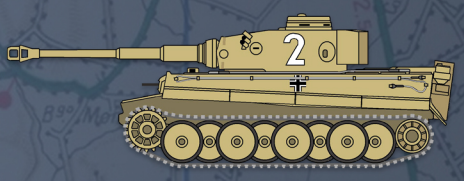
FROM SALERNO TO ROME

RULES OF PLAY



DiSSimula EDIZIONI

Credits

Design, maps&counters
Sergio Schiavi
Giovanni Maccioni

Overall Coordination
Giovanni Maccioni

Tank&Panzer, Jabo
Pier Giorgio Lovera

Charts&diagrams
Massimiliano della Rovere

Play-test
Alessandro Barbero
Giovanni Maccioni
Marco Piermaria Ferrari
Enrico Bertocchi
Giorgio Lovera
Luca Broglio
Massimiliano Pino

Rules Revision
Giovanni Maccioni
Alessandro Barbero
Marco Piermaria Ferrari
Massimiliano della Rovere
Luca Broglio
Piergennaro Federico
Andrea Brusati
Edgardo Merighi
Nando Ferrari

Scenarios
Giovanni Maccioni

Translation
Giuseppe Tamba

Videos & KS
Gianluca Faletti
Paolo Ciarlo

TEXT ABBREVIATIONS

AP: Activation Points
OoS: Out of Supply
END OPS: End Operation
Art: Artillery
(div): Division
HIT: Target hit
CRT: Combat Results Table
AG: Army Group

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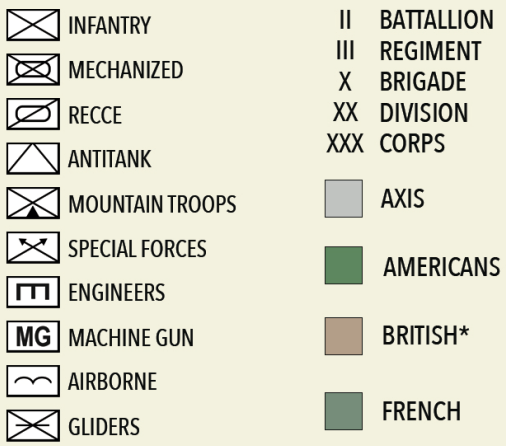
SYMBOLS and COLORS USED



* Canadian, Indian, New Zealanders, Polish, South African

UNIT ABBREVIATIONS

Axis
FJ: Fallschirmjäger
FK: Fallschirmjäger Korps
Flak: FlugabwehrKanone
GJ: Gebirgsjäger
GK: Gebirgsjäger Korps
HG: Hermann Goering
HGJ: Hochgebirgsjäger
I: Infanterie
J: Jäger
Ost: Est
Pz: Panzer
PzG: Panzergrenadier
PzK: Panzer Korps
SS: Schutzstaffel

Allied
AAR: Armoured Reconnaissance regiment
Air: Airborne
Arm: Armored
Can: Canadian
CEF: Corps Expéditionnaire Française
CIL: Corpo Italiano di Liberazione
Cmd: Commando
DFL: Division Française Libre
DIA: Division Infanterie Algérienne
DIM: Division Infanterie Marocaine
DY: Derbyshire Yeomanry
DMM: Division Marocaine de Montagne
G: Guards
GTM: Groupe de Tabors Marocains
H: Hussars
Ind: Indian
Inf: Infantry
KDG: King's Dragoon Guards
NIH: North Irish Horse
NMR: Natal Mounted Rifles
NZ: New Zealand
Pdlski: Podolski Uhlans Regiment
Pol: Polish
Pzn: Poznan Uhlans Regiment
RF: The Rifle Brigade
RM: Raggruppamento Motorizzato
Rngrs: Rangers
RSG: Royal Scots Greys
RWY: Royal Wiltshire Yeomanry
SA:South African
SSF: Special Service Force
T: Tank
TA: Tirailleurs Algériens
TD: Tank destroyer
TM: Tirailleurs Marocains
TT: Tirailleurs Tunisiens
WR: The Westminster Regiment
WY: Warwickshire Yeomanry

1 - INTRODUCTION

FSTR is a wargame about the first ten months of the Italian Campaign during the Second World War, from Salerno landing in 1943, September, to the conquest of Rome in 1944, June.
The game starts with V US Army just landed around Salerno and VIII British Army heading to Puglia, while Axis is gathering its troops to strike hard on one or both Allied armies.

The game lasts for ten turns, every turn is one month of period in real life. Each game turn is divided in a variable number of impulses during both players may move and combat with their forces in order to gain territorial objectives and /or obliterate enemy forces.

To win you must fulfill your victory conditions.

2 - VICTORY CONDITIONS

2.1 Allied Player

The Allied Player wins a Decisive Victory if:

- He controls ROMA, NAPOLI and FOGGIA with no OOS troops (paratroopers excluded) at any time but not later than 5th game turn.
- at any time but not later than 5th game turn, 24 or more Allied steps exit from the North side of the map #2, along any road
- At any time 45 Axis steps are in the Cadre box and Allied losses are less than of 27 steps.

The Allied Player wins a Marginal Victory if:

- at any times he controls ROMA, NAPOLI and FOGGIA with no OOS troops (paratroopers excluded) but within the end of the 10th game turn.
- At any time, within the end of the 10th game turn, 24 or more Allied steps exit from the North side of the map #2, along any road.

2.2 Axis Player

The Axis Player wins a Decisive Victory if:

- He controls ROMA, NAPOLI and FOGGIA with no OOS forces at the end of any impulse between 4th and 10th game turn.
- At any time he capture an Allied Supply Depot on the map.

The Axis Player wins a Marginal Victory if:

- He keeps control of ROMA at the end of 10th game turn, and the Allied player did not fulfill any Victory condition.

3 - GAME COMPONENTS

Maps: the two maps represent the area over which the campaign was fought. A hex grid is superimposed in order to regulate movement and unit positioning. Every hex is around 5 kilometers of real terrain from side to side. Hexes have both natural and artificial terrain, which have different impact on movement and combat.
On the map you can find also track and boxes used to facilitate play, such as:

Turn and Impulse track: On this track is recorded the current game turn and impulse used. Each turn represents a period of one month. Every turn may have a variable number of impulses, recorded on the impulse track near the turn track.

Weather table: this table is used to check weather conditions of every impulse.

Paratroop diagram: is used to check the scatter of airborne units after drop.

Gustav Line Track: is used to record building progress of the Axis defense line called Gustav line.

Cadre Box: units destroyed in combat are placed here.

Airfields and independent unit track: these tracks are used to record how many bonus units are activated during an impulse, and how many air points are available depending on how many airfields the Allies control.

Activation point track: this track records how many activation points are available every turn for both players.

Tables and player aid:
Combat, Bombardment, Tactical Support tables: these tables are used to resolve various kind of combat; see 14.0

Terrain Effects Chart (TEC): this table shows the cost units must pay to travel across the various kind of terrain on the map, and the defensive bonus of the terrain, if any.

Operations Cost: these tables resume the various operations the players may execute during the game and their cost.

Set up and reinforcement tables: these tables show the initial units set up and which and when reinforcements arrive.

Command Display: on these table, one for every player, are placed the HQ for the units. More, there is a numerical track to record the activation points players may use.

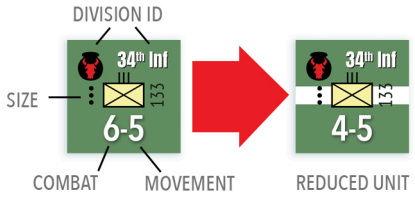
The Counters
Most of the counters represent ground combat forces of different size: armored task forces, tank battalions, infantry battalions, infantry regiments and brigades.

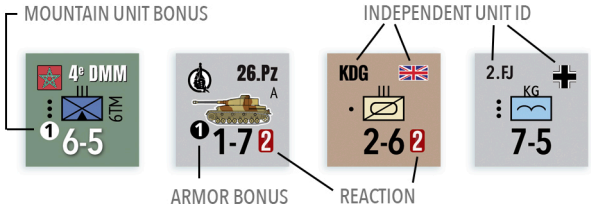
There are two factors printed on the counters, Movement factor and Combat factor, Tank counters have a tank silhouette, and have a black dot with white number inside, this is the tank bonus and may modify combat.
A white dot with black number inside is the bonus for mountain warfare.

On the unit you can find also divisional symbol and command designation; these units belong to the same formations and (usually) will operate together during the game.
Some other units have no symbol or parent Division, we will call them “Independent Units”.

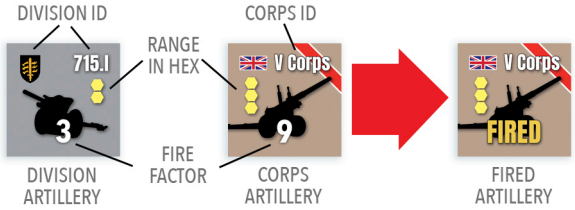
To identify unit size, check dots on the counter, the more, the bigger. This parameter is used to check stacking. More or less, a dot is equivalent to a battalion, but with few exceptions.
Bigger Units, regiments or brigades, are flipped when receive a step loss. The weakened side has a white band across. If a weakened unit get another loss, it is eliminated.
Infantry battalions, Axis tank formations, recce battalions have just one step and are eliminated when they receive one loss.

Most units have a reaction level, a white number in a red box. The backside of these units has no red box, to keep record when Reaction is spent.

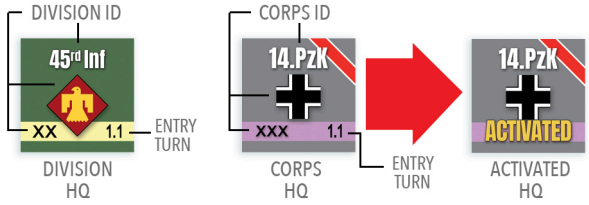




Ships and Artillery have a bombardment value and a range, in hexes, from 2 to 4. For Artilleries, also the top HQ is specified, it may be divisional Or Corps. When spent, are flipped on the "fired" side.



Some other counters are the HQ of the formations you find in the game: divisions and Army Corps. These counters are used only on Command Display and they mark which divisions are active during an impulse, and to which Corps and Army they belong.



More counters represent bridges, blown bridges, fortified positions, airplanes, transport mules, supply depots, rearguards, or are markers for a particular game situations unit may be involved.

4 - SET UP

The players choose their faction, and follow the set-up chart, placing the units on the map.
The first to deploy is the Allied player. The turn marker is placed on the first turn box of the turn track, September 1943; the Impulse marker is placed on the box "1" on the Impulse track, on the "Clear" side.

5 - SEQUENCE OF PLAY

The Gustav Line marker and the Air Point marker are placed on the "0" box of their own tracks. Both players place the HQs counters on the Command Display and record the Activation points available.

The game last ten turns, one for every months of the campaign. Each game turn is divided into a variable number of Impulses. Players alternate during Impulses, spending their Activation points, to buy Operations that let them move combat, build fortifications, using airplanes and so on.

When Impulses are over, the Turn is over, and a new Turn begins; the turn marker on the turn track advance of one box.
When all turns are over, the game is over, and players check Victory conditions.
The game may end before the last turn if particulars conditions meet.

Let's see in detail the actions players manage every impulse:

Replacements Phase
Once at the beginning of the first Impulse of every turn (from turn 2 and on -1943, October).
Both players may recover step levels on units that suffered step losses.

Reinforcements Phase
New formations come into play for both players, and formations issued to other fronts are retired.

Weather Phase
From second turn on (1943, October), one of the two players (is indifferent who) check weather conditions.

Planning Phase

- Both: Airplanes availability check
- Both: formation's allocation on command display
- Both: Activation point's allocation – both players allocate Activation points on their display and take spent points out on their own track. If neither player allocates any Activation Point, the Turn is over, and a new Turn begins.
- Initiative Determination
- Both: all divisional artillery units are redeployed and flipped to the non FIRED side, the player without initiative first. Corps artillery if activated are flipped to the non FIRED side and deployed in map. Naval units, if Supply Depots are present on the map, are flipped to the non FIRED side.
- Axis: redeploy Rearguards.
- Both: All units that have used their Reaction Capacity are flipped on the Reaction side, so the Reaction factor is shown.

Operation Phase

Initiative player Segment
The active player chooses a formation among the activated ones (a Division or a Corps) and:

- A - nominates Units as Reserve, if he desires.
- B - moves Units not in Reserve and execute missions with Artillery, Airplanes, and Naval units.
- C - conducts Combat Operations.
- D - Activates Reserves, un hex after the other, and with them moves and fights. During this segment he may also execute missions with Artillery, Airplanes, and naval units.

During these activities, may happen Emergency activations of Active player and some Reactions of the player without initiative: Reaction Movement (13.0); Reserve Operations (15.2);

Bombardment missions and Interdictions with artillery, ships and planes (9.8,16.1.3,16.3).

Repeat segment from A to D for every formation activated by the Active Player. When all formations have terminated their operations, then the Active Player:

- E - Check Supply (He may try Air Supply)
- F - All END OPS markers are removed, and the segment of the Player without Initiative begins.

Player without Initiative Segment

- Repeat Steps from A to F (even if the inactive Player has activated no Formations, he must check for Supply and may execute Tactical redeployments).

When the player without initiative has done all his operations the Impulse is over, and a new Impulse begin.

6 - ACTIVATION POINTS (AP)

They are the heart of the game as they represent the capability of the players to wage operations with their Units.
At the beginning of every turn points are recorded by both players on their track on the Command Display.
For the Axis player, these points are a single amount, and he can use them to execute Operations with Formations of both his Armies (at the beginning only with 10.Armee, then when available, also with 14.Armee).
The Allied player receive a different amount of points for each of his Armies the V (US) and the VIII (British). He also receives some points for the XV Army Group. The points allocated to an Army may be used to wage Operations with Formations that belongs to that specific Army only. Points allocated to XV Army Group may be used by both Allied armies.

Broadly speaking, every Operations executed during the game must be planned in advance and "bought" using the activation points available in that turn. This allocation of activation point is made during the Planning Phase. Every player chooses secretly how many activation points he wants to spend, and how many Operations he will executes, flipping Formations' counter HQ on the active side.

Operations Points may be simultaneously spent for all Formations in all Armies players have. More, you can spend Operations Points for different Operations. The "Operation Cost Table" contains all kind of possible Operation and their cost. Some Operations are available only for Allied player, or conversely some Operations are available only for Axis player.

Activation point must be spent in the same turn they are allocated, they cannot be spared for the following turn(s). If neither player allocates Activation points, then the turn is over, and the unspent points are lost.
The amount of activation points is gradually lowered as they are spent for Operations, keep record on Command Display.

6.1 Initiative

The player who spend more Activation Points during Planning Phase than the other player, has the Initiative for the Impulse, Allied Player wins ties.

7 - COMMAND DISPLAY

It records the formations activated during a single impulse. The display schematically reproduces the structure of the Armies that players have available in the game; each Army is divided into a few slots, from three to five. In each of these slots may be placed a Corps HQ and a certain number of divisions HQ, from a minimum of two to a maximum of six. In addition to the Corps slots, each Army has smaller slots, which may be used for Divisions that are not assigned, at that specific time, to any Corps.

Most formations in the game are Divisions, composed of a variable number of units along with their artillery, which will operate on the map, and a counter representing their HQ, which will always be placed on the Display, in one of the slots. The HQ may have two states: Normal and Active. As soon as the player during the planning phase activates the Division paying its cost, the HQ counter is turned to show the activated side. Once its operations are completed (i.e. its units on the map have moved and fought) it is flipped to the normal side. If an entire Corps is activated, the Corps HQ is also flipped to show the activated side, along with all the activated Division HQs within the Corps. It is not mandatory, when activating a Corps, to activate all its divisions. To activate a Corps, however, it is necessary to activate at least two of its divisions.

In other words, it is always possible to check which formations are active for the current impulse and which have not been activated or have completed the operations. It is always possible for the Divisions and Corps to change Corps or Army to which they belong, with some exceptions. As already highlighted in the previous paragraph, the Display also shows the track of the activation points.

7.1 Reassignment of formations

During the planning phase, players have the option to reassign divisions and Corps as they wish within the Command Display. This reassignment is done simply by moving the HQ counters in the different slots, remembering that there can only be one Army Corps per slot. Reassignment may also occur between different Armies: for the Allied player, this operation costs 1 activation point for each Division that switches from one Army to another; for the Axis player it is free of charge.
Army Corps can also be reassigned to another Army. The cost of this operation for the Allied player is 1 point for each Division that is part of the Corps plus an additional point. For the Axis player it is free.

7.1.1 National integrity

CEF: the divisions belonging to the French Expeditionary Corps can never change assignment, they must remain in the CEF. The CEF cannot change the Army to which it belongs, i.e. the V US Army. Canadians and Poles: When the Canadian and Polish Corps come into play, the respective National divisions must be part of them. Both Corps may switch to a different Allied Army.
It is permitted to assign divisions of different nationalities to the National Corps.

7.1.2 Independent units

Some units in the game are not listed in the existing divisions and therefore do not have the HQ counter. These units, called independent units, can be activated by the activation bonus or by emergency activation.
On the map there is a track of units activated as a bonus to help players remember how many units they have activated in that manner.

7.1.3 Independent Axis battalion

For the purpose of the activation bonus, any Axis battalion or tank unit, even if incorporated into a Division, may be treated as an independent unit and therefore it may be activated through the Division or Corps bonus if its formation remains inactive during that Impulse.

8 - IMPULSES

During the impulse, the operations that both players have planned unfold. Each impulse is split into two distinct segments: in the first one the player with the initiative conducts its operations with the activated formations and moves and fights with them. When the operations are over, the movement availability of those formations is exhausted and the results of any combat are applied, or when all units of the activated formations have an END OPS counter, the segment of the active player ends and the initiative switches to the other player who in turn initiates the planned operations and/or moves with the activated formations. When all the operations have been completed the impulse ends and the next one start, repeating the sequence from the beginning.

No unit, Division or Corps may be activated more than once in the same impulse.
Next to the Turn track are the slots of the first seven impulses; if they are not enough during a turn, players can continue to record the impulses starting from the first one again.
The operations that happen in an impulse are a fluid complex, movements alternate with fighting, according to the sequence defined by the players. To keep track of this fluidity and avoid messy situations, whenever the active player's units have completed their operations an END OPS counter is placed on them.

Units with this counter will not be able, for that impulse, to execute any other operations.
In some cases, studied later, both players have the chance to operate during the opponent's impulse segment: with artillery, airplanes and naval units, with the Reaction movement, and/or with Reserves intervention. If may a priority problem arise in the implementation of a given action (e.g. who will bombard first, which is theoretically possible for both players at the same time), it is always the active player who decides who acts first.

8.1 Weather conditions

In the first and in the last game turn, September 1943 and June 1944, the weather conditions are Good Weather. At the beginning of each impulse from the second game turn the players check the weather conditions for the current impulse on the specific table, rolling a die and checking the result, turning the Impulse counter on the side corresponding to the weather conditions so defined. In case of bad weather there are the following effects:

- the movement cost of some hexes increases;
- rivers are impassable;
- air support cannot be used;
- no airdrops can be executed;
- bridges cannot be built or repaired;
- Tank Shock cannot be used.

9 - OPERATIONS

The Operation Cost table shows all the operations that may be executed during the impulses by paying the related cost. Below you may find an overview of all possible operations:

9.1 Activate one or more divisions OPERATION

When a single Division, belonging to a not activated Corps or not assigned at any Corps, is activated (at the cost of 1 activation point) each of his units may move and combat or make strategic movement or be kept in reserve for future actions.
As a bonus the Division may also activate an independent unit. This bonus may include the artillery of the Army Corps to which it belongs.
It is allowed to activate several Divisions at the same time, even if they belong to different formations (Corps and Armies). It is necessary, however, to complete the operations with one Division before starting them with another Division.

9.2 Activate one or more Army Corps OPERATION

The cost of Army Corps activation is given by the sum of the divisions that compose it plus one (e.g.: 4 divisions + 1 = 5 P.A.). A Corps must have a minimum of two divisions and a maximum of six.
When an Army Corps is activated each of the divisions (or parts of it) that constitute it may move and combat, conduct strategic movement or be held in reserve for future actions. In other words, all the divisions that constitute the Corps can execute operations simultaneously, as if they were a single formation.

The activated Corps active also automatically its artillery and, as a bonus, may activate up to 4 independent units including the artillery of the Army to which it belongs, which will be placed on the map at the time of activation of the bonus.
The divisions activated together with the Corps also keep their activation bonus. To keep track of all additional units, the appropriate counter (Bonus Unit) is used to be placed on the Airport Registration Track - independent units on the map. Bonus units can be activated during the operations phase, without the need to identify them during the planning phase.

When several Corps are activated during the same impulse it is mandatory to finish the operations with one Corps before moving on to the next. If more than one Corps belonging to different Armies is activated the player can alternate operations between the two Armies as he wishes, provided that the previous assumption is respected.

9.2.1 Polish Corps Activation OPTIONAL

The Polish Corps, if composed only of Polish divisions, can be activated with the expense of two activation points (the additional point for the Corps must not be spent).

9.3 Emergency activation, KG and TF OPERATION

Both players have the chance to activate some units during their impulse segment even if they did not plan (and 'bought') it during the planning phase. This activation can be done simply by declaring it and if the necessary activation point can be spent.

9.3.1 Kampfgruppe (KG)

The Axis player has a KG marker which, once placed on the map, allows to activate one or more units placed under or adjacent to it simultaneously, up to a maximum of 6 stacking dots, even if they belong to different or independent formations, as long as they are not marked with END OPS. When the KG has exhausted its

action, the marker is withdrawn and the next impulse it becomes available again.

9.3.2 Task Force (TF)

The Allied player has a TF counter that, once placed on the map, allows to activate the units located under the counter itself, up to a maximum of 6 stacking dots, even if they belong to different formations or independent units, provided that they are not marked with END OPS and belong to the same Army. When the TF has exhausted its actions, the counter is withdrawn and the next impulse it becomes available again.

9.3.3 Axis operational flexibility OPTIONAL

The Axis player can reuse the KG counter a second time during the same impulse by paying 1 activation point, with the same procedure seen above.

9.4 Airborne Assault OPERATION

This operation is only available to the Allied player for the two existing airborne divisions (82nd Air US and 1st Air Br), paratrooper battalion 509th (US) and 1st SSF unit. If the unit is not yet on the map or it is a reinforcement, it can be dropped immediately (example: the 82nd Airborne which arrives in turn 1.2) paying the expected costs.

If it is already on the map in order to be launched it must be above or adjacent to a friendly airport, then it can be moved to any plain or hill hex on the map. At this point you check the scatter of each unit using the special diagram: you roll a die, if the result is 5-6 the unit has done a good launch and stay on the chosen hex, with 3-4 it moves by one hex and with 1-2 it moves by 2 hexes; movement direction is verified by rolling a die again and checking the scatter diagram. Units that end up in the sea, in the mountains or above enemy units lose 1 step of force and automatically moves by 2 hexes. Units that end up in the sea, in the mountains or above enemy units lose 1 level of force and automatically move to the first permitted hex nearby. After the drop the units can move but their movement factor is halved rounded down. They may attack adjacent units normally. In the airdrop impulse paratroopers can never join their operations with other units. In other words, the airdrop is a stand-alone operation that always concerns, at most, a Division.

The paratroopers are automatically resupplied at the end of the airdrop impulse; they check the resupply only in the following impulses. It possible to plan the launch of only one unit of paratroopers, check the Operation Costs table.
This operation is not available in bad weather.

9.5 Major Landing OPERATION

Operation available for the Allied player only, only once per game and only when the supply depots at the beginning of the campaign are withdrawn and the new supply terminal for the V Army is Naples. No later than the 6th turn (February 1944) the Allied player can launch a 'Major Landing' operation using a maximum of two divisions (or a Corps of two divisions) with the relative activation bonuses to which he adds the two naval units. Units activated for this purpose must leave from (or be adjacent to) any friendly port or can be picked up directly from the reinforcements provided for that turn.

Procedure: one of the 'Supply Depot' counters is placed in any of the coastal hexes chosen for landing. The hex must be clear and free of enemy units and will be used to supply the landed units (See also 'Supply'). The supply depot can only be withdrawn when it is possible to establish a clean supply line to another supply terminal (see 17.1).

The withdrawn depot can be used for further landings from the next impulse after the withdrawal. Once the Allied depot has been placed, Allied landing units will also be positioned on any coastal clear hex, free of enemy units within three hexes of the supply depot. Units may move in the impulse in which they land but their movement factor is halved rounded down; they can attack normally. Landing units cannot be held in reserve.
The Major Landing automatically triggers the arrival of additional Axis reinforcements (Case Richard).

9.5.1 Case Richard

Starting from the same impulse in which the major landing occurs, the expected Axis reinforcements, listed in the Reinforcement map (R0, R1 etc.), begin to arrive. In this case the total number of activation points available to the Axis player increases by 5 points for each turn until the end of the game, landing turn included.

As soon as the Allied supply depot is positioned, the Axis player places the reinforcements expected for the R0 case together with two steps of strength recovered (extraordinarily) from the slot of cadre, then the Allied player proceeds with the deployment of the forces assigned to the landing.
If the landing does not happen some of these reinforcements arrive anyway, check on the Reinforcement Card.

9.5.2 CEF Reassignment

If the major landing does not happen the French Expeditionary Corps (CEF) is reassigned to another front and must be withdrawn on turn 7. Also, from turn 7 onward, the total number of activation points available to the US Armed Forces is reduced for the remaining turns and until the end of the game, by ten points. Check the Allied reinforcements card.

9.5.3 Minor Landing OPERATION

From the second game turn until the end of the game, the Allied player has the chance to launch a minor landing. It consists in landing a maximum of one unit per impulse. This unit is considered to be supplied until the next impulse. This is done under the same conditions as the major landing with the exception that deposits do not need to be available for landing. However, the Allied player may decide if, together with the unit, deploy a depot also (if it is available).
There is no limit to the number of minor landings that can be executed during the game.

9.5.4 Allied rangers, commandos and special forces

All units of this kind may landing even in coastal hill and mountain hexes.

9.5.5 Naval units

The Allied player has two naval units that may bombard, interdict, provide tactical support in the same way as artillery do. They are both available as automatic bonuses during major landings and remain in play, automatically active in every impulse, as long as supply depots are on the map. They are positioned on sea hexagons bordering the grey edge of the map within 4 hexagons of the supply depot and may be used for planned missions from that time onwards. They are repositioned at the beginning of the impulse always within 4 hexagons from the supply depot. They are withdrawn from the map when the supply depots are withdrawn (or conquered).

They become available again for other landings. They may add their fire factors in a single mission but may never combine them with those of airplanes or artillery.
The naval unit with fire factor '3' may be assigned as a bonus even to the minor landing only for the impulse in which the landing occurs. It can be deployed within 2 hexes of the unit's landing hex. It is removed at the end of the impulse.

9.5.6 Adriatic Sea
Landing on hexagons bordering the Adriatic Sea is possible only if the Foggia airport is under Allied control, i.e. it can draw a supply line to an Allied terminal and an Allied unit was the last to move over it.

9.5.7 Bari Port Box
The Bari port, due to space requirements, is depicted with a box off the map. In order to have access to it, it is enough an Allied unit exits from any road that is used as a supply terminal for the VIII Army; once exited, it is automatically placed inside the box and, from the next impulse, it will be able to carry out landing operations.

Units present in the box 'port of Bari' may re-enter the map by landing, by naval movement or by land movement. When they are activated for land movement, they are placed on any hex with the VIII Army supply symbol and from there they can move up to half of their movement (rounded down).

The Box can also be directly entered by the reinforcements provided for the VIII Army. Inside the box units may be stacked up to 10 dots.

9.6 Making the Gustav line operational OPERATION
The German player, starting from the first game turn onward, may allocate activation points to make the Gustav defensive line operational during the impulse planning phase.
At the beginning of the game the line starts inactive, the 'Gustav Line' counter is positioned on the box with the value '0'. In the following turns, every two PA allocated, the counter is moved forward one space. When the last box (box value 2) is reached, the line is considered completed and fully operational. For each turn the PA expense cannot be higher than 2. If the Gustav line is not complete and fully operational, its defensive effectiveness is zero and there are no additional modifiers other than those of the terrain. The defensive effects of the Gustav are applied to Axis units only.

9.6.1 Bernhardt Line
The three fortified hexes of the Bernhardt Line are always considered fully operational, it is not necessary for the Axis player to allocate Activation Points for their construction and for combat and bombardment purposes they produce the same effects as the fortifications.

9.7 Building fortifications OPERATION
The Axis player has 7 fortification counters. He can place a maximum of one per impulse, at a cost of 1 PA each, on any supplied hex on the map. Once placed, they modify the combat factors of the units defending the hex, just like the Gustav line hexes. They cannot be destroyed and cannot be removed until the end of the game. The effects of fortifications apply to Axis units only.

9.8 Air Support OPERATION
The Allied player has, as a bonus, two air counters that may be used in each impulse; in addition, he must roll a dice: with 4-5-6 he adds one more airplane. From the impulse following the occupation of Foggia, the Allied player does not have to roll the dice anymore to check the number of planes available: they are always three for every impulse.

The planes have 3 fire factors each and can be used to bombard, provide tactical support, interdict the hex where they are deployed exactly in the same way as artillery, both during their own impulse segment and during the enemy's one. Unlike artillery, however, airplanes can be used anywhere on the map. Airplanes fire factors can never be used in combination with naval units or land artillery fire factors. Airplanes factors can of course be added to each other.

As a bonus, the Axis player also has an airplane, which he can use in the same way. At the beginning of each impulse he must roll a die; with 5-6 he has an additional second airplane for the current impulse. The Case Foggia adds an additional airplane to the Axis' availability; to obtain it he needs an additional roll of the dice and a result of 5 or 6. When the II SS Pz Korps is withdrawn, the airplane is also withdrawn. Once used the planes are flipped showing the 'Used' side.
No Air support is available in bad weather.

9.8.1 Airports
The Allied player can increase the number of available airplanes, up to nine in total, if he occupies the airfields on the map. Each airfield has a value that expresses the number of airplanes available. The airplanes are available the impulse after the occupation of the airfield and remain available till the Allied player keeps control of the airfield. These airplanes can be used, in groups of 3, paying their activation costs.

9.9 Intelligence OPERATION OPTIONAL
Normally enemy units and stacks can never be inspected unless they are adjacent to friendly units. The Allied player can, by launching a specific Intelligence operation, at any time, choose 10 hexes on the map occupied by the enemy and check in them which units or stacks are present.

9.10 Allied Offensive OPERATION OPTIONAL
The Allied player has three Offensive counters, one for each Army and one for the XV Army Group.
He may decide to use one in any impulse, in addition to other operations, at a cost of 2 PA.
Effects: If an offensive counter of an Army is played, all units activated in the current impulse and belonging to that specific Army have 1 additional movement point; all their attack combat and bombardments add +1 to the dice result; their supply path can be extended by 1 additional movement point.
If weather conditions allow, they add a bonus airplane.

If the XV Army Group offensive counter is played the benefits, described in the case of the army offensive counter, including a bonus airplane, extend to all Allied units activated in the impulse in which the counter is played.
At the end of the impulse in which the Offensive counter is used, it is removed from the game.

9.11 Tactical redeployments OPERATION
Both players, at any time during their impulse segment, may activate units for free for up to 3 stacking dots as long as they all start from the same hex.

10 - STACKING

On the units there is a value expressed in dots, from one to three, which is roughly equivalent to the number of battalions forming the unit. German tank units do not have this value, each unit is roughly a half-dot. In each clear hex generally up to 10 dots stacking is allowed. Other kinds of terrain have different stacking limits. On the Terrain Effect Chart, you will find the stacking limit, always measured in dots.

Artilleries, airplanes, bridges, mules, rearguards, fortifications and depots do not count for stacking limits. There are no penalties if a hex is in over stacking; the excess units are simply placed by the opponent adjacent to the over stacked hex. It is allowed for units belonging to different formations and Armies to stack in the same hex.

11 - MOVEMENT

Once a formation has been activated, the units that are part of it can move individually or as a group.
The movement is voluntary, a player may move all, some or none of his units. Units are not required to spend all available movement points.

The movement of a unit or a group must be completed before that of another may begin.
The number of hexes a unit can move is given by its movement factor; the unit pays movement points for each hex it enters; the number of movement points it spends depends on the kind of hex or side hex it crosses. Is not allowed to enter enemy occupied hexes. In addition, the movement is also related to the kind of unit and weather conditions; the Terrain Effects Chart shows all the different situations (for example: armored vehicles cannot enter mountain hexes if they do not use a road; no unit can cross rivers in bad weather).

At the end of the movement all units of the activated formation that do not intend to attack or do not have a Reserve marker on them receive an END OPS marker.
Units during the movement may be subject to artillery and enemy airplanes missions.

11.1 Movement in contact with the enemy

Moving from one hex adjacent to the enemy to another hex always adjacent to the enemy costs 1 additional movement point.

11.2 Road movement

Roads, whatever they are, in addition to their effects on movement, always negate the cost of terrain. In order to benefit from roads a unit must come from a hex connected to the same road.

11.3 Strategic movement

The strategic movement is conducted always remaining at least 4 hexes away from the enemy. Allies and Axis have different capabilities:

Allies - quadruple the movement factor
Axis - triple the movement factor

11.4 Mountain troops

For this kind of unit, the cost to cross a mountain hex or a ridge is always lowered by one (also for Supply purposes).

11.5 Naval movement

The Allied player may move a maximum of three units per impulse by sea, provided they belong to an activated formation. The units must start from a supplied friendly port and from there they can move to any other port not occupied by the enemy. Units moved in this mode receive an END OPS immediately after the move (they cannot move further or attack).

11.6 Exiting the map

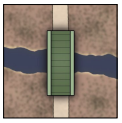
In some cases, a player fulfills the Victory conditions if his units leave the map using certain roads; when a player wishes to benefit from these conditions, he simply puts the exited units aside. It is not possible to bring back the units exited in this way.

11.7 Interruption of bridges

Bridges can be blown during the player's own impulse segment, during the Reaction or during the Reserves movement, by active friendly units adjacent to the bridge by simply declaring it and placing the appropriate counter on it (blown bridge).

If enemy units are also adjacent to the bridge a die must be rolled: the bridge is blown only if the result is 4-5-6. The Rome's bridges can never be blown.

11.8 Bridges repair and construction



A bridge can be repaired or built if a friendly unit is adjacent to the hex and it spends at least 3 movement points. This expense may be made at the beginning or end of the movement of the unit.
If enemy units are adjacent to the bridge a die must be rolled: with 4-5-6 the bridge is built or repaired, and the blown bridge marker is removed.
During bad weather impulses bridges cannot be built or repaired.

12 - REARGUARD

OPTIONAL The German player has 4 special markers to portrait small units that do not qualify for stacking, inhibit strategic movement, may blow bridges (but not repair or build them) and deny supply lines in the hex where they are located only.
They have no movement capability and no combat factor; at the beginning of each impulse the German player may deploy them wherever he wants, one per hex, as long as they are supplied and not adjacent to enemy units. The Allied player can move adjacent to these units at no additional cost, but if he wants to enter their hex, he must attack them, stopping in an adjacent hex as in a normal combat. The combat procedure against rearguards alone in a hex is simplified: the player rolls a die: with 1 no effect; with 2 or 3 the rearguard must retreat by 3 hexes; the attacker, if choose to advance, may take use the penetration rules; 4, 5 or 6: the rearguard is eliminated and may reenter the next impulse. If the rearguard is stacked with normal units if the stack loses the combat the rearguard is always eliminated and cannot be used to satisfy losses.

13 - REACTION

It's a kind of movement that some units may exploit.
It may occur at the end of the movement of any enemy unit, even during the advance after the combat, always and only during the enemy impulse segment. All units (or stack) having an enemy unit that has moved within their Reaction Radius (the white

number inserted in a red rectangle) may react by moving up to half of their movement value, rounded up.
This opportunity must be exercised immediately; if there is no Reaction, the enemy will continue its operations. Units with Reaction capability may use this capability only once per impulse; once moved they are flipped showing the side without the Reaction value.
At the beginning of the next impulse they are flipped again, and the Reaction becomes available again. It is not possible for units (or stacks) to attack, if using the Reaction movement. They can blow bridges but not repair or build them. Units using the Reaction movement may be attacked by enemy artillery action (bombardment/interdiction). Units marked with END OPS counters are not allow to Reaction.

13.1 Advance after Reaction
When an active unit moves adjacent to an enemy unit, and the latter moves away using the reaction movement, the active unit can advance into the hex cleared of enemy units. An END OPS marker is placed on the active unit.

14 - COMBAT

Whenever one or more active friendly units are adjacent to the enemy, the active player may attack. Combat is voluntary, you are never obliged to attack. If one or more units decide to combat, they can engage hexes occupied by enemy units (or stacks) they want, chosen among those adjacent to them.

A stack may divide its attacks by assigning to each unit a different hex to attack. There is no limit to the number of times a hex can be attacked during the same impulse.

A unit (or stack) may be attacked (and attack) simultaneously from all hexes surrounding it; simply, all units attacking a hex and all units defending a hex add up their respective combat factors and resolve the combat with a single die roll, checking the result on the Combat Results Table.
The attacker decides the order in which attacks are conducted; a combat must be resolved by applying the combat results before moving on to the next.

In short, the attacking player calculates the combat factors of the units involved (attacker and defender), applies terrain modifiers and/or unit bonuses, finds strength ratios, checks the effects of artillery, ships or airplane support, supply status and any other tactical situations, rolls the dice and applies the results.
It is not allowed to attack hexes where it is not possible to move.

14.1 Combat Procedure
The active player indicates the hex that will be attacked and by which units for each combat, he compares the overall combat factors of the attacking units with those of the defending units, include into account the effects of the terrain where the defender is located and/or the hex side crossed by the attacker and finally the presence of tanks. He expresses the resulting Attacker to Defender strength as a ratio and find that ratio on the Combat Results Table, if necessary, rounding it down to one of the ratios. Finally, it verifies the effects of any artillery, naval or air support, the supply status of the units involved and other tactical situations that may cause column shifts and/or modifiers to the dice result in favor of the attacker or defender.

When the force ratio is greater than 6:1 the 6:1 column is still used, when it is less than 1:3 the 1:3 column is still used. The attacker then rolls two dice, applies every possible modifier to his result and reads the result of the combat on the column of the strength ratio of the Combat Results Table. Apply the combat effects immediately to the units involved.

If the results allow, the same attacking units may engage a new combat (14.3.4 Penetration); otherwise an END OPS marker will be placed on them and the active player may move to the next combat.

14.2 Combat Modifiers

14.2.1 Terrain Effects
The defender who occupies certain kinds of terrain benefits from a multiplier or an increase in his combat factor. The attacker who must attack through some particular hex sides suffers a combat factor reduction. The reductions are never cumulative, in other words only one modifier is always applied to the attacker. Also the defender can always apply only one multiplier given by the terrain he occupies.
These effects are shown on the Terrain Effects Table. Villages always allow the defender to increase his strength by '1', even after any multiplier given by the terrain. Armored vehicles in defense cannot benefit from the advantages provided by urban, mountains, villages and fortifications.

14.2.2 Armored bonus

All armored units have a white number inside a black circle. This number symbolizes the greater effectiveness of that unit and can be added or subtracted from the die when the unit is engaged in combat, both in attack or defense.

Only one bonus may be applied to each hex engaged in combat, even if there are multiple armored units engaging in the same hex. When an attack is conducted from multiple hexes at the same time, armored units' bonuses are added together, always at a maximum of one for and from each attacking hex.

The armored bonus is not available if the defender is in City, Gustav Line, Fortification hexes.

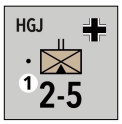
14.2.3 Tank Shock
The attack combat value of an armored unit or a stack containing at least one such unit doubles if the defender does not have armored units and is in clear hex not containing urban, fortifications, Gustav Line. The attack value of a unit or stack without armor is halved if attacking enemy armor (or stack containing enemy armor) and the defender is in clear hexes not containing urban, fortifications, Gustav Line.

Allied anti-tank battalions (with the symbol of M10, TD) cannot double their combat factor and combat factors of the units which they are stacked with ; in defense, however, they inhibit this ability in the enemy armored vehicles that attack them.

The Tank Shock modifier cannot be used in bad weather.

14.2.4 Encirclement
If a unit or stack is attacked by units in opposite hexes, the attacker receives one column shift on the right, on the Combat Results Table.
The encirclement is not possible against Gustav line hexes or against fortifications.

14.2.5 Mountain Troops Bonus



Mountain units have a combat modifier, a black number on a white circle. This value can only be used in the mountains; it is added or subtracted from the die when the unit is engaged in combat, both in attack and defense. Only one modifier can be applied to each attacking hex, exactly as seen for the armor bonus.

14.2.6 Artillery tactical support

Before rolling the combat dice both players have the chance to allocate a single artillery unit (or airplane or naval unit) to the combat, first the attacker and then the defender.

The result of this support is expressed, depending on the result, in adjustments to the combat dice roll or in column shifts on the CRT.
It is possible to allocate only a single artillery counter (or airplane or ship) for each combat.

14.2.7 Green devils, red devils OPTIONAL

The attacker subtracts '1' from the dice roll for combat when paratroopers, MG or special forces are involved in defense of an urban or fortified line hex.

14.2.8 Gegenangriff OPTIONAL

The German player can use the special Gegenagriff counter in order to improve combat ratios for his advantage, only once per turn and in his impulse segment, paying 1 activation point. Before a combat, he places the counter in a hex where is going to attack and rolls a die: with 1, 2 or 3 he obtains, on the Combat Effects Table, a column shift to the right in his favor, with 4 or 5 he obtains a shift of 2 columns and with 6 he obtains a shift of 3 columns.

14.3 Combat Results

The Combat Results Table shows the losses, expressed as the number of step levels lost, suffered by the attacker (number preceded by the letter A) and the defender (number preceded by the letter D). The player who suffers the losses always chooses which units to eliminate.
The losses can be distributed among the forces involved in the combat with the following effects:

- a unit that has only one step, or a reduced unit, is eliminated (place the counter in his nationality Cadre box)

- a unit that has two steps of strength when it suffers a loss is flipped to show the reduced side, highlighted by a white band; if it suffers two losses it is eliminated instead.

14.3.1 Retreat

In some cases the combat result is a mandatory retreat (letter R).It may be associated with the loss of some strength steps. The retreat path must be towards his own supply depots and can be of either 1 or 2 hexagons, defender's choice. If the retreating unit ends in a hex already stacked to the limit, it is forced to retreat further. It is not possible to retreat off map or through enemy units or impassable terrain.
If the retreat is not possible the unit (or stack) must lose an additional strength step in addition to those already caused by the combat result and remain in place. Retreating forces may be bombarded but END OPS results are ignored.

14.3.2 Withdraw in lieu to step loss

The defender (and he alone) may exchange one step loss by retreating one or two hexes of his choice with all defending units, only if the combat result is not a mandatory retreat.

14.3.3 Advance after combat

The attacker may advance into the defender vacated hex with all or some of the units that participated in the attack, even if they have received an END OPS result, respecting the normal stacking limits and restrictions of the terrain type.
If he decides not to advance all the attacking units receive an END OPS marker.
This advance may trigger a Reaction movement and an artillery bombardment.

14.3.4 Breakthrough

If the attacking units advance into the vacated hex and do not have an END OPS marker generated by combat results, they may continue to attack any enemy unit or stack adjacent to the just occupied hex.

This chance must be used immediately. A further advance may result in new attacks. If the attacker forfeits the chance then those forces receive an END OPS marker.

There is no limit to the number of breakthroughs that units or stack can execute in the same impulse.

14.3.5 End Ops result

In some situations, the CRT indicates a result END OPS for both the attacker and the defender, it indicates the end of operations for the units involved. Please note the attacking units may advance in the defender's vacated hex but cannot follow the action with a breakthrough attack.

15 - RESERVE

Both players may hold on Reserve any formation or part of it, including bonus units, once activated, assuming it does not move and is not adjacent to enemy units. Place the appropriate marker, one per hex, on the units or stacks to place them in reserve.
The number of Reserve counters is intentionally limited and cannot be exceeded.
The formations remain in this condition, even in the following impulses and turns, until they move or become adjacent to enemy units and, of course, as long as the owner wishes.

Units in Reserve can execute operations: 1) during any friendly impulse segment, even the same one in which they have been hold on Reserve, or, with some restrictions, 2) during the enemy impulse segment.

A stack with Reserve marker does not lose its status if any of the units in reserve are removed from it.
Reserve status does not expire due to any negative results produced by bombardment.

An END OPS marker caused by bombardment precludes the use of the Reserve, but the formation still retains its status. Units in Reserve may use the Reaction movement but lose their status. Reserve formations can recover loss steps more quickly.

15.1 Reserve Use during your segment
During his own segment, after movement and combat, the player may activate a hex containing one or more Reserve units and with them move and attack.
This procedure can be repeated, during the same segment, as long as the active player has Reserves available; however, before activating another hex with units in Reserve a player must complete operations with the already activated Reserves.

15.2 Use of Reserves during enemy segment
During the enemy segment, when the Reserves are activated [bullet D, Initiative player segment, see 5.0] the non-active player has the chance to activate a single hex containing one or more Reserve units and move and attack with them, temporarily interrupting the active player's operations.

When the non-active player's Reserve has been moved and any combat resolved, the active player can resume his operations.
If he has no other operations to perform (i.e. other Reserves, etc.) the non-active player may continue to activate Reserves. The inactive player may activate as many reserves as he wishes, on a hex by hex basis, depending only on his Reserve's availability.

16 - ARTILLLERY

Each artillery counter, whether divisional, Corps or Army, has a value depicting the amount of available fire factors and the maximum range expressed in hexes. The range is the distance these factors can be utilized to execute different kinds of missions. The fire factors of a single unit cannot be divided between different targets.

After the Initiative determination phase, at the beginning of every impulse, both players alternatively redeploy all divisional artillery units, the player without initiative first. The artillery is deployed in any or adjacent supplied hex occupied by units of its Division.
The artillery, with some restraints, may execute fire missions even if it is not activated for the impulse: 1) bombarding enemy units moving adjacent to friendly units; or 2) providing tactical support to friendly units under attack.
Once used for some mission it is flipped on the 'Fired' side and cannot execute other missions for the current impulse. The Corps and Army artillery, on the other hand, must be activated paying the relative costs and deployed in the same hex occupied by a unit of its own formation or in an adjacent one, provided that the hex is supplied.

Artillery cannot move. If the formation to which it belongs moves, it remains in the hex where it has been deployed until it is used or redeployed at the beginning of the next impulse.
If attacked, Artillery can bombard or provide tactical support only if it is not FIRED; it cannot be used to satisfy losses. If Artillery is alone in a hex and an enemy unit enters it the hex, the artillery is removed for that impulse. Before being removed, it may bombard, if it is not FIRED.
The artillery may be bombarded; any negative result, including an END OPS, even if stacked with friendly units, removes it from the map until the next impulse.
Artillery fire factors may combine with each other but not with airplanes or naval units.

Artillery's missions are:

16.1 Bombardment
Bombardment may occur at any time, even before or during the movement, before the combat and during the Reserves phase. There is no limit to the number of bombardments a hex may suffer during a single impulse.
The total of fire factors firing at a hex is modified by the kind of terrain occupied by the defender, the number of units within the hex and any movement (it is enough that only one unit moves to have the modifier applied to the entire target hex); this allows you to identify the appropriate column on the bombardment table. The attacker then rolls two dice and reads the result by immediately applying the effects to the target unit or stack.

Potential results applied to the entire hex
Green HIT: Defender choose whether to suffer a step loss or an END OPS.
Red HIT: Attacker choose whether to inflict a step loss or an END OPS. Other results are applied as shown in the table.

In case of step loss, it is always the Defender who chooses which units to apply the loss.

16.1.1 Bombardment during its own segment
The active player may bombard at any time all units or stack that are within the range of his active and non-fired artillery. Artillery may resolve the bombardment either individually or by combining their factors in a single die roll.

Once the bombardment is resolved, the artillery is flipped showing the Fired side.
Non-active and non-Fired artillery may still bombard if enemy units or stacks move adjacent to friendly units and are within their range.

16.1.2 Bombardment during the enemy segment by land and naval artillery
As soon as enemy units or stacks move adjacent to friendly units and are within the range of their artillery, they can be bombarded as described above.
The enemy's movement is temporarily halted, and the bombardment is resolved. Then, if the results allow, (i.e. there is no END OPS) the movement of that unit (or stack) may resume.

This option must be exercised by the non-active player simply by declaring it before the active player moves other units. There is no limit to the number of friend artillery that may bombard during the enemy's impulse segment.

16.1.3 Air Bombardment during enemy segment
Any enemy unit or stack may be bombarded by airplanes at the end of its movement.

OPTIONAL Moving enemy units or stacks may be bombarded by airplanes at any time, beginning from the first hex in which they move; in this case the movement of the opponent is temporarily halted, and the bombardment is resolved.
After that, if results allow, (i.e. there is no END OPS) the movement of that enemy unit (or stack) may resume. This option must be exercised by the inactive player, if he has airplanes available, simply by declaring it.

16.2 Tactical Support
Artillery may be used to support both defensive and offensive combat, attempting to increase its modifiers. Only one artillery unit (or air or naval) must be used for this purpose, regardless of its fire factors.
Once a combat is declared, the attacker and defender choose their respective artillery, which must have a range sufficient to reach the attacked hex; they flip them from the Fired side and roll

two dice each, checking the results on the Tactical Support table and applying the result to the following dice roll of combat. Inactive and not FIRED divisional artillery may provide tactical support to any friendly unit (14.2.6).

16.3 Interdiction OPTIONAL

Active artilleries (the ones you paid the activation cost) and naval units in range or planes across all the map may be used to increase the cost in movement points of any target hex.
Up to 6 fire factors can be allocated for each hex to be interdicted. Every 3 factors allocated for this purpose increase the movement cost of a hex by 2 additional movement points.

The interdiction may occur at any time, even during enemy units' movement, with same procedure of the bombardment but must be declared before enemy units enter the hex to be interdicted. The interdiction marker remains on the map until impulse's end. The costs of crossing the interdicted hexes apply to both players.
Artillery (and naval or air units) used for this purpose are flipped to the Fired side.

16.4 Nebelwerfer

The German player has a special artillery unit, the Nebelwerfer. This unit is placed adjacent to or on top of any friendly unit in supply, during the deployment of the divisional artillery, with no cost of activation points. It is considered always active and may conduct any artillery mission, either alone or by adding its fire factors with any other artillery unit. Once used for any mission it is flipped on the FIRED side and cannot execute other missions for the current impulse, but it returns available in the next impulse.

17 - SUPPLY

Units supply is checked at the end of their impulse segment, even if a player has not activated any units in that impulse. Units are generally considered to be in supply if they can trace a path along a maximum of 6 Movement Points to a road or roads that are continuously connected to a supply source or adjacent to a depot.
The path is interrupted if there are enemy units on or adjacent to any hex part of the path and the hex is not occupied by friendly units.
Blown bridges also interrupt the supply path. Road bonuses and increased cost due to bad weather must be calculated when defining the cost of this path. Reserve units out of supply lose their status of Reserve.

NOTE: If a supply path passes through a hex adjacent to the enemy and the enemy cannot normally enter it (e.g. armored units adjacent to mountains without road or units adjacent to rivers in bad weather) then the path is not interrupted.

17.1 Supply Sources

AXIS: any road exiting the top edge of map 2 (North) marked with the proper symbol.

ALLIED: For the VIII Army any road exiting the lower edge of the map 1 (South) marked with the proper symbol.

For the V Army the supply depots available at the beginning of the first turn of the campaign game or, when occupied, the port of Naples. The decision to change the Supply Source is left to the Allied player. Note that as soon as this change of supply source is made, both Allied depots are removed from the map and US V Army units must supply using Naples as Supply Source. This decision is irreversible.

The depots become available again from the next impulse after their removal in order to be used as new supply sources for troops landings.

Seizing depots: supply depots may be captured if they are the only occupants of a hex; it is sufficient for an enemy unit to move within the hex. If this happens, the depot is permanently removed from the map and can no longer be used.
Depots can never be destroyed as a result of combat or bombardment. If Allied units must use a different supply source to be supplied other than the one of their parent Army, they must pay 1 extra activation point for every 3 units supplied in this way. Independent Allied units may receive supply from any supply source.

17.2 Out of Supply effects

Out of Supply units are represented by an Out of Supply (OoS) marker on top of them; their movement is reduced by 2 movement points, if they attack they have a combat ratio shift of one column to the left, if they defend they have a +1 dice modifier against them. Artillery may not be deployed above or adjacent out of supply units.
If units marked with an OoS marker are found out of supply again in subsequent impulses, they immediately lose a step level. If they have only one, roll a die: with 5-6 the unit is eliminated.
Units eliminated in this way are placed in the Cadre box.

OoS units may be activated without any restrictions. A player may at any time voluntarily eliminate a OoS unit simply by placing it in the Cadre Box.

17.3 Air supply

An unused air unit may try to supply any hex, just roll one die: the attempt is successful if you get 4, 5 or 6. If the target hex is adjacent to an enemy unit, subtract 1 from the die roll. Only one attempt can be made per hex every impulse. If the attempt is a success, all units in the hex are in supply.

17.4 Mules

Mules can only be used in mountain hexes, to improve units supply. Deployment occurs during the active player's movement in any mountain hex, even adjacent to the enemy; they do not prevent adjacent enemy units from blocking the supply path.
There cannot be more than one mule counter per hex.
Mules already placed in previous impulses may be moved to resupply other units.

Each mule unit used in this way reduces the cost of the hex it is placed in by 1 movement point for supplying purposes only. If attacked while alone in a hex they are automatically eliminated and may come back into play the next impulse at no cost. If they are stacked together with other units, they follow the fate of the stack. They cannot be used to satisfy losses.

17.5 Ports

Allied units within or adjacent to friendly ports (i.e. if the last occupying unit was an Allied unit) are always in supply.

17.6 Increasing the supply radius
Units of both players may increase their supply range. In one pulse, a player may spend up to 2 Activation Points, and each point extends by 2 movement points (e.g. 6 to 8) the path a unit must trace to reach a road network, connected to a supply source.
This expense may be made during the supply check, like in the emergency activation, there is no need to define it in the planning phase.

18 - REINFORCEMENTS

The reinforcement table shows the turn and the impulse for new units and formations to enter in the game:
T1.3 means reinforcements enter the third impulse of the first turn.

The table sometimes also specifies the possible entry hexes, otherwise they can be deployed anywhere on the map as long as they are in supply and at least 6 hexes away from any enemy unit. The reinforcements of the VIII Army may also be deployed in the Bari port Box.

In order to move, they must be activated. Reinforcements may be delayed as much as players desire and may enter the following impulses or turns.
If the turn ends before the reinforcements' entry scheduled impulse, reinforcements can automatically enter any following turn (and impulse).

18.1 Russian/Overlord Front
In some circumstances in the game course, the formations of both players must be reassigned to other fronts. The Reinforcement table states this info. Reassignment is always mandatory.

During the Reinforcements phase, following the turn's schedule on the Reinforcement table, all units belonging to the specified formation present both on the map and in the Cadre Box are removed from the game. Sometimes is specified only the kind of formation to withdraw; in this case the player have the choice. Some units of the reassigned formations remain in play; from that time on, they are treated as Independent Units.
The reassignment of Allied forces may also depend on the Allied player's choice not to proceed with a major landing; see 9.5.1.

19 - REPLACEMENTS

At the beginning of each turn, starting from the second turn (October 1943) players can replace one infantry strength step (Step = Strength level), engineers and reconnaissance also, and one armor step for each Division that suffered losses. This value is doubled if at least one unit of the Division is in Reserve.
The Allied may also replace up to 6 independent unit steps; the Axis up to 3 independent unit steps. Allied paratroopers and special forces (Rangers, Commandos, SSF) or Tiger tanks units can never be replaced. Units present on the map or in the Cadre Box may be replaced.

Replacements takes place before operations. Replacements can take place even if you are adjacent to the enemy. If a unit that has suffered losses is still on the map it may receive replacements, simply flip it on the full force side.
If a unit is in the Cadre Box, it must be deployed together with or adjacent to any unit in supply of its parent Division in order to be replaced; if there are no units of its Division on the map then it can be deployed anywhere on the map at least six hexes away from the enemy.
If the Division or part of it is in reserve, then the replaced unit may also be in Reserve. Independent units once replaced may be redeployed on any supplied hex. Units OoS cannot receive replacements.
Units resupplied by air cannot be receive replacements.

20 - ROME OPEN CITY

From the fifth turn (January 1944) any Axis unit inside Rome, if attacked, before the dice roll must automatically retreat 2 hexes outside the city.
The Axis player may never re-enter or attack Rome until Allied units occupy it.
No player may use artillery or airplanes against units inside Rome hexes.

21- CASE FOGGIA

OPTIONAL Only within the third turn (November 1943), at the end of the impulse in which the Allied player occupies Foggia, the German player throws a coin: if the result is 'cross' then Hitler orders to reconquest the city immediately. At the beginning of the third impulse after the coin toss, the reinforcements assigned to the counter-offensive (24.Pz and 1.SS Pz) arrive following the guidelines provided for reinforcements' arrival.

The total number of activation points available to the Axis player is increased by 5 points for each turn in play of the two Axis divisions are in play. The two divisions are permanently withdrawn from the game at the beginning of Turn 5.
If this occurs, the Allied player may delay the withdrawal of the two airborne divisions, 82nd Air and 1st Air, for two turns.
He may also anticipate the arrival of any Allied division scheduled for turn 3 or 4. He must also roll a die: the result is the number of step levels that can immediately be replaced for his losses, both on the map and in the Cadre Box. Units not normally replaceable (paratroopers, special forces, rangers) can also receive replacement steps.

22- SCENARIOS

Note: When in the set up or reinforcement list the Division name is followed by "(div)" it means that all units of the Division are included, including Command (HQ) and Artillery (Art) counters.

22.1 ORTONA
The English VIII Army, under the orders of General Montgomery, after fought the Germans on the Biferno river and conquered Termoli, heading North along the SS16 on the Adriatic coast, reached the fortified Gustav line hinged on the Sangro river in November 1943. The scenario portraits the action of the VIII Army to cross the Sangro river in effort to reach Pescara.
This short time scenario does not require the use of optional rules and is suitable for learning the main features of the game.

Playing area: map 2 is used, in an area marked to the west by the road Isernia - Castel di Sangro - Molina Aterno (included), to the North by the line Molina Aterno - Montesilvano (included), to the East by the Adriatic Sea, to the South by the lower map border.
Game length: one turn (December 1943)
Available activation points: Allied player 18 AP for VIII Army; Axis player 12 AP
Set Up: Axis deploy first

Asse:
76.PzK HQ, 76.PzK Art
65.I (div) within 2 hex of Lanciano
26.Pz: HQ, Art; Afkl, Tank A, I-67, in Casoli; II-67 and Tank B in Lanciano, in reserve
90.PzG: HQ, Art; Afkl, Tank A, I-200, II-200, III-200 within 2 hexes of Chieti
1.FJ (div): on Gustav line between Castel di Sangro and Casoli (excluded)

Alleati (all deploy south of the Gustav Line):
VIII Army Art, XIII Corps HQ, XIII Corps Art, V Corps HQ, V Corps Art
78 Inf (div): within 1 hexes of Torino di Sangro
4/3, 4/44, 4/50 within 2 hexes of Torino di Sangro
8 Ind (div) within 2 hexes of Torino di Sangro
2 NZ (div) within 2 hexes of Atessa
1 Can (div) within 2 hexes of Castiglione Messer Marino
5 Inf (div) within 3 hexes of Capracotta

Reinforcements
Allied: none

Axis
impulse 4.2:
90.PzG: I-361, II-361, III-31, tank B e C in Montesilvano,
26.Pz: I-9, II-9, tank C and D in Chieti
impulse 4.3:
5 GJ (div) in Popoli

Supply Source: Allied: Vasto, Axis: Popoli and Montesilvano.
Reserves: Allied player has 4 reserve markers; Axis player has 3 Reserve markers.

Special rules for the scenario: In the first impulse of the turn the Allied has Initiative and the weather conditions are 'Good Weather'. The weather conditions are checked from the second impulse onward. All bridges over the Sangro river are blown.
For each Good Weather impulse, the Allied player has 2 planes while the Axis player has to check their availability with a dice roll: with a result of 1,2,3 no planes, with a result of 4,5,6 he has 1 airplane. The Allied player has the "offensive VIII Army" counter and cannot make major or minor landings.
The Axis player may not use the rearguard units, Nebelwerfer and the special Gegenangriff marker or build fortifications.

Victory Conditions
Automatic Victory: Allied player achieves an automatic victory if he occupies Pescara at the end of an impulse with his fighting unit and can draw a continuous supply path with Vasto.
Marginal victory: At the end of the turn, i.e. when all the activation points of the two players have been spent, if the Ally has not achieved an automatic victory, the marginal victory is awarded to the player who has achieved the most victory points calculated according to the following criteria:
1 Victory Point for the control of each of these locations: Ortona, Orsogna, Popoli, Pescara
1 Victory Point every 5 enemy strength steps eliminated at the end of the scenario, including both the reduced units on the map and the eliminated units in the Cadre Box (example: the German 65.I at the beginning has 3 counters with 2 strength steps each; if at the end of the turn two of its counters are eliminated and the third is reduced then it would have lost 5 strength steps and the Allied player would have gained a Victory Point).
The game ends in a draw if the two players' victory points are equal.

22.2 SALERNO

This scenario portraits the initial phases of the Italian campaign: the Anglo-Americans of the V Army have just landed on Salerno's beaches and the Germans have the chance to counterattack to throw them back into the sea. But they have only a limited span of time, the units of the English VIII Army, some parts are moving North along the Calabria and some parts have landed in the Apulian ports, and will soon join the offensive against Axis forces. The Allied starting positions are the ones reached in Salerno immediately after the landing and consequently the first game impulse is only the Axis segment operations.

Playing area: map 1
Game length: two game turns (September and October 1943)
Available activation points: as indicated on the Turn track, for both game turns.
Set Up: Allied deploy first.
Use the campaign game's Deployment table only for units with set ups on map 1.
Reinforcements: Use Reinforcement Table for Turn 1 and Turn 2 reinforcement units only.
Supply Sources
Allied: Supply Depots for the Vth Army; any road exiting from the lower edge of the map labeled by the appropriate symbol for the VIII Army.
Axis: any major road on the northern map edge.
Reserves: both players have 10 reserve markers.

Scenario Special Rules
In the first impulse of the September 1943 turn, the Allied player cannot allocate activation points to his formations; the operations phase of this impulse has only the Axis player operations segment. The Allied player in the enemy segment can interrupt with emergency activations, artillery, airplanes and naval units as stated by the rules.
The Allied player cannot execute major landings and does not have Offensive counters.
The Axis player can use the 4 rearguard counters and has the Gegenangriff marker, but he cannot build fortifications.

Victory Conditions
Automatic victory: the Allied player achieves an automatic victory if he controls Napoli and Foggia at the end of an impulse with his fighting unit that can draw a continuous supply path; the Axis player achieves an automatic victory if at any time he captures an Allied supply depot.
Marginal victory: at the end of the second game turn, when all the activation points of the two players are expired, if no automatic victory has occurred, the marginal victory is awarded to the player who has won more victory points calculated according to the following criteria:
3 Victory Points for the control of each of these locations: Napoli and Foggia
1 Victory Point for the control of each of these places: Salerno, Nocera Inferiore, Eboli, Avellino, Benevento, Caserta, Campobasso, Teora, San Severo, Termoli,
1 Victory Point every 5 enemy strength steps that eliminated at the end of the second game turn of the scenario, including both the reduced units on the map and the eliminated units in the Cadre Box. Obviously, the game ends in a draw in case of equal victory points for the two players.

22.3 ANZIO

To break the stalemate of their offensive imposed by the Germans at Cassino, the Allied commanders plan a landing on the coast north of the Gustav line with the objective of bypassing it and bring a direct threat to Rome.
The scenario allows to explore the Operation Shingle's operational options.

Playing area: portion of map 2 bounded North upper map edge, East by the road Roma – Tivoli - Valmontone – Frosinone – Arce (included), South by the line Terracina - Arce (included)
Game Length: two game turns (1944, January and February)
Activation Points availability
January 44 turn: V Allied Army, 14 PA; Axis 16 PA
February 44 turn: V Allied Army, 16 PA; Axis 22 PA
Set Up: Axis deploy first

Axis:
1.FK HQ, 1.FK Art,
1.FJ: MG, III-1 in Frosinone
26.Pz: Afkl, tank A e B in Tivoli
29.PzG: Afkl a Terracina; II-71 in Velletri
3.PzG: I-29, II-29, III-29 in Roma
4.FJ: HQ, Art; 11 in Pomezia
90.PzG: II-200 in Littoria
Flak A, Flak B within 3 hexes of Roma
HG: HQ, Art; Afkl, tank Ae B in Terracina
XI: in Albano

Allied (all units deploy within 2 hexes of Anzio or Nettuno):
V Army Art, VI Corps HQ, VI Corps Art
3 Inf (div),
82 Air: 504; 751 T, 509, Rngrs, 23-46, Cmd B,
1 Inf (div)
Supply depot in Anzio; two naval units

Reinforcements
Axis:
Impulse 5.2:
15.PzG: I-104, II-104 in Terracina
26.Pz: HQ, Art; tank C e D, I-9, II-9, I-67, II-67 in Tivoli
525 A in Frascati
Impulse 5.3:
14.Armee Art, Nebelwerfer
114.J: HQ, Art; 721 in Roma
16 SS KG in Roma
4.FJ: 10 within 3 hexes of Roma
525 B in Terracina
65.I: 145; 71.I: 194 in Roma
HG: tank C e D, I-2, II-1 in Terracina
Ost in Roma
Impulse 6.1
76.PzK HQ, 76.PzK Art
301, 1026,1027, 1-4.Pz A, 1-4.Pz B, Lehr in Roma
65.I: HQ, Art; 147 in Roma
715.I (div) in Roma
90.PzG: I-200, I-361 in Roma
Impulse 6.2
114.J: 741; 1-4.Pz C, 653 in Roma
Impulse 6.3
4.FJ: 12 within 3 hexes of Roma
216, 508 A, 508 B in Roma
362.I: 956 in Tivoli

Allied (starts in Anzio or Nettuno):
Impulse 5.2
45 Inf: HQ, Art; 179
601 TD, 191 T, 36
Impulse 5.3
45 Inf: 157, 180
1 Arm: HQ, Art; tank A and B, 6, 81
645 TD
Impulse 6.1
1 SSF, 168
Impulse 6.2
56 Inf (div)
Replace 2 strength steps for the units on map or in Cadre Box.

Supply Sources
Allied: the supply depot is Anzio
Axis: Roma
Reserves: The Allied player has 4 Reserve markers, the Axis player has 3 Reserve markers.

Scenario special rules
In the first impulse of the January 1944 turn, the Allied player cannot allocate activation points to his formations; for this impulse there is the Axis player's operation segment only. Obviously, in the enemy segment the Allied player can intervene with emergency activations, artillery, airplanes and naval units as stated by the rules.
In the first impulse of the January 1944 turn the weather conditions are 'Good Weather'. The weather conditions are checked from the second impulse.
The Allied player has the "Offensive V Army" marker.
The Axis player can use 2 rearguard marker and the Gegenangriff marker.
Each Good Weather impulse the Allied player has 3 planes, while the German player has 1 plane.
The Allied player may not execute any other major or minor landings. The Axis player cannot build fortifications.
Divisional units that do not have their own HQ in play are considered independent units and can therefore only be activated in a KG or TF or as a Corps or Division activation bonus or with tactical redeployment (see 9.11). In the 1944,February game turn recovery phase, in addition to the strength steps of their divisional units (rule 19), the Allied player can replace up to 3 strength steps of independent units and the Axis player can replace up to 2 strength steps of independent units, considering as independent units also the ones mentioned above.

Victory conditions
Automatic victory: Allied player achieves an automatic victory if he occupies Roma or Valmontone at the end of an impulse with his fighting unit that can trace a continuous supply line with Anzio; the Axis player achieves an automatic victory if he occupies Anzio at the end of an impulse with his fighting unit that can trace a continuous supply line with Rome.
Marginal victory: at the end of the second game turn of the scenario, if no one has achieved an automatic victory, the marginal victory is awarded to the player who has won the most victory points calculated according to the following criteria:
1 Victory Point for the control of each of these locations: Anzio, Cisterna, Aprilia, Velletri, Albano, Valmontone
1 Victory Point every 5 enemy strength steps eliminated at the end of the second turn of the scenario, considering both the reduced units on the map and the eliminated units in the Cadre Box. Obviously, the game ends in a draw in case of a tie between the two players' victory points.

22.4 OPERATION DIADEM

In 1944 Spring, the Allied were ready to launch an all -out attack on the Gustav line, flanked by an offensive from the Anzio beachhead, to finally overcome the German defenses and reach the much-desired goal: Rome!

Playing Area: Map 2
Game Length: two game turns (1944, May and June)
Available activation points: as indicated on the Turn record Track, for both game turns.
Set Up: Axis deploy first; for units see DIADEM Deployment table

Axis, HQ and Artillery:
10.Armee Art, 14.Armee Art, 51.GK HQ, 51.GK Art, 14.PzK HQ, 14.PzK Art, 1.FJK HQ, 1.FJK Art, 76.PzK HQ, 76.PzK Art, Nebelwerfer
2 Mules markers

Allied, HQ and Artillery:
V Army Art, VIII Army Art, II Corps US HQ, II Corps US Art, CEF HQ, CEF Art, VI Corps US HQ, VI Corps US Art, X Corps UK HQ, X Corps UK Art, I CAN Corps HQ, I CAN Corps Art, II POL Corps HQ, II POL Corps Art, XIII Corps UK HQ, XIII Corps UK Art, V Corps UK HQ, V Corps UK Art
2 Mules markers
Supply Depot: Anzio
Two naval markers

Reinforcements: see Deployment chart DIADEM

Supply Sources
Allied: supply depot at Anzio or any road exiting of the lower edge of map 2.
Axis: any road exiting the upper edge of map 2 marked with the appropriate symbol.
Reserves: both players have 10 reserve markers

Special rules for the scenario
In the initial impulse of 1944, May turn the Allied player has the initiative, regardless of the activation points spent by the two players. Weather conditions are 'Good Weather'. The weather conditions are checked from the second impulse onward.
The Allied player has the "Allied offensive" markers of the VIII Army and the XV Army Group, the Axis player the "Gegenangriff" marker and 4 Rearguard markers.
All the bridges over the Garigliano, Rapido, Aventino and Foro rivers and at Castel di Sangro are to be considered blown at the beginning of the scenario.
The Axis player has 5 fortification markers and may deploy 3 of them on the map in the initial deployment without PA cost.

Victory Conditions
The Allied player wins if he occupies Rome at the end of an impulse with his fighting unit that can trace an unblocked supply line to his supply sources or depot; the Axis player wins if at the end of the last impulse of the 1944, June game turn he keeps control of Rome with his fighting unit that can trace an unblocked supply line to his supply sources.

22.5 THE KESSELRING'S OPTION (hypothetical)

Even after the Allied landing in Salerno and the subsequent fall of Naples and Foggia, the German OKW was still doubtful about what the real Allied targets were.
Their advance into southern Italy proceeded at a slower pace than the Germans had initially expected, and this encouraged the hypothesis the next Allied move would be a new landing in the Balkan peninsula. Hitler asked Kesselring to develop a plan for an offensive in Puglia with the goal to crush Allied's base of operations for their possible attack in the Balkans area.
Even if this project was later dismissed, the simple presence of the Leibstandarte SS Adolf Hitler (LSSAH) and the 24th panzer in Northern Italy, still awaiting their departure for the Russian front, could have reinforced the German offensive to seize airports and ports in Puglia. This hypothetical scenario allows to verify the chance of success of this option, taking as initial situation the front line existing in the first days of 1943, October.

Playing area: map 1
Game Length: two game turns (October and November 1943)
Activation points availability
1943, October: Allied player as specified on the Turn record track; Axis Player 28 PA
1943, November: Allied player as specified on the Turn record track; Axis Player 25 PA
Set Up: Axis deploys first

Axis
10 Armee Art, Nebelwerfer, 76.PzK HQ, 76.PzK Art, 14.PzK HQ, 14.PzK Art
1FJ (div): within 1 hex of Larino and S.Elia and Casacalenda
16.Pz (div): Afkl, I/64, II/64 a Petacciato; I/79, II/79 in Montecilfone; tank A, B, C, D, E, F within 1 hex of Campobasso,
26.Pz: HQ, Art; Afkl, II/9 in Faicchio; I/67 in Campobasso; II/67 in S. Giuliano; tank A, B e C, I/9 within 3 hexes of Vinchiaturo
29.PzG (div): within 3 hexes of Jelsi
15.PzG: HQ, Art; I/104, tank A and B within 1 hex of Mondragone; I/115, III/115, Reggio within 1 hex of Vitulazio; Afkl, II/115, 129 within 2 hexes of Cancello
3.PzG: HQ, Art; tank A, I/8 within 1 hex of Amorosi; Afkl, I/29, II/29, III/29, tank B within 1 hex of Caiazzo
HG (div): within 2 hexes of Vitulazio excluded I/1 e tank D (see reinforcements T3).

Allied
V Army Art, VI Corps HQ, VI Corps Art,
34 Inf (div), 756 T, 776 TD within 3 hexes of Montesarchio
3 Inf (div), 751 T, 601 TD within 1 hex of Caserta
45 Inf (div), 191 T, 753 T, 645 TD, 100 within 3 hex of Benevento)
36 Inf (div), 636 TD within 1 hex of Nola
82 Air (div), 509, Rangers, 36, CMD B, KDG, 805 TD, 894 TD, 168 within 1 hex of Napoli
X Corps HQ, X Corps Art
46 Inf (div): 128 a Castel Volturno; 138 within 2 hex of Villa Literno; 139 within 3 hexes of Napoli
56 Inf (div): 167,169 within 1 hex of Caserta; 201 a Capua
7 Arm (div): 131 a Grazzanise; restanti unità within 2 hexes of Aversa
23/RSG, 23/40, 23/46 within 1 hex of Acerra
VIII Army Art
V Corps HQ, V Corps Art
78 Inf (div), CMD A, 4/3, 4/44, 4/50 within 1 hex of Termoli
8 Ind (div) within 4 hexes of Serracapriola
1 Air (div) within 1 hex of Foggia
XIII Corps HQ, XIII Corps Art
5 Inf (div) within 3 hexes of Castelnuovo
1 Can (div), 1/11, 1/12, 1/14: within 2 hexes of Volturara

Reinforcements
Axis:
Turn 2.2
15.PzG: II/104, III/104,

51.GK HQ, 51.GK Art
65.I (div),
305.I (div)
Turn 2.3
2.SS PzK HQ, 2.SS PzK Art
1.SS Pz (div),
24.Pz (div)
Turn 3
3 PzG: II/8, III/8
HG: I/1, tank D
94.I (div),
44.I (div),
2 Mule markers

Allied:
Turn 3
II Corps HQ, II Corps Art
1 Arm (div), 4 GTM, 701 TD, 755 T, 757 TL, 760 T, 1 Inf (div), 2 NZ (div)
2 Mule Markers

Supply Sources
Allied: Naples, for the V Army; any road exiting the lower edge of the map with the appropriate symbol, for the VIII Army;
Axis: any major road from the upper edge of the map
Reserves: both players have 10 reserve markers

Special rules for the scenario
In the initial impulse of the first turn the Axis player has the Initiative, regardless of the activation points spent by the two players. Weather conditions are 'Good Weather'. The weather conditions are checked from the second impulse onward.
The 82nd Air Division will stay in play until the end of the scenario.
All standard rules and the following optional rules apply: Rearguard, Gegenangriff and Interdiction.

Victory conditions
Automatic victory: the Axis player wins an automatic victory if he controls Napoli and Foggia at the end of an impulse with his fighting unit that can trace a continuous supply line; the Allied player wins an automatic victory if he controls Termoli and Sessa Aurunca at the end of an impulse with his fighting unit that can trace a continuous supply line.
Marginal victory: at the end of the second game turn of the scenario, when all the activation points of the two players are exhausted, if no automatic victory has occurred, the marginal victory is awarded to the player who has won more victory points calculated according to the following criteria:
2 Victory Points for the control of each of these locations: Napoli, Foggia, Termoli, Sessa Aurunca.
1 Victory Point for the control of each of these locations: Salerno, Benevento, Caserta, Campobasso, San Severo, Lucera, Cerignola.
1 Victory Point every 5 enemy strength steps eliminated at the end of the second turn of the scenario, including both the reduced units on the map and the eliminated units in the Cadre Box.

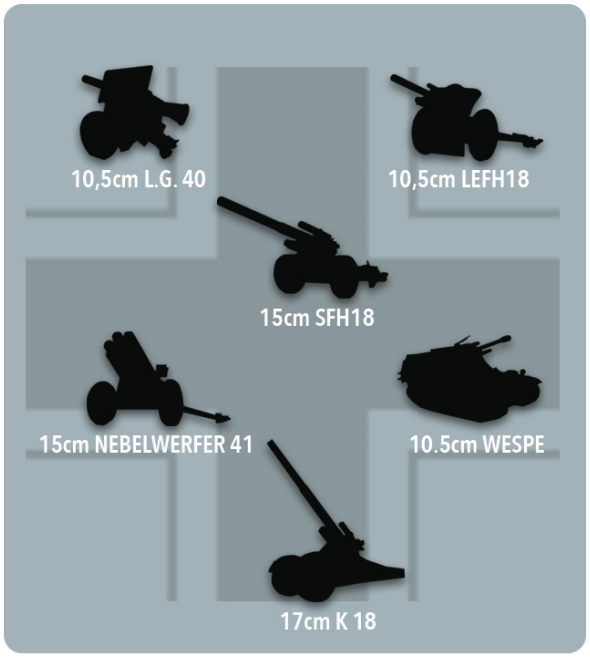
22.6 CAMPAIGN GAME

Playing area: both maps
Game length: ten turns, from 1943, September to 1944, June
Activation Points availability: As stated in the Game Turn track
Set Up: Allied set up first; use Campaign Game deployment table

Reinforcements: use the Reinforcements table
Supply Sources: see 17.1 of the Rulebook
Reserve: both players have 10 Reserve markers

Special Rules: All standard rules in the rulebook apply and both players mutually agree which optional rules to use. In the first impulse of 1943, September turn, the Allied player cannot allocate activation points to his own formations; the operation phase of this impulse has only the Axis player's Operation Segment. Obviously, in the enemy segment the Allied player can interrupt with emergency activations, artillery, airplanes and naval units as stated in the rules.

Victory conditions: as indicated in point 2 of the rulebook.

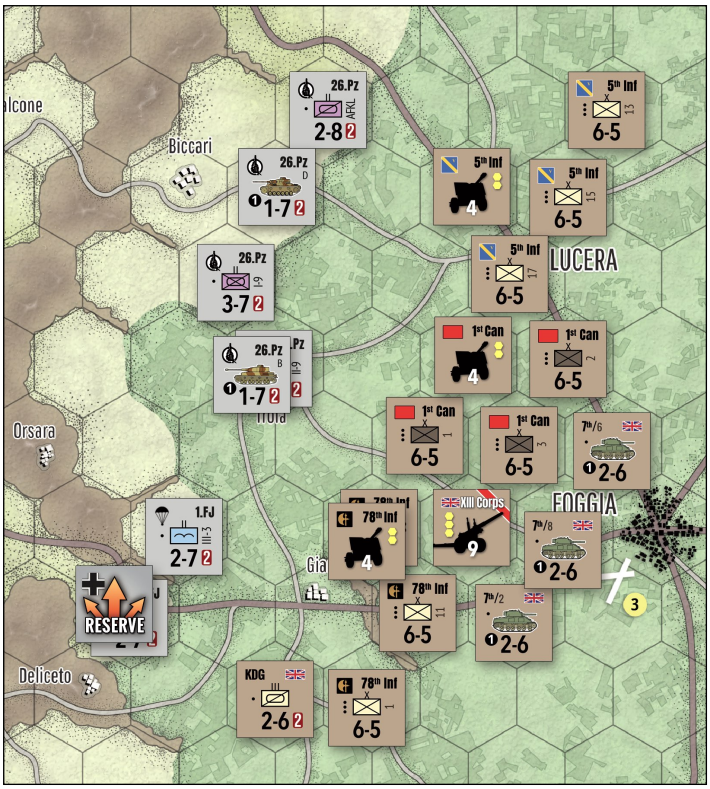


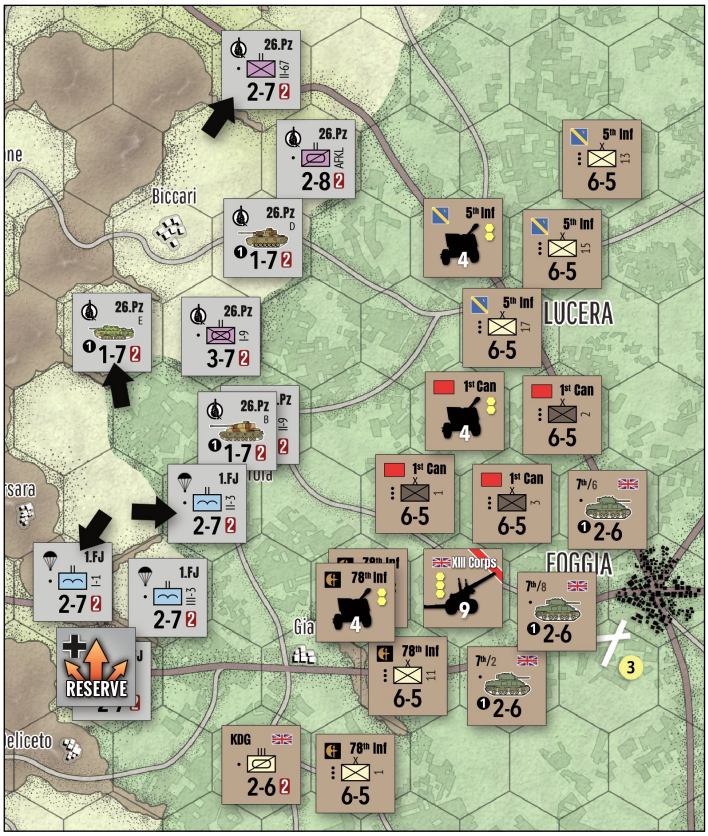
EXAMPLE OF PLAY

Second game turn (1943, October), first impulse.

The Allied player deploys the 5th Inf, 78th Inf and 1st Can divisions, part of the 13th Army Corps together with 3 tank battalions and an independent unit (KDG).

The Axis player has the 26.Pz and the 1.FJ instead, with a unit in Reserve, part of the 76.PzK. Both German divisions are understrength due to the previous fighting.





Replacement phase

The Allied player has no losses and does not need replacements.

The Axis player instead from the Cadre Box may replace a tank unit and an infantry battalion of the 26.Pz and, since at least one 1.FJ battalion have a reserve marker, he replaces two para battalions from the Cadre Box corresponding to two steps strength. All replaced units are deployed next to their parent Division.

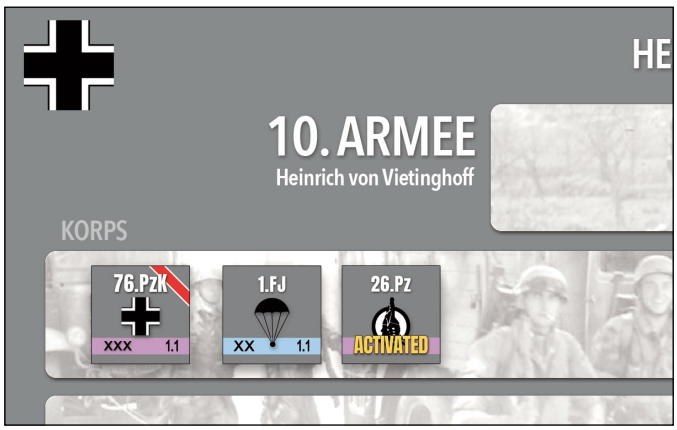
There are no reinforcements in this front sector and therefore we can go through the weather check phase: a die is rolled, the result is 6, the weather table shows Good Weather.

Planning Phase

The Axis player rolls a die for the airplane, gets 4 then he has only one airplane.The Allied player, since he controls Foggia airfield, has his three bonus planes and does not have to roll to check airplane availability and number.

The Allied activates the XIII British Corps but only two of its divisions, the 78th Inf and the 1st Can, the expense in total is 3 activation points (2 for the divisions + 1 for the Corps). Since he controls Foggia and Amendola airfields, for a total of 4 airplanes points, he decides to spend another activation point to add 3 more airplanes to the 3 bonus ones, increasing the total number of available airplanes to 6 and the total expense of activation points to 4. The Axis activates only the 26.Pz, so he spends 1 activation point only.

The amount of spent points is decreased by both players on their respective tracks on the Command Displays.



On the Command displays, the activated Formations are flipped on the 'Activated' side. The Allied player deploys on the map the artillery of the three divisions and automatically adds to them the artillery of the XIII Corps.

The Axis also deploys the artillery of its divisions, together with the artillery of the 76.PzK as a bonus of the 26.Pz Division. In the previous impulse none of its units used the Reaction movement, so there are no units to flip back.

More, rearguard units are all deployed in other map areas, so they are not shown in this example.

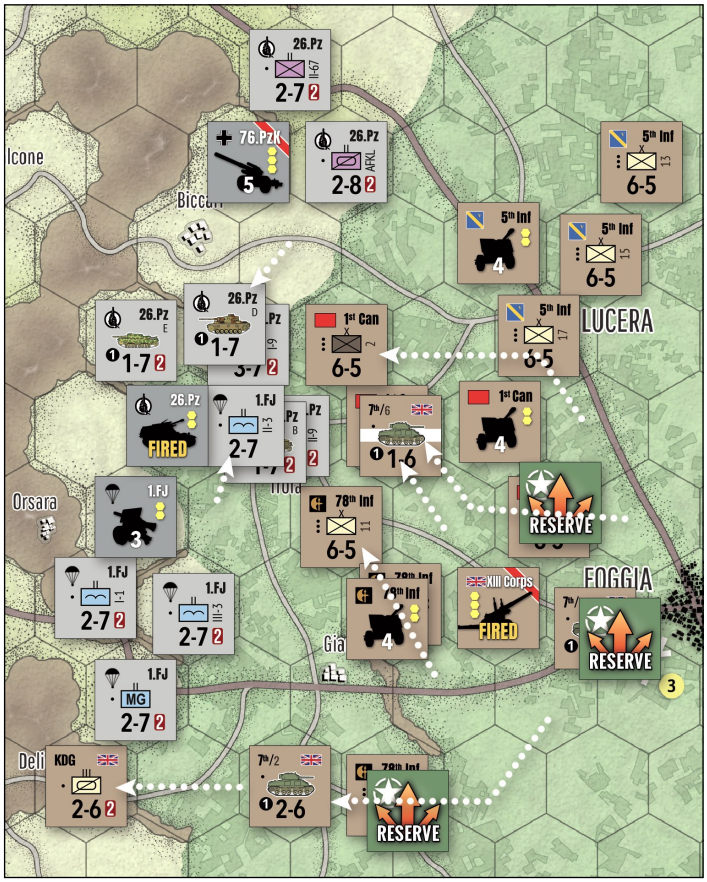
Allied Segment

The Allied player has the initiative, because he spent more activation points in the planning phase. His first action is to put a brigade for each Division in reserve, together with an armored battalion. This raises to 1 the total number of independent units activated.

The Allied moves the 11th Brigade of the 78th Inf Division and the 1st and 2nd Brigade of the 1st Can Division, together with the tank unit 7/6 (this increases the total number of independent units activated to 2). They move adjacent to the Axis stack defending the Troia village. The Axis, since it has several units able to react within two hexes from the just moved Allied units, moves by reaction the II-3 of the 1.FJ inside the village to join the stack already present.

He also reacts with the D tank unit of the 26.Pz Division. Both counters are flipped to show the side with no reaction value.

The Allied benefits of the enemy reaction movement and decides to bombard the Axis stack inside the village with XIII Corps artillery. The Fire points total is 9; the Allied fire against a target composed by 3 battalions inside a village, so he must shift one column on the left, but he must add a one column shift on the right because of the movement of the 1.st FJ battalion that has just reacted moving inside the hex, so he equally uses the 9-12 column. He rolls the dice and gets 4, a miss.



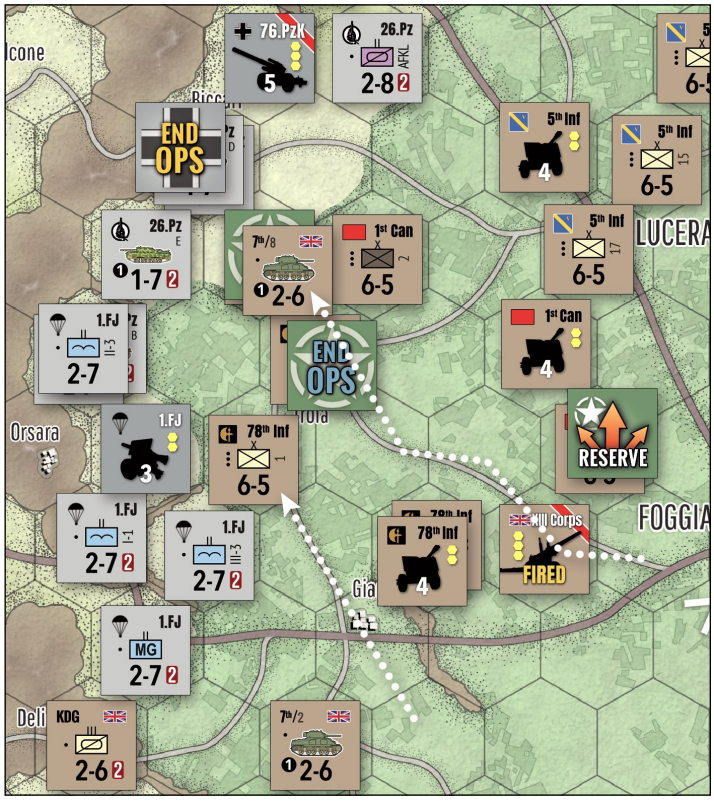
The Axis player also fires against the advancing enemy units with the artillery of the 26.Pz Division, with a fire factor of 4. He chooses the biggest target, the one with the tanks, so, in addition to the modifier in its favor for the movement, it can also add the stacking modifier, as the target has 4 or more stacking dots. He uses the 9-12 column of the bombardment table. He gets an 8, the result is a red HIT, meaning the Axis decide whether to give an End Ops to the whole stack or to inflict a step loss. He decides to inflict the loss: the Allied flips the tank unit. The Allied ends the movement by moving the KDG unit and the 7/2 tank unit, increasing to 4 the total number of activated bonus units (these units are END OPS but for convenience the appropriate marker is not shown). In addition, the Axis Unit in Reserve loses its status and removes the marker.

The Allied player attacks the stack in the village, using all adjacent units and supports the attack with an airplane.

The two infantry brigades have no tanks and attack a defender with tanks, therefore are subject to the Tank Shock rule [14.2.3], their values are halved. The Allied stack with reduced tank unit has a value of 7, it is added to 6 of the two brigades and it increases to 13 the total combat factors.

The Defender's total is 5 (2 battalions and 1 tank), he adds an additional 1 because of the village. Attacker's total (13) is divided to Defender's total combat strength (6) and rounded down, hence the combat ratio is 2:1. Now the Allied player rolls two dice for tactical air support using the airplane and gets a 9, which is equivalent to a + 2 modifier to add to the dice roll on the Combat Results Table. He rolls the dice and gets a 7, he adds +2 of tactical air support and +1 of the tanks, this value is total 10. However, the Axis player also has a +1 modifier due to tanks, this bonus reduces the total result to 9. Crossing this result with the 2:1 column on the CRT gives a D1 as a combat result, so the Axis player must either eliminate a step level from his stack or withdraw one or two hexes. He chooses the latter option and he retreats two hexes.

The Allied moves into the vacant hex, left free by the defender, with two infantry brigades together with the tank unit and declares a new attack against the adjacent force (Breakthrough rule, see 14.3.4) using another plane as tactical air support. Although this movement may be targeted by artillery fire from the 76.PzK and 1.FJ artillery, the Axis player decides not to bombard.



The total of Allied attack factors is now 13, but attacking uphill halves the total, it is now rounded down to 6, which, divided by the defender's combat factor of 4, rounded down again, equals to 1 : 1 ratio on the Combat Results Table.

The Allied player rolls the dice for tactical air support of the plane, gets a 5 which equates to no effect. Now rolls again on the CRT, column 1:1 and get a 7.

The result is then an A1* D1*, i.e. both lose a strength step and are marked END OPS; the Axis player withdraws another hex thus avoiding losing a strength step by placing an END OPS marker on the stack anyway. The Allied player, as Attacker, must lose a strength step. He chooses to remove the already reduced tank unit.

An attacking brigade enters the hex vacated by the Defender. Note that although several German units may use the Reaction movement triggered by the enemy advance, they choose not to do so. Both Allied units are marked with an END OPS marker.

Now the Allied player moves two units from the Reserves, leading them into the hexes shown in the illustration. The Axis player, although could react with several units, chooses to do nothing.

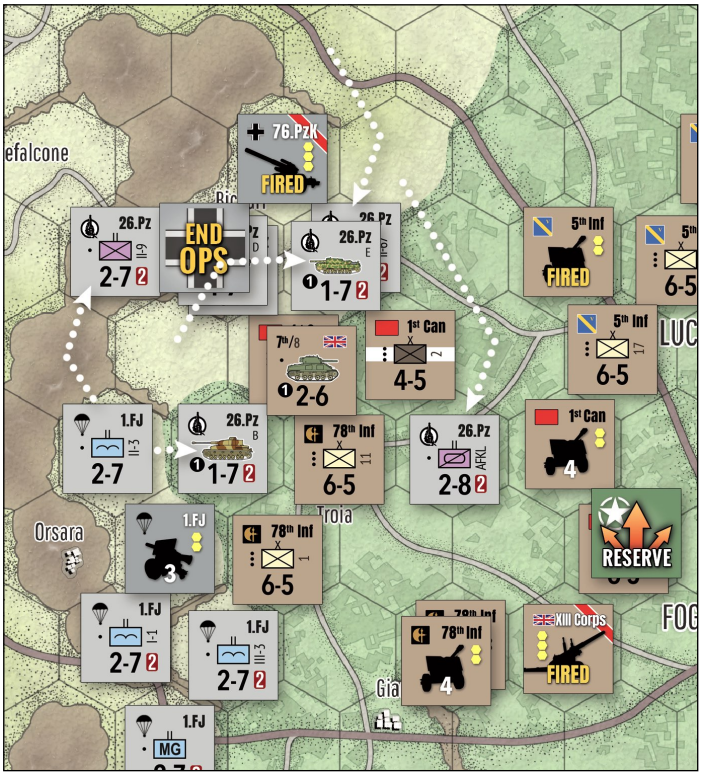
The Allied player doesn't declare a tactical deployment operation and ultimately he checks his units supply status: all of them can trace a path along a maximum of 6 movement points to a road continuously connected to a supply source, so they are in supply. Finally, it removes all END OPS markers and thus ends its segment.
The initiative is now on Axis'hands.

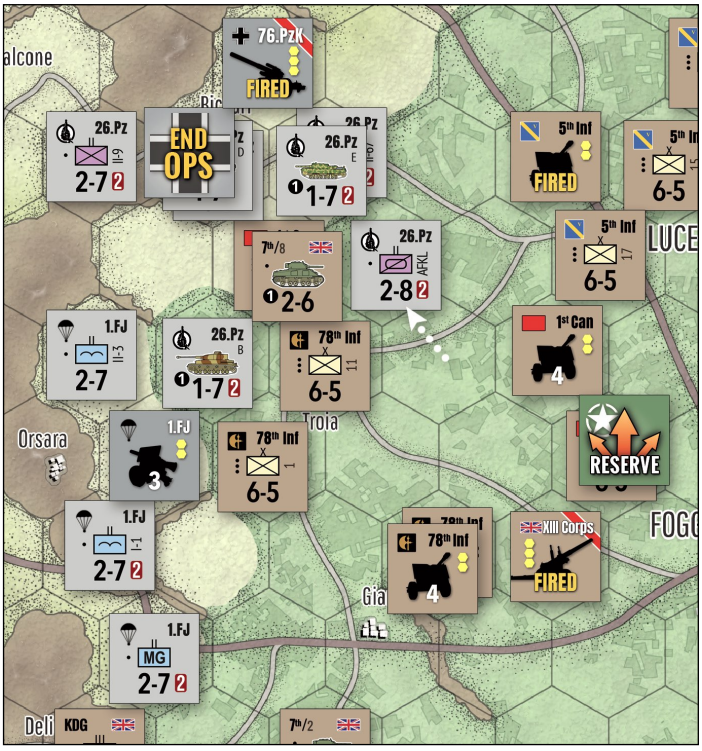
Axis Segment

The 26.Pz Division choose to launch a counterattack but cannot move the stack currently in END OPS, so it can only moves its remaining five units.

As soon as the 26.Pz Division AFKL Battalion moves adjacent to the 5th Inf Division artillery, it is shelled by the Allied unit fire, the artillery rolls two dice, applies the modifiers (one column shift on the right for the movement and one column shift on the left for small target of a single stacking dot) and checks the result on the Bombardment Table on column 3-5: it gets a 4, nothing happens. The artillery is flipped on the 'Fired' side.

The Axis also bombards using artillery from the 76.PzK, a bonus, in this case, from the 26.Pz Division. The target is the 2nd Canadian Brigade. There are no modifiers, because the target is a brigade of three stacking dots in the open. The Axis rolls the dice to get a 10 and checks the result on column 3-5 of the Bombardment Table: Red HIT, now the Axis decides the result and applies a step loss to the Allied brigade, which is flipped on its weakest side. The 76PzK artillery is also flipped, showing the 'Fired' side.





The Axis player decides to attack the 2nd Canadian Brigade and the combat factors are calculated: The Axis has 3 for the stack with a tank, then it doubles because of the Tank Shock as he attacks a target without tanks on open ground (see 14.2.3). It adds 2 of the AFKL unit, total 8. The Allied has a 4 instead; the ratio on the Combat Results Table is 2:1 which shifts one column right because of the encirclement attack (see 14.2.4), hence final ratio is 3:1. Both the Axis and the Allied use an airplane as tactical air support, both roll a '6' which is equivalent to a miss. The Axis then rolls two dice, gets a '9' and adds the battleship's bonus, +1, total 10. The result indicates a D2 inflicted on the Defender who, having only one step strength and not being able to absorb more than one step loss retreating, is eliminated.

The Axis advances in the hex previously attacked with the AFKL unit but not declare breakthrough attacks (see 14.3.4). Not having a tactical deployment operation, it declares its segment complete. Before the impulse ends, the Allied player decides to use his 3 remaining airplanes, bombing the III-3 paratrooper battalion; his total fire point is '9' but, since he bombs a small target with a single stacking dot, result shifts one column on the left, the '6-8' column; he rolls an 11, which is equivalent to a 'Red HIT'; he then decides to inflict a loss and the para battalion is destroyed.

The impulse is over.

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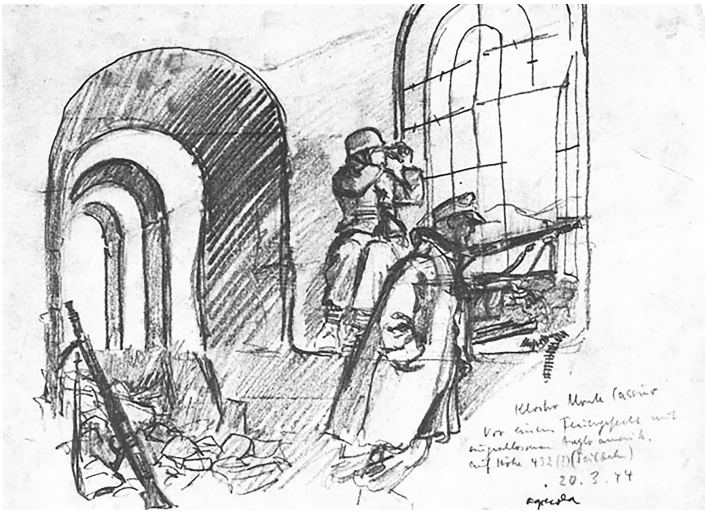

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