORTAR SUPPORT!

When training before the war you became proficient with the mortar so you appreciate its usefulness in combat. When you assumed command, your first order of business was to requisition a few cases of wine for the mortar platoon to secure rapid co-operation.

Once per game, your Infantry Ace may spot for an Artillery Bombardment from a battery of six Off-board Medium mortars. These mortars have the range and field of fire to hit anything on the table.

Your Infantry Ace does not suffer the normal +1 to Range in for using your Company Commander.

If your Ace fails to Range In this Bombardment he may not try again for the remainder of the game.

Off-board Medium mortars (rated Veteran): Anti-tank 2, Firepower 6.

COMBAT ABILITIES FOR CAMPAIGN TURN 1

No matter how well you lead or plan the attack, it all comes down to destroying the enemy before he can destroy you. The battle hinges on who can best their opponent in combat.

Combat abilities focus on shooting, assault, and scavenging. Using these abilities you can hone your Infantry Ace's skill at shooting, make him a terror in the assault, or turn him into a collector of enemy equipment. Whichever you choose, your Infantry Ace will excel in close combat.

CRACK SHOT

According to some of your soldiers, during training you made a name for yourself by shooting the eye out of a chicken at 900 yards. You know that's not entirely true... it was more like 1000 yards.

Your Infantry Ace may re-roll one of his failed rolls to hit when shooting normally or in Defensive Fire.

HEAVY ASSAULT

No one asks why you have notches carved in the handle of your sharpened entrenching tool...

Your Infantry Ace may re-roll his failed skill checks to Hit in Assault Combat.

WEAPONS UPGRADE

You like using the right tool for the job. What you don't enjoy is carrying three types of ammunition, which is why your first sergeant has such a large backpack.

Before shooting with your Infantry Ace you may choose which weapon he will use. Your Infantry Ace may shoot as an Assault Rifle team, an MG team, or an Anti-tank team (see below). Your Ace may choose a different weapon each time he shoots.

An Anti-tank team is an Infantry team with Range of 8"/20cm. ROF 1, Anti-tank 10, Firepower 5+, and Tank Assault 4.

TURN 2 ABILITIES

The battle rages on and there are still many hills and strongpoints to be captured and attacks to be launched.

Whenever your Infantry Ace earns a medal during the second campaign turn, you may select one of the following leadership, tactics, or combat abilities. Remember, you may also select abilities from the Turn 1 options.

LEADERSHIP ABILITIES FOR CAMPAIGN TURN 2

With the first turn well behind you, you can now begin to refine your Infantry Ace's abilities. The second campaign turn offers your Infantry Ace new leadership abilities.

These build on the previous turn's abilities. Rather than focusing on your Infantry Ace as they did in the first turn, abilities in the second turn focus more on his platoons. When your Infantry Ace joins a platoon he will give them a boost with his new ability.

DECEPTION

Using trickery is a perfectly legitimate military strategy. Your favourite trick is to order a platoon to march in view of the enemy and then loop back and repeat a few times, to give the illusion that you've got a lot more troops. It's the oldest trick in the book, but it still works.

At the start of the game when you would normally deploy Independent and Warrior teams, you may re-deploy one of your Combat or Weapons platoons on the table anywhere within your deployment area.

To take this Ability your Infantry Ace must have the ability: ***You Missed Me!***

STICK IT TO 'EM!

During an attack on an enemy strongpoint your men become pinned down. Despite withering fire, you confidently walk in full view of the enemy gunners and pull a junior officer out of a hole and order him to get in there and stick it to the enemy.

In the Starting Step, when your Ace joins a platoon that is Pinned Down, that platoon automatically Rallies from being Pinned Down.

To take this Ability your Infantry Ace must have the ability: ***I'm Already Here!***

IT'S ONLY MUD!

During a hot pursuit of the enemy you come across a few soldiers that are carefully navigating around some puddles. Kicking some mud into their faces, you say, "Well you're dirty now. Come on, men. It's only mud!"

When your Infantry Ace joins a platoon, it may move At the Double through Rough Terrain.

To take this Ability your Infantry Ace must have the ability: ***Oi, You There!***

Over the past few weeks you and your men have held Hill 94 against a few small enemy assaults, but you know that these were only launched to test your strength and that the big attack is still to come.

A messenger arrives from battalion headquarters. He reports that you should expect a strong enemy counterattack within the hour. Division is sending you some reinforcements to help hold the hill and soon a fresh platoon arrives along with an artillery observer.

No sooner than everyone digs in, the enemy starts shelling the hilltop. Casualties are heavy, especially among the new replacements, many of whom have never experienced an artillery barrage before.

Then one of your sergeants notices some movement on the left flank and points it out to the artillery observer. The artilleryman hollers into his radio and within seconds artillery rounds plunge into the advancing enemy tearing them to shreds. You direct your mortars to lay down a barrage, adding to the carnage.

Despite many casualties the enemy remains determined to sweep you from the hill. They push on and reach the summit. You draw your pistol and join your troops as they open fire before locking bayonets with the enemy in hand-to-hand fighting. The fight is desperate, but slowly your company repels the attack.

TACTICS ABILITIES FOR CAMPAIGN TURN 2

Tactics abilities in the second campaign turn develops the previous turn's abilities further. Pioneer support will help your troops dig in to defend against enemy attacks. Learning to keep your head down will allow you to close with the enemy without taking many casualties. Your cooperation with the local artillerymen will certainly yield explosive results.

WE'LL FIGHT THEM HERE

You can visualise a battle in your mind before it happens, making you a natural at selecting the best ground. Unfortunately, you also tend to pick the most rocky terrain imaginable. Good thing you've brought explosives!

Your Infantry Ace may join one of your Combat or Weapons platoons and re-roll a failed roll to Dig In.

To take this Ability your Infantry Ace must have the ability: ***Nine Fingers***.

KEEP YOUR HEAD DOWN

You know that the best way to survive closing with the enemy is to keep your head down.

When your Infantry Ace joins one of your Combat or Weapons platoons, it may use the Cautious Movement rule.

To take this Ability your Infantry Ace must have the ability: ***Recon Scout***.

DIG 'EM OUT!

You always keep in close contact with the divisional artillery. Whenever you are up against an entrenched enemy you can rely on the artillery to dig them out so your men can move in and secure the objective.

Once per game, your Infantry Ace may Spot for an artillery bombardment from an off-board battery of four 105mm howitzers. These howitzers have the range and field of fire to hit anything on the table.

Your Infantry Ace does not suffer the normal +1 to Range in for using your Company Commander.

If your Ace fails to Range In this Bombardment he may not try again for the remainder of the game.

Off-board 105mm Howitzers (rated Veteran): Anti-tank 4, Firepower 4+.

To take this Ability your Infantry Ace must have the ability: ***I Need Mortar Support!***

COMBAT ABILITIES FOR CAMPAIGN TURN 2

In the second campaign turn your Infantry Ace increases his combat abilities. He has learned how to amplify his men's shooting, he can keep his men focused on charging the enemy, or he will encourage your men to take advantage of abandoned enemy equipment.

POUR IT ON, BOYS!

You prefer to kill the enemy at range with machine-guns and mortars rather than letting them get close.

When your Infantry Ace joins one of your Combat or Weapons platoons, the platoon may re-roll failed rolls To Hit when shooting at targets greater than 16"/40cm away.

To take this Ability your Infantry Ace must have the ability: ***Crack Shot.***

HIT 'EM HARD

You and your men accept that there will be casualties when charging the enemy and you do not let that slow you down.

When your Infantry Ace joins one of your Combat or Weapons platoons that launches an Assault, the platoon does not count the first hit from Defensive fire when determining if it will Fall Back (see page 154 of the rulebook).

To take this Ability your Infantry Ace must have the ability: ***Heavy Assault.***

WE CAN USE THAT!

Sometimes the enemy beats such a hasty retreat that they leave their guns all alone in the rain and mud. You will find them a good home.

If your Combat or Weapons platoons win an Assault during which you Destroy an enemy Gun team or Capture a Transport or Tank team that is Bailed Out or Bogged Down, you may attempt to commandeer the enemy team.

Roll a die for each Gun team or Bailed out or Bogged Down vehicle Destroyed in the Assault Step to see if your troops can make use of the enemy equipment.

• *On a result of 4+ you may commandeer the gun team or vehicle and it is now under your control. Remove an Infantry team from the assaulting platoon and replace it with the commandeered team. A commandeered team becomes an Independent team.*

• *On any other roll, the gun or tank is too far gone and cannot be commandeered.*

To take this Ability your Infantry Ace must have the ability: ***Weapons Upgrade.***

TURN 3 ABILITIES

You have led your men through the inferno of Cassino. Victory is within your grasp if you press on!

Whenever your Infantry Ace earns a medal during the third campaign turn, you may select one of the following leadership, tactics, or combat abilities. Remember, you may also select abilities from the previous turns' options.

LEADERSHIP ABILITIES FOR CAMPAIGN TURN 3

The leadership abilities in the final campaign turn reflect your Infantry Ace's arrival as a capable commander. His men have followed him through the crucible of Cassino and will continue beside him through to the end.

The abilities of the final turn generally influence your Infantry Ace's entire company without him having to personally be with them.

By now your Infantry Ace has developed his leadership style. He might control the battle with an eye always on the big picture. He may lead by example, insisting his force fight to the last. Finally, he may have trained his men to rush the enemy to give them no time to react.

UNSHAKEABLE

There is nothing on this earth that will stop you and your men. Your company has become known as one of the old guard in honour of your reputation for being unshakeable even in the most difficult of situations.

Your Combat and Weapons Platoons fight to the last and may re-roll any failed Platoon Morale Checks.

Your Infantry Ace may re-roll Company Morale Checks.

To take this Ability your Infantry Ace must have the ability: ***Stick It To 'Em!***

SEND THEM IN!

Your men have broken through the enemy lines. It's time to send in the reserves to follow through and exploit the gap in the enemy's defences.

Once each turn you may re-roll one die rolled to receive Reserves for your force.

To take this Ability your Infantry Ace must have the ability: ***Deception.***

ROUTE STEP

For you, movement is essential. Your troops are so swift that they often catch the enemy eating their morning bacon and eggs before they even know what's going on.

Infantry teams in your Combat and Weapons Platoons move 8"/20cm instead of the normal 6"/15cm.

To take this Ability your Infantry Ace must have the ability: ***It's Only Mud.***
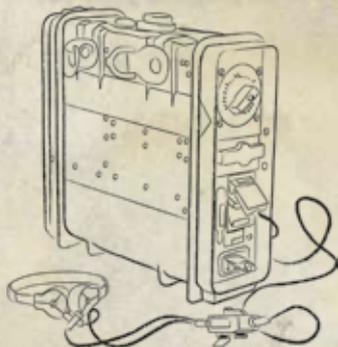
After the battle on Hill 94 the Colonel arrives and congratulates you and your men for holding against tough odds and proudly announces that you have been promoted to Major. With the hill now secure the Colonel has another mission for you.

The first fortification line in the Liri Valley has been outflanked and all available units are being rushed there to take part in the battle. The Colonel puts you in command of a small battlegroup and tells you to meet the enemy attack in the valley and destroy it. A platoon of tanks and some pioneers are attached to your battlegroup to give your men a hand.

When you arrive you immediately launch your attack, giving the enemy no time to react. Leading the assault, you and your troops are pinned down by heavy machine-gun and mortar fire.

The tanks move up and wipe out the enemy machine-guns with point-blank cannon fire. Then suddenly one of them erupts into a ball of flame as a hidden enemy anti-tank gun scores a direct hit.

You grab a soldier hiding behind a rock and point to one of the knocked out enemy machine-guns. You tell him to see if he can get it operating and put some fire on the anti-tank gun. The soldier rushes to the machine-gun, looks it over, and gives you the thumbs-up before turning it on the anti-tank gunners.

With the enemy machine-guns and anti-tank guns neutralised, your men spring back into action and press home the attack. The pioneers lead the last charge belching flame onto the enemy defences. Using grenades and cold steel your troops crash into the enemy's foxholes and clear them out. Their attack force shattered, the enemy cracks under the pressure of your battlegroup and runs away in full retreat.

A jeep bounces over the rugged terrain dodging craters as it makes its way to you. A general jumps out and has a look at the battlefield. You snap to attention.

"Is this your unit, Major?" he asks. "Yes, sir." you reply. "Damn fine work. As soon as you get things under control here report to Division. I've got a mission that requires your expertise."

"Yes, sir." You snap to attention and salute as the General hops back into his jeep and drives off...

TACTICS ABILITIES FOR CAMPAIGN TURN 3

By the third campaign turn your Infantry Ace has specialised into one of the three tactics types. He may have embraced the value of pioneer equipment, giving his men excellent assault capabilities. Alternatively, he may have taught his men to use recon information to take advantage of any enemy weakness. Finally, he may have focused on getting help from the artillery to help break up enemy attacks or to dig the opposition out of their defences.

BURN 'EM OUT

Knowing you'll be up against some tough defences, you have managed to requisition several flame-throwers for your troops. The trick will be to get your soldiers to actually strap them to their backs.

At the start of the game before deployment, you may replace one non-Pioneer infantry team in each Combat platoon with a Flame-thrower team.

To take this Ability your Infantry Ace must have the ability: ***We'll Fight Them Here.***

SPEARPOINT

Your patrols tell you exactly where the enemy is located and where he's planning to attack. Using this information you can deploy your troops to best take advantage of the enemy's weaknesses.

At the start of the game before deployment, you may place one platoon not held in Reserve in Immediate Ambush.

To take this Ability your Infantry Ace must have the ability: ***Keep Your Head Down.***

BRING ORDER TO CHAOS

Whether it was your personality or the steady supply of liquor, you've really made an impression on the artillery men at division. Whenever you put a call in for artillery support they happily respond with everything they've got, never wanting to miss an opportunity to "bring order to chaos" with their big guns.

Once per game, your Infantry Ace may Spot for an artillery bombardment from an off-board battery of four 155mm howitzers. These howitzers have the range and field of fire to hit anything on the table.

Your Infantry Ace does not suffer the normal +1 to Range in for using your Company Commander.

If your Ace fails to Range In this Bombardment he may not try again for the remainder of the game. Off-board 155mm Howitzers (rated Veteran): Anti-tank 5, Firepower 2+.

To take this Ability your Infantry Ace must have the ability: ***Dig 'Em Out!***

COMBAT ABILITIES FOR CAMPAIGN TURN 3

The battle is coming to its climax and your Infantry Ace wants a piece of the action. He has developed his company into combat specialists and is ready to put them to the test in these final battles. Your Infantry Ace may have developed his defensive plans to keep the enemy away from their objectives. He might drive his men into the assault, regardless of casualties sustained. Or he could have made good use of a captured pile of anti-tank mines.

GET IN THERE!

There's always more than one way to approach the enemy. If at first you don't succeed…

If one of your Combat or Weapons Platoons is forced to Fall Back by Defensive Fire, immediately take a Motivation Test. If successful, the platoon is no-longer Pinned Down and may attempt to carry on with the Assault. The enemy immediately shoots again in Defensive Fire as if this was a new Assault. If the platoon is not forced to Fall Back this time, it carries on the Assault as normal. If it is forced to Fall Back a second time by the enemy's defensive fire, it remains Pinned Down and Falls Back as normal.

Otherwise, the platoon remains Pinned Down and Falls Back as normal.

To take this Ability your Infantry Ace must have the ability: ***Hit 'Em Hard.***

INTERLOCKING FIRE

During the battle you've become an expert at putting together a solid defence. The key is making sure that every weapon has a wide open field of fire so that everything can open up when the enemy attacks.

Dug In Gun teams can shoot over any Infantry teams in Foxholes or Trenches, whether the Infantry teams shoot or not.

To take this Ability your Infantry Ace must have the ability: ***Pour It On, Boys!***

TELLER MINE STASH

Over the past few months you've been secretly collecting Teller mines. You have promised your men they would get to use them, however you can be quite forgetful and might have left them in a field somewhere.

At the start of the game before deployment, you may decide to either deploy one Minefield or equip one of your Combat platoons with Teller mines, giving each team Tank Assault 5.

To take this Ability your Infantry Ace must have the ability: ***We Can Use That!***

ACE OF ACES

Throughout the savage campaign at Cassino your Infantry Ace has fought heroically, earning medals and promotions in the process. He stands among heroes, and for your brilliant service to your country you have been awarded its highest medal. He has truly become an Ace of Aces.

After the third and last campaign turn there is still one more battle to be fought and won. Your Infantry Ace will fight along side other Infantry Aces in the Last Day in Combat mission. Depending on how well your side did in the campaign, you will be tasked to either attack or defend against enemy Infantry Aces in the coming battle. No matter which task he is given, he is prepared for the battle.

JACK OF ALL TRADES ACE OF ACES ABILITY

Your Infantry Ace has learned many lessons from his experiences. This gives him all of the tools needed to get the job done, from calling in artillery to pushing his men forward to sweep the field clean of his enemies.

JACK OF ALL TRADES

During the course of the campaign you have chosen to diversify your abilities, learning lessons from all angles.

When your Ace selects this Ace of Aces Ability, he may immediately choose one additional Turn 1 or Turn 2 Ability. When choosing this final Ability, you may ignore any required Abilities.

To take this Ability your Infantry Ace must have: *any four Abilities from Turn 1 or 2.*

LEADERSHIP ACE OF ACES ABILITIES

Your Infantry Ace has become an Ace of Aces in leadership. He excels at making sure that his men keep moving toward victory through careful planning and hard driving.

COMMANDER

You have a cunning grasp on the situation, always seeing the bigger strategic picture. No matter how hot things get, you always know what to do and when to do it.

When you place an objective in your opponent's deployment area or in No Man's Land, you may place it up to 4"/10cm closer to your table edge than normal.

To take this Ability your Infantry Ace must have the ability: *Send Them In!.*

HERO

You completely disregard your own safety in order to get the job done. You lead from the front as an example to your men.

Any of your Combat or Weapons platoons in Line of Sight of your Infantry Ace may re-roll any failed Motivation Tests.

To take this Ability your Infantry Ace must have the ability: *Unshakable.*

MAJOR LIGHTNING

You are affectionately known as 'Major Lightning' by the men in your company. You push your men forward quickly to catch the enemy off-guard.

Any of your Combat and Weapons platoons with a command team may attempt to move again at the start of the Shooting step instead of shooting.

Roll a Skill test for each platoon:
- *If successful, the platoon may move another 4"/10cm,*
- *Otherwise the platoon cannot move further this step.*

If a platoon fails to move, it may not shoot.

All of the normal rules apply for this movement. Platoons cannot make this move if they are Pinned Down or moved at the Double. Bogged Down or Bailed Out vehicles cannot make this extra move.

To take this Ability your Infantry Ace must have the ability: Route Step.

TACTICS ACE OF ACES ABILITIES

Your Infantry Ace has become an Ace of Aces in tactics. He knows exactly what needs to be done to accomplish his mission. He has embraced pioneer, reconnaissance or artillery tactics to give his company the best chances on the battlefield.

VENDETTA

During the last battle an enemy tank killed one of your company's popular NCOs. Your men demand vengeance on that tank, but really any destroyed vehicle will do.

Your Combat and Weapons platoons are rated Tank Assault 3 and may re-roll failed Motivation Checks to assault or counterattack tank teams.

To take this Ability your Infantry Ace must have the ability: **Burn 'Em Out!.**

RECONNAISSANCE MAN

You know the value of good reconnaissance work. You use the information you've gathered to get a jump on the enemy attack.

At the beginning of the game after deployment, your non-Reconnaissance Combat and Weapons platoons may make Reconnaissance Deployment moves.

To take this Ability your Infantry Ace must have the ability: **Spearpoint.**

GOD OF WAR

Using the big guns of the artillery, you will prove decisively that nothing solves a tactical problem better than a copious amount of explosives.

Bombardments from I Need Mortar Support, Dig 'Em Out, and Bring Order to Chaos use a double-width template and may re-roll misses.

To take this Ability your Infantry Ace must have the ability: **Bring Order To Chaos.**

COMBAT ACE OF ACES ABILITIES

Your Infantry Ace has become an Ace of Aces in combat. He gets personally involved with the battle by laying out defences, assaulting the enemy and making sure your troops have the right equipment for victory.

MASTER OF DEFENCE

You have prepared excellent defences and made sure there are open fields of fire. It all comes down to your men stopping the enemy cold in their tracks with a hail of accurate fire.

When not Pinned Down, your Combat and Weapons platoons may re-roll all failed rolls to hit in Defensive Fire during an Assault.

To take this Ability your Infantry Ace must have the ability: **Interlocking Fire.**

ASSAULT MONSTER

Despite your rank, you still prefer to get in the assault and wipe away the opposition with hand grenades, bayonets, and your trusty sharpened entrenching tool.

While your Infantry Ace is attached to one of your Combat or Weapons platoons, your opponent must re-roll all successful hits on that platoon in Defensive Fire during an Assault.

To take this Ability your Infantry Ace must have the ability: **Get In There!.**

SCAVENGER

With an impending promotion taking you from the field you decide that now would be a good time to unleash all that enemy equipment you've commandeered. There's no point hiding it from your superiors now.

You may form a new Captured Equipment Platoon from teams in your Combat or Weapons platoons.

At the start of the game before deployment, you may remove any number of teams from your Combat and Weapons platoons and place them into a special Captured Equipment Platoon. Teams placed in the Captured Equipment Platoon are no longer part of their original platoons. Original platoons left with one team as a result are automatically sent to the rear and do not participate in the battle.

A Captured Equipment Platoon counts as a platoon for all purposes including deployment and Company Morale Checks. A Captured Equipment Platoon is a Combat platoon.

Before deployment you must choose whether your platoon is equipped with either Tank teams or Gun teams. It cannot be equipped with both.

No matter which way you equip your Captured Equipment Platoon, you must exchange all of the original teams for captured equipment. Any team not exchanged is sent to the rear and does not participate in the game. If you choose to equip your Captured Equipment Platoon with Gun teams you may exchange one team for a Command Rifle team. If your Captured Equipment Platoon is equipped with Tank teams select one Tank team to become the Command team.

Using Captured Tanks: *If you choose to equip your platoon with tank teams you may choose* **one** *of the following options:*

- *Exchange three teams with a Captured Tank team*
- *Exchange six teams with two Captured Tank teams*
- *Exchange nine teams with three Captured Tank teams*

Using Captured Guns: *If you chose to equip your platoon with Gun teams you may make* **any or all** *of the following changes to the Captured Equipment Platoon:*

- *Exchange a team with a Captured Anti-tank gun team. You may do this up to three times for the platoon.*
- *Exchange a team with a Captured Machine-gun team. You may do this up to three times for the platoon.*
- *Exchange a team with a Captured Artillery team. You may do this up to three times for the platoon.*

To take this Ability your Infantry Ace must have the ability: ***Teller Mine Stash.***

CAPTURED TANK TEAM

Name *Weapon*	Mobility *Range*	Front *ROF*	Side *Anti-tank*	Top *Firepower*	Equipment and Notes
Captured Tank	Fully-tracked	6	4	1	Co-ax MG, Hull MG.
75mm tank gun	*32"/80cm*	*2*	*10*	*3+*	

CAPTURED GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Captured Anti-tank gun	Medium	32"/80cm	2	12	3+	Gun shield.
Captured Machine-gun	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
Captured Artillery	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke Bombardment.

MODELLING CAPTURED EQUIPMENT

When modelling your captured equipment, feel free to use whatever model you think fits your theme. For example, if you are an American player fighting in Cassino, you may want to model a captured tank as a StuG assault gun. However, no matter what models you use, the team always uses the characteristics found in the above arsenal.

PART III: YOUR FORCE

After blunting the enemy's attack in the Liri Valley you remove your force from the frontline for some much needed rest and reorganisation before heading back into the fight.

During the course of the campaign your force has grown from a small company of experienced veterans to a battlegroup complete with tanks, artillery, and more. You and your men have overcome all types of difficult trials across the battlefields of Cassino.

Your leadership has been recognised at the highest levels and you have received medals and promotions. You use the prestige you have gained to inspire your men and equip them with reinforcements and heavy weapons.

Once the battlegroup has settled in for a night's rest, you call up a jeep and instruct the driver to take you to division headquarters. It is time to see what the General has in store for you and your men.

Not surprisingly, Infantry Aces is all about infantry. Monte Cassino was a difficult and obstructive battlefield, denying tanks and vehicles any ability to move or support their comrades. The fate of the battle relied heavily on each and every rifleman from all armies, as they attacked and counterattacked through the mountains, valleys, and the town of Cassino.

Building Your Force

At the beginning of the campaign, each player must choose an Infantry Company to play during the whole course of the campaign. Players cannot use Mechanised or Armoured companies in Infantry Aces.

Build your company just like you would any normal *Flames Of War* force. For example you must take a Company HQ and any mandatory platoons listed on your force's company diagram.

Once the campaign has begun, you are free to change the composition of your force, however you cannot change your Infantry Company. For example, you cannot change your force from a Grenadier company to a *Fallschirmjäger* company. However, you may change what platoons you take in your Grenadier company. Your force must also contain your Infantry Ace and you must follow the campaign turn rules for building your force (see pages 75 to 78).

Each campaign turn has its own set of rules telling you what platoons have been made available to your Infantry Ace. At the beginning of the campaign it's just you and your men. You cannot count on outside help straight away and you'll have to accomplish the mission with what you have. As the campaign progresses, you'll get to add support platoons as your missions become larger.

Note

Your force does not need to be one that fought at Cassino. You may bring whatever Late-war infantry company you would like to play.

YOUR FORCE IN THE FIRST CAMPAIGN TURN

Cassino is a dangerous battlefield. Here the Germans have established not one, but two formidable defensive lines anchored on both ends by mountains. In the middle of it all is the town of Cassino which lies in the shadow of a Benedictine monastery atop Monte Cassino. It is here that the Germans intend to make the Allies bleed for every inch of the wet and muddy Italian soil they capture.

SPECIAL RULES FOR THE FIRST CAMPAIGN TURN

During the first campaign turn your force uses the following special rules. These are in addition to any other special rules that your force already uses.

You and Your Men

At the beginning of the campaign you've got your men and your mission, now get out there and get it done!

You may spend up to 500 points on your infantry company with Company HQ, Combat, and Weapons Platoons.

You can take any platoon listed as Company HQ, Combat or Weapons Platoons. However you cannot take Support Platoons at this stage in the campaign.

Goat Trails & Mules

Mules moved guns and ammunition through the mountains of Italy for all of the armies. They were used to such an extent that the mule trade had difficulty keeping up with the demand.

Gun teams that are not Immobile may be carried by pack mules. When using pack mules, a Gun team becomes a Pack Mule Transport team and moves as a Man-packed Gun team.

FORTIFICATIONS

Companies on defence rely on well-built fortifications to help them keep the enemy at bay.

If your company can take fortifications, it may do so even if they are not a Combat or Weapons platoon option.

NO COUNTRY FOR TANKS

The battlefields of Italy are tough going for vehicles, making them of little value during the fight. The troops sent them to the rear and kept them ready in case they were needed later on to exploit a breakthrough.

Your company cannot field platoons equipped with Tank or Transport teams.

If one of your mandatory platoons is equipped entirely with Tank teams, you do not have to take it for the purposes of building your force.

If any of your platoons include Transport teams, Tank teams or Demolition Carriers, these vehicles are sent to the rear before the game begins and do not participate in the battle.

You may dismount Portee weapons and send the vehicles to the rear at the start of the game and before deployment.

PIONEER SUPPLY VEHICLES

Pioneers on both sides made sure that their comrades were well covered by minefields and barbed wire fortifications.

Pioneer Supply vehicles are an exception to No Country for Tanks, however they automatically deploy their fortifications (see Pioneer Supply Vehicles in the rulebook) and send the transports to the rear, even if you are the attacker.

CAMPAIGN TURN 1 RULES SUMMARY

- *You may spend up to 500 points in your force*
- *Combat and Weapons Platoons only (no support platoons, these will come later)*
- *Forces cannot include transports or tanks*
- *Your force may field fortifications*
- *Pioneer Supply vehicles automatically deploy fortifications*
- *Use a 4'x4' (120cm x 120cm) table*
- *Check mission modifications below*
- *Gun teams may move as Man-packed teams*

THE BATTLEFIELD

TABLE SIZE

The first campaign turn (500 points) should be played on a 4'x4' (120cm x 120cm) table. Don't forget to use lots of terrain to keep the game fun and exciting.

MISSION MODIFICATIONS

Infantry Aces is designed for infantry games and as such some minor modifications to existing missions may be necessary when playing games at 500 points. Use the following modifications for Free-for-All, Encounter, No Retreat, and Fighting Withdrawal.

FREE-FOR-ALL & ENCOUNTER

Both players' platoons may not be placed within 8"/20cm of the centre line of the table, instead of the normal 12"/30cm.

NO RETREAT & FIGHTING WITHDRAWAL

The attacking player deploys their entire force in their half of the table at least 12"/30cm from the table centre line, instead of the normal 16"/40cm.

YOUR FORCE IN THE SECOND CAMPAIGN TURN

The Allied and Axis soldiers continue to fight over the shattered battlefields of Cassino. They fight in the ridges high above, amongst the ruined buildings of Cassino, and through the muddy mire in front of the formidable Gustav Line. There is nowhere a soldier can go to escape the enemy's artillery or snipers. The Allies continue to search in vain for terrain suitable to bring their many tanks into the battle. The battle remains mostly an infantryman's fight.

SPECIAL RULES FOR THE SECOND CAMPAIGN TURN

The second campaign turn uses the *Goat Trails & Mules, No Country for Tanks,* and *Pioneer Supply Vehicles* special rules from the previous turn in addition to the following special rules:

BRING UP THE RESERVES

Headquarters has ordered a greater effort to achieve victory. As such they have increased support to your company to assist you in completing this week's missions. You've also received a little divisional support, which gives you access to critical heavy weapons.

> *You may spend up to 700 points on your infantry company with Company HQ, Combat, Weapons, and Support Platoons.*

THE BATTLEFIELD

TABLE SIZE

The second campaign turn should be played on a 6' x 4' (180cm x 120cm) table. Don't forget to use lots of terrain to keep the game fun and exciting.

NO MISSION MODIFICATIONS

In the campaign's second turn, there is no need to alter any of the missions. Play any missions as you would a normal *Flames Of War* game.

SECURE THE OBJECTIVE

Your support platoons cannot survive a night of brutal counterattacks by themselves, so you'll need to send your infantry in to secure the objective—after all, it is *your* mission!

> *Only your Warrior teams, Combat and Weapons Platoons may hold or contest an Objective.*

CAMPAIGN TURN 2 RULES SUMMARY

- *You may spend up to 700 points in your force*
- *You may take Combat, Weapons, and Support Platoons*
- *Forces cannot include transports or tanks*
- *Pioneer Supply vehicles automatically deploy fortifications*
- *Gun teams may move as Man-packed teams*
- *Only Combat and Weapons Platoons may secure or contest Objectives*
- *Use a 6'x4' (180cm x 120cm) table*
- *No mission modifications*

YOUR FORCE IN THE THIRD CAMPAIGN TURN

Limited breakthroughs have allowed both armies to release small numbers of tanks to help the infantry. Bloody attacks and counterattacks are fought over critical areas such as Hangman's Hill and Hill 593. Allied assaults crash against the tough fortifications of the Hitler Line where Panther turret bunkers cut down Allied tanks with ease. The final battles for Cassino are being fought and they are even more desperate and bloody than those that came before.

SPECIAL RULES FOR THE THIRD CAMPAIGN TURN

The third campaign turn uses the *Goat Trails & Mules, Pioneer Supply Vehicles,* and *Secure the Objective* special rules from the previous turns in addition to the following special rules:

THE BIG PUSH

The campaign is reaching its climax and division is handing out heavy support to its companies like candy. The big push is upon us and you have been sent reinforcements and special weapons to accomplish your mission.

You may spend up to 900 points on your infantry company with Company HQ, Combat, Weapons, and Support Platoons.

TURN 3 RULES SUMMARY

• *You may spend up to 900 points in your force.*

• *You may take Combat, Weapons, and Support Platoons.*

• *Your force may include up to one platoon with armoured vehicles. If you do so, your force automatically attacks a player that does not have vehicles.*

• *Pioneer Supply vehicles automatically deploy fortifications.*

• *Gun teams may move as Man-packed teams.*

• *Only Combat and Weapons Platoons may secure or contest Objectives.*

• *Use a 6'x4' (180cm x 120cm) table or larger*

• *No mission modifications*

MOVING FOXHOLES

Your company has been authorised some armoured support. These tanks, referred to as 'moving foxholes' by the infantry, will blast troublesome guns and exploit gaps in the enemy lines.

Your force may include up to one platoon containing armoured vehicles, up to five of which may be Tank teams.

If one of your mandatory platoons is equipped entirely with Tank teams, you do not have to take it for the purposes of building your force.

If your Combat and Weapons Platoons include any Transport teams, Tank teams or Demolition Carriers, these are sent to the rear before the game begins and do not participate in the battle.

You may dismount a Portee weapon and send the vehicles to the rear at the start of the game and before deployment.

If your force contains a platoon equipped with Tank teams or armoured transports, it is always the attacker in any mission that uses the Defensive Battle special rule or requires a die roll to determine who is the attacker. If both players have armoured vehicles roll a dice to determine who is the attacker and who is the defender.

THE BATTLEFIELD

TABLE SIZE

The third campaign turn should be played on a 6' x 4' (180cm x 120cm) table or larger. Don't forget to use lots of terrain to keep the game fun and exciting.

NO MISSION MODIFICATIONS

In the campaign's third turn, there is no need to alter any of the missions. Play any missions as you would a normal *Flames Of War* game.

LAST DAY IN COMBAT MISSION

As you enter the divisional headquarters the General greets you straight away. Several other commanding officers are assembled in front of a large map. Before you take a seat, the General pulls you aside.

"Son, you've done well out there," says the General. "After this mission, I want you at my side at divisional headquarters. We need a man like you."

Thinking about your troops and leaving them behind, you hesitate. The general knows what you are thinking, "I can make that an order." With that, you agree and the general slaps you on the shoulder. "Good man! Now, back to business."

The General makes a few quick introductions and then gets straight into the briefing. The enemy's attack has lost momentum and now is the time for us to strike. Pointing to a sector on the map

the General tells everyone that this is where the assault will be made. He passes out some aerial reconnaissance photographs. They reveal a battlefield already scorched by fire and craters. Enemy defences have been hastily constructed, but still pose a serious danger. The General tells you that for the attack to succeed each of you will have to work closely together.

"It's a crazy battlefield, men." says the General. "Anything can happen out there. Watch each other's backs and use any advantage you can. Dismissed!"

Confident in the plan, each commander leaves the headquarters and returns to their units to ready them for the upcoming assault. As you leave, you know that this will probably be your last day in combat—better make it a good one!

PLAYING THE LAST DAY IN COMBAT MISSION

The Last Day in Combat mission brings together all of the Infantry Aces that have fought throughout the Cassino campaign to play a grand finale battle.

Campaign Finale

The Last Day in Combat mission is the last game in the Infantry Aces campaign. Leading up to this point, you and your allies have been fighting hard for each Area on the campaign map. Your side may have established a good lead in points over your opponents, or perhaps you are short a few points. Either way, the Last Day In Combat mission gives you one final chance to add Campaign Points.

It's a Social Game!

The Last Day In Combat mission is designed to be played with a group of friends. Unlike other *Flames Of War* missions, this one is not meant to be perfectly balanced. This game encourages players to get together and simply have fun as they take their Aces on one last mission.

Gather all of the Infantry Aces you can and set a date for the Last Day In Combat mission. There will be plenty of action for everyone and you will need each other to ensure victory is yours.

Random Events

When playing the Last Day In Combat mission, strange events will happen all across the battlefield. These events add an extra dimension to the mission and will bring flavour to your game.

These events will have an impact on your game. You will encounter everything from discovering a hidden art treasure to rescuing a lost platoon in no man's land, and more.

Get out there!

Your Infantry Ace waits eagerly to complete his last combat mission. Best not keep him waiting, there's not a moment to lose!

SETTING UP AND RUNNING THE MISSION

At the end of the campaign, the players meet for this final battle, known as the Last Day In Combat mission.

PLAYERS & ARMY SIZE

The final battle can be fought with 2-8 players. If you would like to play the game with more people, simply add more table space or run a second parallel game.

Players can decide on any point level for the final battle using all of the special rules from the third campaign turn. However, be aware of the time it might take if you have large armies. So we recommend that players should stick to about 500-900 points per player.

SPECIAL RULES

The Last Day In Combat mission uses the *Big Push, Moving Foxholes, Goat Trails & Mules, Pioneer Supply Vehicles,* and *Secure the Objective* special rules from the Infantry Aces campaign turns in addition to the *Fortunes of War* (see below), *Prepared Positions* (see page 264 of the rulebook) and *Delayed Reserves* (see page 269 of the rulebook) special rules.

TIME

The mission runs on a timer so it is very important to first establish a set end time for the game and then keep the game moving swiftly to make sure everyone has a fun and fair game. You will probably need half an hour plus an extra half an hour for every 1000 points on a side.

THE BATTLEFIELD

The table size depends on the number of players and the chosen army size. Use the following chart to determine the optimal table size for your game.

500 POINTS (PER PLAYER)

Players	Table	Approx. Time
2	4'x4' (120cm x 120cm)	30-45 minutes
4-8	6'x4' (180cm x 120cm)	1-2 hours

700-900 POINTS (PER PLAYER)

Players	Table	Approx. Time
2-4	6'x4' (180cm x 120cm)	1-2 hours
6-8	12'x4' (360cm x 120cm)	2½-3½ hours

FORTUNES OF WAR

During battle all sorts of unforeseen things can happen making it hard for Commanders to rely on things going according to plan.

EVENTS

As players fight it out, random events will occur around the mission's six objectives. At the beginning of a side's turn, before any dice are rolled during the Starting Step, roll to see if an event happens, then roll another die to see which objective it has occurred over. Finally, resolve the event.

Step 1. At the beginning of a side's Starting Step, choose a player to roll a die:

- *If the result is 4+, an event occurs on the battlefield.*

- *Otherwise, no event occurs this turn.*

Step 2. Assign each objective a number from 1 to 6 then roll a die to determine which objective the event will occur at. Centre a 12"x12" (30cm x 30cm) Event Template over the objective so that it is square with the table.

Step 3. Roll another die to determine which event will occur under the template. Consult the event table to determine what type of event happens.

Step 4. Resolve the event and resume play.

TIP

Use a Devastating Bombardment Template for the 12"x12" (30cm x 30cm) Event Template.
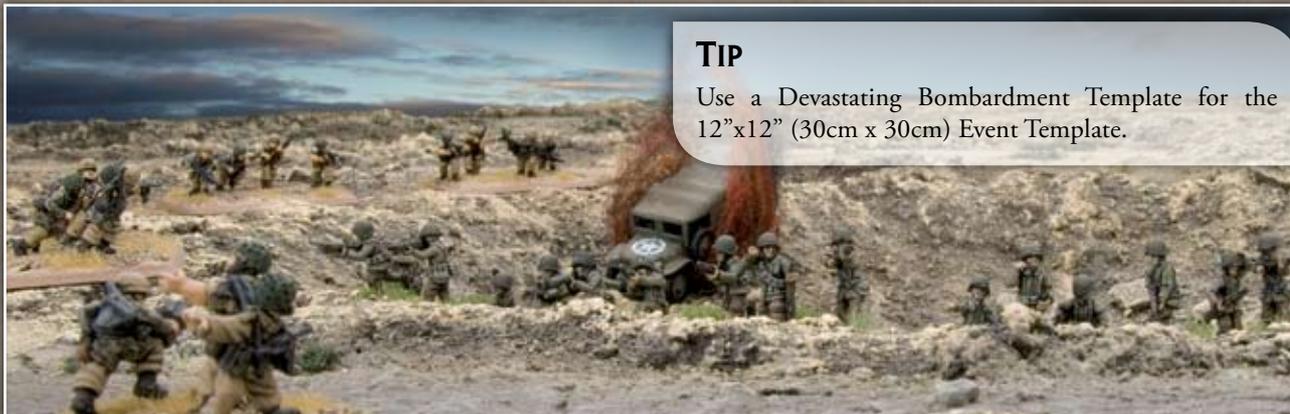
FORTUNES OF WAR EVENTS TABLE

ENEMY RADIO

As your men clear out an enemy outpost, they discover an intact radio. Without a moment to lose you use it to call in the enemy's artillery. Despite your terrible accent over the radio, you manage to convince the enemy artillerymen to shell their comrades.

All enemy teams under the Event Template are hit by a bombardment by four howitzers, rated Trained, with Anti-tank 4 and Firepower 4+.

ART TREASURE

A heavy artillery barrage has unearthed some hidden art treasures. Among them is an original by Leonardo daVinci, worth millions. Your platoon has gathered the treasures and will keep them safe until after the battle where they can be returned, sold, or smuggled home to hang above the mantelpiece.

Roll a die for each friendly and enemy platoon under the Event Template. The platoon with the highest result (re-roll ties) is now in possession of the treasures. Place a token next to the platoon's command team to mark that it has the treasures.

If that platoon is Destroyed it drops the treasures, and leaves the art token on the table. Any platoon that has a team adjacent to the art token at the beginning of the Movement Step may pick it up and place it next to its command team.

Whichever side is in possession of the art token at the end of the game scores an extra Victory Point. The art token cannot be voluntarily transferred.

FRIENDLY ADVICE

In exchange for some cigarettes, a bar of chocolate, and a promise that you won't drive a tank through his house, an Italian civilian named Luigi tells you exactly where the enemy positions are.

Luigi helps the side with the most teams under the Event Template (roll if a tie). Remove one platoon from under the template and deploy it anywhere else under or within 12"/30cm of the template.

The redeployed platoon must be placed more than 4"/10cm away from all enemy teams and cannot launch an assault in the turn it is relocated.

WINE CELLAR RAID

While on patrol one of your squads has stumbled across a general's private wine cellar. They notice that half of the wine has already been looted by the retreating enemy troops. After securing a lifetime's supply for themselves, the squad has reported where it is, and the rumour quickly spreads amongst the eager troops.

All platoons under the Event Template are Pinned Down as they raise many toasts to their spoils of war.

WEAPONS CACHE

After overrunning an enemy position, one of your platoons starts cracking open a few crates lying about and discovers an enemy weapons cache of sub-machine-guns, ammunition and a pile of anti-tank mines.

Roll a die for each friendly and enemy platoon under the Event Template. If the result is 5+, all infantry teams in that platoon are upgraded with submachine-guns and anti-tank mines, making them SMG teams and Tank Assault 5.

THE LOST PLATOON

A platoon, long thought lost, is discovered still fighting on the battlefield. They have rallied around a hero and have fought for survival against terrible odds. Should you send out reinforcements to save them, leave them to their fate, or lead them on a heroic mission of sabotage and harassment?

Both sides roll a die. The side with the highest result may choose one of their players who may restore a Destroyed platoon to anywhere under the Event Template. If both sides roll the same result, both sides may restore a Destroyed platoon.

A restored platoon may have up to five Infantry teams from the original platoon, one of which must be the Command team. It must be placed entirely under the Event Template.

The restored platoon must be placed more than 4"/10cm away from all enemy teams and may not Launch an Assault in the turn it is restored. A restored platoon is considered to have moved in the turn it is restored.

If no eligible players have any Destroyed platoons to restore, roll again on the Event Table until a different event occurs.

LAST DAY IN COMBAT MISSION

The Last Day In Combat mission uses the **Big Push, Moving Foxholes, Goat Trails & Mules, Pioneer Supply Vehicles,** and **Secure the Objective** special rules from the Infantry Aces campaign turns in addition to the **Fortunes of War** (see above), **Prepared Positions** (see page 264 of the rulebook) and **Delayed Reserves** (see page 269 of the rulebook) special rules.

YOUR ORDERS

ATTACKERS

Your forces have broken through and are now poised to take advantage of the opening. However a thin line of enemy troops have rushed to seal the opening. You must break through this line and march on toward victory.

DEFENDERS

The enemy have managed to break a small hole in the line, but the battle is far from lost. Your forces must blunt and turn back their spearhead. Hold them until reinforcements arrive and then strike back to reclaim lost ground.

PREPARING FOR BATTLE

1. Decide on a start and ending time for the game.

2. The side with the most Campaign Points is the attacker while the side with fewer Campaign Points is the defender.

If both sides have an equal amount of Campaign Points, both sides roll a die. The side with the highest result is the attacker.

3. The attacking side chooses a table side to attack from.

4. The attackers place three objectives in the area defined by the mission map and number them 1, 2, and 3.

5. Place an objective at the point marked ④ and number it 4.

6. The defenders then place two objectives in the area defined by the mission map and number them 5 and 6.

7. Each defending player nominates at least half of their platoons to be held off the table in Delayed Reserve.

8. The defenders now evenly divide up their table edge into sectors, one for each player, and deploy their remaining platoons in their sectors. Platoons held in reserve will arrive in their respective player's sector.

9. The attacking side now deploys its entire force in the area defined by the mission map.

BEGINNING THE BATTLE

1. Defending players begin the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.

2. Starting with the Defending players, both sides make Reconnaissance Deployment moves for any Recce Platoons they have on the table.

3. The Attacking players have the first turn.

ENDING THE BATTLE

The battle ends as soon as both sides have had the same number of turns and the agreed upon ending time has passed.

If the game has reached a critical moment and both sides want to see what happens next, give each side another turn or two to find out.

DECIDING WHO WON

At the start of a side's turn when you normally check for victory conditions that side earns one Victory Point for each objective that it holds.

The side with the most Victory Points at the end of the game wins the Last Day Of Combat mission.

FIGURING OUT CAMPAIGN POINTS

At the end of the game both sides tally up the total number of Victory Points they have earned. Subtract the losing side's total Victory Points from the winners' total. The remainder is the number of Campaign Points the winning side adds to their overall Campaign Points total.

ROLLING FOR DELAYED RESERVES

Each defending player rolls for their own reserves as normal. Platoons arriving from reserve may only come onto the table in the sector belonging to their respective player.

ORGANISING THE CAMPAIGN

The Infantry Aces campaign is a flexible system that encourages players to play infantry battles and develop their own special warriors called Infantry Aces. The campaign system is built to pretty much run itself with a little help from you as the organiser. Here is a short guide to assist you in hosting an exciting Infantry Aces campaign.

ORGANISE THE VENUE

You can play Infantry Aces with your friends at the local store or gaming club. Choose a place that best suits your group and the number of players you expect will play.

ORGANISE TEAMS

There are two teams, or sides, in Infantry Aces: the Axis and the Allies. Organise your players into these two sides and have them nominate a leader to coordinate their side and their strategy. With that done they can begin fighting for the battlefields of Cassino.

CAMPAIGN TURNS

As the organiser one of your biggest responsibilities is to determine the length of the campaign turns. Infantry Aces is quite flexible in how long you would like your turns to be.

Turns do not have to be the same length as each other. For example, if your players are having fun playing at 500 points, feel free to extend the turn.

Short campaign turns mean the campaign will be fast and sharp, maintaining players' interest, but this requires your players to be very active in playing games. Using longer turns gives your players more time to play games and build up their Infantry Ace warriors, but this requires more work to keep their interest up over a longer time period.

SETTING ASIDE GAME DAYS

It is a good idea to set aside dedicated days to play Infantry Aces. This helps players schedule their game and ensures that they can get a table when they need one.

PROMOTE YOUR EVENT

Having a good campaign promotion plan is essential as you organise your event. No one will be excited to play Infantry Aces if they don't know what it is and where to play! For ideas on how to promote your campaign check out our website: *www.FlamesOfWar.com*.

PREPARING FOR THE CAMPAIGN

Make copies of the Infantry Aces Company Chart and the Abilities Quick Reference Chart for each of your players so that they can track the progress of their Infantry Ace and his company.

Display the campaign map prominently so that all of your players can see it and know where they will be fighting.

Make sure you have plenty of terrain for your games to enable the infantry to close with the enemy. Tables that are sparse will result in the mass slaughter of any troops trying to cross in the open, leading to very dull games.

TRACKING THE CAMPAIGN

Once the campaign has begun all that you need to worry about is keeping track of its progress on the Infantry Aces Campaign Chart. This chart is the master record of the campaign, so place it in a safe place where players can see it and keep it up to date on the progress of the campaign.

You will need to record the results of each battle. Players will report their games to you. They will need to give you the following information:

• *What Area they were fighting in, and*
• *which side won.*

Record each victory with a mark in the winning side's column.

WINNING AN AREA

At the end of the campaign turn, total up all of the Allied and Axis victories in each Area. The side with the highest number of victories in each Area wins that Area. Circle the side that won the area. No further games can be played in that Area.

At the end of the campaign turn, if no battles occurred in an Area, the Axis side automatically wins it, as the Allies have ignored it.

At the end of the campaign turn, if there is an equal number of Axis and Allied victories in the same Area, the Axis side wins the Area as the Allies have failed to make any headway.

CAMPAIGN POINTS

When a side wins an Area they are awarded Campaign Points. These are added to their side's Campaign Points grand total found at the bottom of the Infantry Aces Campaign Chart.

Each area is worth a certain number of Campaign Points. As the campaign progresses the areas are worth more points. During the first turn, each area is worth one point, in the second turn they are worth two points each, and in the third turn they are worth three points each.

Ending the Campaign

At the conclusion of the third campaign turn you have a choice to make about how to end your Infantry Aces campaign. You can either end the campaign at the conclusion of turn three or fight a big grand finale battle for Cassino.

If players chose to end the campaign after the third campaign turn, total up how many Campaign Points each side has won. The side with the most wins the Cassino Infantry Aces campaign.

If players would like to fight the grand finale battle, play the Last Day Of Combat mission on page 79.

The side that won the Last Day in Combat mission adds the difference between each side's total mission Victory Points to their side's Campaign Points total. The side with the highest number of Campaign Points wins the Cassino Infantry Aces campaign.

Infantry Aces Documents

All of the Infantry Aces charts and documents are available on our website, *www.FlamesOfWar.com*. These documents include:

- *Infantry Aces Company Chart*
- *Abilities Quick Reference Chart*
- *Infantry Aces Campaign Map*
- *Infantry Aces Results Sheet*

Campaign Kit

Infantry Aces can be run completely from this book, but you can also get an Infantry Aces Campaign Kit, which includes everything you need on one large erasable wall chart.

The wall chart includes:

- *Infantry Aces map,*
- *Experience trackers for up to 18 players,*
- *Abilities Quick Reference chart,*
- *Order of Play, and*
- *a Victory Chart.*

The Campaign Kit includes:

- *one 22"x 39" (56cm x 74cm) Infantry Aces wall chart*
- *one wet-erase pen*
- *ten Ace of Aces Badges*

The kit comes in a nice map tube which will keep your map and gear safe and ready for the next Cassino campaign.

Ace of Aces Badge

Following the successful conclusion of your Infantry Aces campaign you may award your players with an Ace of Aces Badge, found with the Infantry Aces Campaign Kit or on our website: *www.FlamesOfWar.com*.

The Ace of Aces Badge celebrates a player's participation in the campaign. Players from both sides that have filled their Infantry Ace's experience boxes are eligible for this award.

These can be worn proudly by players or fastened to army transport bags to show off their achievement in the hills, valleys, and towns of Monte Cassino!

INFANTRY ACES EVENTS

Infantry Aces can be played casually with a group of friends. It is fun to establish an Infantry Aces night to meet up and play some games, and tell each other the story of your heroic Aces as they struggle over the shattered battlefield of Cassino.

You can also participate in an Infantry Aces campaign at your local retail shop. Your campaign organiser will have a large print-out of the map with all of the campaign information written on it for everyone to see. Using this map you will be able to track your Ace's progress during the campaign and press on to win prizes and campaign medals to pin on your shirt or army bag.

Remember, the more games of Infantry Aces you play, the faster your Ace will gain abilities, so get out there and play!

Infantry Aces as a Tournament

You can also play Infantry Aces as a tournament event. Players can plan their armies at the different point-levels ahead of time and then fight their way through the battles of Cassino in a one or two day event.

One suggestion is to plan two 500-point games, one 700-point game, one 900-point game. Then gather your players together to play the grand finale game.

Remember if you have more than eight players, it is a good idea to break the finale up into two or more games so that it does not slow down the pace of the event.

It has often been said that terrain makes or breaks games. Playing on a sparse or poorly put together table will certainly result in an unfair and dull game. When playing Infantry Aces it is important to remember that your gaming tables need terrain, terrain, and then some more terrain! You do not need to have a lot of terrain to cover your battlefield, but if you place what you have smartly, you can avoid the dangers of putting together an unbalanced table.

the Bad
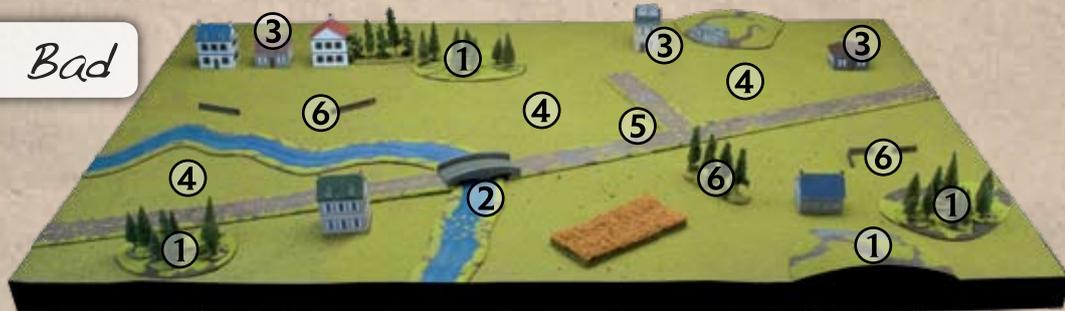
FORESTS & HILLS ①
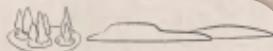
Bad: Placing hills and forests at the table edges leaves them too far from the action in the front lines. When they do come into play, they will heavily favour the defender, making for an unbalanced game.

Good: Use hills and forests to fill open spaces on your table, placing them along rivers, and in the middle of the table to give everyone a chance to use them.

RIVERS ②
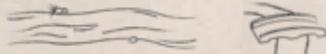
Bad: Small rivers such as the one above cut off areas of the battlefield and decrease the playing area of your table. There are also only two crossing points right next to each other, making it extremely easy for the defender to bottleneck the attacker and stall the game.

Good: Make the river more prominent and the reason why your battle is being fought there. Remember to put plenty of spaced out crossing points.

BUILDINGS ③
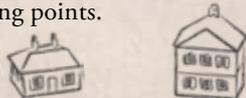
Bad: Scattered buildings that are too far apart are of no value to your troops, so they might as well not exist.

Good: Settlements are most often found at important river crossings or crossroads. Group buildings together to create a small town or village. This will give your troops something to fight over and make your table more believable.

OPEN SPACES ④

Bad: Open areas mean certain death for any troops trying to cross them. The presence of these killing fields will discourage players from moving forward and make for a very dull and one-sided game.

Good: It is alright to have open spaces, just not large ones. As a general rule of thumb, open spaces should not be more than 10"/25cm across, giving infantry only a single turn in the open, rather than several. Move forests and place fields of standing crops to cover large open areas.

ROADS ⑤
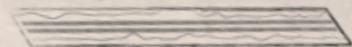
Bad: Roads that cross perpendicular to the game's action are next to useless to both players. Furthermore, roads to nowhere look and feel extremely odd.

Good: Arrange your roads so that they become important to the battle. A crossroads makes for an excellent point of terrain to fight over as it offers several roads for both players to use.

LINEAR TERRAIN ⑥
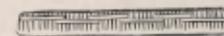
Bad: Don't place bits of linear terrain randomly across the battlefield. Who would build a bit of fence out in the middle of an open field? Why is there a line of trees in a random part of the battlefield?

Good: Linear terrain is linear for a reason. It often lines roads or sections off property. Place your linear terrain along roads and around buildings or fields.

the Good
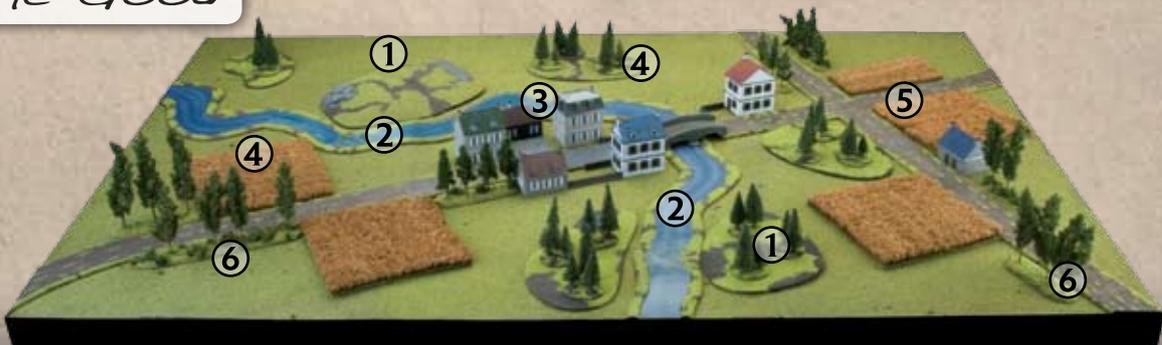
ABILITIES QUICK REFERENCE

LEADERSHIP

TURN 1

YOU MISSED ME!
Your opponent must re-roll successful results to Destroy your Infantry Ace.

I'M ALREADY HERE!
Your Infantry Ace may hold and contest an Objective from 6"/15cm.

OI, YOU THERE!
Your Infantry Ace has +2"/5cm command range.

TURN 2

DECEPTION
You may re-deploy one of your platoons before the game begins.

STICK IT TO 'EM!
When your Ace joins a platoon that is Pinned Down, it automatically rallies.

IT'S ONLY MUD!
When your Ace joins a platoon, it may move At the Double through rough terrain.

TURN 3

SEND THEM IN!
Once each turn you may re-roll one die rolled to receive Reserves for your force.

UNSHAKEABLE
You may re-roll any failed Platoon Morale Checks and Company Morale Checks.

ROUTE STEP
Infantry teams in your Combat or Weapons Platoons move 8"/20cm instead of the normal 6"/15cm.

| COMMANDER | HERO | MAJOR LIGHTNING |

TACTICS

TURN 1

NINE FINGERS
Your Infantry Ace is now a Pioneer team with Tank Assault 3

RECON SCOUT
Your Infantry Ace may use the Eyes and Ears rule.

I NEED MORTAR SUPPORT!
Once per game, your Ace may call in a 6-gun Mortar bombardment.

TURN 2

WE'LL FIGHT THEM HERE
When your Ace joins a platoon, the platoon may re-roll failed dig-in attempts.

KEEP YOUR HEAD DOWN
When your Ace joins a platoon, the platoon may use the Cautious Movement special rule.

DIG 'EM OUT!
Once per game, your Ace may call in a 4-gun 105mm howitzer bombardment.

TURN 3

BURN 'EM OUT
Before the game begins, you may replace one infantry team in each Combat platoon with a Flame-thrower team.

SPEARPOINT
At the beginning of the game, you may deploy one platoon in Immediate Ambush.

BRING ORDER TO CHAOS
Once per game, your Ace may call in a 4-gun 155mm bombardment.

| VENDETTA | RECONNAISSANCE MAN | GOD OF WAR |

COMBAT

TURN 1	**CRACK SHOT** *Your Infantry Ace may re-roll one of his misses while shooting.*	**HEAVY ASSAULT** *Your Infantry Ace may re-roll his failed results to Hit in an Assault.*	**WEAPONS UPGRADE** *Your Infantry Ace may shoot as an Assault Rifle, MG, or Anti-tank team.*
TURN 2	**POUR IT ON, BOYS!** *Combat or Weapons platoons with your Ace, may re-roll misses when shooting at targets over 16"/40cm away.*	**HIT 'EM HARD** *The first hit on a platoon with your Ace does not count towards Pinning Down when launching an Assault.*	**WE CAN USE THAT!** *If you win an Assault you may capture and use enemy Gun Teams or abandoned vehicles.*
TURN 3	**INTERLOCKING FIRE** *Dug In Gun teams can shoot over any Infantry team in a Foxhole or Trench, whether the Infantry shoots or not.*	**GET IN THERE!** *You may attempt to launch the same Assault again with a Pinned Down platoon if it passes a Motivation Check.*	**TELLER MINE STASH** *Before the game begins, you may either deploy a minefield or give an entire platoon Tank Assault 5.*
	MASTER OF DEFENCE	**ASSAULT MONSTER**	**SCAVENGER**

JACK OF ALL TRADES

	CAMPAIGN TURNS 1 TO 3 *Requires: Any four Abilities from Turn 1 or 2.*	**JACK OF ALL TRADES**