Race to Rome, 1944
Flames of War Mega-Game Scenario

With the stabilization of the Anzio beachhead, the fall of Monte Cassino and the breaking of the Gustav Line, Allied forces in Italy were poised break out and capture Rome. A series of offensives by the Allied 5th and 8th Armies pushed on Rome, and attempted to cut off and annihilate German forces retreating from the Gustav Line.

Mark Clark's famous left turn meant that 5th Army received the honor of liberating Rome, but the bulk of the German forces from the Gustav Line escaped to the north, solidifying the German defenses north of Rome.

Although an Axis defeat in history, the Race for Rome offers an interesting challenge. With the two Allied forces pushing north in competition, each hoping to lead the way into Rome, there is a very different dynamic than with a typical FOW mega-game.

Special Terrain rules:
- Buildings – the scattered villages of Lorraine were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Ridges – the area of the fighting was dominated by mountains and ridges, steep and rough enough to channel mechanized movement into the valleys. Ridges are treated as very difficult terrain, and they provide concealment and bulletproof cover. The Alban Hills are treated as ridge terrain.
- Fields – the low lying area in this area was extensively cultivated, so the board should reflect numerous fields in the areas not covered by ridges, woods or villages. The wet weather had made many fields tough to traverse, but they offered no cover or concealment at this time of year. Treat fields as slow going for vehicles.
- Lake Alba – is impassable to any but amphibious vehicle units.
- Creeks – this area was crisscrossed with creeks and small streams, which tended to have steep banks and be lined with brush, but did not offer imposing barriers otherwise. Creeks are treated as difficult terrain, and the banks provide concealment but no cover.

Deployment:
The game starts with German forces deployed to conduct a fighting withdrawal on both of the tables. German forces may deploy as specified for each force. Each German force may hold a single platoon in ambush, if desired.

The Allied forces then deploy anywhere within 24" of the south edge of their respective tables.

First German, then Allied forces may make recon deployment moves. Both sides are in prepared positions, and all platoons may begin the game dug in.

The Allies then take the first turn.

Fortifications:
German forces had started to fortify the area around Valmontone, while the 8th Army had to cross the incomplete von Senger line as they pushed north from Cassino. German players may deploy the following fortifications:
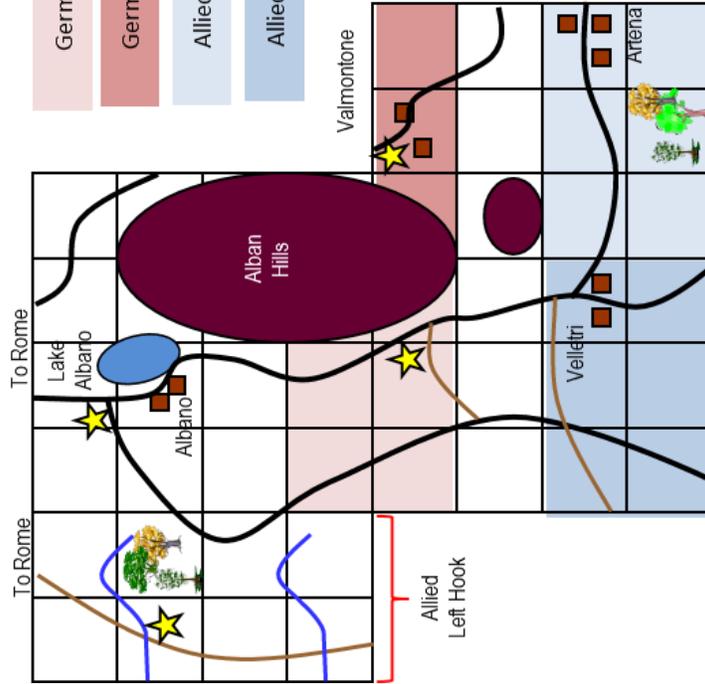
- 14th Army, Force A – 4 sections of barbed wire within 12" of Valmontone
- 10th Army, Force A – one Panther turret and 4 sections of barbed wire within 12" of Piedmonte
- 10th Army, Force B – one minefield and 4 sections of barbed wire within 12" of Pontecorvo
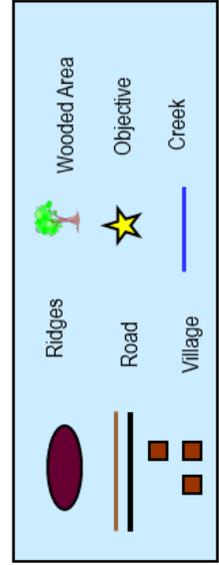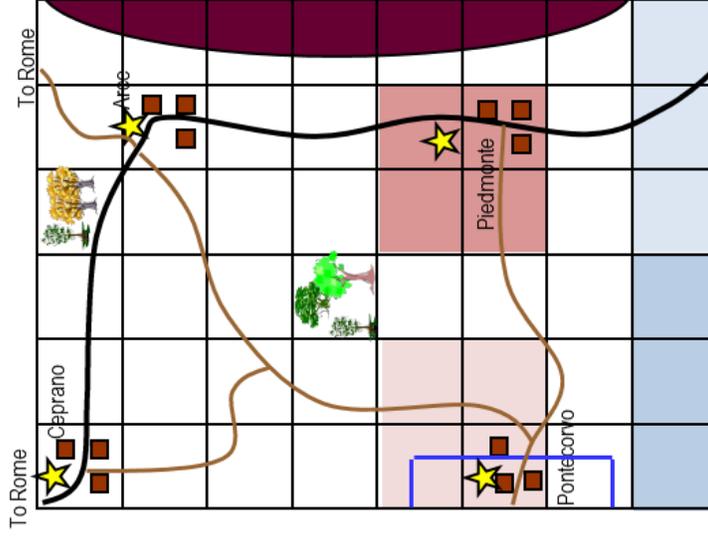
Map:

FOW Mega-Game
Race to Rome, 1944

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8th Army Table

To Rome
To Rome
To Rome
Ceprano
Arce
Piedmonte
Pontecorvo

5th Army Table

To Rome
To Rome
Lake Albano
Albano
Alban Hills
Valmontone
Velletri
Artena
Allied Left Hook

German Deployment Zone B
German Deployment Zone A
Allied Deployment Zone One
Allied Deployment Zone Two

Ridges
Road
Village
Wooded Area
Objective
Creek

Forces – 5th Army Table:

German Forces / 14th Army –

Axis Force A –

Rating: units are rated as specified in the list
Core List: any Axis list from Fortress Italy
Points: 1200
Added units: none
Prohibited units: none
Deployment: deploy at start anywhere in German Deployment Zone A, 5th Army Table

[14th Army Force A] _____

Axis Force B –

Rating: units are rated as specified in the list
Core List: any Axis list from Fortress Italy
Points: 1200
Added units: none
Prohibited units: none
Deployment: deploy at start anywhere in German Deployment Zone B, 5th Army Table

[14th Army Force B] _____

Allied Forces / 5th Army –

Allied Force One –

Rating: units are rated as specified in the list
Core List: any US list from Road to Rome
Points: 1200
Added units: none
Prohibited units: none
Deployment: deploy at start anywhere in Allied Deployment Zone One, 5th Army Table

[5th Army Force One] _____

Allied Force Two –

Rating: units are rated as specified in the list
Core List: any US list from Road to Rome
Points: 1200
Added units: none
Prohibited units: none
Deployment: deploy at start anywhere in Allied Deployment Zone Two, 5th Army Table

[5th Army Force Two] _____

Forces – 8th Army Table:

German Forces / 10th Army –

Axis Force A –

Rating: units are rated as specified in the list
Core List: any Axis list from Fortress Italy
Points: 1200
Added units: none
Prohibited units: none
Deployment: deploy at start anywhere in German Deployment Zone A, 8th Army Table

[10th Army Force A] _____

Axis Force B –

Rating: units are rated as specified in the list
Core List: any Axis list from Fortress Italy
Points: 1200
Added units: none
Prohibited units: none
Deployment: deploy at start anywhere in German Deployment Zone B, 8th Army Table

[10th Army Force B] _____

Allied Forces / 8th Army –

Allied Force One –

Rating: units are rated as specified in the list
Core List: any non-US list from Road to Rome
Points: 1200
Added units: none
Prohibited units: none
Deployment: deploy at start anywhere in Allied Deployment Zone One, 8th Army Table

[8th Army Force One] _____

Allied Force Two –

Rating: units are rated as specified in the list
Core List: any non-US list from Road to Rome
Points: 1200
Added units: none
Prohibited units: none
Deployment: deploy at start anywhere in Allied Deployment Zone Two, 8th Army Table

[8th Army Force Two] _____

Allied Left Hook:
In the 5th Army sector, the Allied forces have the option of broadening their advance on Rome by conducting a left hook.

Before deployment, the Allied command may allocate up to 1/3 of the Allied units on the 5th Army table to conduct a left hook. These forces arrive in the area noted on the map at any time from turn 3 onward.

Weather / Airpower:
Other than the soggy ground in the valleys, the unpredictable weather impacted the final advance on Rome primarily in making it difficult to count on air support.

Although the Allies had achieved a level of air superiority over Italy by this time, the weather limited its impact during the battle. Each turn after turn 1 each Allied table commander may roll for airpower, on a 4+ he receives flight of P-47s (5th Army) or Hurricanes (8th Army). On any other roll the cloud cover prevents effective air support.

Withdrawal:
With the Gustav Line breached, German forces were fighting to delay the Allied advance to allow an orderly withdrawal, not on holding to the last man. To reflect this, the following withdrawal rules apply on each table:
* Turn 4 – each German force must withdraw one platoon if it still has 5+ platoons; otherwise it adds a delay counter
* Turn 5 – each German force must withdraw one platoon if it still has 5+ platoons; otherwise it adds a delay counter
* Turn 6 – each German force must withdraw one platoon if it still has 5+ platoons/delay counters; otherwise it adds a delay counter; German player may remove one objective*
* Turn 7 – each German force must withdraw one platoon if it still has 5+ platoons/delay counters; otherwise it adds a delay counter
* Turn 8 – each German force must withdraw one platoon if it still has 5+ platoons/delay counters; otherwise it adds a delay counter, German player may remove one objective*
* Turn 9 – each German force must withdraw one platoon if it still has 5+ platoons/delay counters; otherwise it adds a delay counter
* Turn 10 – German forces check company morale; game ends for that table

* - the objective in Valmontone may not be removed

Winning the Game:
German forces were conducting a fighting withdrawal to allow their forces to reach the next defensive line, north of Rome, still in combat ready condition. The Allied forces were attempting to cut off the withdrawing Germans, and also be the first force to enter Rome.

To reflect this, there are objectives placed on each table reflecting key areas. If an Allied force on a given table starts their turn in control of one or more objectives, or breaks all of the German forces opposing them, that Allied force has won and secured a clear road to Rome.

If the game ends on a table without an Allied victory, the German forces on that table have conducted a successful rearguard action and they have won.

The overall Allied winner is the force which achieves victory on their table first – they have won the race to Rome. If both Allied forces achieve victory on the same game turn, neither is the overall winner.