

## Soft Underbelly: The War in Southern Italy, 1943

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**Errata:** The Movement Factors of the 65<sup>th</sup>, 76<sup>th</sup>, 94<sup>th</sup>, 305<sup>th</sup> and 334<sup>th</sup> infantry divisions should be 4 (rather than 8).

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## 1.0 Introduction

### 1.1

*Soft Underbelly: The War in Southern Italy, 1943* (SU) is an intermediate-complexity, two-player wargame simulating that historic World War II campaign. It may also be used to explore the “what ifs” inherent in the situation had the German high command chosen to react to the Allied landings in a much different manner: making that effort’s defeat Berlin’s main strategic goal for late 1943. The design therefore combines factual historical detail with studied counter-factual analysis to present players with a situation that will be familiar to most of them, while at the same time allowing for an easy and seamless transition into the less certain philosophical waters of alternative history. A complete game of SU generally takes from four to five hours to complete and it’s suitable for solitary play.

### 1.2 Game Scales.

Each hex on the map equals 11 miles (18 km) when measured from side to opposite side.

Each game turn represents between two and 15 days, depending on the exact time of year of each one. That is, as the autumn weather worsens, and attrition and the inevitable declines in soldier morale and force-robustness take their tolls, each game turn comes to represent a longer period of time. That approach allows for the smooth building into the system of what would otherwise be burdensome factors of weather, ground conditions, operational tempo, etc. Every ground unit represents a division or division-equivalent of about 8,000 to 20,000 men and/or 50 to 350 armored fighting vehicles.

### **1.3 German Army & Corps Organization.**

In the Historical Scenario, the German forces deployed on the map consist solely of the units of *10<sup>th</sup> Army*, all marked with a “10” to the left of their unit-type boxes. In the alternative history scenario (“Watch on the Tiber” or WaT), the German player adds the *// SS Panzer Corps* and the reconstituted *5<sup>th</sup> Panzer Army* to his force pool. Those units are marked, respectively, with a “2SS” and “5Pz” to the left of their unit type boxes. For the significance of those organizational distinctions — and they’re important — see rule 6.6.

### **1.4 Allied Force Groupings.**

The Allied forces, which remain largely the same in both scenarios, are organized into two main groupings: those of the US and those of British and their associated Commonwealth nations. All units printed with a green background color, no matter their nominal national identity, are referred to as “US units” in the rules, and they share a common set of strictures based on that identification. All units printed with a red background color are referred to as “British units” in the rules, and they share their own common set of strictures based on that identification.

### **1.5 Divisions & Corps Support Units.**

All the ground units in the game are divided into two overarching categories: “divisions” and “corps support” units. Corps support units are those with the large-dot artillery symbol in their unit-type boxes (see 2.5). Divisions are all the other ground units in the game. Note that two of the “divisions” — the *11<sup>th</sup> Flak* among the Germans, and the *FX Mountain* within the US force — were historically nominal corps; however, since functionally they were actually no more than divisions during this campaign, they’re treated that way for all purposes in these rules.

### **1.6 Rules Applicability by Scenario.**

Unless otherwise stated, a rule is applied equally to both scenarios.

## **2.0 Components**

### **2.1**

The components to a complete game of SU include these rules, the mapsheet, and the sheet of die-cut counters. The other counters on the sheet are variant add-ons for *Greater East Asia War*, the game that appeared in issue number six of this magazine.

### **2.2 Decimal Dice.**

To resolve combat and other probabilistic events in the game, players must provide themselves with a decimal (10-sided) die. (When rolling a decimal die, treat the “0” result as a “10.”) Alternatively, place the numbered chits (1-10) provided on the counter-sheet in a large-mouth, opaque container, such as a coffee mug and, without first looking, draw one each time a die roll is called for. Don’t forget to replace each drawn chit, and remix all the chits, before drawing the next.

## **2.3**

The game map shows the militarily significant terrain in the southern portion of Italy as it existed late in 1943 when portrayed at this scale. The hexagonal ("hex") grid printed over the map regulates the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade features that affect movement and combat. Each hex on the map has a unique, four-digit identification number printed within it. They're provided to help you find referenced places more quickly. For example, the town of Salerno is in hex 2822. They also allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

## **2.4 Unit Counters.**

Most of the counters (also referred to as "units" and "unit counters") represent formations that were or could've been available for the campaign. Additional counters are provided as informational markers and memory aids. After reading through these rules, punch out the counters. Trimming the "dog ears" from their corners with a fingernail clipper will facilitate their easy handling and stacking during play.

## **2.5 Sample Combat Unit.**

This unit is the US *1<sup>st</sup> Armored Division*. It contains two "strength steps" and has, when at full-strength as shown, a "combat factor" of "7," a "step strength" of "2," and a movement factor of "8." It doesn't begin the game in play; rather, it becomes available as a reinforcement during Game Turn 17.

## **2.6 Unit Types.**

The various units in the game all belong to one or another of the following types. When these distinctions are important, they will be discussed at specific places in the rules.

### *Ground Units*

\*Note that the two German paratroop divisions in the game, the *1<sup>st</sup>* and *2<sup>nd</sup>*, have a combined paratroop and mountain infantry symbol in their unit type boxes. Functionally they're mountain infantry units and have no airborne-drop capability in play. So the airborne symbol within their unit-type boxes is there only as a historical honorific.

## **2.7 Unit Nationality & Sides.**

A unit's nationality, and therefore the side it's on, is shown by its color scheme. The color schemes are also used to differentiate the units according to the higher-level administrative grouping to which they belong.

### *Allied Color Schemes*

US & French units: white on olive drab

British & Commonwealth units: white on red

### *German Color Schemes*

2<sup>nd</sup> SS Panzer Corps units: white on black

10<sup>th</sup> Army units: black on field-gray

5<sup>th</sup> Panzer Army units: black on "Confederate" gray

## **2.8 Historical Identification.**

Individual units are further identified by numbers and/or letter abbreviations. The abbreviations refer to the historical name (for those that had them) or other designators.

C — Canadian  
FX — Free French Expeditionary  
HG — Herman Goering  
I — Indian  
NZ — New Zealand  
P — Paratroop  
Pz — Panzer  
SF — Special Forces  
SS — Schutzstaffel

### **2.9 Markers.**

The counter-mix also includes the following markers. Their uses are explained in appropriate sections of the rules.

### **2.10 Combat Factors.**

This number is a measure of each division's and corps support unit's ability to engage enemy formations in combat. Their use is explained in section 13.0.

### **2.11 Movement Factors (MF) & Mobility Categories.**

All ground units belong to one of three "mobility categories" — mountain, non-mechanized or mechanized. Those categories determine the exact costs each moving unit must expend from its movement factor in order to enter hexes containing different kinds of terrain. See the Terrain Effects Chart printed on the mapsheet. All units that show the triangular mountain infantry symbol within their unit-type boxes are considered mountain units. All units with printed movement factors on their counters of "8" are mechanized, as are the four German units with question marks (?) for movement factors. All non-mountain units with printed movement factors of "4" on their counters are non-mechanized. See section 12.0 for more details on all this.

### **2.12 German Question Mark MF.**

The four (one flak and three corps support) units with question marks printed on them in place of a numeric movement factor are mechanized units. In German military parlance, they would actually be termed "*Teilweis Motoriziert*," or "partially motorized." That means each time one of them is moved it must have a 10-sided die rolled for it. That result is its MF for that move (which might still be reduced by its supply state). Also note any roll higher than eight is considered an eight.

### **2.13 Strength Steps.**

All ground units in the game are either "one-step" or "two-step" units. Those with combat and step-strength factors printed on both sides of their counters are "two-step units" and are referred to as "divisions." Corps support (artillery) units have printing on only one side of their counters. The steps contained in a unit are: 1) the measure of its ability to absorb losses ["hits"] before being eliminated; and 2) the measure of its ability to project potentially damaging fire at enemy units. See section 13.0 for details. If a division suffers a step loss ("takes a hit"), it's flipped so its "reduced" side shows (the side with the printed step-strength value of "1"). If a corps support unit (or a division that's already been "reduced") suffers a step loss, it's removed from the map ("eliminated") and placed off to the side in the "dead pile."

### **3.0 Set Up & the SF Unit**

#### **3.1 Preparing to Play.**

After first deciding who will command which side, both players should sort the units of their own side according to the following instructions. Note that all units of both sides set up, or enter play as reinforcements, at their full step-strength. Also note set up is the same for both scenarios. For details on when and how the two scenarios diverge, see section 8.0.

#### **3.2 Allied Set-Up.**

The Allied player should place off to the side all his units with a one- or two-digit number printed in their upper-left corners. Those units are reinforcements, that will enter player later (see section 10.0 for details). He should similarly set aside his aerial supply and various aircraft markers. He should then place all his units with an "A" (for "Available") in their upper-left corners into the "Allied Available Units" holding box printed on the mapsheet. Finally, he should place all his units (and the SF marker) that have four-digit hex-identification numbers printed in their upper-left corners directly in those hexes. Note there are three British units that have "5322-2" printed on them. Those units may be placed in hex 5322 and/or in any hexes within two hexes of that locale. (When counting "two hexes," count from 5322, but don't count 5322 itself.) That completes the Allied set-up.

#### **3.3 German Set-Up.**

The German player should place off to the side all his units and markers with a one- or two-digit number printed in their upper-left corners. Those units are reinforcements that will enter play later (see section 10.0 for details). He should similarly set aside his single aircraft marker along with all units of the *2 SS Panzer Corps* and *5<sup>th</sup> Panzer Army*. He should then place all his *10<sup>th</sup> Army* units with an "A" (for "Available") in their upper-left corners into the "German Available Units" holding box printed on the mapsheet. Finally, he should place all his *10<sup>th</sup> Army* units that have a four-digit hex-identification number in their upper-left corners directly in those hexes.

#### **3.4**

The other markers shown in rule 2.9 should also be temporarily set aside in a convenient location off to the side of the map.

#### **3.5 Game Turn Record Sheet (GTRS).**

Unlike many wargames, the GTRS isn't printed on the map; it's presented within these rules in section 14.0. When using the GTRS, one of the players should use a pen or pencil to mark off each completed game turn in the column provided for that on the left. To facilitate that, players are encouraged to make photocopies of the original, or place it in a clear plastic "floppy" and use a grease pencil or other non-permanent marker to check off the passage of each game turn.

#### **3.6 Anglo-American SF.**

The Anglo-American Special Forces (SF) unit that starts both scenarios in hex 2823 is unique in that it's more than a marker but less than a combat unit. First, it never moves from 2823 except to go permanently out of play. That happens when the Allied Salerno/Paestum-Naples supply switch takes place (see 11.9), or the first time an Allied ground unit moves into 2823, whichever occurs first. Second, the unit has no step, stacking or combat values, nor does it exert a zone of control. Third, though it doesn't

work to nullify German zones of control projected into its hex, the German player may never move or attack into hex 2823 while the SF unit is still there.

## **4.0 How To Win**

### **4.1 Historical Scenario Victory Conditions.**

The Allied player wins the historical scenario if, at any instant prior to the end of Game Turn 23, he controls all towns and cities on the map (supply state irrelevant), or he exits one or more ground units off the map via any hex of row 10xx. It costs one movement point for a unit to move off the map; it may not be done using column movement, but supply state is again irrelevant (also see the end of 12.9). Also note that, just prior to the end of Game Turn 23, all unsupplied German units are removed from the map, and the hexes in which they were located, and into which they projected their zones of control, instantly become Allied controlled.

The German player wins the historical scenario by preventing the Allied player from winning. The German player may also win by preventing the Allies' Salerno/Paestum-Naples supply switch (see 11.9) from taking place prior to the start of Game Turn 21. The German player may also win by gaining control of either the Salerno (2822) or Paestum (2921) hexes at any instant prior to that same Allied supply switch going into effect. There are no draws possible when playing the historical scenario.

***Design Note:** By the reckoning above, the Allies lost this campaign historically. The idea is, they "lost" because their performance wasn't enough to convince Hitler to abandon central and southern Italy without further fighting. In the game, then, the Allied player is trying to better that historical performance by accelerating the strategic course of the overall war in Italy.*

### **4.2 Watch on the Tiber (WaT) Scenario Victory Conditions.**

If WaT is activated (see section 8.0), the German player wins, at any instant, by controlling both Naples (2522) and Taranto (4108), in any supply states, prior to the end of Game Turn 23. The German player may also win by gaining control of either the Salerno (2822) or Paestum (2921) hexes at any instant prior to the Allied Salerno/Paestum-Naples supply switch going into effect. Note that if Naples and Taranto are ever simultaneously German controlled, or Salerno or Paestum fall under German control prior to the supply switch, play stops instantly; the Allied player can't struggle on in the hope of making a map exit.

At the end of Game Turn 23, if the Allies control Naples and Taranto and those two cities have a line of communications (LOC; see 4.3 below) with each other, it's an Allied win. At that time, if the Allies control Naples and Taranto, but there's no LOC between them, it's a draw.

If the Allied player at any time prior to the end of Game Turn 23 exits a unit off the north edge, as described above in 4.1, he wins instantly.

If neither player has won a sudden death victory, and at the end of Game Turn 23 none of the other winning situations described here pertain, that game is a draw. Also note the Historical Scenario's last-minute German supply check isn't made at the end of this scenario. Also see rules 8.6, 8.7, 8.8, 8.14 and 8.18.

***Design Note:** In fully committing the Reich's scant reserves to the Italian front in 1943, Hitler is looking to achieve a decisive strategic victory over the Anglo-Allies. His belief is, that accomplished, it will delay any invasion of northwest Europe beyond 1944, which will in turn work to give him the time needed to achieve at least a stabilization of the situation*

*in the east. Thus he's looking to create another 'Dunkirk,' or at least another 'Gallipoli.'*

#### **4.3 Allied Naples-Salerno LOC.**

Allied-controlled Naples and Salerno have a LOC between them if a path of contiguous hexes of any length, free of German units and their zones of control, can be traced between those two city hexes. Allied units nullify German zones of control when judging the existence of this LOC. Note, though, the LOC may not be traced across blocked, all-sea or all-lake hexsides.

**Design Note:** *Don't worry about trying to hold in your thoughts both scenarios' victory conditions. You'll know which scenario you're playing by the start of Game Turn 2 and, as soon as you know that, simply concern yourself with that one's conditions. And, yes, that makes the German Player Turn during the first game turn a time of strategic uncertainty for that player. That's a deliberate design element: Hitler decides these things at his pace, not yours.*

### **5.0 Sequence of Play**

#### **5.1**

Every game turn of SU is divided into two "player turns," one Allied and one German, each of which is further divided into a series of strictly sequenced segments and their component steps (or "phases"). Once a player has finished a particular action within a phase, or an entire phase within his player turn, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously agrees to permit it.

#### **5.2 Turn Sequence.**

The turn sequence is presented below in outline. The rest of the rules are organized, as much as possible, to present their particulars in the order they're first encountered as you progress through each game turn. Note the Allied Player Turn is always the first one in every game turn, but also see 5.4 below.

- I. *Allied Player Turn*
  - A. Allied Reinforcement Phase
  - B. Allied CP Expenditure Phase
- II. *German Player Turn*
  - A. German Reinforcement Phase
  - B. German CP Expenditure Phase

#### **5.3 Ending a Game Turn.**

When a German Player Turn has been completed, mark off one game turn on the GTRS.

#### **5.4 Game Turn 1 Special Sequence.**

The Allied Player Turn for Game Turn 1 is considered to have been completed when that side's set up is finished. The Allies' one TAC air unit is considered to have been activated (see 9.9), and the US 82<sup>nd</sup> Airborne Division is also considered to have had a CP paid for it to be available for an air drop entry (see 9.12).

#### **5.5 Historic British Hesitancy.**

When playing the Historical Scenario, all British movement factors are halved during

Game Turns 2 through 5, inclusive. Similarly, British units are also prohibited from using column movement during that same period. Neither or those strictures apply when playing the WaT Scenario.

## **6.0 Stacking & Fog of War**

### **6.1**

Stacking is the word used to describe the piling of more than one friendly unit in the same hex at the same time. Your units may never stack with enemy units. All units of both sides in holding boxes may be considered to be unstacked or stacked (within normal limits) while there, at the owning player's option. That is, at any times during the game turn, both players may stack and/or unstack the units in their various holding boxes to best suit their purposes for that moment, as if each box contained an infinite number of hexes. For stacking purposes, all ground units in the game, one-step or two-step, no matter if a division or corps support unit, count equally as "one unit."

### **6.2 Stacking & Movement.**

Stacking rules are in effect at all times throughout the game turn but, except for the strictures provided in this rules section, there's no limit on the number of units that may enter and pass through a given hex over the course of a phase, player turn or game turn as long as the stacking limit is met at each instant.

### **6.3 Stacking & Over-Stacking.**

For both sides there may be up to four friendly ground units in any one hex at any one time; however, the fourth unit may only be a corps support unit. Further, there may never be more than one corps support unit in any one hex at any one time.

### **6.4 Allied Inter-Group Stacking.**

In both scenarios the stacking together of units belonging to the two Allied nationality groupings — US and British, see 1.4 — isn't prohibited outright, though that practice carries with it some inefficiencies. That is, in general, if a hex is found to contain Allied units belonging to both nationality groupings at the time of that stack receiving any kind of move or attack command, the following apply. First, the units in that mixed stack have their movement factors (MF) reduced by one for that phase. Further, such units will operate in combat, both offensively and defensively, with their to-hit numbers reduced by one.

### **6.5 Allied Inter-Group Stacking Exceptions.**

In both scenarios, mixed-group Allied units in hexes containing port supply counters may defend in, attack from, and move out of such places without penalty. Further, at the start of each of his CP Expenditure Phases, the Allied player may designate any one mixed stack anywhere on the map to be a "multi-national corps" (a marker is provided). That stack may then operate without the penalties described above. Also note all kinds of Allied airpower and naval gun support are always used without any grouping distinctions. Except as described in this rule, it's not allowed for units from the two Allied nationality groups to attack into the same together during the same phase.

### **6.6 German Inter-Army/Corps Stacking.**

In the Historical Scenario, the German player is using only *10<sup>th</sup> Army* units; so inter-organizational stacking isn't a consideration. In the WaT Scenario, units from his three different organizations (see 1.3) may move through each other's hexes without penalty; however, no moving (or retreating) units of one organization may end a move or

retreat stacked in a hex with one or more units from another organization.

### **6.7 Free Stacking Units.**

All informational markers listed in rule 2.9 have no stacking value and may be added freely to any stacks within the strictures governing their particular uses.

### **6.8 Over-Stacking.**

If any hexes are found to be over-stacked or improperly stacked at the end of a movement or attack command, or at the end of a battle, the violating player should select the minimum number of units necessary from that hex in order to bring it back into compliance with the stacking rules. Those units are eliminated from play.

### **6.9 Fog of War.**

The Allied player is always allowed to examine German stacks and holding boxes. The German player may not look beneath the top unit in any Allied stack unless and until he's declared an attack against it and it's time for deployment onto the Battle Board (see 13.2). The German player may never look into the Allied player's Available Units holding box. To facilitate that stricture, the Allied player may keep that box covered with a note card or piece of paper. Both players are always free to examine the units inside the End-Run Invasion holding box.

## **7.0 Zones of Control & Hex Control**

### **7.1**

Zone of control rules are an abstraction of a unit's ability to project its combat power, through tactical fire and maneuver, into areas immediately around its main location. Don't confuse the zone of control rules with other rules concerning the control of hexes (see 7.7 below). Every division on the map exerts a "zone of control" (ZOC) into the six hexes adjacent to its hex. Your divisions' ZOC stop enemy movement (see 7.5), block retreat-after-combat (see 13.9) and supply paths (see section 11.0). An uncontested ZOC can cause the control status of a hex to switch from one side to the other.

### **7.2 No-ZOC Units.**

Port supply markers, as well as corps support units, never exert ZOC of their own. Nor do any informational markers (2.9) exert ZOC. Note, though, the presence of one or more such no-ZOC units or markers in a hex in no way inhibits ZOC-projecting units in that same hex from projecting their ZOC.

### **7.3 ZOC Limits.**

Divisions never exert ZOC across all-sea or all-lake hexsides. For example, a unit in hex 5019 doesn't exert a ZOC into 4918. No other kind of terrain or water feature has any inhibiting effect on ZOC projection. Note, too, that OOS (out of supply), coastal supplied or aerially supplied divisions still project their ZOC normally while in those states. There's no qualitative difference between a hex containing a ZOC projected there by one division and a hex containing ZOC projected there by several divisions. A stack of divisions exerts the same ZOC as a single division. The ZOC of divisions of both sides may be simultaneously exerted into the same hex.

### **7.4 Enemy Zone of Control (EZOC) & Supply.**

A friendly ground unit(s) in a hex containing an EZOC negates that EZOC for supply tracing purposes.

### **7.5 EZOC & Movement.**

A moving force must end its move for that phase when it first enters an EZOC. An activated force that begins its activation already in an EZOC may leave that hex, but only by entering a hex that doesn't contain an EZOC, and it must stop for that phase as soon as it does enter a hex with an EZOC. Thus units may not move directly from EZOC to EZOC.

Friendly units don't negate EZOC for movement purposes.

### **7.6 EZOC & Retreats & Advances.**

A friendly force may not retreat-after-combat into an EZOC (retreating out of an EZOC is OK); however, friendly units negate EZOC for retreat-after-combat purposes. EZOC have no inhibiting effects on advances-after-combat.

### **7.7 ZOC & Map Edges & Holding Boxes.**

ZOC don't extend into or out of holding boxes, nor do they extend off the map.

#### **7.7 Hex Control.**

A unit may "capture" (gain control of) an unoccupied enemy controlled hex — cause its control status to switch from one side to the other — by exerting its ZOC into that hex and provided that ZOC isn't contested by an enemy EZOC or the presence of an actual enemy unit. For example, if no German divisions were in or adjacent to Pizzo (hex 5122), an Allied division could "take control" of that hex for its side simply by moving adjacent to it. If, however, a German division were also adjacent to Pizzo, that unit's EZOC in the Pizzo hex would "contest" the Allied ZOC. In that case, the Allied division would have to move into the Pizzo hex in order to take control of it, or wait for the contesting German division to move away.

The one exception here concerns the capture of Allied port supply counters by the Germans. To capture (and thereby eliminate) an Allied port supply counter, a German unit must actually move into its hex, either by movement or advance-after-combat (see 11.12). Also note that, in relation to supply line tracing, the fact a hex otherwise empty of enemy units and their EZOC is still officially enemy controlled doesn't prevent the tracing of your supply lines into and/or through such hexes.

In this game, hex-control is only an issue when considering city and town hexes (see section 4.0). At the start of play the Allied player controls all hexes south of the "Initial Allied Control Line" printed on the map (4921-5319) along with all hexes in which he has units and into which he projects uncontested ZOC. The Germans control all other hexes on the map.

## **8.0 Watch on the Tiber (WaT) & Allied End-Run Invasion**

### **8.1**

During a unique interlude between the end of Game Turn 1 and the start of Game Turn 2, the players must use the following procedures to determine which scenario they will be playing from then on: either Historical or WaT. Alternatively, players may simply agree beforehand to play one or another of those two scenarios. You should note, however, the game was designed to be played using the scenario determination methods and timing given in this section. Also note the set up and Game Turn 1, as well as the German 10<sup>th</sup> Army reinforcement schedule, are always played the same way, no matter which scenario ends up being selected for the rest of the game.

### **8.2 Historical or WaT.**

The German player should openly roll a die. If that result is a one through five, the game

will be played using the Historical Scenario's rules and orders of battle. If the result is a six through 10, the game will be played using the WaT scenario's rules and orders of battle.

### **8.3 Historical Orders of Battle.**

When playing the Historical Scenario, the German player should return to storage all units of the *2<sup>nd</sup> SS Panzer Corps* and the *5<sup>th</sup> Panzer Army*, including the aircraft unit. He will fight the game using only units belonging to *10<sup>th</sup> Army*. On the Allied side, that player should put away the *52<sup>nd</sup> Mountain Division*, as it won't be participating.

### **8.4 WaT Orders of Battle.**

When playing the WaT Scenario, the German player should put away all 14 of the fortification counters he'd otherwise have available starting on Game Turn 8, and he should also put away the *24<sup>th</sup> Panzer Division* counter that's printed in *10<sup>th</sup> Army* colors, as that unit will enter play in this scenario as part of the *2<sup>nd</sup> SS Panzer Corps*. He does have as part of his order of battle all the units of the *2<sup>nd</sup> SS Panzer Corps* and *5<sup>th</sup> Panzer Army*, including the aircraft unit, along with all those belonging to *10<sup>th</sup> Army* (other than that duplicated *24<sup>th</sup> Panzer*). Similarly, the Allied player will receive the *52<sup>nd</sup> Mountain Division* as part of his reinforcements in this scenario.

### **8.5 Availability of 2nd SS Panzer Corps.**

If it's determined the WaT Scenario is to be played, the German player should openly roll a die for the *2<sup>nd</sup> SS Panzer Corps* prior to the start of Game Turn 3. If that result is a one through four, he should immediately place all four units of the corps into the *10<sup>th</sup> Army* Available holding box on the mapsheet. If the roll is such that the corps doesn't deploy into the holding box at that time, the German player should make another roll prior to the start of Game Turn 4. On that occasion, all the units of the corps are put into the holding box on a result of one through eight. If, however, that second check again results in the *2<sup>nd</sup> SS* staying out, the corps is automatically moved into the holding box just prior to the start of Game Turn 5, with no further die rolling involved.

### **8.6 Commitment of 2nd SS Panzer Corps.**

When a German Player Turn begins with *2<sup>nd</sup> SS Panzer Corps* in the *10<sup>th</sup> Army* Available holding box, the German player must perform, as his first CP expenditure that turn, a movement command that brings the fully stacked corps onto the map. Column movement or move-fight may also be chosen. Failure to enter the corps at that time results in immediate forfeiture of the game to the Allied player.

### **8.7 Assembling 5th Panzer Army in Italy.**

When playing the WaT scenario, just prior to the start of Game Turn 6, the German player should openly roll a die and halve that result (rounding down, for a final number of zero through five). He should then move that number of *5<sup>th</sup> Panzer Army* units (it doesn't matter which) from off to the side of the mapsheet into that army's holding box. He repeats that process again just prior to the start of Game Turn 9. He does so again just prior to the start of Game Turn 11, and each game turn thereafter, until all 15 units (14 ground and one aircraft) of that army are in the holding box.

### **8.8 Committing 5th Panzer Army to the Front.**

When the first German Player Turn begins in which all 15 units of *5<sup>th</sup> Panzer Army* are in that organization's holding box, the first actions of that player during his CP Expenditure Phase must be to move all those ground units onto the map. Those moves require normal CP expenditure, and both column

movement and move-fight may be used. Simply keep the aircraft unit handy off to the side. Failure to carry out this Fuehrer Order results in immediate forfeiture of the game to the Allied player.

### ***8.9 Allied End-Run Invasion.***

As soon as it's known WaT is being played, the Allied player must secretly decide about his use of an "end-run invasion." That's a convenient phrase to describe that player's possible commitment to a high-risk off-map amphibious operation, which, if used, will be intended to defeat the Germans by scoring such a success in the north that they have no recourse but to abandon southern Italy.

### ***8.10 Plotting an End-Run.***

On Game Turn 2, after it is decided if the WAT scenario is being played, the Allied player should take a note card or piece of paper and write on it "No End-Run" (if that's his choice), or "End-Run on Game Turn \_\_\_\_" (if that's his choice). In the latter case, he must put into that blank space the number of the game turn on which he wants to launch his invasion. He may choose any number from 13 through 22, inclusive. Once the choice is made — yeah or nay or by picking a game turn launch number — the decision may not be altered. The Allied player should turn face-down his note card or paper and place it where it's blank reverse side is visible to both players.

### ***8.11 Revealing an End-Run.***

When the turn arrives for a plotted invasion, the Allied player should — at the very start of his own player turn and provided he still wants to launch the invasion — reveal and verify his earlier decision to the German player. If he chose the no-end-run option, that shouldn't be revealed and verified to the German player until the end of the game.

### ***8.12 Canceling an End-Run.***

If the turn of a plotted end-run invasion has arrived, but conditions are then such that the Allied player no longer wants to go through with it, he may simply (and still secretly) decide not to launch it. Note that such a decision is a cancellation, not an opportunistic turn-by-turn delay. At the end of the game the Allied player would then have to reveal and verify to the German player that he'd plotted an invasion, but had then decided not to go through with it. No plotted invasion may ever be re-plotted in any way; it either launches on the turn of its plot or it's cancelled for good.

### ***8.13 Launching an End-Run.***

When the Allied Player Turn of the plotted game turn for an end-run invasion arrives — assuming the Allied player decides to go ahead with it — he must, as his first activity during that turn's CP Expenditure Phase, move one tactical aircraft, four full-strength divisions, and one corps support marker into the End-Run Invasion holding box on the map. The dispatched divisions and corps support unit must start that phase in a port supply hex free of German zones of control, and/or in the Allied Units Available holding box. A CP expenditure of three is required to make those commitments. That CP expenditure already includes one CP in it for that turn's full activation of Allied tactical airpower.

### ***8.14 Allied Tactical Aircraft & the End-Run.***

When the Allied player commits to launching an end-run invasion, he's thereby also committing to spending a CP to activate his tactical airpower every game turn thereafter. To fail to do so results in immediate forfeiture of the game to the German player, due to the

invasion's catastrophic defeat off-map.

### **8.15 Reinforcing an End-Run.**

Starting with the Allied Player Turn after its launch, an end-run invasion may be reinforced (not required) with up to a maximum of two full-strength divisions; reduced divisions may not be sent, but nationalities don't matter. The Allied End-Run Invasion holding box may never contain more than six Allied divisions, one corps support unit and one tactical support aircraft. The reinforcement may occur over one or two (sequential or separated) game turns. Reinforcing units must start that player turn in the Allied Units Available holding box, and/or in a port supply hex free of German zones of control. Note that Allied units sent on an end-run invasion, both first-wave and any reinforcements, are otherwise permanently out of play.

### **8.16 German Reaction to an End-Run.**

The German player may choose to react (not required) to an end-run invasion by moving, during any of his own CP Expenditure Phases, any number of *10<sup>th</sup> Army* (only) units off the map, via any hexes of hex row 10xx, and into the End-Run Invasion holding box. Similarly, *10<sup>th</sup> Army* units in his *10<sup>th</sup> Army* Available holding box may also be sent. Those transfers are made by issuing regular move commands (column movement OK) to the units being dispatched. It costs units moving off the map one movement point to do so from any hex in the 10xx hex row. Units moving from box to box don't have to move onto the map; they simply transfer from box to box (movement CP must still be expended normally). All such units are effectively out of play on the map for the rest of the game.

### **8.17 Resolving an End-Run Invasion.**

At any time during the CP Expenditure Phase of the Allied Player Turn following the launch of an end-run invasion (as given in 8.13), that player must roll a die, apply all applicable modifiers (look beneath the table) and roll on the End-Run Invasion Table printed on the mapsheet. On a final result of two through seven, the issue remains undecided. In that case the Allied player must, during each of his CP Expenditure Phases thereafter until some final resolution is reached, pay two CP to again consult the table, and this is in addition to the required tactical air activation CP. Note that exactly when within his CP Expenditure Phases the Allied player consults the table is up him. So, for example, during one CP Expenditure Phase, he could see to the beachhead's reinforcement prior to again having to resolve the off-map battle itself.

### **8.18 Partial End-Run Success.**

Note that final results of eight or nine on the End-Run Invasion Table prohibit attempts at further resolving that invasion during that game. That means an off-map stalemate has ensued that can't be resolved during the time frame of this campaign. Also note, those results require the German player to make further withdrawals from the map. The German player is free to choose his (permanently) withdrawn steps from among any of his corps/army organizations. Those withdrawals require regular CP expenditure and actual movement off the map (column OK). He may send reduced divisions, but he may not reduce a full-strength division in order to send that one step from it. Failure to meet these requirements, for any reasons in any way, causes immediate forfeiture of the game to the Allied player.

## **9.0 Command Points (CP)**

### **9.1**

Both players “activate” their units and stacks to perform various missions by issuing move or attack commands, in the form of “command points” (CP), to them. CP represent the capabilities of army staffs, as well as the expenditure of materiel available to carry out their plans. Neither player may in any way carry over or save his CP from one game turn to the next. Neither player may run deficits in terms of his CP expenditures; no CP may be expended unless you actually have it to use.

### **9.2 German CP Availability.**

The German player automatically receives six CP at the very start of every game turn. There are no corps/army restrictions on the German player’s use of CP; that is, he may generally mix his CP expenditures between/among his armies and corps as he sees fit (exceptions: see 8.6 and 8.8).

### **9.3 Allied CP Availability.**

The Allied player automatically receives seven CP at the very start of every game turn. There are no US/British restrictions on the Allied player’s use of CP; that is, he may generally mix his CP expenditures between his force’s two nationality groupings as he sees fit (exceptions: see 8.14 and 8.17).

### **9.4 Regular Move Commands**

cost one CP each. A regular move command will activate one friendly unit alone in a hex, or a friendly stack of units in the same hex, for movement any time in that player turn’s CP Expenditure Phase. If a stack is activated, the individual units within it may be moved together or split up and moved off in different directions, or some might move while others stayed in their original hex. Note, however, the opposite isn’t true. That is, a moving force may not pick up a new unit along the way. Note that units in holding boxes may be stacked — within normal restrictions; see section 6.0 — while there. Each player must generally expend one CP to bring a single unit or stack from a holding box onto the map, or to move it from place to place on the map.

### **9.5 Regular Attack Commands**

cost two CP each. A regular attack command permits one friendly unit alone in a hex, or a stack of friendly units in the same hex, to attack one adjacent enemy occupied hex at any time in that player turn’s CP Expenditure Phase. Attacking units in the same hex may never divide their attack against more than one hex. If a stack is activated for an attack, the attacking player may, at his option, withhold one or some of the units within it from participating in that attack. For example, if an attack-activated US stack contained two infantry divisions and a corps support artillery unit, the Allied player might decide to attack with just one infantry division along with the corps support unit. The advantage would be the infantry division left behind would not be subject to enemy return fire (see section 13.0).

### **9.6 Move-Fight Commands.**

The German player may, no more than once in each of his own CP Expenditure Phases, activate one friendly unit or stack with a move-fight command for three CP. Such a force must be in regular overland supply (not coastal or aerial or OOS), and it may not start in an EZOC (no negation is possible). Those strictures met, the activated force may move (road movement OK, but not column movement), stopping in the first EZOC hex entered, and then immediately attack during that same activation. Also note no move-fight activation may be made during the same CP Expenditure Phase that a fight-move activation was made. The Allied player may not use this option.

### **9.7 Fight-Move Commands.**

The German player may, no more than once in each of his own CP Expenditure Phases, activate one friendly unit or stack with a fight-move command for three CP. Such a force must be in regular overland supply (not coastal or aerial or OOS), and it must start its activation already in an EZOC. Those strictures met, the activated force must first attack and, provided it wins that attack — defined by the entire surviving activated force advancing after combat into the attacked hex — it may then immediately make a regular move from that new hex (road movement OK, but not column movement) during that one activation. The move portion of the command doesn't grant the victorious force any special capabilities in regard to EZOC. For instance, if it's still in an EZOC in its new hex it could move, but only if the first hex it entered didn't contain an EZOC. Also note no fight-move activation may be made during the same CP Expenditure Phase that a move-fight activation was made. The Allied player may not use this option.

### **9.8 German Fortifications.**

In the Historical Scenario only, starting on Game Turn 8, the German player may construct a fortification ("fort") in a hex at the cost of one CP. Forts may not be constructed in city or marsh hexes. With one exception, it's not necessary for a German division or corps support unit to be in a hex receiving a fort at the time of that construction. That is, for a fort to be constructed in a hex containing an Allied ZOC, there must be a German division or corps support unit in that hex at that time. Further, no fort may ever be constructed in a hex to which the German player can't trace a supply line at that instant.

Fortifications have no stacking, step or combat values of their own. Forts empty of German divisions don't exert ZOC by themselves; however, German divisions in fort hexes continue to exert their ZOC normally. A fort is permanently removed from play the instant an Allied ground unit enters its hex, either by movement or advance after combat. An eliminated fort may never be brought back into play in any way. Forts have no application versus an Allied end-run invasion. The Allied player never builds forts, nor can he in any way 'capture' and make use of any German fort. A lone German fort counter in a hex doesn't inhibit Allied units' movement abilities in any way. No more than one fort may ever be in the same hex at the same time.

Within all those strictures, the German player may choose to build any number of forts in each of his CP Expenditure Phases, until all 14 of them have been placed. He's not required to build any forts. The advantage of a fort in a defended hex is that it works to reduce the "to hit" numbers of all Allied units attacking into that hex, cumulative with all other applicable fire modifiers (see the TEC).

### **9.9 Tactical Airpower (TAC).**

Allied tactical airpower is automatically considered activated for Game Turn 1. On game turns after that, the Allied player is generally free to decide to expend, or not, one CP in order to again activate his "TAC air" for that new game turn. German TAC air is only available in the WaT Scenario, and even then it activates only as a result of the Allied player's TAC air decision (see below). If the Allied player controls both Naples (2522) and Foggia (2608), supply state irrelevant, and he spends a CP to activate his TAC air, that expenditure makes available to him all three Allied TAC air units in the counter-mix. If he controls only Naples or Foggia, that same one CP expenditure makes available to him only two TAC air units. If he controls neither Naples nor Foggia, the one CP expenditure gets him only one TAC air unit. In the latter two situations, the Allied player isn't allowed to spend more CP in order to overcome his lack of good airbase hexes. Also note that, though two of the TAC air units are printed in US colors and the other one is printed in

British colors, their activation and use are completely free of all restrictions governing Allied nationality groupings. The decision to activate TAC air must be made at the very start of the Allied CP Expenditure Phase.

### **9.10 TAC Air in WaT.**

In the WaT Scenario, starting the game turn after the launch of an end-run invasion, the Allied player must expend a CP to activate his TAC air every game turn. If he fails to do so, that game is thereby automatically forfeit to the German player. Similarly, starting the game turn *5<sup>th</sup> Panzer Army* enters the map (not its holding box, the map itself), if the Allied player decides not to activate his TAC, the German player then automatically (and freely) has his side's one TAC unit available. Note that the German TAC unit, though printed in *5<sup>th</sup> Panzer Army* colors, may be used when available to support units of any German army or corps organization. Note this mandatory TAC activation works to fully activate Allied TAC, both on and off map.

### **9.11 TAC & Aerial Supply.**

In both scenarios the Allied player may not use his aerial supply capability (see 11.7) unless he's also activated his TAC— in whatever number the airbase situation allows — that same turn. That stricture having been met, aerial supply may be activated — never more than once per game turn — at the cost of two CP.

### **9.12 TAC & the 82nd Airborne.**

In both scenarios the Allied player may not air drop the US *82<sup>nd</sup> Airborne Division* unless he's also activated his TAC air — in whatever number the airbase situation allows — that same turn. That stricture having been met, the *82<sup>nd</sup>* may be activated for air drop — of which there may never be more than one per game — at the cost of two CP for each such activation. See 12.9 for details.

### **9.13 TAC & Heavy Bombers.**

In both scenarios the Allied player may not activate his heavy bomber unit unless he's also activated his TAC air — in whatever number the airbase situation allows — that same turn. That stricture having been met, heavy bomber activation for attack support — of which there may never be more than one per game turn — costs two CP. See 13.6 for details.

### **9.14 TAC in Combat.**

There will never be a situation in which both players have TAC air in the same battle. For both sides, no more than one TAC air unit may ever take part in the same attack or defense. On the attack, the effect of having a TAC air unit in support is to increase by one the attack fire “to hit” numbers of each of your participating divisions (no effect on corps support unit or heavy bomber fire). Similarly, on the defense, the effect of having a TAC air unit in support is to increase by one the defensive fire “to hit” numbers of each of your participating divisions (no effect on corps support fire). Each available TAC unit is able to support one combat, offensive or defensive, per game turn.

### **9.15 Air Unit Characteristics.**

Air units of both kinds and both sides have no stacking, step or combat values of their own; nor do they exert ZOC or have any range restrictions. Within the strictures given above, they're indestructible.

### **9.16 Allied Replacements.**

A potentially infinite number of “replacement” steps are available to the Allied player starting on Game Turn 2, which he may use to replenish reduced-but-supplied divisions on the map, or to recreate eliminated corps support units and divisions from the dead pile. It takes one CP expended as a replacement in order to replenish one step of any reduced Allied division. Similarly, two CP expended as a replacement will reclaim one corps support unit or division from the dead pile. Only divisions and corps support units may make use of replacements; eliminated port supply markers may never be returned to play by any means.

Fully eliminated divisions are reclaimed from the dead pile at one-step strength. Corps support and divisions reclaimed from the dead pile are placed into the Allied Units Available holding box, from where they may not move during that same game turn. On subsequent turns, such units may be brought ashore by receiving a normal move command and entering via a port supply hex under normal movement strictures.

A reduced division may be replenished to full step strength by replacements while deployed on the map or in the Allied Units Available holding box. To do so, simply flip it over in place so its full-strength, two-step side shows upward. Allied divisions receiving replacements may not move or attack in any way that game turn. Eliminated Allied divisions may not be both reclaimed from the dead pile and rebuilt to full step strength during the same game turn. Further, an OOS division, or that only has coastal or aerial supply (see section 11.0), may not be replenished with replacements while that condition persists. A division in an EZOC, but that’s in overland supply, may receive replacements in that hex. No unit that goes into the dead pile while OOS, or while drawing coastal or aerial supply, may ever be reclaimed from the dead pile.

### ***9.17 German Replacements***

are received in the same general way as Allied replacements, but with the following modifications. The German player may never utilize more than one mechanized and one non-mechanized replenishment step in any one game turn. Further, he pays one CP per non-mechanized step and two CP per mechanized step or reclaimed corps support unit, no matter if the replacement is taking place on the map or from the dead pile. Mountain units are non-mechanized for replacement purposes despite their constituting a separate mobility category. Even further, reduced German divisions that receive a replacement step while on the map may also receive a regular movement command that same phase (road and column OK).

### ***9.18 General CP Restrictions.***

In general, no single unit or stack may perform more than one CP action — as defined above in this section — per player turn (exception: see 9.17).

### ***9.19 Command Sequencing.***

In general, each of your player turn’s CP expenditures may be executed by you in any order you desire (exceptions; see section 8.0), and you needn’t announce all your CP expenditures for a turn before expending each one. For example, you could activate one stack to attack, then, after resolving that battle, you could command another unit or stack to move, etc. There’s no secrecy or writing involved in issuing CP; both players simply announce each expenditure as he starts to make it.

### ***9.20 Allied Naval Gunfire Support***

never costs any CP. It’s always automatically available to Allied units defending in or attacking into any coastal hex, any number of times per game and per game turn. See 13.2/3 and 13.2/5 for details.

## **10.0 Reinforcements & Allied Withdrawals**

### **10.1**

Reinforcements are units of both sides that don't start the game already set up in hexes on the map; instead, they enter after play has begun.

### **10.2 German Reinforcements.**

Their noted arrival on the Game Turn Record Sheet only takes them (freely) into the appropriate holding box; from there they move onto map through any hexes of hex row 10xx. Entry directly into EZOC is allowed, but it stops their movement for that phase. Entering German units may do so via a regular move (road and/or column OK) or a move-fight command. The first hex entered counts for regular MP expenditure. Units may enter stacked (and therefore pay their CP costs as a stack), or they may do so individually.

### **10.3 Allied Reinforcements.**

Their noted arrival on the Game Turn Record Sheet only takes them (freely) into the appropriate holding box; from there they move onto the map through any Allied port supply marker hex. Coming ashore consumes half their MF. Landing in EZOC is allowed, but it stops their movement for that phase. Allied units may only come ashore via a regular movement command, and they may not use road or column movement during the phase in which they land.

### **10.4 Allied Withdrawals.**

Several Allied units are noted on the Game Turn Record Sheet as being withdrawn during the Historical Scenario. Those withdrawals are ignored in the WaT Scenario. Withdrawals are mandatory, but they don't cost any CP. The Allied player simply picks up the units to be withdrawn, as his first action of that turn's Reinforcement & Replacement Phase, and sets them aside; they never return to play. Units in the dead pile, or OOS, or on coastal or aerial supply, may not be withdrawn. In such cases, the German picks an on-map (not from any holding box) substitute unit from the same Allied nationality grouping that has regular overland supply, and it goes in place of the other unit. The step-strength of a withdrawn unit doesn't matter.

### **10.5**

Other than as described in 10.4 and 4.1, 4.2 and 8.13ff, no units once in play on the map may be moved off it except to go into the dead pile.

## **11.0 Supply & Luftwaffe Port Raid**

### **11.1**

Units require supply to operate at their full movement and combat values. A ground unit is always in one of two general supply states: "supplied" or "unsupplied" (that last is also referred to as being "out of supply" or "OOS"). Unsupplied units are penalized in combat and have their movement factors halved. Those penalties last through every game turn a unit remains unsupplied, but no unit is ever eliminated or reduced in strength solely for being OOS. Units may move into hexes where they certainly will, or may, become unsupplied.

### **11.2 When to Check Supply.**

Check the supply status of each of your units and stacks at the time you want to issue it

any kind of CP activation. The status determined at that time lasts all through that activation, or it may work to prohibit you from actually making that activation at that time. Check the supply status of the defending enemy force at the start of each individual battle.

### **11.3 Allied Supply Sources.**

Allied supply generally comes from his port markers deployed in coastal hexes. To be in supply an Allied unit traces a path of contiguous hexes, hex by hex and of any length, from the tracing unit to a port supply hex. The hex path supply lines of the two Allied nationality groupings may cross each other any number of times, but if a unit or stack belonging to one grouping is forced to trace its supply to the port marker of the other grouping, those cross-supplied units have their "to hit" numbers reduced by one on offense (defense unchanged) and their MF are also reduced by one (exceptions: see 6.5). Supply paths may cross any kind of terrain, but may not cross any all-sea or all-lake hex sides. Further, no supply path may pass into a hex occupied by an enemy unit. No supply path be traced into a hex containing an EZOC unless there's also a friendly ground unit in that hex to nullify the EZOC's effect for that supply trace.

### **11.4 German Supply Sources.**

German supply is traced under the same general strictures as those given for Allied supply. German supply source hexes are all those not under Allied occupation in hex row 10xx. If a given German supply source hex comes under Allied occupation, but that occupation is then ended, that hex again functions as a German supply source. There is no German aerial or coastal supply.

### **11.5 Effects of Being OOS.**

No corps support unit may fire, either offensively or defensively, when OOS. All divisions have their offensive "to hit" number reduced by two when attacking while OOS. All divisions have their defensive "to hit" number reduced by one when defending while OOS. All OOS units have their movement factors cut in half (round down for question-marked German units, and see rules 2.11 and 2.12).

### **11.6 Allied Coastal Supply.**

All Allied units in coastal hexes always have this kind of supply freely available to them while in such hexes. The effects of having to draw coastal supply are that a unit's movement factor is still halved; however, its "to hit" number is only reduced by only one when attacking and it's not reduced at all when defending. If a unit in a coastal hex has a regular overland supply line, it draws that regular overland supply.

### **11.7 Allied Aerial Supply.**

The Allied player may, at any time during any of his own CP Expenditure Phases, and provided he's also activated his TAC, give this kind of supply (for two CP) to all Allied units in any one hex anywhere on the map that would otherwise be OOS or that would only have coastal supply available to them. Simply place the aerial supply marker atop the hex to be so supplied; those units' supply status for offensive and defensive combat is thereby made normal until the start of the next Allied CP Expenditure Phase (when the marker might be committed to the same hex again, if needed, or committed to another hex where it was needed more). Note, though, an Allied force drawing aerial supply may not move at all except to retreat after combat.

The aerial supply maker is unavailable for use during any Allied Player Turn during which the *82<sup>nd</sup> Airborne Division* entered play via air drop. When such a drop is made, that drop hex always automatically receives the aerial supply marker that turn. Note, too, this

is the only kind of supply operation that costs CP to put into effect. That is, each time the aerial supply marker is committed to the map, the Allied player must have two CP available to expend in order to use the marker. There is no German aerial supply.

### ***11.8 Units With Automatic Supply.***

Note that aircraft counters are themselves always and automatically in supply, though their commitment to support a battle containing OOS ground units would not undo those ground units' supply situation.

### ***11.9 Salerno/Paestum-Naples Supply Switch.***

This takes place at the end of the first game turn no German units are within two hexes of Naples. To execute it, remove the Allied port supply counters in Salerno and Paestum. Flip over the US counter and place it in Naples. Permanently set aside the removed British counter. Salerno and Paestum are thereafter no longer Allied supply sources, and their subsequent capture by the German player would no longer end the game as given in section 4.0. If this supply switch hasn't happened by the end of GT 20, the Germans win a sudden death victory.

### ***11.10 Bari Port Supply Counter.***

That counter (marked as such on its reverse side) may be placed in that hex (3306) at the end of the first game turn in which that town is Allied controlled and there are no German units within two hexes of it. That needn't ever happen, but the counter can't be placed anywhere else either.

### ***11.11 Luftwaffe Port Air Raid.***

Start checking for this, once per game turn, at the very start of Game Turn 21, 22 and 23. No more than one raid may take place per game, on the first die roll result of one through five. The effect on a raided port is to permanently remove from play the port supply marker there. Note that both scenarios have their own column on the table printed on the mapsheet. If a raided port has no supply counter in it at the time of the raid, no reroll is made; the raid is simply considered to have failed.

### ***11.12***

The German player may launch an attack (supplied or OOS) into a hex containing only an Allied port supply marker. The automatic result is the destruction of the marker and the German advance-after-combat into the hex.

## **12.0 Movement**

### ***12.1 Movement Points.***

Units move from hex to contiguous hex; no "skipping" or "jumping over" of hexes is allowed. In general, units spend one movement point (also referred to as "MP," "Movement Factors" and "MF") to move one hex. The movement factors of each unit represent the overall movement ability of a unit if activated for a move during a friendly CP Expenditure Phase. When two-step units are reduced to one-step strength, their movement factor isn't changed. A unit doesn't have to use up its MP when moving, but neither may any unit accumulate MP from turn to turn or phase to phase, nor may MP in any way be "loaned" or "given" from one unit to another.

### ***12.2***

Movement costs are shown, on a terrain-type and unit-type basis, on the Terrain Effects

Chart (TEC). For example, a mountain infantry unit pays one MP to enter a mountain hex, while all other non-mechanized units (see 2.11) pay two MP to enter each such hex, and mechanized units pay three.

### **12.3 General Movement Restrictions.**

In general, no moving unit or stack may ever enter an enemy occupied hex. The only exception to that concerns German movement into a hex containing only an Allied port supply counter. In that situation the moving German force could enter the hex, instantly eliminating the lone port supply marker in it, and then it could even continue moving if it still had MP remaining. Ground units may generally not move across all-sea or all-lake hex sides (exception: see 12.6 below).

### **12.4 Lone Unit & Stack Movement.**

Even though a single CP will activate for movement all the units making up a stack, it's still recommended to move every unit from an activated stack one at a time in order to be certain no movement rules are violated or improper entry costs paid.

### **12.5 Allied Port-to-Port Moves.**

An Allied unit or stack that's been given a regular move command, and that's already located in a port supply hex at that time (EZOC don't matter), may, at the Allied player's option, be moved "port to port." That is, the activated force is simply moved from its starting port supply hex to any other Allied port supply hex. Normal stacking limits must be observed in both hexes. Such a move uses up the moved force's entire movement allowance for that phase. German units may not make this kind of move.

### **12.6 Initial Allied Port Entry.**

When an Allied unit or stack is moved from that side's Units Available holding box into a hex containing a port supply marker (EZOC don't matter), the move into that hex uses up half of that force's movement allowance for that activation. Such units may continue moving, under normal strictures as part of that same activation; however, they may not use column movement. Other than the US 82<sup>nd</sup> Airborne Division air drop (see below, 12.9), this is the only method by which Allied units may move onto the map.

### **12.7 Column Movement.**

A force of either side that's been activated for a regular move (not move-fight or fight-move), may double its movement factor for that activation provided it's in regular supply (not aerial or coastal or OOS) and it isn't starting in an EZOC. (Other friendly units don't negate EZOC for determining that status.) Those preconditions met, the moving units have their printed MF doubled for that activation; however, a further stricture is they may not enter an EZOC (again, no negation possible) during any part of that move (not even at its end). Column movement may be used in all kinds of terrain, but it doesn't change the effect of blocked hexsides (see below, 12.10). Within those strictures, column movement is available to both sides, in any number of movement activations per CP Expenditure Phase, and doesn't cost any extra CP.

### **12.8 Roads**

are only shown on the map in mountain hexes, and with short on- and off-ramps into their adjoining clear hexes. Their effect is to provide moving units (move-fight, fight-move, or column OK) the ability to enter those roaded mountain hexes as if they were clear terrain. The only proviso is, such "road movement" must be from road hex to road hex and only across a hexside crossed by the road. Also keep in mind movement costs are calculated

on the basis of the hex being entered, not the one being left. So, for example, a mechanized unit in hex 3117, and moving from there directly into hex 3118, would have to pay regular mountain-hex entry costs to do so. If it first went to 3218, though, it could then get on the road there and move into 3118 using the road movement rate. Units may enter EZOC using road movement.

### **12.9 82<sup>nd</sup> Airborne Division Air Drop.**

The 82<sup>nd</sup> starts the game in the Allied Available Units holding box. The only way it enters the map is via air drop, and it may only execute such a move once per game for two CP (TAC must also be activated). The 82<sup>nd</sup> always begins the game pre-activated for a drop; however, such activation doesn't require the Allied player to actually execute an entry that turn. If he doesn't do so, the two CP paid are lost, but the 82<sup>nd</sup> is again eligible to be reactivated, for another two CP, during any subsequent Allied CP Expenditure Phases. During game turns in which it's been activated for a drop, the Allied player may enter the 82<sup>nd</sup> into any clear terrain hex on the map (town and city OK) that doesn't contain any German unit or fort at that time (EZOC OK). It may drop into an Allied occupied hex up to normal stacking limits. The Allied player may even interrupt a German CP Expenditure Phase — but only between that player's individual activations, not actually during one of them — and make the drop then. The 82<sup>nd</sup> may not attack or move farther during the game turn it drops; it defends normally, but may not retreat from combat that turn, and automatically has aerial supply that turn (see 9.11 & 9.12). There is no die roll; the drop automatically succeeds. There are no other drop capable units in the game on either side. If the 82<sup>nd</sup> is air dropped onto the map, it may never, during the rest of that game, move off the map in any way. In other words, you can't use the air dropped 82<sup>nd</sup> to win the game via the map exit provisions of rule 4.1.

### **12.10 Blocked Hexsides**

may only be moved across by the mountain units of both sides. To cross such a hexside a mountain unit (or stack) must begin its movement activation in one of the hexes adjacent to the blocked hexside to be crossed. Such crossings may not be made on the basis of move-fight or fight-move activations. Note that for movement purposes the German 1<sup>st</sup> and 2<sup>nd</sup> Paratroop Divisions (but not the 1P corps support unit) are considered mountain units.

## **13.0 Combat**

### **13.1**

Combat is always voluntary; the mere adjacency of enemy units doesn't force either player to attack. Combat occurs when, during your own side's CP Expenditure Phase, you issue any kind of attack command. The activated unit or stack may then attack any one adjacent hex containing an enemy unit or stack. Not all the units in a stack activated for an attack need actually participate in that effort; it's the choice of the attacking player. Also note no defended hex may be attacked more than once during any one CP Expenditure Phase.

### **13.2 Attack Procedure.**

Follow the sequence presented below to resolve attacks.

#### **1) Combat Deployment.**

The attacking player removes his attacking force from its hex on the map and places the "Attacker Hex" marker in that hex. That's so he'll know where to replace surviving

attackers afterward. The defender then removes his force from the hex under attack and places the “Defender Hex” marker in that hex for the same reason. Unlike the rule for attackers, all defender units in an attacked hex must participate; none may be withheld from combat. There is no CP cost to defend. Both players deploy their involved units into the Battle Board printed on the mapsheet. Place divisions in the boxes nearest the “front line” drawn between the two halves of the board, no more than one per box. If available, put corps support and/or aircraft units in the boxes marked for those units, which lie to the rear of the front line units’ boxes. It isn’t necessary for either player to fill all the boxes; simply deploy your involved units to fill as many of the boxes as possible. Also note the center and flank boxes have no significance in terms of resolving battles.

## *2) Preparatory Attack Barrage.*

If a supplied corps support artillery unit is participating in the attacking force (and, if the Allied player is the attacker, a heavy bomber unit), that player now directs its/their fire (one die rolled once, each, for the artillery and once for the bomber) at any one defending unit in any enemy front line box (exception: see 13.6). Aircraft units may never be targeted, nor may an enemy corps support unit be targeted unless it’s the only ground unit in the defensive force (exception: see 13.6). Any hits take effect immediately. This fire isn’t affected by river hexsides, nor is it altered by the presence of friendly or enemy ground support aircraft; however, terrain die roll modifiers for “Attack Fire” must be taken into account by corps support, but not by the Allied heavy bombers.

## *3) Defensive Fire.*

Involved defenders, both corps support artillery and divisions, now fire. The defender may direct his fire, one die roll at a time, against any participating attacking divisions. There’s no requirement all attacking units be fired at, nor does any preference have to be given to flank or center positions. You may direct all your shots at one, some or all enemy divisions, decided by you one shot a time. All hits take effect immediately. If there’s a friendly TAC counter present, the “to hit” number of all firing divisions — but not corps support artillery — is increased by one. If the defending force is Allied and is in a coastal hex, the “to hit” number of all firing Allied divisions — but not any corps support artillery — is increased by one. Those two modifiers are cumulative if both are present.

## *4) Attack Break Off.*

If the attacking force suffered one or more step losses in step three, that player may now choose to declare he’s breaking off this attack (exception: see 13.11). The effect of breaking off is to reduce by one step (even down to zero) the attacker’s losses suffered in step three, and then both sides’ units go back onto the map in their marked hexes. The attacking player may not break off if he suffered zero losses in step three. The attacking player must break off if his only remaining involved ground unit is a corps support unit (exception: see 13.11). When an attacking force breaks off, that player thereby forfeits the opportunity for his divisions to fire in that battle, and all his involved units are placed back on the map in the hex from which they launched their attack. Attack break off ends a battle.

## *5) Offensive Fire.*

If there was no attack break off, surviving attacking divisions now fire one at a time at any participating enemy divisions. An enemy corps support artillery unit may only be fired on if it’s the only defending ground unit presently involved in the battle. If there’s a friendly TAC counter present, the “to hit” number of all firing attacking divisions is increased by one. If it’s an Allied attack being made into a coastal hex, the “to hit” number of all firing divisions

is increased by one. Those two modifiers are cumulative if both are present.

**6) *Defender Retreat Declaration.***

At this time the defending player may announce a retreat of his involved force (exceptions: see 13.11 and below). The effect is to reduce by one step the total steps just lost by him in step five. The defending player may not declare a retreat if he suffered zero casualties in step five. Allied defenders in hexes containing a port supply counter may never exercise this option.

**7) *Redeployment.***

All surviving ground units of both sides are returned to their original hexes on the map. Be careful to maintain proper step strengths. Temporarily set aside all aircraft units.

**8) *Defender Retreat After Combat.***

If the defending player chose to retreat in step six, all his surviving involved units must now vacate their hex on the map. See 13.9 for details.

**9) *Attacker Advance After Combat.***

If all involved defenders were eliminated or retreated out of their hex, any, some or all of the surviving attackers may advance after combat (that player's choice; see 13.8).

**13.3 *Fire Strictures.***

During combat a two-step unit fires two shots (roll two 10-sided dice for it, or pull two chits, one at a time), while a one-step unit fires one shot (roll one 10-sided die for it or pull one chit). To make each of your shots, you announce which unit is firing and which unit is its target. You then roll a die or pull a chit and compare that result to the firing unit's combat factor (also known as its "to hit number") printed on its counter. If the die roll or chit pull result is equal to or less than that number, the firing unit has "hit" its target. If the die roll or chit pull result is greater than the firing unit's combat factor, the shot is a "miss." If a struck target unit is a two-stepper at full-strength, instantly flip it so its reduced side shows upward. If a struck target was already reduced to its one-step strength, or it was a one-step unit to begin, it's immediately eliminated (removed from the Battle Board and placed into a "dead pile" off to the side of the map).

Players fire and resolve each of their shots one at a time. A two-step unit may fire at two different targets if its owning player so desires. Targets don't have to be directly opposite a firing unit on the Battle Board; targets may generally be chosen from among any enemy ground unit on anywhere on the battle board (but see 13.5). Neither player need ever declare beforehand all his shots or targets, but you must declare the target of a shot before actually rolling the die and seeing its result.

**13.4 *Instantaneous Hits & Single Rounds.***

All hits are instantaneous, taking effect immediately as they're made. Also note that, unlike many wargames that use a Battle Board combat system, battles in SU don't occur in "rounds." That is, in each battle, work through the attack sequence given above one time; then that battle is over.

**13.5 *Corps Support Artillery Units.***

A firing ground unit, no matter its type, may not select a corps support artillery unit as its target unless there are no divisions at all (full strength and/or reduced) in any of the front line positions (either they've been eliminated or none were present at this battle from its

beginning). Further, no corps support artillery unit may ever attack alone; to receive an attack command, it must go into combat with at least one division.

### ***13.6 Allied Heavy Bomber Attack.***

The Allied heavy bomber unit, though shown in US colors, may be used to support either US or British ground attacks. It never attacks alone, but only in support of an Allied attack during step two of that supported attack. It may not participate in an attack if the German player's single tactical aircraft (when available) hasn't been nullified by the CP commitment to Allied tactical airpower that same game turn. It has no defensive applications.

The use of the bomber costs two CP, which is paid at the time of, and in addition to, the CP paid for the attack that's to be supported. No more than one attack may be supported per Allied CP Expenditure Phase. During the Preparatory Attack Barrage, either before or after resolving the fire of a participating Allied corps support unit, the bomber attacks any one defending unit of the Allied player's choice; even German corps support units may be chosen.

The bomber's attack fire "to hit" range is 1-5, which is never modified. If attacking into a hex containing a fort or city, no matter if scoring a hit a miss, a second die roll must immediately be made for the bomber. On that second roll, if the result is 6-10, the effect is to decrease by one the to-hit range of all other fires made against that same enemy unit for the rest of that battle (due to rubble).

### ***13.7 Allied Port Markers.***

If the German player is attacking into a hex that contains a port supply unit, the Allied player should not deploy it onto the Battle Board. If one of those markers is present in a hex being attacked by the German player, it shares the fate of the last Allied ground in that hex with it (but also see 13.9, point number 11).

### ***13.8 Advance After Combat,***

when authorized by a battle's outcome, amounts to a free one-hex move by the victorious involved attackers. Such advances don't cost any CP, nor do they use up MP. Advances aren't mandatory, but the victorious attacker must decide whether to make it immediately upon returning his units to their hex on the map and before beginning the resolution of any subsequent command. He may advance with one, some, or all of his units from that hex into the vacated defender's hex (no other) within normal stacking strictures. Note, though, if a corps support unit is to advance it may not do so alone; at least one division must go with it. EZOC never block the ability of a victorious attacker to make an advance-after-combat. Victorious defenders never advance after combat; they simply hold their place in their original hex.

### ***13.9 Retreat After Combat.***

Retreat-after-combat allows the defending player to cancel one hit on one of his units from the total hits scored against his force during step five in the combat sequence. When a defending force retreats, all that side's surviving units must vacate their hex on the map. Retreating defenders must be moved by the owning player into an adjacent hex according to the following strictures.

- 1) Retreating units may not cross an all-sea or all-lake hexside.
- 2) Retreating units may not enter an EZOC unless a friendly ground unit(s), which may not have been involved in the battle just ended, is already in that EZOC hex in order

to negate it.

- 3) Retreating units may not enter a friendly occupied hex in violation of the stacking rules.
- 4) Retreating units may not enter a friendly occupied hex, even within the limits of the stacking rules, if an entirely empty hex, which is also free of EZOC, is available.
- 5) Retreating stacks must retreat as a stack, only being split up to retreat into more than one hex if necessary to meet any of the strictures given above.
- 6) No single unit or stack may retreat more than one hex.
- 7) Any unit or stack that can't retreat within the limits set above must stay in place and fight their battle to its end.
- 8) Retreating doesn't cost CP or use up MP.
- 9) If a defending unit or stack retreats from an attack and then finds itself in another hex that comes under attack later that same phase, it participates normally in that subsequent combat.
- 10) Any aircraft that were part of a retreating force don't undergo the procedures described above. The owning player simply moves such units off to the side of the map.
- 11) Retreating is generally an all or nothing proposition, that is, an entire force either retreats or the entire force stays; however, German fortification markers never retreat. If one of them is abandoned by a retreating force, the fort is eliminated when/if the Allied player advances after combat into the hex.

#### **13.10 Extra Hit & Hit Reductions.**

If all units of the defending side are eliminated before the attacking player has finished resolving all his shots, he may continue resolving his fires, firing at any of the already eliminated enemy units, in the hope of gaining an extra hit. If he scores an extra hit, the defending player may not call a retreat in order to retrieve one of his lost steps. In effect, the extra hit represents overwhelming fire from which the targeted force couldn't escape no matter how they tried. Note, too, when a player is allowed to reduce by one his force's total of suffered hits, he may do so flipping over a reduced unit to full-strength or by reclaiming from destruction an otherwise eliminated unit.

#### **13.11 City Combat.**

If the defending units in a battle are located in a city hex, the attacker in that battle may not exercise the break off option and the defender in that battle may not exercise the retreat option.

#### **13.12 Hit Number Modification.**

The printed combat value ("to hit" number) of a firing unit may be modified during a battle by terrain, tactical aircraft, naval gunfire support, and supply status. Modifiers are given as positive or negative numbers that are added or subtracted to/from the firing unit's combat factor. All applicable modifiers are cumulative in their effect in any given situation. For

example, an out of supply division attacking across a river hex side would have its combat factor (its “to hit” number) reduced by three: -1 for the river and -2 for attacking while unsupplied. A unit that has had its combat factor modified to zero or less can’t hit anything, though it still must be placed on the Battle Board if defending, where it might be hit by enemy units firing at it.

### **13.13 Terrain.**

Attacking units, other than the Allied heavy bomber unit, have their “to hit” numbers modified by the terrain in the defender’s hex and any intervening river hexside. See the Terrain Effects Chart printed on the mapsheet. Defensive fires are never modified by terrain or rivers. Note, too, that corps support artillery fires are never modified by the presence of a river hexside.

### **13.14**

During Game Turns 1, 2 and 3 rivers have no effect on German offensive fire.

14.0 Game Turn Record Sheet

**See Page R14**