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BATTLEFIELD
1942
THE ROAD TO ROME



BATTLEFIELD™

1942



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MONTE CASSINO

Historical Overview

In one of the hardest-fought campaigns of World War II in the west, four major battles were required to secure the Cassino massif and its famed monastery, thus opening Route 6: the Road to Rome.



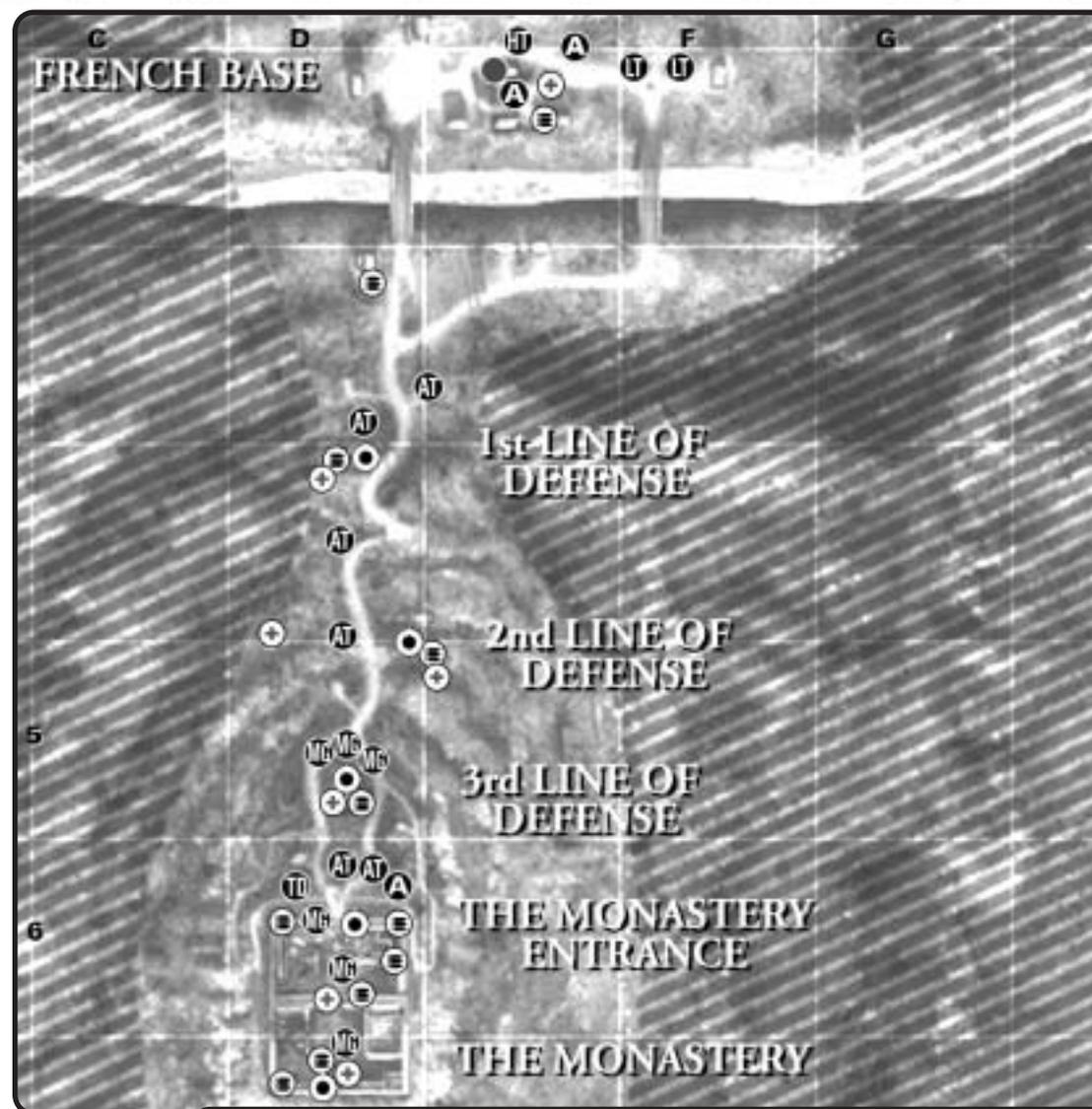
The Monastery's hardened defenses make this night assault a tough task for the French troops.

Description: The Free French face an uphill battle to secure a hill and bombed-out Monastery in this night assault.

Conquest Map Type:
Assault map

Objective: As the attacker, the French must control every control point on the map. The Germans win if they are successful in holding the attackers at bay.

Available Multiplayer Games: Co-op, Conquest



Summary

Monte Cassino pits the Free French against the Germans in a classic frontal assault. Six PAK 40 AT guns heavily defend the terraced hill leading up to the Monastery. Each gun has a clear view of the north approach, making the French assault all the more difficult.

On this map, however, the AT guns don't respawn after they're destroyed, giving the French an incentive to hit them as early as possible. The weapons of choice for the French are the two M7 Priests. By pounding the German defenses, the French stand a chance of suppressing enemy fire long enough to advance on the lower control points.

Because of the back-and-forth fighting in well-balanced games, the battle rarely gets as far as the Monastery. Either side can expect a victory of attrition somewhere in the middle of the battlefield.

ICONS		
Heavy Tank	Destroyer	Base
Light Tank	Aircraft Carrier	Control Point
Tank Destroyer	Battleship	First Aid Cabinet/Crate
Half-track	Landing Craft	Ammo Box
Car	Submarine	Repair Platform/Hangar
Artillery	Machinegun	
Fighter	Anti-Aircraft Gun	
Fighter-Bomber	Coastal Artillery Gun	
Dive Bomber	Anti-Tank Gun	
Heavy Bomber		

Bases & Control Points

French Base

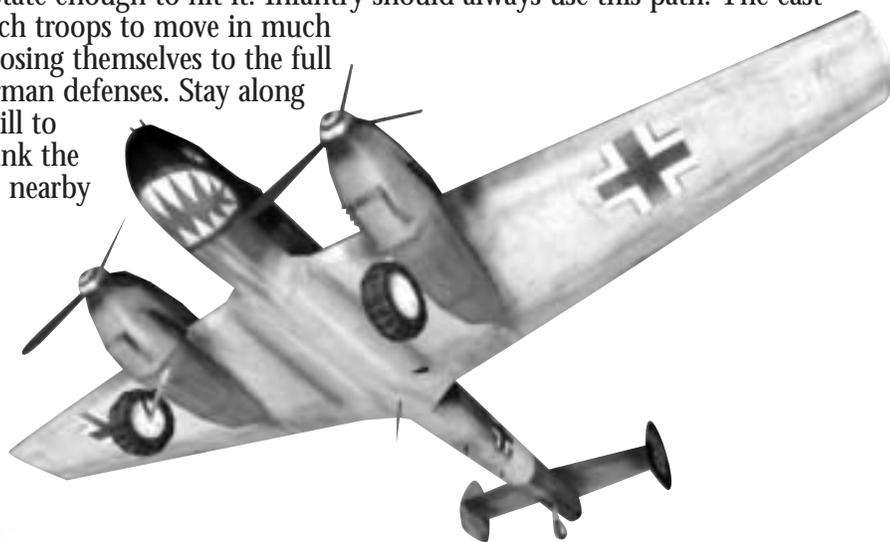


More of a staging area than a real Base, the French Base has neither defenses nor many supplies. The vehicle spawn points are what really count. Of the five vehicles, the M7 Priests are the most valuable and the most vulnerable. Keep them out of sight of the German AT guns.

At the beginning, the French should keep the Priests back at the Base and rely on scouts for firing coordinates. Unless the Germans sneak across the river to the south, the Priests can fire on the German positions without fear of reprisal.

Choosing the correct road out of the Base is the key to beginning a successful assault. The west road leads across the bridge and directly up the hill. This is the quickest way to the first control point, but also the most dangerous. The two nearby AT guns are focused on the bridge and can hit anything that crosses it.

The east bridge is much safer because it's partly obscured by a hill to the south and the AT guns can't rotate enough to hit it. Infantry should always use this path. The east road allows French troops to move in much closer before exposing themselves to the full brunt of the German defenses. Stay along the base of the hill to approach and flank the first AT gun and nearby control point.



Location: Map Grid E2

Vehicles:

- 1 M10 Wolverine
- 2 M3 Grants
- 2 M7 Priest

Defensive Features:

None

Other:

- 1 Ammo Box
- 1 First Aid Crate

Control Point A: First Line of Defense



German troops that spawn here at the beginning of a game have only a few seconds to prepare before Allied forces move across the bridges to the north and northeast.

The control point isn't anything more than a small wall of rock protecting the AT gun. An Ammo Box and First Aid Crate lie nearby. There's another AT gun to the northeast on the opposite side of the road. Together, these guns can cover the bridge directly to the north, but won't be able to rotate to hit the east bridge.

In the opening moments of the game, send engineers to mine the roads to the north. If they hurry, they can even place mines at the south bank of the west bridge. Engineers can hide behind the nearby building for cover and restock on mines at the ammo box. The longer the Germans delay the French advance, the better their chances of winning. So keep the AT guns firing and repaired at all times.

CAUTION There's a line of barbed wire in front of the control point's AT gun. It can be hard to see when moving quickly, so watch out.

Control Point B: Second Line of Defense



Location: Map Grid E5

Initial Control: German

Vehicles:

None

Defensive Features:

- 2 PAK 40

Other:

- 1 Ammo Box
- 1 First Aid Crate



The Second Line of Defense sits farther up the hill, looking down on the previous control point and the approaching road. It has no defenses next to the flagpole, but has an AT gun directly across the road to the west and another down the road to the north.

In the event that the First Line of Defense falls to the French, this control point becomes a key spawn point for German defenders. Using the short stone walls for cover, leap-frog your way to a suitable position. Crouching behind these walls isn't good enough—you must lie prone for complete concealment.

To bulk up the defenses, park the Sturmgeschutz (from the Monastery Entrance) in the middle of the road with the flag on its right and the AT gun on its left. The slight hill to the northeast and the tank destroyer's low profile help conceal it from the enemy until they round the corner to the north. This is a great way to score side hits on French tanks.

The Sturmgeschutz's machine gun also is great for mowing down enemy troops, whether they're coming straight up the hill or attempting flanking maneuvers. From this position it can also shell the First Line of Defense spawn points.

TIP

When using the Sturmgeschutz, park it on a slope facing down the hill. This lets you lower your weapons enough to fire down at enemies coming up the hill.

Control Point C: Third Line of Defense



Location: Map Grid D5

Initial Control: German

Vehicles:

None

Defensive Features:

3 Machine Guns

Other:

1 Ammo Box

1 First Aid Crate

Just below the Monastery Entrance, the Third Line of Defense poses an extremely deadly threat to the French infantry. The three machine guns at this control point are capable of targeting and hitting areas just north of the Second Line of Defense. What's more, each gun has close to a 180-degree firing arc, making flanking maneuvers against this position almost impossible.

They're most effective when engaging targets at long range, before the French troops can accurately return fire. But concealed enemy scouts can pick off the gunners relatively easily, and the guns themselves can be destroyed by heavier attacks. After the French take the First Line of Defense, this point should become the focus of future artillery strikes.

With the exception of the two AT guns positioned higher on the hill to the south, this control point lacks heavy firepower and is defenseless against tank attacks. Instead, defenders must keep enemy armor out of striking distance. Use engineers to mine the road to the north to keep enemy armor from directly engaging this control point.

NOTE

Unlike the AT guns, the machine guns respawn one minute after they're destroyed.

Control Point D: The Monastery Entrance



Location: Map Grid D6

Initial Control: German

Vehicles:

1 Sturmgeschutz

1 SdKfz.124 Wespe

Defensive Features:

2 PAK 40

2 Machine Guns

Other:

4 Ammo Boxes

2 First Aid Crates

Of all the control points, the Monastery Entrance is the most heavily defended. This control point is broken up into exterior and interior areas. In front of the Monastery are two side-by-side AT guns. Although they look impressive, their close proximity to one another makes them susceptible to enemy shelling. The splash damage from one well-placed artillery round is enough to destroy them once and for all.

Furthermore, they don't provide much protection because they lack a long-range vantage point. Scoring a direct hit on nearby armor is difficult because the guns can't depress enough and often fire their shells over the tops of approaching tanks.

Along the Monastery's north-facing wall are the spawn points for the Wespe and Sturmgeschutz. These vehicle spawn points produce this German equipment regardless of who controls the point.



The front courtyard of the Monastery Entrance offers plenty of good hiding places for defenders.

The large damaged archway, the most obvious way into the monastery, is covered by a machine gun nest just opposite this entrance. Some partly destroyed higher floors run along the inside of the north wall. Access the second floor to the west by climbing along the rubble-filled corner.

There you find several windows overlooking the Third Line of Defense. Follow a path around the south to access a stairway leading to the third floor. A mounted machine gun is partly concealed by a large tree outdoors. This position is great for gunning down French troops spawning at the previous control point.

The east side of the monastery is less damaged, with more complete second and third floors that can be accessed by a stairway on the far east side. In multiplayer Conquest games, the control point's flag is on the third floor, just above the entrance archway. It can be converted either by climbing to the third floor or by standing on the second floor just below the flagpole's position. The second spot is easier to get to and provides more concealment.

Control Point E: The Monastery



Location: Map Grid D7

Initial Control: German

Vehicles:

None

Defensive Features:

1 Machine Gun

Other:

2 Ammo Boxes

1 First Aid Crate

The back half of the Monastery is similar to the front half. It has a central courtyard surrounded by damaged walls. Along the north side is a tall, narrow hallway that separates the two areas. Each side has ladders leading to a third-floor alcove that overlooks both the south and north courtyards.

A large hole in the outer perimeter wall at the far west end of this hallway is a feature of significance to attackers and defenders alike. For the French attackers, this is the preferred entrance. German defenders must keep an eye on this area to prevent such an invasion.

At the south side of the courtyard, another machine gun nest faces north. Regardless from which direction the attackers enter, this gun is capable of hitting them.

In the far southeast corner of the courtyard, an enclosed staircase leads all the way to a third-floor walkway. In multiplayer Conquest games, the control point's flag is located here. You must cross a wooden plank spanning the damaged path to reach the flagpole.

TIP

There's a sizable hole in the outer wall of the Monastery's southwest corner. Rubble blocks entry into the courtyard, but it's possible to see through a window that overlooks the south courtyard. This concealed position can be useful for either attackers or defenders.

Allied Strategy



Use the M7 Priests to knock out the German PAK 40s from a distance.

Although the Allies start out with more tickets, the uphill nature of the battle and initial ticket drain soon put the Free French troops at a disadvantage. They must quickly advance to the First Line of Defense control point to stop the ticket drain and establish a foothold on the hill.

The linear layout of the control points makes for a rather predictable battle plan—yet another advantage for the German defenders. But with proper use of artillery and coordinated attacks by armor and infantry, the Allies can systematically move up the hill one control point at a time.

TIP

To spot enemy soldiers in the darkness, watch for muzzle flashes. This is a good way to spot machine guns and other concealed enemies.

First, go to work on the two AT guns near the first control point. Leave the M7 Priests back at the base and use scouts to spot these two positions. A couple of hits per gun should do the trick.

At the same time, advance troops and armor across the east bridge. If the guns aren't destroyed yet, hold the armor back near the buildings at Map Grid E3 and move forward with infantry along the east flank of the nearby gun. From here they can advance on the First Line of Defense control point and stop the ticket drain.

TIP

Avoid clustering your infantry along the roads. This just makes them easy targets for German artillery.



Once the First Line of Defense is secure, turn your attention to the next two control points. Stealthily move a scout or two north to spot the circular sandbag wall at the Third Line of Defense. Muzzle flashes from the machine guns usually make this easy to spot.

Call in an artillery strike on this position before commencing the second part of the assault. Continue shelling this area as your troops move north to capture the Second Line of Defense. Along the way, destroy any surviving AT guns with grenades or explosive packs from an engineer. Locked in a north-facing position, they won't do your side any good. They can't respawn, so destroying them prevents the Germans from using them in the future.

As the troops move forward, keep the armor a few yards behind the main advance and use the tank guns for support. Stop shelling the Third Line of Defense as your troops get closer and move in to capture it. Now call in an artillery strike on the Monastery Entrance.

If the Germans are still in the game, hold up the advance just north of the Monastery and create a line of armor and infantry facing south. The idea is to contain the Germans by laying siege to their stronghold. Make sure your tank guns can fire into the entrance, hitting the areas inside the first courtyard where enemy troops spawn.

If you contain the Germans to the interior, you can commandeer their vehicles, which spawn along the north wall. Keep an eye on the west side, where Germans can escape through a large hole in the wall. Seal off the exits and continually pound away at the defenders inside, and you should be able to wear down any remaining resistance. Whatever you do, don't enter the Monastery. It's a death trap for armor and infantry.

Axis Strategy



Use the AT guns to shell the west bridge as enemy troops and armor attempt to cross.

Even though they have significantly fewer tickets than the French attackers, the Germans stand a good chance of winning this battle. Whether the Germans can make good on that chance depends largely on their foe's ability to use artillery effectively.

Artillery poses the single largest threat to defending troops, and there's not much you can do about it as long as the French M7 Priests are out of visual range. Keep your troops spread out and well concealed.

TIP

Man the AT guns with engineers, who can repair them as they take damage. Always repair a gun in the prone position, staying concealed behind the low stone wall and safe from enemy snipers.

At the outset of the battle, your first priority is to keep the First Line of Defense (or any other control points) from falling into enemy hands. Spawn a mix of engineers and anti-tank and assault troops at this point and immediately move them north to set up traps and ambushes.

Make sure the two northernmost AT guns are manned, and start shelling the west bridge as enemy troops cross. Slowing enemy troops as they cross this bridge gives your engineers time to place mines and explosive packs along the south bank.

The east bridge can't be targeted by AT guns, so you need to use the Wespe to hit it. Have a scout provide targeting coordinates and keep the Wespe back near the Monastery while it shells away. To help out on the east bridge, move the Sturmgeschutz down the hill and position it southeast of the bridge, using the nearby buildings to protect its left flank. From here it can hit enemy troops and armor as they come across the bridge.

NOTE

It's possible for an aggressive forward defense to contain the French forces to the north bank of the river.

Eventually the two forward AT guns are destroyed, greatly reducing your chances of holding the enemy forces on the other side of the river. When this happens,

slowly retreat south near the First Line of Defense. Don't cluster your forces here. Instead, keep a couple of troops here to hold the control point while the rest of your force takes cover near the Second Line of Defense.

Then, concentrate artillery fire on the dirt road intersection at Map Grid D3 to help slow the enemy advance and disrupt any coordinated attacks approaching along the road. Use the other AT guns farther up the hill to lob shells down on incoming attackers.

If the First Line of Defense falls to the French, don't concentrate too much on defending the Second and Third Lines of Defense. Both are extremely susceptible to enemy shelling. The massive casualties you incur attempting to defend these points often result in a French victory.

Instead, withdraw behind the walls of the Monastery to make your last stand. Inside, your troops can find protection from the persistent shelling while setting up ambushes and other traps. If defended properly, the Monastery can be a tough nut to crack. Assuming the French have taken heavy losses en route, you should be able to finish them off here with little difficulty.



The machine gun nest at the Third Line of Defense is great for repelling infantry, but watch out for incoming artillery shells.



Monte Cassino Tactics

Monastery Defense



Position the Wespe so it has a good view of the Monastery Entrance.

Holing up in the Monastery is a great way for German defenders to avoid the devastating effects of artillery while forcing the French to bring the battle to them. The interior side of the north wall provides multiple windows with views of the approaching road to the north.

From here, scouts and other defenders can pick off French infantry. This is particularly effective if the French start spawning at the Third Line of Defense. Use the machine gun on the third floor of the west side to gun down enemy troops as soon as they appear.

To bolster the interior defenses, move both the Wespe and Sturmgeschutz inside.

Position the Wespe along the southeast corner of the north courtyard, where it can hit enemy troops infiltrating the front gate. Place the Sturmgeschutz along the middle hallway facing west. Not only does this completely block the hallway, but from here the Sturmgeschutz can also use its cannon and machine gun to cover the west breach.

The machine gun can also rotate to cover the main entrance to the north. With the Wespe positioned in the corner, keeping enemy troops and vehicles out of the Monastery should be easy. But for extra protection use mines and explosive packs near the main entrance. If a tank manages to break through, pelt it with grenades and anti-tank rockets to destroy it quickly.

Position soldiers of all types along the second and third floors. This keeps them relatively safe from incoming grenades that land on the courtyard floor. As the enemy troops close in on the front gate, pull back from the windows and aim for the main pathway leading into the front courtyard.

If you have soldiers positioned all around the front courtyard, you should be able to catch incoming troops in a lethal crossfire. When possible, stay prone or crouched to enhance concealment, and try to position yourself near Ammo Boxes for fresh supplies of ammo and grenades.



The Sturmgeschutz's guns are great for covering the opening in the west wall.

If you die, spawn at the rear Monastery control point to avoid getting stuck in the middle of a firefight in the front courtyard. Position a few scouts and assault troops on the southernmost walkway overlooking the rear courtyard, where they can intercept any troops that manage to break through.

In multiplayer Conquest games, the French have to advance up stairways to convert the two control points. Use medics or assault troops to cover these staircases. Their automatic weapons make quick work of any invaders.

Artillery Operations



Leave your artillery pieces near their spawn points to keep them safe from attack.

Whether playing as the Germans or the French, effective use of artillery can play a big part in your victory. But the self-propelled guns won't do you much good if they get destroyed. To keep them safe, simply leave them back near their spawn positions. As long as they're held back from the front lines, they face no immediate danger of being destroyed. Use a scout or two to call in artillery strikes on certain hot spots.

Obviously, the French want to knock out the AT guns early in the battle, so these are the best targets for the two Allied M7 Priests. The Germans need to adjust their artillery spotting depending on the location of the French advance. Concentrate fire initially on one of the bridges. As the French move closer, target the main road leading up the hill. As control points fall into Allied hands, target them in an attempt to neutralize enemy troops as they spawn.

Pick out potential target areas by sitting back and observing enemy troop movements. On this map, the main north-south road is used by both sides and provides the greatest target opportunity. To maximize damage, just determine where the enemy is clustered.

The Sneak Assault in the Side Door

For the French, assaulting the hill to the Monastery can be dangerous and deadly. Those with daring and a desire to try something different can bypass the Second Line of Defense and take a pathway along the west side of the monastery.

This path begins in the northwest corner of D5 near a First Aid Crate. Hug the edge of the play area and head south. You're downhill and across a crest, and defenders usually can't see you. Continue to a lone tree, and then head east up the hill along a gully to the Monastery.



The path to the Monastery's west entrance begins here.

the southeast corner and climb up the stairs to the highest level.

Then make your way to the flagpole. This control point is extremely exposed and is best protected from the stairs or the machine gun nest below. Once the southernmost control point is captured, regroup—and maybe wait for some reinforcements to spawn—before going for the other Monastery control point. Use the machine gun nests as fire bases to cover the troops assaulting the next point.

This tactic can cause the Germans a lot of trouble, because they have the enemy both to the front and to the rear. Even if the rear team holds only the southernmost control point, they force the Germans to pull troops away from the front, giving the French troops coming up the hill an easier time.

It is important for the Germans to prevent the French from coming in through the side door. Keep an engineer at the rear control point in the machine gun nest. Plant lots of explosive charges around the entrance as well as in the corridor leading to the middle nest. Detonate them as the French enter the Monastery to set back their attack considerably.

Let others know what is happening, and you can catch the French attackers in a cross-fire from the north and south as they try to hold a position in the Monastery.

An entrance in the wall allows you access to the interior of the Monastery, and the Monastery control point is directly to the east. Enter and clear out the machine gun nest to the east of the entrance as well as the one near the Monastery control point at the south end of the map.

In the Co-op and single-player games, the control points are located at the machine gun nests. In the multiplayer Conquest games, control points are on the third floors of the Monastery ruins. You must take the rear control point first. To get to it, you must cross the courtyard to the highest level.



Sidestep to make sure the entryway is clear before entering.