

Salerno '43 Combat Results Table (CRT)

Odds Ratio

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	Die Roll
1	A1 -	A1 -	A1 -	A1 -	EX -	DR2 Adv 2	DR2 Adv 2	A1/D1 Adv 2	D1 Adv 3	1
2	A1 -	A1 -	A1 -	EX -	Dis -	DR2 Adv 2	DRX Adv 2	D1 Adv 3	DR4 Adv 3	2
3	A1 -	A1 -	EX -	Dis -	DR2 Adv 2	DRX Adv 2	A1/D1 Adv 2	DR4 Adv 3	DR4 Adv 3	3
4	A1 -	EX -	Dis -	A1/DR2 Adv 2	DR2 Adv 2	A1/D1 Adv 2	D1 Adv 3	DR4 Adv 3	DS Adv 4	4
5	EX -	Dis -	A1/DR2 Adv 2	DR2 Adv 2	A1/D1 Adv 2	D1 Adv 3	DR4 Adv 3	DS Adv 4	DS Adv 4	5
6	Dis -	A1/DR2 Adv 2	DR2 Adv 2	A1/D1 Adv 2	D1 Adv 3	D1 Adv 3	DS Adv 4	DS Adv 4	DS Adv 4	6

EX, DRX, DS = Opponent picks step loss

 = -1 DRM on DD Table

 = DDs never allowed

DS = DEFENDER SHATTERED: The defender loses one step—the unit selected is determined by the *attacker*. Surviving defenders must Retreat 4 hexes and are marked in Full Retreat—no Determined Defense (11.0) is possible. The attacker may advance up to **4 hexes** with his Mechanized units and 2 hexes with his non-Mechanized units.

DR4 = The defender must Retreat 4 hexes and is marked in Full Retreat—no Determined Defense is possible. The attacker may advance up to **3 hexes** with his Mechanized units and 2 hexes with his non-Mechanized units.

D1 = The defender loses one step. Surviving defenders must either Retreat 3 hexes and become Disrupted or conduct a Determined Defense. The attacker may advance up to **3 hexes** with his Mechanized units and 2 hexes with his non-Mechanized units.

A1/D1 = Both sides lose one step. Surviving defenders must either Retreat 2 hexes and become Disrupted or conduct a Determined Defense. The attacker may advance 2 hexes if the defender retreats.

A1/DR2 = The attacker lose one step. The defender must either Retreat 2 hexes and become Disrupted or conduct a Determined Defense. The attacker may advance 2 hexes if the defender retreats.

DR2 = The defender must either Retreat 2 hexes and become Disrupted or conduct a Determined Defense. The attacker may advance 2 hexes if the defender retreats.

DRX = Both sides lose one step—the unit selected is determined by the *opposing player*. The defender must either Retreat 2 hexes and become Disrupted or conduct a Determined Defense. The attacker may advance 2 hexes if the defender retreats.

Dis: The defender is Disrupted. No Retreat or Advance and no step losses. If any defending units were already Disrupted then they are marked in Full Retreat and must retreat two hexes.

EX = Exchange: Both sides lose one step—the unit selected is determined by the *opposing player*. No Retreat for the defender. If the defender had only one step involved, then the attacker may enter the vacated hex and stop—a Limited Advance (14.2.2).

A1 = The attacker loses one step. No Retreat or Advance.

Adv 2, Adv 3, Adv 4 = Advance 2 hexes, Advance 3 hexes, Advance 4 hexes. Breakthrough Combat allowed.

Non-mechanized and OOS units limited to 2 hex advance. ½Eff units limited to 1 hex advance.

Determined Defense Table (11.0)

Die Roll	Clear	Other	City
1	-/1	-/1	-/1
2	-/1	-/-	-/-
3	-/-	-/-	-/- P
4	-/-	-/- D	-/- P
5	-/- D or -/1 H	-/- D or -/1 H	-/- P or -/1 H
6	-/1 H	1*/1 H	1*/1 H
7	1*/1 H	1/dis H	1/dis H

Die Roll Modifiers (11.2.4):

+1 Defensive Support (11.3, 19.4)
+1 Lead Unit is Elite (9.7)
-1 Lead Unit is Low Quality (2.3.2)
-1 The CRT result is orange

Explanation of Results:

#/# = Step losses, Attacker/Defender.
1* = Defender picks the attacker's step loss.
D = Delay: see 11.6.1
P = Partial Success: see 11.6.2
H = Defender Holds
dis = Defender Disrupted

Isolation Attrition Table (16.5)

Die Roll	Result
1-4	-1 Step
5-6	No Effect
DRMs:	
+2	CITY or CORPS HQ: If the unit can trace an Unlimited LOS to at least one friendly controlled City hex or to a friendly Corps ASU. These two are not cumulative with each other.
+1	All Allied units during Clear Weather turns (16.5.5)

Rally Table (13.5)

Die Roll	Result
1-4	No change
5-6	Recover one level
DRMs:	
+2	Unit occupies a BH or City Hex
+1	unit is Elite
-1	unit is Low Quality

Combat Modifiers (9.0)

Attacker Shifts:

1R Tank Shift (9.3.1)
1R Air Support (9.4)
1R Division Artillery Support (9.5.1)
1R Corps or Naval Support (9.5.2)
1R Elite Shift (9.7)

Attacker is halved (round up) if:

- Vehicle Units attacking across a River Hexside (9.1)
- Attacking across a Mountain Hexside (9.1)
- Attacking when ½ Eff (5.7)
- Attacking when marked OOS (16.4)

Battleship DRM: +1 (19.4)

Defender Shifts:

1L Tank Shift (9.3.2)
1L Air Support (9.4)
1L Rain (22.4)

Defender is halved (round up):

Defender Disrupted (13.2)

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SEQUENCE OF PLAY

A. WEATHER PHASE

- 1. Roll for Weather:** Starting on Turn 2, one player rolls a single die and consults the Weather Table to determine the weather for that Game Turn (22.1).
- 2. Ready Air and Naval Units:** Collect all available Allied Air and Naval units and place them in their Holding Box. If the Weather Track indicates an Air or Naval Unit is not available that turn, then flip it to its used side. Otherwise the unit starts the turn on its Ready side.
- 3. Adjust Supply Points:** Increase Supply Points on the track according to the Supply Point row of the Weather Track. These points are used to flip ASU units to their Ready side.

B. THE GERMAN PLAYER-TURN

1. Initial Phase

The German player performs the following in any order:

- He uses his available Supply Points to flip ASUs that are currently in Supply. The 71st Nebelwerfer is flipped for free if currently in supply (19.1).
- Place German Reinforcements in friendly Entry Areas (21.1).
- Restore German units using Replacements (20.0).
- Place Allied units in Landing boxes (21.1.1) and conduct Airborne Landings (21.6)—*Allied Player Turn only*.

2. The Movement Phase

The German player may move some, none or all his units. In addition, the following may occur in any order:

- Conduct Naval Transport (18.4)—*Allied Player Turn only*.
- Conduct Automatic DS (8.7). *Advance After Combat for these units is conducted at the end of the Combat Phase.*
- Voluntarily put friendly units into Full Retreat (13.1.4).

3. The Combat Phase

The German player may attack adjacent enemy units (8.0) or conduct Disengagement Attempts (25.1) in any order. Then advance all units with Auto DS Markers (8.7.2).

4. The Recovery Phase

- All German units that are Disrupted or in Full Retreat and not in an EZOC recover one level. Those that are in an EZOC must roll for Rally (13.5).
- All Replacement, 1/2 Eff, and Truck markers are removed.

5. The Supply Phase

The German player in the order listed:

1. Checks the supply status of all German units (16.1). Units found to be found Out of Supply are marked with a white OOS marker. Units that are Isolated are marked with a red marker.
2. Rolls for Isolation Attrition of all German units (except ASUs) that are Isolated, marked with a red OOS marker, and adjacent to an enemy Combat Unit (16.5). Isolated ASUs are eliminated per rule 16.5.2. Units do not roll on their first turn they are Isolated.
3. Spend SPs to flip ASUs (17.5).

NOTE: ASU units (except the Nebelwerfer) can be flipped twice in a game turn, during the Initial and Supply Phases as long as the Supply Points are spent.

C. THE ALLIED PLAYER-TURN

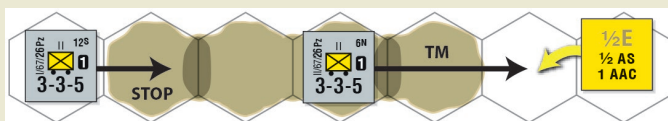
Identical to the German player turn except exchange the word German for Allied.

D. VICTORY CHECK PHASE

Automatic victory is checked at this time (23.2) or check Victory after the last turn of a scenario (S1.2, S2.4).

Summary of Mountain Hexside Effects

- **ZOC:** Vehicle Units only extend their ZOC across Mountain hexsides at roads and passes. Units cannot form a ZOC Bond across two non-road Mountain hexsides.
- **MOVEMENT:** Infantry Type units must start adjacent to cross a Mountain hexside without a road or Pass and must use Tactical Movement. Such units are marked with an 1/2 Eff marker. Vehicle Type units may only cross Mountain hexsides using roads or Passes.



- **COMBAT:** All Combat Units are halved attacking across Mountain hexsides. Tank and Recon units (2.3.3) may only attack across Mountain hexsides if there is a road or pass.
- **TANK SHIFTS:** Not possible when attacking across even along a road, but they may use their Tank Rating to deny the defender's tank shift (9.3.2, 9.3.3).

- **RETREAT:** If possible, Infantry type units must avoid retreating across Mountain hexsides unless via a Road or Pass. If they do, they are marked with a 1/2 Eff marker. Infantry units eliminated if they retreat across two non-road/pass mountain hexsides. Vehicle Type units are eliminated if they retreat across a non-road/pass Mountain hexside.
- **ADVANCE AFTER COMBAT:** Vehicle Type units are prohibited from advancing across non-road/pass Mountain hexsides. All other units may only cross if it is the first hex of their advance and they attacked the hex they are entering. All units advancing across a non-road/pass Mountain Hexside suffer 1/2 Eff.
- **BREAKTHROUGH COMBAT:** Breakthrough Combat is not allowed across Mountain hexsides except along roads.
- **SUPPLY:** A Line of Supply may not cross a non-road/pass Mountain hexside, however, see Isolation below.
- **ISOLATION:** A LOC may cross a maximum of one non-road/pass Mountain hexside adjacent to the unit, in order to avoid Isolation Attrition (16.5.1).

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Invasion CRT (24.2)

Die Roll	Rangers and Commandos	Uncle Beach	All Other Beaches
1	Adv 1	-1 step, Adv 1	Adv 1
2	Adv 2	-1 step, Adv 1	Adv 1
3	Adv 2	Adv 1	Adv 2
4	Adv 2	Adv 1	Adv 2
5	Adv 2	Adv 1	Adv 2
6	Adv 2	Adv 2	Adv 2

There are no modifiers

Airborne Drop Table (21.6)

Die Roll	Result
≤ -2	Unit Eliminated
0, -1	-1 step and Disrupted
1, 2	Disrupted
3, 4	½ Eff
5, 6	Landing okay

DRMs:

- 2 if landing in a City, Marsh, or full Mountain hex
- 2 if landing in an EZOC (more than one EZOC has no additional effect)

Disengagement Table (25.1)

Die Roll	Result
1, 2	No
3	Yes + Lose 1 Step
4-6	Yes

Treat results less than 1 as 1, and greater than 6 as 6.

DRMs:






























- +1 if the unit is Mechanized; (if disengaging as a stack, this modifier applies only if all units are Mechanized)

Variable Strength Units (19.3)

Die Roll:	1	2	3	4	5	6
Defense Strength:	0	0	0	1	1	2

Landing Point Values (18.4.3)

Stacking Point Value:	0	1	2	3
LP Cost:	1	1	2	3

UNIT TYPE	MAX ADV	REPL TYPE	SPECIAL RULES
Infantry 	2		-
Garrison 	NA		19.3
Motorized Infantry 	4		-
Panzer Grenadier 	4		-
Engineer 	2		-
Beachhead Unit 	NA	NA	18.1
Airborne Infantry Fallschirmjäger 	2		21.6
Glider Infantry 	2		-
Rangers/Commandos 	2		-
Reconnaissance 	4		25.2
Division ASU 	NA		9.5, 17.0
Corps ASU 	NA		9.5, 17.0
Nebelwerfer (ASU) 	NA		17.0, 19.1
Tank/Panzer 	4		9.3
Silhouetted Tank Unit 	4		9.3

Special Replacements may be used also as Infantry Replacements.

Allied Coordination Between US and CW Units:

ADVANTAGES:

- move and retreat through each other's units
- stack together
- defend together
- form ZOC bonds
- use the other's Supply Sources
- use the other's beaches for Landings

RESTRICTIONS:

- no attacking together
- cannot use the other's Replacements or Support units (Air, Naval, or Artillery), but Valiant/Warspite can be used to augment either Naval marker.













GERMAN COORDINATION:

The coordination between the German Army and Luftwaffe units is without any restrictions.

Abbreviations found in Combat Unit IDs

5H: 5th Hampshires	KDG: King's Dragoon Guards
A or Arm: Armoured	OB: Oxfordshire and Bucking-
Cmdo: Commando	hamshire Light Infantry
CN: Canadian	PG: Panzer Grenadier
Div: Division	Pz: Panzer
Dör: Dörnemann	Q: Queen's Royal Regiment
FJ: Fallschirmjäger	REM: Remnant
G: Glider or Guards	Rgr: Ranger
H: Hussars	RTR: Royal Tank Regiment
HG: Hermann Göring	RySet Greys: Royal Scots Greys

Salerno '43 Terrain Effects Chart (TEC)

Terrain		Movement Pts. Non-Mech Mech		Tank Shift (9.3) Possible?	Effects on Combat	Advance After Combat	DD Column
	Clear	1	1	Yes	–	–	Clear
	Primary Road	1	1/3 1 ⁴	OTiH	–	–	–
	Secondary Road	1	1/2 1 ⁴				
	Town	OTiH	OTiH	OTiH	–	–	Other
	Landmark						–
	Hills	1	2	No	Defense Strength x2 except Silhouetted Tank Units, ASUs, and Variable Strength units	STOP (14.5)	Other
	Full Mountain Hex	Treat a full Mountain hex as a Hill hex surrounded by Mountain Hexsides.					
	Mountain Pass	+1	+2	No	Attack Strength halved ⁵ (round fractions up)	–	Other
	Mountain Hexside	Inf. Type: TM ¹ + 1/2E All others: P		No	Attack Strength halved (round up) Vehicle Units may not attack across ⁵	Defender's Vacated hex only	Other
	Minor City	1	1	No	Defense Strength x2 except Silhouetted Tank Units, ASUs, and Variable Strength units	–	City
	Marsh	2	4	No when attacking into or out of	Defense Strength x2 except Silhouetted Tank Units, ASUs, and Variable Strength units	STOP ²	Other
	Minor River Hexside	Inf. Type: +1* All others: TM ¹ + 1/2Eff*		No when attacking across	Defender x2** Vehicle Units halved (round up) attacking across. Bridges have no effect.	See 14.5	–
	Major Port Minor Port Airfield	OTiH	OTiH	OTiH	OTiH	–	– ³
	Entering EZOC	+0		–	–	–	–
	Exiting EZOC	+2					

TEC KEY

– = No Effect or Not Applicable

OTiH = Other Terrain in Hex

P = Prohibited

TM = Must use Tactical Movement

NOTES:

* Vehicle Units may not cross unbridged river hexsides on Rain Turns.

** Defender is only doubled if **all** attacking units are attacking across a river hexside, or out of a Marsh Hex, or any combination of those.

1. Must start adjacent to cross.

2. Stop unless following the path of a road.

3. Desperate Defense in a Port or BH possible if retreat would cause OOS.

4. Allied Mechanized units pay 1 MP for all roads in the 8th Army sector (S2.3.4).

5. Vehicle units can attack (at half strength) across a Mountain hexside crossed by a road or pass.

Marker	Effects	Marker	Effects
Disrupted (13.2)	<ul style="list-style-type: none"> May only use TM. Cannot leave an Entry Area. Has a ZOC but no ZOC Bond. May not attack. Defense Strength halved (round up). May not be a Lead Unit in a Determined Defense. Defending Tank Units still earn/deny the Tank Shift. Cannot receive Replacements (21.2). ASUs: May not flip to their Ready side, nor provide Combat Benefits (18.2.3). 	Half Effectiveness (5.7)	<ul style="list-style-type: none"> Attack Strength halved (rounded up). Maximum Advance After Combat of one hex. Removed in Recovery Phase.
Full Retreat (13.3)	<p>Same as above except:</p> <ul style="list-style-type: none"> Full Movement. May not move into an EZOC unless friendly unit not in Full Retreat is there. Cannot enter an enemy-controlled City hex. No ZOC, Zero Attack and Defense Strength. Automatic 2 hex retreat if an enemy unit gets adjacent. 	Replacement (20.4)	<ul style="list-style-type: none"> May move a maximum of one hex and no movement between Entry Areas. Naval Transport not allowed. May not attack or Disengage (27.0). No combat allowed from the hex.
Out of Supply (16.4)	<ul style="list-style-type: none"> MOVEMENT: Mechanized units may only use TM (5.4). Non-Mechanized units are unaffected. COMBAT: Attack Strength halved (rounded up). Defense Strength unaffected. Advance After Combat limited to two hexes. Cannot receive Replacements (21.2). 	City Battle (11.6.2)	<ul style="list-style-type: none"> MOVEMENT: No Effect. COMBAT: No Effect. A second Partial result = Delay