RETURN to EUROPE

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CREDITS

DECISION GAMES

NOTE: *To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.*

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game at **strategyandtacticsmagazine.com/site/e-rules/**

1.0 INTRODUCTION

Return to Europe (RTE) is a sequel to **Desert Fox Deluxe** covering the Allied invasion of Sicily and southern Italy. The operation was viewed as only a limited offensive to secure the Mediterranean and force Italy out of the war. The Germans also intended only a limited effort to delay the Allies while a strong defense was established at the far north of the peninsula. There are two scenarios, covering all or part of the campaign. One player or team of players commands the Allied forces, the other the Axis. In general terms the Allies are trying to knock Italy out of the war and seize the greatest amount of territory possible, while the Axis seek to maintain control of Italian territory for the maximum amount of time.

1.1 Game Scale

Each game turn (GT) represents one month with up to six player impulses in each GT. Each hex represents 6.7 miles (10 kilometers) from side to side. Combat units represent brigades/regiments to companies.

2.0 COMPONENTS

A complete game of **RTE** includes a 22 × 34-inch game map, rule set, and a sheet of 280 1/2-inch counters. Players must provide two six-sided dice to resolve combat and other random game events. **Important:** Players will be required to roll either one six-sided die (1d6) or two six-sided dice (2d6).

2.1 Game Map

The map portrays the island of Sicily and the southern portion of the Italian peninsula. A hexagonal (hexes) grid is overlaid on the map to regularize terrain and positioning of playing pieces (counters).

- After the game begins hex control is determined by the side's unit that currently occupies or was the last unit to enter the hex. A hex remains controlled by a side until a unit from the opposing side enters the hex.

2.1.1 Terrain

Terrain types are identified on the Terrain Effects Chart (TEC) on the map. There are three types of terrain:
In-Hex: Terrain that lies within the hex.
Hexside: Terrain that runs along a hexside and only affects operations when the hexside is crossed during movement or combat.
- Next to each In-hex and hexside terrain icon, there are three unit movement classes listed (2.2.1a), with the movement point (MP) cost required to enter or cross that type of terrain.
- The effects of each type of terrain on combat and other game functions are explained in the rules and are summarized on the Combat Modifiers Chart.

2.1.2 Special Terrain Definitions

Obstructed Hexes: Obstructed hexes refer to mountain, city, and fortified hexes that have specialized effects covered throughout the rules.

Off-Map Areas: There are boxes and tracks on the maps, outside of the hex-defined terrain.

2.1.3 Charts, Tables, Tracks, & Boxes

The charts, tables, tracks, and boxes on the map are described in the pertinent rules section.

2.2 Counters

The counters are divided into four broad categories: combat units, supply units, status and support markers, and administrative markers.

2.2.1 Combat Units

2.2.1a Movement Class

All combat units are divided into motorized and non-motorized, and into sub-groups within each. A unit's movement class affects the cost of entering certain terrain types and imposes other limitations/capabilities on the unit.

Non-Motorized: These units normally have slower movement, especially during reaction movement. There are two types of non-motorized units:

1) Foot units (■ under movement factor) that are composed mostly of marching infantrymen, with their heavy weapons pulled by vehicles. Airborne and Special Forces units are specialized forms of foot units (10.4 & 10.5). **Important:** Foot class units include those units with a movement allowance (MA) of zero. Any unit with an MA of zero is a static unit that cannot move once on the map.

2) Horsed units (◪) have at least a portion of the unit carried or pulled by horses. They cannot be trucked or airlifted but have movement benefits in specific terrain types.

Motorized: These units normally have all personnel and weapons carried or towed by vehicles. There are two primary classes and one secondary rating:
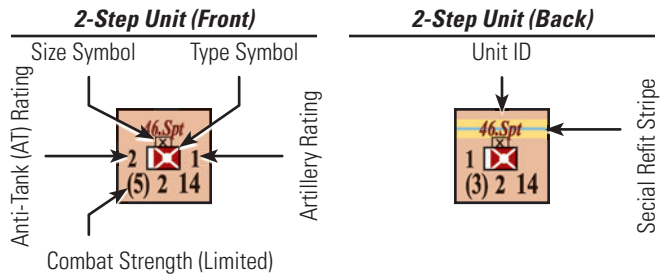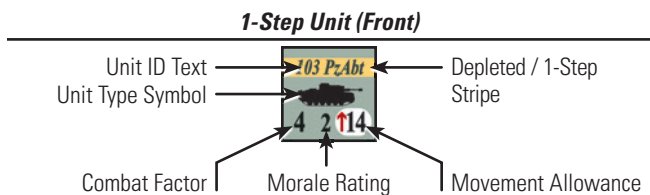
1) Trucked units (no box) are the standard in the game and are sometimes referred to generically as "motorized." They have enough vehicles to carry the entire unit, but not enough to assign one to each individual sub-unit. Trucked units normally dismount prior to entering combat.

2) Mechanized units (○) include tanks and other tracked vehicles, plus heavy wheeled vehicles such as armored cars. They tend to be slower than trucks over long distances, but much faster in a combat environment.

3) Mobile units (↑) can be trucked or mechanized units. The mobile rating indicates not only organic vehicles for each sub-unit, but a doctrine emphasizing mounted fighting and rapid exploitation in combat.

2.2.1b Unit Counter Information

In addition to movement classes, combat unit counters depict the different capabilities of the units present in the game.

1-Step Unit (Front)

Unit ID Text — Depleted / 1-Step Stripe
Unit Type Symbol
Combat Factor — Morale Rating — Movement Allowance

2-Step Unit (Front) — *2-Step Unit (Back)*

Size Symbol — Type Symbol — Unit ID
Anti-Tank (AT) Rating — Artillery Rating — Secial Refit Stripe
Combat Strength (Limited)

Important: Most brigades and regiments are designated as special refit and require additional refit points (RP) when rebuilding them to full strength (11.0).

Two Combat Factors: The first combat factor (CF) on this unit is its attack combat factor, the second (after the hyphen) is its defensive combat factor.

Unit Capability Designators

•: No Cadre
A: Anti-Air Capable
H: Heavy Artillery

Important: Units that are noted as No Cadre (•) are placed in the Destroyed Box when eliminated regardless of their situation.

〜: Airdrop Capable
L: Light Unit

✕: Special Forces

E: Engineer Capable
(#): Limited Capability

+: HQ

R: Recon Capable

T: Transport Capacity

Unit Size Designators

X: Brigade
I I I: Regiment
|ⅠⅠⅠ|: Regimental Combat Group

2.2.1c Unit Types

✉ / 🚶 Infantry

Note: Combat units that have unit type drawings rather than NATO symbols are normally one-step units. German KG are two-step units.

⊠ Heavy Weapons	⊓ Engineer
⊠ Support Unit	⚔ Machinegun
⊡ Artillery	⊠ Anti-Tank
⊞ Garrison	🚜 Halftrack
⌣ Airborne	🚂 Tanks
⊠ Mixed Infantry/Armor	⚑ Headquarters
⊠ Glider Infantry	🏃 Special Forces

2.2.2 Nationalities & Sides

The combination of a counter's background color and/or the color of its unit identification (ID) indicates its parent nationality.

Allied (AL): This is used for counters generic to the Allied side.

British Commonwealth (CW)	**United States (US)**
Canada	**Free French (FF)**

Important: The FF unit is treated as a US unit for all purposes.

German (GE)	**Italian (IT)**

2.2.3 Unit Abbreviations

German (GE)	Italian (IT)
AD: Armored Division	**Motor:** Motorized
AGRA: Army Group Royal Artillery	**Para:** Parachute
AirL: Air Landing	**PIR:** Paratroop Infantry Regiment
Arm: Armored	**Pz:** *Panzer*
Art: Artillery	**PzAbt:** *Panzerabteilung*
Aufkl: *Aufklärung*	**PzG:** *Panzer* Grenadier
(Reconnaissance)	**PzJg:** Panzer Jaeger
Ber: *Bersaglieri*	**R. Aero:** Regia Aeronautica
BG: Battle Group	**Ragg:** *Raggruppamento*
Can: Canadian	(Group Task Force)
CCA: Combat Command A	**Rgr:** Rangers
CCB: Combat Command B	**RCT:** Regimental Combat Team
CCNN: *Camicie Nere*	**RE:** Royal Engineers
CDO: Commando	**SAS:** Special Air Service
DAF: Desert Air Force	**SchG:** *Schnellkampfgeschwader*
Eng: Engineers	(Fast Bomber)
FK: Flieger Korps	**SG:** Support Group
FJ: *Fallschirm Jaeger* (Paratroops)	**Spt:** Support
Gds: Guards	**Stab Nap:** Napoli Command
GIR: Glider Infantry Regiment	**TCW:** Tactical Combat Wing
HG: *Hermann Goering*	**TD:** Tank Destroyer
Huss: Hussars	**TF:** Task Force
KG: *Kampfgruppe*	**TG Liv:** Task Group Livorno
ID: Infantry Division	

2.3 Combat Unit Status

A combat unit moves and operates normally unless its status is affected by one of the factors below.

2.3.1 Morale Checks (MC)

The morale rating of each unit is used to determine the effects of combat. Certain rules call for a unit to make a MC.

- The owning player conducts a MC for units by rolling 1d6 for the unit and then adds the result to the unit's printed morale. If the result is more than 6, the unit fails.
- The effects of MC failure are indicated by the rule requiring the check.

Important: The player may be required to apply die roll modifiers (DRM); however, a DR (including DRM) of six is always a failure.

2.3.2 Disruption

A combat unit may become disrupted due to supply, movement, combat, or a failed MC.

- If a unit is disrupted for any reason, the owning player places a disruption (D) marker on it. The marker becomes part of the unit; it does not count for stacking and has no effect on play other than those listed below:
  a) Add one to the unit's morale.
  b) The unit may not conduct an overrun.
  c) The unit does not project a ZOC.
  d) The unit loses all special functions (10.0).
  e) The unit's MA is halved (round up).
  f) The unit may not conduct reaction movement.
  g) The unit may not refit.
- The marker remains on the unit until the unit either recovers or is eliminated.

- A unit's disruption marker is removed at the end of any friendly Movement Phase if the unit is in general supply (GenS) and not in an enemy zone of control (EZOC).
- Additional disruptions have no effect on a disrupted unit unless specified by another rule.

2.3.3 Depletion

Depletion is the reduction of a unit by one step; it may be rebuilt through the refit process (11.0).

- A two-step unit suffering depletion is flipped to its reverse (one-step) side. Other than the reduction in factors, it operates normally.
- A one-step unit or a reduced two-step unit suffering depletion is eliminated. Place eliminated units in the owning player's holding boxes depending on their supply status:
  a) An eliminated motorized unit is placed in the Refit Box if it has a line of communication (LOC) (5.3.4), even if not in GenS or combat supply when eliminated. If it has no LOC, place it in the Destroyed Box.
  b) If an eliminated non-motorized unit has a line of supply (LOS) (5.3.2) at the time of elimination it is placed in the Refit Box. If it does not have an LOS when eliminated it is placed in the Destroyed Box.

3.0 SEQUENCE OF PLAY

After deciding the scenario to play (3.1) and who will command each side, set up the game according to the scenario instructions.

3.1 Scenarios

The scenario instructions are in 18.0 and 19.0 (On-line). Each scenario indicates forces starting on the map and those arriving during play and the objectives to be achieved by each player to win the game.

- Units beginning a scenario on the map are listed with a set up code indicating their location. It can be in a box, on a specified hex, or within a distance of a specified hex.
- Reinforcements are units that arrive after play starts during the player's Movement Phases of the GT indicated.

3.2 Game Turns

Each GT consists of 26 phases, grouped into eight impulses. See page 16.

- During each phase, one or both players may conduct specific actions.
- Only those actions may be executed. Each phase must be completed before the next begins.

3.3 Events Phase

Events are occurrences that affect play. An event may affect the arrival of reinforcements, the length of the scenario, or the operational freedom of a player.

- Events are referred to as AL# for events affecting the Allied player and AX# for events affecting the Axis player.
- The following rules give a detailed explanation of each.

3.3.1 Mussolini Ousted (AX-2)

The Axis player may decide to replace Mussolini as prime minister of Italy beginning GT 2 during the Events Phase. If this event is played, the German 10th Army reinforcements may arrive on any primary road hex between hex 0115 and 0103 (inclusive) during the ensuing Reinforcement Phase of the current GT. This event may only occur once per game.

a) At the beginning of the Reinforcement Phase, the Axis player rolls 1d6 and applies the result:

1: All units of the 26 Panzer Division arrive.

2–3: All units of the 3 Panzergrenadier Division arrive.

4: All units of the 2 Fallschirmjager Division arrive.

5: All 10th Army units arrive.

6: No units arrive.

b) For the remainder of the game, each time an Italian unit participates in combat, those units must make a morale check (MC). If the unit fails, it is disrupted. **Important:** In this case, if an Italian unit is already disrupted, the Axis player must still conduct a MC, if the unit fails it is eliminated and removed from the game.

3.3.2 Italian Surrender (AL-2)

Beginning the GT after an Allied unit has occupied a standard port on the Italian mainland, the Allied player may check for Italian surrender.

- During the Victory Check Phase of each GT (until the Italians surrender), the Allied player consults the Italian Surrender Table (on the map) and rolls 1d6. The player applies the DRMs listed below the table and then cross references the modified DR with the result.
- If the Italians surrender all Italian units are immediately removed from the game.
- If all 10th Army units have not been received, the Axis player may roll once per GT on the table (3.3.1) beginning on the ensuing GT during the Reinforcement Phase.
- If a previously rolled result is rolled again, it is treated as a No Units Arrive result, although the Axis player may roll again each successive GT until all reinforcements have arrived or the game ends.
- The Allied player must immediately remove the units listed below the table. Units may be removed from the map or holding boxes. They may not reenter play.

3.3.3 Appeal (AL-1, AX-1)

Beginning the GT after either AX-2 or AL-2 has been played, players may appeal to their respective high command. This event remains in effect for the remainder of the game. The effect of an appeal to higher command is:

Axis (AX-1): May be conducted by the Axis player if AX-2 was conducted.

1) The Axis player receives one additional dump each GT (if a dump marker is available), beginning the GT the event was conducted.

2) No further German (GE) RP may be received. This includes the RP scheduled to appear during the current GT.

3) The Axis player must remove one step of any one German unit each GT during any friendly Movement Phase including the GT the appeal is made.

4) If a "No Units Arrive" result was rolled for AX-2 the Axis player may roll again for 10th Army reinforcements each ensuing GT until receiving a result that allows at least one division to arrive.

Allied (AL-1): May be conducted by the Allied player after AL-2 is in effect.

1) The Allied player receives one additional mobile supply unit (MSU) each GT (if the MSU are available), beginning the GT the event is conducted. The MSU automatically appears in any Allied controlled standard or limited port.

2) No further US or CW RPs may be received. This includes the RPs scheduled during the current GT.

3.4 Initiative

During the initiative Phase, the player with the initiative on the previous GT rolls 2d6. Modify the results as indicated on the Initiative Table (on the map).

- The initiative will either remain with the same player or change to the other player.
- The initiative DR may also cause changes in weather (16.0) and/or one player to benefit from surprise (3.4.1).
- The player that gains the initiative may decide to be either the first player or the second player for the current GT.

Important: The Allied player has the initiative on the first GT of all scenarios and must be the first player in each impulse of that GT.

3.4.1 Surprise

Surprise occurs when the modified initiative reaches either end of the Initiative Table and lasts for the current GT only. The player with the initiative must be the first player to gain the following advantages:

All First Player Combat Phases: The first player adds two to the final column number for all attacks.

Second Player Movement Phases: The second player may not use road march.

Second Player Reaction Phases: The second player rolls 1d6 to determine the reaction movement allowance of reacting motorized units. This is an exception to 8.2.1.

4.0 REINFORCEMENTS

Reinforcements are forces entering play after the start of a scenario. There are four types: combat units, supply units, air units, and RPs. A reinforcement arrives on the map as directed by this section and the scenario instructions. They operate normally after arrival.

4.1 Time of Entry

Reinforcements may enter on any GT beginning with the GT listed in the Order of Battle & Deployment List.

- Air and naval units are available for allocation (13.0 & 14.0) on the GT of arrival.
- Reinforcements may be held off map indefinitely.
- Arriving supply units listed as MSU may be taken as either an MSU or a dump.
- Supply units listed as dumps must be taken as dumps.

4.2 Axis Arrival

Place arriving Axis air units in the Available Next Turn Box until allocated during the Allocation Phase. Place all other Axis reinforcements in the Northern Italy Box, including supply units as noted in the box.

4.3 Allied Arrival

Place arriving Allied air units in the Available Next Turn Box until allocated during the Allocation Phase. Place all other Allied reinforcements in the Africa box, including supply units as noted in the box.

5.0 SUPPLY

Combat units must be in supply to function at full capacity. Supply functions and requirements are listed on the Supply Summary Chart on the map. There are two types of supply, general and combat.

- GenS affects a unit's movement, status, and refit.
- Combat supply affects its power in combat.

Important: The two supply types are separate; it is possible to have general supply and not combat supply, or vice versa, both, and neither.

5.1 Supply Procedure

Supply units are used to provide and deliver supply. A unit is supplied if it can trace a LOS to a source.

- GenS is determined before movement and at other times as required.
- Combat supply (5.5) is determined at the beginning of the combat resolution process.

- Emergency supply (5.6) is a special form of both types.
- A player is not required to provide either type of supply.

5.2 Supply Units

There are three kinds of supply units: Dumps, Mobile Supply Units (MSU), and Bases. Each has specific capabilities, and all share the following characteristics.

- They do not count for stacking (6.0), do not project zones of control (7.0), and have no CF (5.2.5 & 9.3).
- They are always in GenS unless isolated (5.4).
- Each counter may be reused any number of times.
- The number of supply units in the counter mix is the maximum number of supply units that may be on the map at any one time.

5.2.1 Dumps

Dumps represent a quantity of supplies. They may be transported (8.7). Expending a dump reflects consumption of the supplies.

- Conducting any one of the actions listed in the One Dump Provides header on the Supply Summary Chart (on the map) expends one dump.
- Expended dumps are removed from the map. They are available the next GT.

5.2.2 Mobile Supply Units (MSU)

MSU represent transport vehicles. They are motorized units. MSU may perform the following functions:

1) They may carry supply dumps or ground units (8.7); **or,**

2) May extend a supply line from a supply source to a combat unit (5.3.3); **or,**

3) May, in conjunction with expending a dump, be expended to create a base.

5.2.3 Bases

Bases may be created by either player by removing one MSU and one dump from a hex during a friendly Movement Phase. Place the Base with its OGS side showing. **Important:** Unlike printed bases, or LST bases, bases created during play require that the owning player expends one dump that can trace a LOS to the base to activate the base during the Administrative Phase each GT. If no dump is expended, the base is inactivated until the next Administrative Phase.

- Each side also has additional bases as follows:

Axis: Axis bases are printed on the map (hex 0103 and 0114). They may not be destroyed but may be disrupted (see Bombardment Chart for reduced LOS). They are always active but see 13.7.

Allied LST Bases: Allied LST Bases are created by placing an LST unit in a friendly port with at least two standard port capacity boxes (14.1).

- The player places the LST during the Allocation Phase and flips it to show its reverse side. The base is always active unless the LST is disrupted (13.8). A disrupted LST cannot function as a base.

5.2.4 Voluntary Destruction of Supply Units

A player may destroy a supply unit:

1) At the beginning of a friendly Movement Phase if the supply unit is stacked with a friendly combat unit. The combat unit must expend half its MA for each supply unit destroyed.

2) At the beginning of a friendly Reaction Phase if a supply unit is stacked with a friendly combat unit eligible to conduct reaction (8.5). The combat unit must expend its entire reaction MA to attempt destruction of one supply unit. The owning player rolls 1d6. If the result is a 1–3, the supply unit is destroyed. Any other result is a no effect. Only one attempt may be made per supply unit per Reaction Phase.

5.2.5 Supply Units & Combat

Supply units have a limited capacity to engage in combat.

- Supply units stacked with combat units contribute no strength to the combat and may not be used to absorb step losses.
- MSU may accompany a retreating combat unit but may not retreat on their own. If the attacker advances into the hex, any supply units in the hex are subject to capture.
- Supply units alone in a hex cannot attack. All supply units in a hex defend with a combined CF of one (no matter the number in the hex).
- Any defender result except No Effect, followed by an advance of the attackers into the hex, subjects the supply units to capture.

5.2.6 Capture of Supply Units

Capturing a supply unit is possible whenever an enemy unit advances or overruns into the supply unit's hex.

- The advancing player may eliminate the supply unit or roll 1d6 to attempt a capture: On a result of 1–3, the supply unit is captured. Any other result the supply unit is eliminated.
- Replace a captured MSU with a friendly MSU; it may be used immediately.
- Replace a captured dump or base with a friendly dump (not a base) and mark it with a captured supply marker. While marked, it may not be moved or expended. Remove the marker at the end of the next friendly Movement Phase. If the opposing player recaptures it, it still goes through the capture process.

5.3 Tracing Supply Lines

At any given time, a unit on the map has a LOS, a line of communications (LOC), or both, and/or neither. A line of either type is traced from a supply source to the unit along a path of hexes. The line must be free of enemy units and enemy zones of control (EZOC) (7.0). **Important:** Friendly units negate EZOC when tracing LOS/LOC. Do not count the one MP cost to enter an EZOC when tracing the supply line (7.4).

5.3.1 General Supply Sources

Each of the following provides GenS to units with an LOS to a supply source. A GenS source may be:

1) An active friendly base may provide GenS to any number of friendly units that are within 14 motorized movement points (MMP).

2) A player may expend a friendly dump to provide GenS to all friendly units in one hex within seven MMP (5.2.1). **Important:** See Extended Lines of Supply (5.3.3).

5.3.2 Line of Supply (LOS) Distance

A LOS is limited to the distances listed on the Supply Summary. They may be extended by MSU (5.2.2).

- The distances are given in MMP, meaning the terrain costs along the line are counted as though a motorized unit is moving along it.
- The line cannot pass into or through terrain impassable to motorized units, but a non-motorized unit may draw supply across terrain impassable to it if it is adjacent to a hex on the supply line.

5.3.3 Extending Lines of Supply

An MSU may extend a GenS supply line by seven MMP.

- Trace the supply line from the source to the MSU, then up to seven MMP from the MSU to the unit or to another MSU.
- A chain of MSU may be of any length if each part of the chain is within seven MMP of the next.

5.3.4 Lines of Communication (LOC) Distance

LOC are traced in the same way as LOS but may be of any length. An LOC must reach a friendly supply source (including an out of GenS base) or a friendly-controlled port.

5.4 General Supply

General supply (GenS) for each unit is determined at the beginning of each friendly Movement Phase, and at other times as directed. A unit is in one of three GenS states depending on its LOS and LOC:

In GenS (IGS)   Out of GenS (OGS)   Isolated

- A unit with an LOS to a GenS source is IGS; it moves and operates normally.
- A unit is OGS if it is not IGS but does have an LOC to a GenS source. Mark it with an OGS marker. Its capabilities are reduced; see the Supply Summary Chart. The unit remains OGS until the check at the beginning of the next friendly Movement Phase.
- A unit is isolated if it is unable to trace a LOS or a LOC to a GenS source. Mark it with both OGS and disrupted markers. An isolated unit has an MA of one-half its OGS MA (round up).
- During the Supply Attrition Phase, both players check to determine if friendly units marked with both OGS and disrupted markers. Units that are isolated at this time are removed from the map and placed in the appropriate Destroyed Box. If the units are not isolated, players may remove the disrupted marker.

5.5 Combat Supply

Combat supply is determined at the beginning of each combat resolution. The attacker and then the defender declares whether the units are combat supplied or not.

- A unit in combat supply fights at full strength and with all special capabilities (10.0).
- A unit that is not in combat supply suffers penalties:
  1) Its morale rating is increased by one. This is cumulative with the +1 to morale for being out of GenS.
  2) It loses all special capabilities.
  3) The attacking player determines combat results using the unsupplied line.

5.5.1 Combat Supply Source

The only source for combat supply is a dump expended for the purpose. **Exception:** Garrisons (10.8). It provides combat supply for all units in one stack within a seven hex LOS (5.2.1). Combat supply LOS may not be extended by MSU.

5.6 Emergency Supply

At the beginning of a unit's Movement (not reaction) Phase, it may be provided emergency supply if stacked with a dump. Expend the dump and place an emergency supply marker on the unit (one unit only).

- The unit is in both GenS and combat supply.
- At the beginning of the next friendly Movement Phase, remove the marker and make a MC for the unit. If the unit fails the MC, the unit is disrupted.

6.0 STACKING

Stacking refers to the number of units that can end a phase in the same hex.

6.1 Stacking Points (SP)

Every unit has a SP value based on its type and size. Its SP value is constant throughout the game regardless of its status or step strength. The Stacking Summary Chart (on the map) lists the different types of units and their SP value as it relates to:

1) SP value for on-map stacking.

2) The number of Port Boxes required to ship the unit.

3) The number of air transports required to air transport the unit.

4) The number of MSU required to transport the unit.

6.2 Stacking Limits

On-map stacking limits apply only at the end of each phase. There is no limit to the number of units that may move through a hex in a phase.

City Hex: Maximum 6SP.   **All Other Hexes:** Maximum 4SP.

Important: Off-map holding boxes have unlimited stacking.

6.3 Overstacking

If the stacking limit of a hex is exceeded at the end of a phase, all units in the hex are disrupted; if already disrupted, there is no further effect.

7.0 ZONES OF CONTROL (ZOC)

The six hexes surrounding a combat unit's hex constitute its zone of control (ZOC).

- A unit's ZOC may be limited and/or blocked by terrain.
- Hexes in a unit's ZOC are called controlled hexes. The presence of a ZOC affects supply lines, movement, combat, and retreat.
- A given hex may be in any number of ZOC whether friendly or enemy, with no effect on one another.

7.1 Exerting ZOC

A ZOC is exerted by any combat unit if it:
  a) Has a non-parenthesized CF greater than zero.
  b) Is in GenS.
  c) Is not disrupted.
  d) Is not in reserve (8.6).

Important: Disrupted units, OGS units, reserve units, supply units, and markers do not exert a ZOC.

7.2 Motorized Units

Motorized units and MSU moving in a stack with motorized units ignore the ZOC of all non-motorized combat units when moving during the Movement Phase, Reaction Phase and when retreating or advancing after combat. See 7.4, 9.7.2 and 9.8. **Exception:** Non-motorized ZOC remain effective when determining combat participation.

7.3 Terrain

Most types of terrain do not affect a unit's ability to project a ZOC. The terrain types below do affect ZOCs.

City Hexes: ZOC do not extend into city hexes. Units in city hexes do exert ZOC into all non-city hexes.

Prohibited Terrain: A unit's ZOC does not extend into or through any terrain through which the unit could not move. The ZOC of a motorized unit does not extend into prohibited terrain even along a road or track.

Fortifications: ZOC do not extend into fortified hexes. Units in fortifications do exert ZOC into all non-city or non-fortified hexes.

7.4 ZOC Effects

Entering a ZOC:
  a) A unit expends one additional MP to enter an EZOC. It must stop and move no farther that phase unless it is able to conduct an overrun. **Exception:** 7.2.
  b) Parenthesized or zero CF units may enter an EZOC only if moving with, or entering a hex occupied by, a non-parenthesized combat unit.

Exiting a ZOC: A unit beginning a phase in an EZOC may exit the hex but cannot move directly into another EZOC unless moving at night. **Exception:** 7.2.

LOC and LOS: LOC and LOS may not be traced through an EZOC unless the hex is occupied by a friendly unit at the beginning of the Movement Phase.

Combat: A combat unit in an EZOC at the beginning of a friendly Combat Phase may be required to attack.

Retreat After Combat: A unit may retreat into but not through an EZOC. See 7.2 and 9.7.2.

Advance After Combat: EZOC have no effect on advance after combat.

8.0 MOVEMENT

During a Movement Phase, the phasing player may move any number of friendly units.

- Units are moved in any direction or combination of directions, limited only by their movement allowance (MA), the terrain, and the provisions of this section.
- Moving units may be able to overrun enemy units.
- Reaction movement is a special form of movement available to certain non-phasing units.

8.1 Movement Procedure

Each unit or stack of units is moved one at a time, tracing a path of contiguous hexes through the hex grid.

- As a unit enters a hex or crosses certain hexsides, it must expend one or more movement points (MP) from its movement allowance (MA). The MP costs to enter or cross each type of terrain are listed in the TEC.
- Each unit or stack of units must complete its movement before another unit or stack may move.
- Units are not required to start the Movement Phase stacked. A moving unit or stack of units may pick-up units as they move.
- Moving units may move through other friendly units. The number of friendly units in a hex at the end of the Movement Phase is subject to stacking limits (6.1).
- Moving units may not enter enemy-occupied hexes. Movement into ZOCs is limited (7.0).
- Moving units may be able to overrun (attack) enemy units during movement (8.4).
- Any number of friendly units in a hex may move together. Count MP expenditure for each movement class as appropriate.
- A unit may be dropped off at any time, but once dropped off its movement ends even if it has MP remaining.
- Units may not enter prohibited terrain or cross a hexside containing terrain that is prohibited to its movement class (7.3).
- Phasing units may refit, recover from disruption, enter a fort, enter reserve, or be marked for a special form of combat.

Important: Units initiating deliberate or mobile battle have limited movement (9.9.1 & 9.9.2).

8.2 Movement Allowance (MA)

A unit's printed MA is the standard number of MP it may use in a single Movement Phase, subject to the modifications listed below. A unit possessing too few MP to enter a particular hex may not enter the hex.

Important: There is no minimum movement.

- Unused MP may not be saved for a future phase or transferred to another unit.

8.2.1 Reaction Movement Allowance (RMA)

RMA is used for reaction movement and other functions.

- The RMA for motorized units is one-quarter of their printed MA (round up).
- The RMA for non-motorized units is one hex.

8.2.2 Unit Status & MA Modifications

The status of a unit may modify its MA.

- The MA of disrupted units is halved (round up).
- OGS motorized units are restricted to their RMA.

- OGS non-motorized units are restricted to one-half of their printed MA.

8.2.3 Road March MA

During a friendly Movement Phase, a unit's MA is increased by seven MP if the unit:

    a) Is not disrupted.

    b) Begins the Movement Phase in GenS.

    c) Is only moving along roads (primary or secondary).

    d) Does not start in or enter a hex adjacent to an enemy combat unit unless the intervening hexside is impassable.

    e) Does not enter a hex where it would be OGS.

- Road march is not available during the Reaction Phase.

8.3 Terrain & Movement

The MP cost to enter or cross each kind of terrain is listed on the TEC.

- When there is more than one terrain type in a hex, use the terrain with the greater MP cost.
- Primary and secondary roads negate all other terrain for movement purposes. Railroads are treated as secondary roads for purposes of this rule.
- All units are prohibited from crossing a crest hexside unless moving along a road.
- When a motorized unit leaves a road, it loses any fraction of an MP remaining, even if it moves onto another road or track later during the same move.

8.4 Overrun

Overrun is a specialized form of combat conducted during movement.

- The force pays all normal terrain costs to enter a hex adjacent to an enemy unit, including the cost of entering its ZOC, including recon superiority (10.3).
- The unit also pays the full MP cost to cross the hexside and enter the defender's hex.
- The unit must expend an additional two MP to conduct the overrun.

8.4.1 Eligible Overrun Attackers

Any unit may overrun an enemy hex containing only supply units or zero factor combat units.

- Only motorized units may overrun a hex containing non-zero factor combat units.
- OGS units may not overrun.
- Units being transported by MSU cannot conduct overruns.

Important: Combat supply is not required when conducting or defending against an overrun.

8.4.2 Eligible Overrun Defenders

- A unit in a mountain, city, or fortified hex cannot be overrun.
- An overrun cannot take place if the overrun hex is in the ZOC of a unit friendly to the unit that would be overrun.

8.4.3 Reacting to an Overrun

If the unit about to be overrun has a greater RMA than the overrunning unit's RMA, it may react away from the hex.

- The reaction move is made before the overrunning unit expends the additional two MP to make the overrun.
- The unit(s) that react must make a MC after the reaction.

8.4.4 Overrun Combat

CFs are determined normally, including the effect of hexside terrain on the attackers.

- The CF of a non-mobile attacking unit is halved.

- Non-mobile attacking artillery and anti-tank units do not use their special ratings but may move with other overrunning units.
- Defenders eliminated during an overrun are placed in the Destroyed Box even if possessed of an LOC.
- Supply units in the hex are subject to capture.
- If the defender's hex is vacated by the overrun combat/reaction movement, the moving unit enters the hex and may continue its movement making additional overruns.
- If the defender's hex is not cleared, the overrunning force's movement ends, and it must make a MC.

8.5 Reaction Movement

Certain non-phasing units may move during each friendly Reaction Phase and/or during enemy overrun.

- Reacting units are limited to their RMA (8.2.1).
- During a Reaction Phase, only units that begin the Reaction Phase within two hexes of an enemy unit, or units in reserve (8.6), may react.
- The reacting unit must be in GenS at the start of the reaction move.
- Disrupted units cannot react.
- MSU may move with reacting combat units, however, they may not initiate reaction movement if not stacked with reacting combat units.
- Reacting units move normally with the following exceptions:
  a) They may not enter an EZOC unless the unit generating the EZOC is already adjacent to a friendly unit.
  b) They may not conduct overruns (Exception: Reserve units 8.6).
  c) Make a MC for each reacting unit at the end of its reaction move (**Exception:** 8.6). If it fails, it is disrupted.
- If a reacting unit vacates a hex adjacent to an enemy unit or stack, those enemy unit(s) may advance into the hex. If eligible, it may use exploitation movement (9.9.3).

8.6 Reserve Status

A unit may enter reserve status during its Movement Phase if it uses no more than one-half its MA. The unit cannot have started its movement or moved into an EZOC. Place a reserve marker on the unit.

- It may remain in reserve indefinitely.
- It does not project a ZOC.
- The marker is removed if the unit moves or engages in combat (attack or defense).
- If the unit is in reserve at the beginning of a friendly Reaction Phase, it may react regardless of the proximity of enemy units and may enter an EZOC even if the projecting enemy unit is not adjacent to a friendly unit.
- It may overrun and conduct exploitation (9.93).
- It does not make a MC after reacting.

8.7 Ground Unit Transport

All unit transportation may only take place during a friendly Movement Phase (not Reaction Phase). Units may be transported by the following methods. **Important:** Transported units may not take part in overruns.
Sealift: Allied units of all kinds may be moved from off-map onto the map, and between ports/beaches.
Airlift: Both players have air units with a transport capacity (number followed by a "**T**"). The number is the transport capacity (in points) available to the unit.

- For airdrops, each point may carry one foot or one refit step.
- If landing at a friendly activated airfield, each point may carry two steps of foot or one dump, or one refit step.
- Transport takes place during the owning player's Movement Phases.
- Airlifted units may not move before or after being transported.

Important: Only airborne units and special forces may make airborne drops (10.5). Transport air units may not conduct any other form of air missions.

Truck Lift: One MSU can transport one foot unit (one or two steps), two RP, or one dump.

- The MSU may move to the unit, pick it up, then continue moving.
- The unit may be dropped off at any time and is automatically dropped at the end of the MSU's movement.
- The transported unit may move no more than its RMA, either before or after being transported (if after, temporarily suspend the MSU movement to move the dropped unit).
- There is no MP cost to pick up or drop off.
- An MSU may transport more than one unit in a phase, but only one at a time. MSU cannot exceed their printed MA.

9.0 COMBAT

During each Combat Phase, phasing units may, and in certain cases must, attack adjacent opposing units.

- The phasing player is the attacker and the non-phasing player the defender.
- The attacker determines the order of resolving combats.
- Each attack must be resolved before initiating another.

Important: All combats must be declared before beginning resolution of the first.

9.1 Combat Procedure

Conduct each attack following the steps listed below. Steps may be modified by special forms of combat.

1) Participation: Determine the participating units.
2) Combat Supply: Expend combat supply if desired.
3) Combat Strengths: Determine the combat strengths.
4) Terrain Row: Determine the CRT terrain row.
5) Combat Column: Determine the combat odds, then roll 1d6 to get the final CRT column.
6) Defender Results: Shift the column rightward for any attacker support shifts and apply the defender results.
7) Attacker Results: Shift the column leftward for any defender support shifts, apply the attacker results, and conduct desired advances if eligible.

9.2 Participating Units

Combat takes place between adjacent opposing units. Attacking is voluntary. **Important:** If a unit attacks, then all defending units projecting a ZOC onto that attacker's hex must be attacked during the same Combat Phase. They do not have to be attacked by the attacking unit that triggered the requirement. A defending unit adjacent to an attacking unit participating in a combat, but not projecting a ZOC onto it (due to status or terrain), does not have to be attacked but may be attacked.

- Within the constraints listed below, the attacking player determines which attacking units attack which defending hexes.
- Stacked attacking units may participate in different combats and a stacked unit is not required to participate in combat providing all mandatory combat requirements are satisfied. A non-participating unit must retreat if all participating units in that hex retreat.
- Stacked defenders must be attacked in the same combat.
- Attacking units in more than one hex may attack a single defending hex.
- Attacking units in one hex may attack defenders in any or all adjacent hexes.
- Attacking units in more than one hex may attack defending units in more than one hex if all attacking units are adjacent to all defending units.
- Each unit can participate in only one combat per phase.
- Combat units with a parenthesized CF may only attack if stacked with a combat unit with a non-parenthesized CF that is also participating in the same attack.

9.3 Combat Strengths

Add up the individual CF of all participating units on each side to get a total attack strength and a total defense strength. The printed CF of each unit can be affected by:

    a) Terrain   **b)** Special units (10.4)   **c)** Forts

- Retain fractions when determining individual CFs, add them together, then round up fractions of one-half or more.
- All strength modifications are cumulative. See Combat Modifiers (on the map).
- An attacking force with a total CF of zero cannot attack.
- A defending force with a final total CF of less than one is treated as having a strength of one.

9.4 Terrain & Combat

The terrain in the defender's hex determines the row used on the CRT.

Important: A unit unable to move into a hex cannot attack into or across the prohibited terrain (7.3).

- If there is more than one type of terrain in a hex, or in multiple defender hexes, the defending player chooses which is used in the combat.
- Terrain (in-hex or hexside) may affect the combat strength or special factor of certain unit types.
- Hexside terrain affects only units attacking across or defending that hexside.
- Fortifications shift the terrain row up one line for each fort level, with line 5 being the maximum.

9.5 Combat Resolution

1) Determine the odds by dividing the total attack strength by the total defense strength, express the result as a ratio.

- Round the ratio downward to the nearest ratio on the appropriate terrain line on the CRT.
- If the ratio is higher than the highest ratio on the line, use the highest ratio; if lower than the lowest ratio, use the lowest ratio.
- Overruns and mobile battles (9.9.2) may achieve higher initial odds than other types of combat; the odds are parenthesized on the CRT.

2) Find the column number that is directly below the determined ratio. Roll 1d6 and add it to the column number to get the combat column.

3) Determine combat shifts awarded to the attacker and then the shifts awarded to the defender.

- Shifts for each side are applied separately, moving the final column for opposing units only.
- All shifts for each side are cumulative.
- The final column may not be shifted off the table in either direction.
- It is possible for the results obtained for each side to come from different columns.

4) To determine the results for the defending force, the owning player must create morale value groups. A group is defined as all units whose printed morale value is the same (equal).

- Then add any offensive support shifts to the final column number and cross-index the adjusted column number with the CRT line corresponding to the morale rating of each defending morale group to get the combat result for that morale group.
- Apply results starting with the units with the highest morale value.

Important: The defending player must sort his units into morale groups of equal morale values. Use the morale value printed on the unit counter. Unless the unit is disrupted (2.3.2), do not use other modifiers to determine groups. Each group will determine its results separately starting with the group with the highest morale value.

5) To determine the attacking unit's result, subtract any defensive support shifts from the final column number, then cross-index the adjusted column number with the attacker line on the CRT (supplied or unsupplied) to get the effects on the attackers. Use the Supplied line for attackers with combat supply, the Unsupplied line for attackers without combat supply. Eligible attackers may advance and exploit. **Important:** If the attacking force has units that are in combat supply, and units that are not, he must resolve the combat results for the units that are not in combat supply as one group and those in supply as another group.

9.6 Step Losses

The defender determines step losses for each group (9.5) and then totals the number of steps that must be eliminated from the defending force.

- When assigning step losses round fractions of one-half or greater up and fractions less than one-half down. **Important:** Fractional step losses are only rounded after totaling all defending morale groups.
- The opposing player always chooses the first unit to suffer a step loss.
- The owning player distributes all other step losses.
- No unit can suffer a second step loss until all units have suffered at least one step loss.

9.7 Retreat

The attacker and defender resolve withdrawals and routs (retreats) for each group separately.

- Retreat does not expend MPs and is not movement.
- The owning player conducts the retreats for all his units.
- A retreating unit must (if able) retreat at least the minimum number of hexes required.

9.7.1 Retreat Distance

Withdraw (w): Affected units are required to retreat at least one hex and may retreat up to three hexes. (Owning player's choice).

Rout (r): Affected units are required to retreat four hexes and may retreat up to six hexes. (Owning player's choice). All routed units are disrupted.

- Units defending in cities, forts, and mountains ignore withdraw results and subtract three hexes from rout results.
- The retreat of a unit withdrawing or routing, may end in the first city, fort, or mountain hex it enters while retreating.
- A unit unable to retreat the required number of hexes, other than those stopping in the terrain above, stops in the last eligible retreat hex and suffers one step loss.

Important: Defending units in different morale groups could receive different retreat results (withdrawal, rout, or no retreat). Each group must resolve the type of retreat units received due to combat.

9.7.2 Direction of Retreat

The owning player (within the limitations below) retreats units in any direction/combination of directions.

- Units cannot retreat through enemy units, EZOC, off the map, or into or through any terrain they could not cross or enter during movement. See 7.2 and 7.4.
- A retreating unit may not enter the same hex more than once.
- Stacking limits apply at the end of the retreat. If the retreating unit causes a hex to be overstacked (after conducting all required retreats for each individual combat) all units in the hex are disrupted (no additional effect if already disrupted).
- A unit retreating into a friendly occupied hex that is subsequently attacked does not add to the defense of that hex but does suffer any adverse results as if it was a participating unit.
- Attacker retreats are ignored if all defenders are eliminated or retreated.

9.8 Advance

If a defending hex is vacated due to combat, any or all non-disrupted attacking units that were not retreated may (but are not required to) advance into the vacated hex. **Important:** Defending units may never advance after combat.

- No MP are expended and EZOC may be ignored.
- The advance must be taken before proceeding to the next combat.
- Stacking limits apply at the end of the advance.
- MSU and combat units with zero or parenthesized CFs may not advance unless accompanied by combat units with non-zero, non-parenthesized CFs.
- If attacking units advance into a hex where at least one defending unit was eliminated and was placed in the Destroyed Box, the advancing player may attempt to gain supply units (representing material/supplies left on the battlefield by eliminated units). Roll 1d6; if the result is less than or equal to the number of defending steps destroyed, place a dump and a captured supply marker in the hex.

9.9 Special Combat Forms

The previous cases comprise the standard form of combat. This case describes specialized forms of combat, the prerequisites to their use, and the alterations each makes to standard combat. Except as noted, their use is not mandatory.

9.9.1 Deliberate Battle

Deliberate battle capitalizes on the power of infantry and artillery at the cost of maneuverability and supply expenditure.

- Only one hex may be attacked for each deliberate battle conducted.
- Attacking units are limited to their RMA in the preceding Movement Phase. Mark them with deliberate battle markers when their movement is completed.
- All attacking units must be in GenS and combat supply.
- In this case, the attacking player may use more than one artillery unit to provide shifts. To use more than one unit's shifts, the entire attacking force must be in combat supply and the attacking player must expend one additional dump for each artillery unit used after the first.

9.9.2 Mobile Battle

Mobile battle emphasizes the combat speed of tanks.

- Only one unfortified, non-city, non-mountain hex may be attacked for each mobile battle conducted.
- Only mobile units may attack.
- Only mobile artillery, mobile anti-tank, and air units designated with the mobile symbol may support. A non-mobile unit stacked with attacking mobile units does not take part but must retreat if the attacker retreats.
- Attacking units are limited to their RMA in the preceding Movement Phase. Mark them with mobile battle markers when their movement is completed.
- The CFs of all participating mechanized units on both sides, including defending non-mobile mechanized units, are doubled.
- The anti-tank factors of all participating anti-tank units are doubled.

9.9.3 Exploitation

If the defending hex is vacated due to a mobile battle, all attacking units may advance, then exploit.

- During exploitation, each unit may move up to its RMA.
- Exploiting units ignore EZOC if the units are following the line of retreat of any retreated defenders. EZOC along any other path affect movement normally.
- If all defenders were eliminated, ignore all EZOC.
- Exploiting units may conduct overruns.

- Friendly mobile units in reserve may conduct exploitation. They must be able to at least enter the original defending hex. They are limited to their RMA, and all EZOC affect their movement normally.

10.0 SPECIAL UNITS

Each of the following unit types operates like any other unit but have certain additional capabilities.

10.1 Artillery Units

Units with an artillery factor award the number of column shifts equal to the unit's artillery rating. Attacking artillery units award column shifts to the right and defensive artillery units award column shifts to the left.

- The artillery column shift is in addition to the strength points an artillery unit has when stacked with a non-parenthesized unit.
- The artillery units must be undisrupted and in combat supply to generate the shifts.
- Attacking artillery must be adjacent to the hex being attacked and be designated as an attacking unit.

Important: Only one attacking artillery unit can award shifts. **Exception:** Deliberate Battle.

- Defensive artillery support may be provided for the artillery unit's hex, or to one adjacent defending hex if the artillery unit itself is not being attacked in the same Combat Phase.
- In addition to the column shifts, attacking artillery with an "**H**" appended to its rating is heavy artillery. Heavy artillery reduces the CRT terrain line by one per artillery factor when attacking forts or cities. In the case of a deliberate battle, only one heavy artillery unit may award this bonus, no matter the number of heavy artillery units participating.

10.2 Anti-Tank Units

An anti-tank (AT) rating reduces the CF of an enemy mechanized unit.

- The AT unit must be undisrupted and in combat supply.
- Apply AT reductions after any other modification to the mechanized unit's CF.
- AT ratings are affected by certain terrain types.
- Each defending AT unit reduces the printed CF of one attacking mechanized unit by its AT rating. Multiple AT units may be used against a single attacking unit, but the attacker's strength cannot be reduced below one.
- The AT rating of an attacking non-mobile AT unit is halved (round up, but always reduced by at least one) before reducing a defending mechanized unit as above.
- Attacking AT ratings may not be used when attacking city, fortification, or mountain hexes.
- Non-mobile AT ratings cannot be used in overrun or mobile combats.
- Non-mechanized AT ratings are halved (round up, but always reduced by at least one) if the opposing side has air support and/or supplied artillery in the combat.

10.3 Reconnaissance Units

Any unit with an "**R**" appended to its CF is a reconnaissance (recon) unit.

- In any combat situation, the side with the greater total CFs of undisrupted recon units has recon superiority.
- A unit or stack entering an EZOC projected by a unit that has recon superiority pays two MP in addition to the MP cost to enter the hex.
- A moving unit/stack leaving an EZOC projected by a unit that has recon superiority pays two additional MP when exiting the hex.

10.4 Special Forces

Special Forces (SF) is the term used to encompass units that have special abilities and can be used as regular combat units or perform special missions (commonly called commandos). SF units operate like any other unit with the additional capabilities listed below. They are foot class units marked with the SF unit type indicator (8.0).

- SF units ignore all EZOC and pay 1 MP for all hexes regardless of terrain. They may not enter or cross prohibited terrain.
- SF units are airdrop capable and thus considered airborne units when conducting airdrops.
- SF units may be carried like any other unit by air, sea, or ground, with the following changes:

Sealift: SF units do not use any sealift capacity.

- They are always able to move freely by sea and do not count against port or sealift capacity.
- SF units using sealift cannot be attacked by naval air or fleet strikes.
- SF can be sealifted from a friendly port to any coastal hex, or from a coastal hex to any port. They may not be sealifted from one coastal hex to another coastal hex.

Important: See 14.3.1 for procedures of opposed landings.

Ground Transport: In addition to transport by MSU, an SF unit may be carried by any motorized unit as though the motorized unit was an MSU. The SF unit may move no more than one hex on its own during the same Movement Phase, either before or after transportation.

Amphibious Operations: An SF unit starting a Movement Phase in a port or at-sea box may land on any coastal hex as though it was an opposed landing. It is in GenS and combat supply for the impulse of landing. An SF unit starting its move on a coastal hex may be evacuated by sea to a friendly controlled port or Ready to Land Box.

Combat: Special forces attacking into a city or fort reduce the CRT terrain line by one.

10.5 Airborne

Airborne units are marked with the airborne movement class icon (〰).

- Airborne units operate like any other unit with the additional ability to make an airborne drop.
- One air transport unit may transport one airborne unit (regardless of unit size).
- Units making an airdrop must start the friendly Movement Phase in an off-map box or an on-map friendly city/airfield.
- The transport and airborne unit may fly to any clear, rough or airfield (in any terrain) hex on the map.
- The drop hex may not be enemy occupied but may be in an EZOC.
- Place the airborne unit(s) on the drop hex and make a MC for each unit conducting the drop. Apply the MC modifiers listed on the Air Drop Chart. If the unit fails, it is disrupted.
- Units may not move after conducting the drop; however, they do attack and defend normally.
- Units making an airdrop are in GenS and combat supply for the impulse of the drop.

10.6 Headquarters

A unit with a "**+**" to the right of its unit type symbol adds the following capabilities to all units stacked with it at the beginning of each phase. Units stacked with an HQ:

1) Treat any motorized unit as mobile units.

2) Add two MP to the RMA during any reaction movement. This also applies when determining enemy reaction capability during overrun.

3) Do not make a MC after a reaction move.

4) Do not pay the MP cost to enter EZOC.

5) Do not pay the MP cost to conduct an overrun.

6) Do not make a MC after using emergency supply.

Important: The HQ must be stacked with units during the entire Movement or Reaction Phase to impart movement capabilities. The only HQ in the game is the US Seventh.

10.7 Engineers

Any unit with an "**E**" special rating is an engineer unit and has the following capabilities:

1) If an engineer starts the Movement Phase with a unit building a Level 1 or higher fort, the time needed to construct the fort is reduced to one Movement Phase.

2) If an engineer unit participates in an attack on a fort or city, the CRT terrain line is lowered by one.

3) An Allied engineer unit eliminates the need to expend a dump to activate an airfield (5.2.1 & 12.2).

10.8 Garrisons

Garrison units operate like any other combat unit with the following differences. Garrison units:

- Do not require combat supply or GenS. They are always in supply.
- Do not exert a ZOC.
- May not attack nor use their artillery rating (if any) to support an attack.
- May provide defensive support, including support of an adjacent hex.
- Ignore any retreat requirement and do not suffer disruption.
- An eliminated garrison may be rebuilt, on the map through the refit process by expending an RP in the desired hex. Garrisons may only be rebuilt if the location named on the unit is friendly occupied and that hex can trace an LOC to a friendly supply source.
- A garrison with an "**A**" rating increases the chance of damage to a bombarding air unit.

11.0 REFIT

RP represent men and weapons used to replace combat losses. Each army receives RP according to the scenario instructions. They arrive on the map as reinforcements and may remain on the map indefinitely until used.

11.1 Refit Point Markers

Each RP marker has a one-step and a two-step side. RP markers in the same hex may be combined and divided freely without MP cost.

- RP do not count for stacking on the map but do count for purposes of transport.
- RP may be transported by air, sea, and/or MSU. Each step counts as one step for the purpose of transport.
- RP have no combat value. If involved in combat, they are affected like supply units but cannot be captured.

11.2 Refit Procedure

RP may be used to rebuild destroyed, eliminated, and depleted ground combat units. The RP cost for each unit type is detailed on the Refit Costs Chart on the map.

Refitting on the Hex Grid: A depleted unit may be rebuilt to full strength if at the start of its Movement Phase there is an RP within the unit's RMA. Both unit and RP must be in GenS, not disrupted, and not in an EZOC. Remove the RP and flip the unit to its full-strength side.

Refitting Eliminated Units: A unit in the Refit Box may be rebuilt during a friendly Movement Phase by RP in or stacked with a friendly base. Expend the number of RP listed on the Refit Costs Chart to bring the unit to a reduced or full-strength unit. Place the unit on its base.

Refitting Destroyed Units: Refit of units in the Destroyed Box is a two-stage process. In one Movement Phase, RP must be expended in the unit's base to shift the unit into its Refit Box. It may then be rebuilt as any other unit in the Refit Box in any subsequent friendly Movement Phase.

Refitting Special Refit Units: Units identified as special refit units (those with the narrow red or blue band on their depleted side) may be rebuilt from the Destroyed Box to full or depleted strength in a single phase.

11.3 Refit Limitations
RP of one nationality may not be used to refit combat units of another nationality. **Exception:** US RP may be used to refit French units. **Important:** Only one Canadian unit may receive RP in a single Movement Phase.

12.0 CONSTRUCTION
See Optional rules for Fortifications.

12.1 Airfield Activation
The Allies may not use a captured airfield until it has been activated as described below. It may be used in the impulse after activation.

- Engineers activate an airfield by spending one complete Allied Movement Phase on the airfield hex while in GenS.
- The Allied player may activate an airfield hex by expending a dump that is in the airfield hex.
- An airfield is deactivated the moment an Axis unit enters the hex. If deactivated it must be reactivated as above. Disrupting the airfield does not deactivate it (10.7).

13.0 AIR OPERATIONS

Ground Support Factor
↑: Mobile Battle Capable
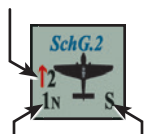
Bombardment Factor   **Range**
N: Naval Strike Capable   **S:** Short
                               L: Long

Air units are a representation of aircraft flying multiple missions during a GT. They become available during setup or as reinforcements. **Important:** Any number of air units may be based in a box or on-map airfield.

13.1 Air Unit Deployment
During the Air Superiority Phase of each GT, each air unit may be placed in one of the boxes of their respective Air Units Display from which specified missions may be conducted.

Axis Air Units: Axis air units may be placed in either the Air Superiority Box or the Attack Box.

- Axis transport aircraft may be placed in the Northern Italy box or on any Axis-controlled airfield.
- Air units in the Air Superiority Box may only conduct air superiority missions.
- Air units in the Attack Box may perform all missions except air superiority.
- Short-range aircraft may conduct missions on Sicily only if the Axis controls at least one Sicilian airfield that is in GenS.
- Transport aircraft may fly units from the Northern Italy Box, or any Axis controlled airfield hex to any hex on the map.

Allied Air Units: Allied air units may be placed in the Air Superiority Box, Sicily Attack Box, or Italy Attack Box. **Important:** Short-range Allied aircraft may not be placed in the Italy Box until the Allies have activated at least one Sicilian airfield.

- Allied transport aircraft may be placed in the Africa Box or on any Allied-controlled activated airfield.
- Air units in the Air Superiority Box may only conduct air superiority missions.
- Air units in the Sicily Attack Box may perform all missions except air superiority on any hex containing part of the island of Sicily.
- Air units in the Italy Attack Box may perform all missions except air superiority on any hex containing part of the Italian mainland.
- Transport aircraft may fly units from the Africa Box or any Allied controlled active airfield to any hex on the map.

13.2 Airfields
Airfields represent major permanent facilities. All airfields on the map are Axis-controlled at the start of the game and may be used only by Axis aircraft. An airfield becomes usable by Allied air units after it has been captured by ground units and activated (12.2).

13.3 Air Superiority
During the Air Superiority Phase, count the total number of air units allocated to all missions by each player.

- An air unit allocated to the air superiority mission counts as two units.
- The player with the larger number of air units has air superiority until the next Air Superiority Phase.
- Apply the difference in air superiority strength to the initiative DR in favor of the player with air superiority.
- Air units are not affected by air superiority, do not flip air superiority air units to their based side.

13.4 Mission Damage
After each air mission is completed (13.5. through 13.8), check for damage to the air unit using the chart on the map. **Important:** This procedure is used for air and naval units.

- Refer to the Air and Naval Losses Table. Roll 2d6 and apply the modifiers listed above the table (they are cumulative). Using the modified DR, apply the results:
  ≤ 8: Return the air unit to its Attack Box or if a transport air unit to the Africa Box or North Italy Box for the Axis, with the unit's-based side showing.
  9–10: The unit is available the next GT. Place the unit on the Available Box.
  ≥ 11: The unit is available in two GTs. Place the unit on the Turn Record Track in the appropriate box.

13.5 Ground Combat Support
Players may use air units in Attack Boxes to support ground units during overrun or regular combat.

- An air unit shifts the combat odds for the opposing player by the ground support rating. After completing the mission, the owning player must check for air unit damage.
- Offensive ground support is placed on the defender's hex during the first step of the combat resolution. If the hex is within ten hexes of a friendly (in the Allied case, the airfield must be activated) airfield, add one to the air unit's ground support rating.
- Aircraft with a mobile rating may be used to support overruns and mobile battles.
- Defensive ground support is placed after the attacker has committed and is limited to one air unit per regular combat (not during overrun). If the hex is within ten hexes of a friendly (in the Allied case, the airfield must be activated) airfield, add one to the air unit's ground support rating.

13.6 Interdiction

During a friendly Movement Phase, an air unit with a ground support rating of one or more may be placed on any hex. It remains there through the next enemy Movement Phase.

- The movement cost for an enemy unit entering the interdicted hex, and any hex within two hexes (one intervening hex) of it, is increased as listed on the Air Interdiction Costs Chart. Hexside MP costs are not affected.
- Remove the air unit at the end of the enemy Movement Phase and check the air unit for mission damage.

13.7 Air Bombardment

During a friendly Movement Phase, players may conduct air bombardments. Bombardments may be conducted on an enemy base, dump, MSU, or airfield.

- The owning player declares the target of the air bombardment. If more than one target exists in the hex, the player may only attack one target.
- The owning player rolls 1d6 for each factor of the air unit's bombardment. If the result of a DR is 4–6 the air unit scores a hit. The owning player then checks for mission damage. See the Bombardment Chart. Place a disrupted marker on the affected facility.

13.8 Naval Strikes

An air unit with a naval rating may be used to strike at enemy units in port boxes, Messina Straits, and LSTs during an enemy Movement Phase.

Important: Naval strikes may not be conducted against Ready to Land Boxes.

- Axis naval strikes against units in port boxes and LSTs are conducted after the Allied player has placed all LSTs and units being shipped.
- Allied naval strikes against Axis units crossing the Messina Straits are conducted during the Axis Movement Phase when a unit crosses the straits.
- To conduct a strike, place the striking air unit near the target and declare the target.
- The owning player then rolls 1d6 for each naval factor, if the target is in a port box add one to the DR. If the modified result is a 6, the air unit scores a hit.
- A hit against a unit in a port box reduces a two-step unit and eliminates a one-step unit.
- A hit against an LST reduces one two-step unit or eliminates a one-step unit. If the LST is being used as a base (5.2.3) the LST is disrupted and may not function as a base until the disruption marker is removed.
- A single air unit with a naval factor greater than one could score more than one hit when attacking units in port boxes, LSTs, or Axis units crossing the Messina Straits.

14.0 NAVAL OPERATIONS

Only the Allied player may conduct naval operations.

14.1 Port Capacity

Each port has one or more boxes linked to it. The number of port boxes linked to a port is the port capacity. Each box has a capacity of:

1) Two combat unit steps; **or,**

2) Two RP; **or,**

3) One MSU or Dump.

Example: A two-step unit is debarked, and another two-step unit embarks at Catania. Both port boxes are used (i.e., Catania has used its full capacity).

- There are two types of ports (and associated port boxes); Standard and Limited. See Terrain Effects Chart.
- Standard ports may embark and debark all forms of cargo.
- Limited ports may only:

1) Embark and debark non-motorized units.

2) Only debark dumps (they may not embark dumps).

3) Embark motorized units; however, motorized units embarked at a limited port must be immediately placed in the Allied Refit Box.

14.2 Naval Shipping

Only the Allied player may use naval shipping.

- Any number of units may be at sea at any given time. A unit may remain at sea indefinitely.
- During the Allocation Phase a unit in Africa may be moved into either the Ready to Land in Italy or Ready to Land in Sicily Boxes.
- There is no limit to the number of units that can be moved from one box to another, and no limit as to the number of units that may be in any one box.
- A unit that begins the Allocation Phase in either Ready to Land Box may be moved to the other Ready to Land Box during an Allocation Phase.
- As the first action in an Allied Movement Phase, a unit:

a) If in a Ready to Land Box may be moved to a friendly Port Box on the corresponding land mass. After all Axis naval strikes have been conducted and losses taken, surviving units may debark in the port. Combat units may move up to one-half of their printed MA; supply units and RP must remain in the port.

b) If in a port, the unit may embark and be moved to the port's corresponding Port Box. After all Axis naval strikes have been conducted, the unit may move to the corresponding Ready to Land Box or move to another friendly port's Port Box. In either case, the unit's movement is complete for the current Movement Phase.

14.3 LST Operations

Bombardment Factor (should be 3)
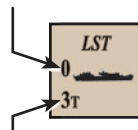
Transport Capacity

LST units provide the Allied player with amphibious capability. See 5.2.3 if using an LST to create a base.

Errata: All LSTs should have bombardment of 3, not 0.

Important: LSTs do not use port boxes, they embark or debark units directly into a port or coastal hex.

- LSTs are allocated to a Ready to Land Box or a port during the Allocation Phase.
- If an LST begins an Allied Movement Phase in a Ready to Land Box or a Port and one or more ground or supply units are also in that location, then as the first action in that Movement Phase, the LST may embark the ground units and move to another port, coastal hex, or Ready to Land Box.
- An LST may transport up to six SP of units (See Stacking Summary on the map). **Important:** If the LST moves to a beach hex, or is attempting an opposed landing in a port, the LST transport capacity is halved (retain fractions).
- After all Axis naval strikes have been resolved and losses taken, surviving units may debark into the port hex or coastal hex.

a) If the port or coastal hex is not friendly controlled the units must follow the procedures in 14.3.1.

b) If the port or coastal hex is friendly controlled the combat units may move up to one-half of their printed MA. Supply units and RPs must remain in the hex.

- Each LST conducting a beach landing (only) may apply its bombardment rating of three to assist Allied ground units attacking into an adjacent coastal or port hex, or when defending the landing hex during an Axis Combat Phase. Apply the LST's bombardment factor in the same manner as air unit's ground support (13.5).
- LSTs not used to create bases are returned to the Ready to Land Box at the end of the Movement Phase.

14.3.1 Opposed Landings

Opposed landings may be made into Axis-controlled ports or into clear terrain coastal hexes (hex may include a town).

- Only combat units with non-zero, non-parenthesized CFs may conduct an opposed landing in an Axis-occupied clear terrain coastal or port hex.
- The CF of a landing motorized unit is halved in the ensuing Combat Phase.
- All landing units are in GenS and combat supply during the impulse that they land.
- If the coastal hex or port is enemy occupied, the landing units conduct combat normally during the following Allied Combat Phase. If the coastal or port hex is successfully cleared, the victorious Allied units disembark into the hex (the units may move no further). If the hex is not cleared of enemy units, the surviving attackers suffer (in addition to the combat result) an H result and return with their LST to the corresponding Ready to Land Box.
- If the coastal or port hex is not enemy occupied, the units disembark into the hex and then for each motorized unit the Allied player may consult the Landing Table (on the map) and roll 1d6 for each motorized unit that the player wishes to continue moving. The result is the number of MPs subtracted from the unit's RMA. The unit may then immediately move up to the limit of its modified RMA. Non-motorized units may not move after conducting this type of landing.
- If the coastal hex was friendly controlled prior to the landing, all unit types may move up to one-half of their printed MA. **Note:** Players will need to ensure that they track which coastal hexes are friendly controlled.

15.0 STRAITS OF MESSINA

Too wide to be a river and too narrow to be an ocean, the Messina Straits—from Messina (hex 2935) to hex 3034 or 3035 to Reggio (hex 3135) requires special consideration.

15.1 Messina Ferry

A unit friendly to the side that controls the Messina Straits may cross from one side to the other by expending one-half its printed MA. It may move both before and after crossing.

15.2 Axis Control

The Axis player controls the Messina Straits if:

1) Both Messina (hex 2935) and Reggio (hex 3135) are Axis controlled; **and,**
2) The Italian garrison units Messina and Reggio are undisrupted.

- If the above two conditions are met, The Axis player may move up to six steps of Axis units (any type) across the straits in each direction during the Axis Movement Phase.
- For ferry purposes each MSU (loaded or unloaded) and each dump count as one step.

Important: An Axis base located in Messina is active if the Axis player controls the straits.

15.3 Allied Control

The Allied player controls the Messina Straits if the Allied player controls both Messina (2935) and Reggio (3135).

- If the Allied player controls the straits, the player may (at the beginning of any friendly Movement Phase) move one or more LSTs to either port from any Ready to Land Box.
- Each LST allows the Allied player to move up to four steps (any type) across the straits in either direction during each Allied Movement Phase.

Important: An LST acting as ferry cannot be a base.

16.0 WEATHER

Monthly GTs incorporate most minor weather effects, but two types of weather have specific effects on operations. Inclement weather is determined by the initiative DR.

16.1 Rain

Fall rains can be heavy enough to affect operations.

- Add one to the MP cost for each hex entered other than along primary and secondary roads. This includes supply ranges, and exploitation after combat.
- For all attacks where all units are attacking across a river, roll 2d6 and halve the result (round down). Shift the final combat column that number of columns to the left. The attack may not be cancelled.

16.2 Winter

Winter may descend early, affecting operations only in November.

- All MP costs are doubled except for movement along primary and secondary roads. This includes calculations for supply ranges, and exploitation after combat.
- For all attacks, roll 2d6 and halve the result (round down). Shift the final combat column that number of columns to the left. The attack may not be cancelled.

17.0 OFF-MAP AREAS

The Allied Africa, Allied Ready to Land Sicily, Allied Ready to Land Italy, and Axis Northern Italy Boxes are the only off-map areas in the game. Each represents a holding area for units arriving from outside the theater.

17.1 Axis Entry

An Axis unit in the Northern Italy Box may enter the map by ground or air. It may remain in the box indefinitely.

- Ground entry may be made in any hex from 0103 to 0116 by paying the normal MP cost to enter the hex.
- Entry by air transport may be done using a transport aircraft also in the Northern Italy Box.

17.2 Allied Entry

An Allied unit in the Africa Box may enter the map by naval or air transport. It may remain in the box indefinitely.

- Units using naval transport must move from the Africa Box to either the Ready to Land Sicily or Italy Boxes.
- Units using air transport may move directly from the Africa Box to the map if air transport is available in the Africa Box.

18.0 RETURN TO EUROPE

The entire campaign envisaged by the Allies at Casablanca is covered in this scenario.

Game Length:

Start: GT 1, Phase 6; **End Scenario:** End of GT 5.

First GT Initiative: Allied Player has surprise.

First GT Air Superiority: Allied Player.

Map: Use the entire map. The Axis controls all hexes on the map at the start of the game.

Axis Forces: All units listed in the Axis Order of Battle.

Refit Points: The Germans receive two RP in the Axis Entry Area (17.1) each GT beginning GT 3. The Italians receive one RP on any base in mainland Italy each GT beginning GT 2 until the Italians have surrendered. The number of markers provided is the maximum number of RP that can be in play at any time.

Allied Forces: All units listed in the Allied Order of Battle.

Refit Points: The Commonwealth receives one RP in the Africa Box each GT beginning GT 3. The US receives two RP in the Africa Box each GT beginning GT 3. The number of markers provided is the maximum number of RP that can be in play at any time.

Victory Conditions: If neither player achieves one of the objectives listed below, or if both achieve the same level of victory, the game is a draw. If one achieves a major and the other a minor victory, the major victory is downgraded to a minor victory.

Allied Major Victory: If at any time before the end of GT 4 the Allied player has a unit in the 01xx hex row.

Allied Minor Victory: If the Allied player has a unit in the 01xx hex row after GT 4 but before the end of GT 5.

Axis Major Victory: If the German player controls any city hex that can trace an Axis overland LOC to the north map edge at the end of the game.

Axis Minor Victory: If the German player controls any city hex, but that hex cannot trace an LOC to the north map edge at the end of the game.

Deployment Codes

(####): Hex number of deployment.

#/####: The unit is placed within # hexes of the identified hex.

AHS: Any hex in Sicily

AHI: Any hex in Italy

(D): Depleted

AFB: Africa Box

RLS: Ready to Land Sicily Box

SA: Sicily Attack Box

Axis Order Of Battle & Deployment

German XIV Panzer Korps: 504.PzAbt (Refit Box); 382.PzG (D) (3035). Reggio Infantry (3135), Not used in Husky; 923.Fest (AHS); 926.Fest (3135), Not used in Husky; 1× MSU & 3× Dump (AHS).

15 Panzergrenadier Div (all AHS): 215.PzAbt; 104.PzG; 115.PzG; 129.PzG; 33 Art; KG 15.PzG (KG 15 in Refit Box).

Herman Goering Panzer Div (all AHS): I/HG Pz; II/HG Pz; 1 HG PzG (D); 2 HG PzG (D); HG Aufkl; HG Art (D).

Luftwaffe (Air Superiority or Attack Box): SchG.2; FK.II; Stab.Nap.

German 10th Army: Units arrive by event AX-2 (3.3). 93.PzJg.

3 Panzergrenadier Div: 103.PzAbt; 8.PzG; 29.PzG; 3.Aufkl; 3.Art; KG 3.PzG (KG 3 in Refit Box).

26 Panzer Div (detachment): II/26 Pz; KG 26.Pz.

2 Fallschirmjager Div: 2.FJ; 6.FJ; 7.FJ; 2.FJArt; KG 2.FJ.

German LXXVI Panzer Korps: Brindisi (3402); Napoli (0316) 1× MSU (AHI) 3× Dump (AHI)

16 Panzer Div: II/2 Pz (6/0316); III/2 Pz (6/0316); 64.PzG (6/0316); 79.PzG (6/0316); 16.Art (6/0316); 16 Aufkl (6/0316); KG 16.Pz (KG 16 in Refit Box).

26 Panzer Div: 9.PzG (3/2517); 67.PzG (3/2517); 93.Art (3/2517); 26 Aufkl (3/2517).

29 Panzergrenadier Div: All arrive Reinforcement Phase of GT 2: 129.PzAbt; 15.PzG; 71.PzG; 29.Art; KG 29.PzG (KG 29 in Refit Box).

1 Fallschirmjager Div: 1 FJ (6/0316); 3 FJ (6/0316); 4 FJ (6/0316); 1.MG (6/0316); 1.FJArt (D) (6/0316); KG 1.FJ (Refit Box).

Italian Sixth Army (AHS): 10.Ber; 177.BerT; Ragg.XII; Ragg.XVI; 10.Semo; 230.Semo; GM A; GM B; GM C; GM D; GM E; GM F; GM G; GM H.

4 Livorno Assault Div: Ragg.33; Ragg.34; TG.Liv.

26 Assietta Mountain Div: Ragg.29; Ragg.30; 17.CCNN.

28 Aosta Infantry Div: Ragg.5; Ragg.6; 171.CCNN.

54 Napoli Infantry Div: Ragg.75; Ragg.76; 173.CCNN.

Regia Aeronautica: R.Aero (Air Superiority or Attack Box).

Garrisons in Sicily: Augusta (3244); Catania (3042); Marsala (0650); Messina (2935); Palermo (1244); Siracusa (3445); Trapani (0648).

Italian Seventh Army: 185.Nembo (6/0316).

58 Inf Div Legnano: Ragg.67 (6/2907); Ragg.68 (6/2907).

104 Inf Div Mantova: Ragg.113 (6/2907); Ragg.114 (6/2907).

152 Inf Div Piceno: Ragg.235 (6/2907); Ragg.236 (6/2907); 336 (6/2907).

Garrisons in Italy: Bari (2202); Brindisi (3402); Napoli (0316); Reggio (3135); Taranto (2907).

Allied Order Of Battle & Deployment

Commonwealth

Eighth Army: 4.Arm (AFB); 23.Arm (AFB); 231.BG (RLS); 5.AGRA (AFB); 6.AGRA (AFB); 2.SAS (RLS); 3.Cdo (RLS); 40.Cdo (RLS); 41.Cdo (RLS); RE (AFB); 1× MSU (RLS); 3× Dumps(RLS).

1 Airborne Div: 1.AirL (AFB); 1.Para (AFB).

1 Canadian Infantry Div (All RLS): 1 Can; 2 Can; 3 Can; 1 Can.Spt; 1 Can.Arm.

5 Infantry Div (All RLS): 13; 15; 17; 5.Spt.

50 Infantry Div (All RLS): 69; 151; 168; 50.Spt.

51 Infantry Div (All RLS): 152; 153; 154; 51.Spt.

Reserves

1 Airborne Div: Arrive GT 2 in Africa Box. 2.Para; 4.Para. Not used in Husky Scenario.

7 Armoured Div: Arrive GT 2 in Africa Box: 11.Huss; 22.Arm; 131.Motor; 7.SG. Not used in Husky Scenario.

46 Infantry Div (All RLS): 128; 138; 139; 46.Spt.

56 Infantry Div (All AFB): 167; 169; 201Gds; 56.Spt.

78 Infantry Div (All AFB): 11; 36; 38; 78.Spt.

Royal Air Force (Sicily Attack Box): 211. Group; Malta; DAF. **Africa Box:** 216 Group.

Mediterranean Fleet: 7× LST (RLS)

US Fifth Army: All units (including 9th, 34th, and 36th Inf Division) arrive GT 2 in the AFB.

4.Mor; 191.Tank; 756.Tank; 757.Tank; 760.Tank; 601.TD; 645.TD; Fifth; 6.Arm; 18 Art.

9 Infantry Div: 39.RCT; 47.RCT; 60.RCT; TF 9.ID.

34 Infantry Div: 133.RCT; 135.RCT: 168.RCT; TF 34.ID.

36 Infantry Div: 141.RCT; 142.RCT; 143.RCT; TF 36.ID.

US Army Air Forces (Start In Sicily Attack Box): 5.Heavy; IX.Bomb; IX.Supp; XII.Bomb; XII.Supp. **Start In Africa Box:** 51.TCW; 52.TCW.

Seventh Army (Start in RLS): 1.Rgr; 3.Rgr; 4.Rgr; 70.Tank. **Start in AFB:** 753.Tank; Seventh; 5.Arm; 13.Art; 39.Eng; 1× MSU; 3× Dumps.

1 Infantry Div (Start in RLS): 16.RCT; 18.RCT; 26.RCT; TF 1.ID.

2 Armored Div (Start in RLS): CCA/2; CCB/2; TF.66; TF.67.

3 Infantry Div (Start in RLS): 7.RCT; 15.RCT; 30.RCT; TF 3.ID.

45 Infantry Div (Start in RLS): 157.RCT; 179.RCT; 180.RCT; TF 45.ID.

82 Airborne Div (Start AFB): 325.GIR: 504.PIR; 505.PIR; 2/509.PIR.

TURN SEQUENCE

Strategic Impulse

1) Events Phase: Check to see if any event occurs.

2) Air Superiority Phase: Determine which player has air superiority (13.3).

3) Reinforcements Phase: Both players determine what units are available.

4) Allocation Phase:

    a) The second player allocates air units, naval units, and shipping, and expends dumps to activate bases.

    b) The first player makes the same allocations.

5) Initiative Phase: One player makes an initiative DR (3.4). The player receiving the initiative may decide to be the first or second player for the remainder of the GT. **Important:** The player with the initiative must choose to be the first player if the player wishes to receive the benefits of surprise (3.4.1).

First Player Initial Impulse

6) First Player Movement Phase.

7) Second Player Reaction Phase.

8) First Player Combat Phase.

The Second Player flips all based air units in an Attack Box or Africa Box to their ready side.

Second Player Initial Impulse

9) Second Player Movement Phase.

10) First Player Reaction Phase.

11) Second Player Combat Phase.

The First Player flips all based air units in an Attack Box or Africa Box to their ready side.

First Player Follow-On Impulse

12) First Player Movement Phase.

13) Second Player Reaction Phase.

14) First Player Combat Phase.

The Second Player flips all based air units in an Attack Box or Africa Box to their ready side.

Second Player Follow-On Impulse

15) Second Player Movement Phase.

16) First Player Reaction Phase.

17) Second Player Combat Phase.

The First Player flips all based air units in an Attack Box or Africa Box to their ready side.

First Player Final Impulse

18) First Player Movement Phase.

19) Second Player Reaction Phase.

20) First Player Combat Phase.

The Second Player flips all based air units in an Attack Box or Africa Box to their ready side.

Second Player Final Impulse

21) Second Player Movement Phase.

22) First Player Reaction Phase.

23) Second Player Combat Phase.

The First Player flips all based air units in an Attack Box or Africa Box to their ready side.

Administrative Impulse

24) Supply Attrition Phase.

    a) Both players check GenS status.

    b) Both players check for elimination of isolated units (5.4).

    c) Any air units with their based side up are flipped to their ready side.

25) Victory Check Phase: Check the scenario instructions to see if either player has achieved an instant victory. Check scenario instructions.

26) Turn Marker Phase: If GTs remain to be played, advance the turn marker, and play another GT. If not, the game ends and players determine the victor.

Player Impulse Sequence

Movement Phase: The phasing player conducts the following:

    a) Determine the GenS status for all phasing units (5.4); expend dumps as needed to provide supply.

    b) Phasing units may refit (11.0).

    c) The Allied player may move units and/or LSTs from a Ready to Land Box/Port Box to any Port/Box and/or coastal hex (14.2 & 14.3).

    d) Moves friendly units subject to the restrictions of sections 6.0 through 8.0.

- Enemy units may be overrun (8.4).
- Friendly supply units may be destroyed (5.2.4).
- Construction of forts and activation of airfields may be undertaken (12.0).
- Units at sea (14.2) may land (after Axis naval strikes). LSTs are returned to a Ready to Land Box.

    e) Phasing units may remove disruption markers (2.3.2).

Reaction Phase: The player that did not conduct the previous Movement Phase may conduct reaction movement with eligible units and may attack adjacent opposing units or conduct overrun (8.5).

Combat Phase: The active player may:

a) Conduct attacks against adjacent opposing units. In certain circumstances the player must attack adjacent enemy units (9.2).

b) Resolve each combat using the following procedure: complete each combat before beginning the next.

    1) Determine which units will participate in the combat (9.2), expend combat supply (5.5), commit air (13.5) and/or LST support (14.3.1).

    2) Determine the combat strength of each participating unit (9.3) to get an attacker total strength and a defender total strength. Modify each unit for disruption (2.3.2), supply (5.5), and terrain (9.4).

    3) Determine which terrain row on the CRT will be used (9.4).

    4) Divide the total attack strength by the total defense strength to get initial odds (9.5). Use that to determine initial column on CRT.

    5) Roll 1d6, adding the result to the current column number to get the final column number.

    6) Add any offensive support shifts (9.5) to the final column number, then cross-index the adjusted column number with the CRT line corresponding to morale rating of each defending unit to get the effects on the defenders (9.5). Apply the results to each defending unit based on its morale (9.5 through 9.7).

    7) Subtract any defensive support shifts (9.5) from the final column number, then cross-index the adjusted column number with the attacker line on the CRT to get the effects on the attackers (9.5). Apply the results to the attackers based on supply state (9.5 & 9.6).

    8) Eligible attackers may advance (9.8).

19.0 OPERATION HUSKY

This is a short game covering only the invasion and clearance of Sicily.

Game Length:

Start: GT 1, Phase 6: **End Scenario:** End of GT 2.

First GT Initiative: Allied Player has surprise.

First GT Air Superiority: Allied Player.

Map: Use only the island of Sicily. The Axis controls all hexes on the map at the start of the game.

Rules: Amphibious landings may be conducted only on Sicily hexes. Do not use any events. All other rules are in force. Ignore 15.0 Straits of Messina. Any Axis base in Messina is active for the scenario. Axis dumps expended in GT 1 arrive on GT 2 in Messina.

Axis Forces: Use only the units listed below.

Initial Deployment: The below units begin the game in play (except as noted otherwise). Place them according to the Axis Order of Battle.

a) All units of German XIV Panzer Korps.

b) All units of Italian Sixth Army, including the Sicily garrison units.

c) All units of the Luftwaffe and Regia Aeronautica.

Reinforcements (air transported): The following units may be brought into play during any Axis Movement Phase. They must arrive using air transport.

a) German 1 Fallschirmjäger Division.

b) Italian 185.Nembo Regiment.

Reinforcements (ground movement): On GT 2 in any Axis Movement Phase. The units may move up to one-half of their printed MA.

a) A maximum of six steps of the German 29 Panzergrenadier Division (player's choice).

Dumps: On GT 2 two dumps may arrive by air or by ground in Messina. If Messina is chosen, the dumps count against the six steps of the 29th Division.

Refit Points: None.

Allied Forces: All units listed under the below groups begin the scenario available to the Allied player:

a) CW Eighth Army.

b) US Seventh Army.

c) Royal Air Force.

d) US Army Air Forces.

e) MSU/Dumps (4.1) arrive in Africa as noted in the Africa Box.

f) The Mediterranean Fleet.

Refit Points: None.

Victory Conditions: If neither player achieves one of the objectives listed below the game is a draw.

Allied Victory: If Allied units occupy Messina and Palermo.

German Operational Victory: The Allied player fails to meet its victory conditions.

German Strategic Victory: The game ends in a German victory if at any time after the end of GT 1 there are no Allied units in GenS on Sicily.

20.0 OPTIONAL RULES

20.1 Night Movement

Night movement is a special form of movement that presumes a unit is moving only at night. Night movement:

a) Must be declared at the time a unit or stack of units starts its movement.

b) May be used during the Movement and/or Reaction Movement Phases only (cannot be used for retreat after combat).

c) Allows a unit or stack to move through EZOC.

- Units using night movement pay double the movement point cost of entering a hex in an EZOC (including hexside terrain).
- Units using night movement are disrupted at the end of their movement. If already disrupted, there is no effect.

Important: A player may move units using night movement and standard movement in the same impulse or GT.

20.2 Forced March MA

To conduct a forced march, the owning player rolls 1d6 and adds three to the DR.

- The total is then added to the unit's printed MA. A unit may force march if it is:
  a) In GenS and not disrupted.
  b) Not starting its move adjacent to an enemy unit.
- The unit moves normally but may not road march.
- A unit that conducts a forced march is disrupted at the end of its movement.

Example: The player decides to force march a unit with a printed MA of 14. The player rolls 1d6 Obtaining a result of 4+3+14. The unit may expend a total of 21 MP during the current phase.

20.3 Fortifications

Fortifications (or forts) can be built by either player. The four levels of fortification (F0, F1, F2, F3) are identical in all respects except as noted below. Only a unit inside the fort (under the marker) receives the fort's benefits (Fort Effects Chart on the map).

- Fortifications may not be constructed in prohibited, mountain, city, or all-sea hexes.
- A combat unit with a non-zero, non-parenthesized CF and a non-zero MA may build any fort.

- When constructing a fort (any level) place under construction marker of the appropriate level in the hex with the constructing unit at the beginning of the friendly Movement Phase.
- The unit may not move and must be undisrupted and in GenS; it may be in an EZOC.
- If attacked while under construction, the unit is disrupted before combat resolution begins.
- If eliminated or forced to retreat, the markers are removed.
- If the unit is still in place at the beginning of the next friendly Movement Phase, remove the under-construction marker. The fort is complete.

F0 Forts: An F0 fort may be built in any terrain that does not contain another fort. An F0 fort is removed the instant there is no friendly unit eligible to construct it in the hex.

F1, F2, and F3 forts: Place the level of fort marker and an under-construction marker in the construction hex.

- In addition to the restrictions listed above, F1 through F3 forts require the expenditure of a dump as if the dump is being used to provide combat supply.
- An F1 fort may be built in an unfortified hex or in a hex containing an F0 fort.
- An F2 fort may only be built in a hex containing an F1 fort.
- An F3 fort may only be built in a hex containing an F2 fort.
- In the case of an under construction F2 or F3 fort, if the constructing unit is forced to retreat or eliminated, remove the construction marker and new fort marker. Replace the fort marker with a fort one level below the fort that was being constructed.
- F1 through F3 markers remain in play permanently (unless used for supply) and may be used by both sides.
- The supply to build a fort may come from an existing fort of F1 or higher stacked with an MSU. The MSU can only support the construction of one fort.
  a) The hex where the fort is being built must be within the distance the MSU could move in one Movement Phase (the MSU does not physically move). The MSU can move normally later in the same Movement Phase.
  b) Reduce the existing fort one level for each fort level built. Place the new fort and construction marker in the construction hex. All other restrictions for fort construction still apply.