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ONLINE ONLY:

SCENARIO II & OPTIONAL RULES

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KESSELRING'S WAR

1943

1944

DECISION IN ITALY

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

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



Counter Errata: The German 505 Heavy Panzer SSU counter should properly be designated 504 Heavy Panzer.

1.0 INTRODUCTION

Kesselring's War: Decision in Italy 1943–44 is an operational level two-player wargame covering the campaign in Sicily and southern Italy, July 1943 to February 1944. The game covers the period from Operation Husky through the initial landings in the southern peninsula up to the Anzio invasion and first battle of Monte Cassino. The game system portrays operations across the theater within a framework of logistical and command/control restraints, modeled as Action Points.

1.1 Game Scale

Each hex on the map is approximately 30 kilometers across. Each turn of play represents a month of operations. Ground units represent mostly divisions with some independent brigades and regiments. Air units represent the equivalent of a Luftwaffe *Geschwader*, USAAF wing or RAF group (9 to 15 squadrons). Naval units represent task forces.

2.0 COMPONENTS

A complete game of **Kesselring's War** includes a 22 × 34-inch mapsheet, rules, and 176 5/8-inch counters. Players must provide a six-sided die (1d6) to resolve combat and other random game events.

2.1 Map

The game map shows the militarily significant terrain of Sicily, Sardinia and southern Italy, as well as surrounding seas. The printed hexagonal grid regulates the placement and movement of units across the map. Each hex contains natural and/or man-made features that affect movement and combat.

2.2 Playing Pieces

There are two types of counters: *Units*, representing combat formations, and *Markers*, for information purposes.

KESSELRING'S WAR: DECISION IN ITALY 1943–1944

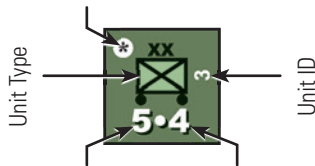
2.3 Unit Types

Unit types include Ground (mobile and static), Air, and Naval.

2.3.1 Ground Units

Front (Full Strength)

Reinforcement Code



Combat Factor Movement Factor

Back (Reduced Strength)

Unit Size



Reduced Stripe

Mobile Ground Units:

Mobile ground units consist of two classes: *Mechanized* and *Non-Mechanized*.

Mechanized Unit Types



Armor/Panzer



Armored Infantry/Panzergranadier

Non-Mechanized Unit Types



Infantry (non-motorized)



Flak



Mountain



Infantry (motorized)



Airborne/Parachute

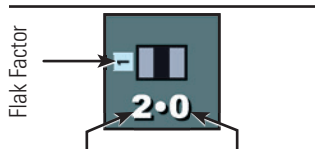
Static Unit Types



Garrison/Base

Static Units:

Front



Combat Factor Movement Factor

Back



Ground Unit Sizes

XX: Division

X: Brigade

III: Regiment

I: Group

▶: Task force or *kampfgruppe*

2.3.2 Air Units

Front

Reinforcement Code Unit ID



Bombardment Factor Range

Back



Air Unit Types



Strategic (SAF)



Escort Carrier-Based (CVE)



Tactical (TAC)

2.3.3 Naval Units

Front



Attack Support Factor Defense Support Factor

Back



Recycle Period

Naval Unit Types



Gunfire Support

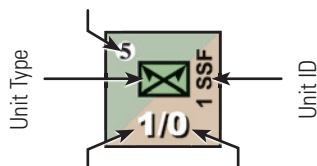


Amphibious

2.4 Special Support Units (SSU)

Front

Reinforcement Code



Attack Support Factor Defense Support Factor

Back



Leader



Heavy Panzer



Commando



Special Air

2.5 Sides and Contingents

There are two sides in the game: *Axis* and *Allies*.

- **Allies:** The term "Allies" includes all United States, British, Canadian, Polish, Indian, New Zealand, South African, and Free French units.

There are two Allied contingents:

United States (US): all US and Free French units.

British Commonwealth: all British, Canadian, Polish, Indian, New Zealand, and South African units.

Example: Polish and Canadian units are considered part of the British Commonwealth contingent.

- **Axis:** The term "Axis" includes all German and Italian units, each of which is referred to as a contingent.

KESSELRING'S WAR: DECISION IN ITALY 1943–1944

2.6 Unit Abbreviations

Axis

AdS: *Aeronautica del Sicilia*

ANR: *Aeronautica Nazionale Repubblicana* (National Republican Air Force)

Aos: Aosta

Aslto: *Assalto* (Assault)

Ast: Assietta

Bers: *Bersaglieri* (Italian elite infantry)

Cal: Calabria

FHH: *Feldherrnhalle*

FJV: *Friedenthaler Jagdverbände* (SS commandos)

HG: Hermann Goering

HuD: *Hoch und Deutschmeister* (Austrian division)

Jg: *Jagdgeschwader* (fighter wing)

Kg: *Kampfgeschwader* (bomber wing)

Lehr: Demonstration unit

Liv: Livorno

MG: Mobile Group

Nap: Napoli

Nem: Nembo

OB Sudwest: *Oberbefehlshaber Sudwest* (Commander in Chief, Southwest)

OKW: *Oberkommando der Wehrmacht* (Armed Forces High Command)

RSI: *Repubblica Sociale Italiana* (Italian Socialist Republic)

Sab: Sabauda

Sg: *Schlachtgeschwader* (ground attack wing)

SS: *Schutzstaffeln*

X-Mas: *Decima Flottiglia Motoscafi Armati Siluranti* (10th Assault Flotilla)

Zg: *Zerstörer-geschwader* (destroyer wing)

Allied

12AF: Twelfth Air Force

15AF: Fifteenth Air Force

AG: Armored Group

Alg: Algerian

Car: Carpathian (Polish)

Cdn: Canadian

Cdo: Commando

CVE: Escort Carrier (Support Carrier Force)

DAF: Desert Air Force

ECl: *Esercito Cobelligerante Italiano* (Italian Co-Belligerent Army)

Gds: Guards

GTM: *Groupe de Tabors Marocains* (Moroccan mountain troops)

Ind: Indian

Mor: Moroccan

NZ: New Zealand

OSS: Office of Strategic Services

RM: *Raggruppamento Motorizzato* (Motorized Combat Group)

SA: South African

205G: 205 Group

SSF: Special Service Force (joint US-Canadian commando unit)

2.9 Tracks and Displays

Each side has a set of tracks including a Turn Record Track (TRT) and Action Point Track. Each side also has a set of displays used to hold units and markers not placed on the map; these include a Reinforcement Display, Withdrawn Units Display, Permanently Eliminated Units Display, and Staging Area.

3.0 VICTORY CONDITIONS

There are two ways to win a scenario: Sudden Death and End Game Victory.

3.1 Sudden Death

If at any point in a scenario any of the following conditions exist, the game comes to an end and that side wins a Strategic Victory:

- **Allies:** Allied ground units (mobile or static) occupy all Objectives on the map.
- **Axis:**
 - **Scenario I:** Allies control no ports or airfields on the map at the conclusion of Game Turn (GT) 2.
 - **Scenario II:** Allies control no ports, airfields, or Axis supply hexes at the conclusion of GT 4.

3.2 End Game Victory

If at the end of the final GT neither side has met Sudden Death Victory requirements, then End Game Victory is determined.

- End Game Victory is expressed in terms of Victory Points (VP).
- Each side gains VP by occupying Objective hexes and eliminating enemy units.
- A hex is regarded as controlled if a friendly ground combat unit, either mobile or static, occupies the hex.
- Zones of Control (ZOC) do not count toward control of a hex.
- Air, naval, and Special Support Units (SSU) cannot control Objectives.

3.3 Determining Victory and Victory Levels

At the end of the last GT each side totals their VP according to the following:

- Objective hexes occupied by friendly ground units.
 - **Roma:** 8 VP
 - **San Benedetto:** 4 VP
 - **Monte Cassino:** 1 VP
 - **Each other Objective hex:** 1 VP each
 - **Important:** Monte Cassino is not an Objective hex but does generate VP.
- Each enemy unit in the Permanently Eliminated display.
 - **Mechanized or Airborne/Parachute Division:** 1 VP
 - **All other units:** 0 VP
- Subtract the total for the side with the lower VP from the total of the higher.
 - **3 or less:** Draw
 - **4–7:** Marginal Victory
 - **8–11:** Operational Victory
 - **12 or more:** Strategic Victory

2.7 Markers

The counter mix includes the following informational markers.



2.8 Game Tables and Charts

These include the Terrain Effects Chart (TEC), Ground and Air Combat Results Tables (CRT), Events Tables, Air Mission Table, Airborne Drop Table, Withdrawals Chart, and Action Points Expenditure Table.

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4.0 SEQUENCE OF PLAY

Kesselring's War is played in Game Turns (GTs), each of which is divided into phases and segments.

4.1 Sequence of Play

A GT is executed in the following order:

- **Command Phase**
 - 1) **Events Segment:** Both sides consult their respective Events Tables and apply any effects (5.1).
Important: The Events Segment is omitted in the first GT of each scenario (27.1, 27.2).
 - 2) **Action Point Segment:** Both sides determine the number of Action Points (AP) available during the GT (5.2.1).
Important: The Action Point Segment is omitted in GT 1 of Scenario 1; starting AP are pre-determined by scenario rules (27.1).
 - 3) **Withdrawal Segment:** Both sides withdraw units as specified by the Withdrawal Chart (9.0, 29.0).
 - 4) **Reinforcement Segment:** Both sides move any units in the current GT box on the TRT to their respective Reinforcement Displays (7.2)
 - 5) **Initiative Segment:** Initiative is determined for that GT (5.3).
- **Action Phase**
 - 1) **First Player Action Segment:** The side holding the initiative may expend Action Points to conduct movement, combat, and other actions (6.1).
 - 2) **Second Player Action Segment:** The second side may expend Action Points to conduct movement, combat, and other actions.
- **End of Turn Phase**
 - 1) A full GT is completed when both sides have either expended all their AP or passed consecutively (6.2).
 - 2) If the final GT has been completed, a victory check is conducted (3.2).

5.0 COMMAND PHASE

During the Command Phase, Events are determined, Action Points are received, Withdrawals are made, Reinforcements may become available, and Initiative is determined.

5.1 Events

- Each side, beginning with the Allies, rolls 1d6 on its own Events Table (28.0).
- The corresponding Event is immediately applied and may supersede other game rules.
Important: Individual events may only occur one per game.

5.2 Action Points

- Action Points (AP) are expended to conduct movement, combat, deploy reinforcements, and other operational activities.
- A side can never have more AP than the maximum indicated on the AP Track, and may never have less than zero.
- Unused AP may be accumulated from GT to GT.

5.2.1 Receiving Action Points

During the Action Point Segment of the Command Phase, each side determines the number of AP they will receive.

- **Allies**

Roll 1d6 and then add to the result:

- a) **Six** for the Allied Staging Area, **plus**
- b) **One** per Objective hex occupied by a friendly Garrison unit, **plus**
- c) Any AP from the Events Table

- **Axis**

Roll 1d6 and then add to the result:

- a) **Two** for the Axis Staging Area, **plus**
- b) **One** per Objective hex occupied by a friendly Garrison unit, **plus**
- c) Any AP from the Events Table.

- The total is added to each respective AP track.

Example: The Allies roll a 3 and control two Objective hexes with garrisons, added to the 6 for their Staging Area for a total of 11 AP.

Important: The Garrison units for Objective hexes can be at either full or reduced strength. Garrison units are not required for the Staging Area AP.

5.3 Initiative

Initiative determines which side begins the Action Phase in a particular GT.

- Initiative is determined during each Initiative Segment (4.1).
- The Allies have the Initiative on all GTs unless the Axis roll the *OB SudWest* Event on its Events Table.
- Initiative remains in effect for the entire GT. Flip that side's turn marker over on the TRT to indicate it has the Initiative.
- If a rule requires both sides to take an action in a phase, the side holding the Initiative goes first.

6.0 ACTIONS

Various movement, combat and logistical operations are all termed Actions. Each side conducts its actions in any order unless otherwise stated.

6.1 Action Segments

- During each friendly Action Segment, the side holding the Initiative declares if it will take an Action or Pass.
- If an Action is taken, the Action is announced and the appropriate number of AP are expended as shown on the Action Points Expenditure Table. The other side may then either take an Action or Pass.
- If the side holding the Initiative decides to Pass instead of taking an Action, the other side then initiates an Action or passes. If both sides pass sequentially, the phase ends.
- Play continues with sides alternating segments until either both sides consecutively pass or expend all AP.
Important: A side may pass during a segment but then conduct an Action during a subsequent segment provided the other side does not also pass, in which case the GT would end.
- Only one Action may be taken during an Action Segment. However, a side can conduct as many Action Segments in a single GT as desired until all AP are expended.
- A unit may conduct any number of Actions during a single turn.
Example: A unit can move, attack, regroup, move again, etc, as long as AP are expended for each Action.

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7.0 REINFORCEMENTS

Reinforcements are additional units which arrive over the course of a game.

7.1 Reinforcement Codes

Reinforcement units have either a GT number or, in the case of some German units, an "R" printed on the counter (7.1.1).



Example: The German 4th Parachute Division becomes available on GT 6.

7.1.1 Axis Special Reinforcements



German units marked with a "R" in the upper left corner may be selected as reinforcements only if one or more Allied ground units occupy any hexes in mainland Italy on or north of the hex row which includes Monte Cassino (hexes 2915, 3016, 3116, 3217, 3317, 3418, and 3518) at the beginning of the Axis Action Phase. These units are initially placed in the Axis Reinforcement Display.

7.2 General

- Reinforcements may be received in the Events Segment as a result of certain Events, or in the Action Phase as the result of an Action.
- If chosen by a Reinforcement Action, the declaring side expends one AP and rolls 1d6, with the result determining how many reinforcement units are received.

Important: If the die roll result is greater than the number of available reinforcements, only those available units may be deployed.

- A side may take a Reinforcement Action any number of times during an Action Phase by expending one AP per Action.
- Reinforcements may be any mix of unit type and size currently in the Reinforcement Display, but must be from the same contingent (2.5).
- Reinforcements are moved from the TRT to their respective Reinforcement Displays on the GT they become available. They remain in the display until deployed via a Reinforcement Action.
- Reinforcements deploy at their full strength unless otherwise stated.
- Once on the map, reinforcements operate normally based on AP expenditure.
- Reinforcements generated by an Event on the Events Table do not require an expenditure of AP.

7.3 Deployment of Ground Units

- **Axis Mobile Ground units:** Axis mobile ground units may deploy in either the Axis Staging Area or, for parachute and mountain units only, on any Axis-controlled functional airfield.
- **Allied Mobile Ground units:** Allied mobile ground units may deploy in the Allied Staging Area, any Allied-controlled functional port, or, for airborne units only, on any Allied-controlled functional airfield.

Important: A functional port or airfield is one which has a friendly Garrison unit of any strength.

7.4 Deployment Parameters

- Mobile units deployed in a Staging Area may remain there indefinitely and are not required to move onto the map.
- There are no stacking limits in a Staging Area (10.0).
- Units deployed on the map may be placed in enemy zones of control (EZOC) (11.1).

- The deployment hex does not need to trace a line of communication (LOC) (12.2).
- A mobile ground unit may initially deploy into an overstacked hex. It may then conduct a free move into an adjacent hex within movement and zone of control (ZOC) restrictions to avoid overstacking (10.2, 11.0, 13.0).

7.5 Garrison Units

- Garrison units are deployed as reinforcements in a separate action from mobile ground unit deployment. The die roll required for mobile ground unit reinforcements is not conducted for Garrisons (7.2).
- To deploy a Garrison unit, one AP is expended and the unit may be placed in any city, port or airfield hex occupied by a friendly mobile ground unit.

Important: The deployment hex cannot already contain a Garrison.

- Each Garrison unit deploys at full strength.

7.5.1 Demobilizing Garrisons

- A Garrison may be demobilized by expending one AP and removing it from the map.
- Demobilized garrisons are returned to their respective Reinforcement displays and may be deployed as reinforcements in subsequent GTs.

7.6 Air and Naval Units

Air and naval units deploy into their respective Staging Areas. They never deploy directly onto the map.

8.0 REPLACEMENTS AND REGROUPING

Most ground and air units which are eliminated in combat can be restored to play via Replacement or Regrouping.

8.1 Replacements

When a unit is eliminated by a combat result, it may return as a Replacement.

8.1.1 Replacement Procedure

- When an air or ground unit is eliminated by a combat result, roll 1d6. The unit is then placed on the friendly TRT that number of turns later, and will become available as a reinforcement on that GT.

Example: A unit is eliminated on GT 3 and the owning player rolls a 2, so the unit would be placed on the TRT for GT 5.

- If the die roll results in a GT after the end of the scenario, the unit is placed in the Withdrawn display (9.1).

8.1.2 Replacement Parameters

- Replacement units are returned at their full strength.
- Replacement units, both static and mobile, are deployed in the same manner as Reinforcements (7.3, 7.5).
- Eliminated Garrisons are placed in the Reinforcement display and each can be rebuilt immediately as an action (7.5).

8.1.3 Permanently Eliminated Units

The following units cannot be replaced and are placed in their respective Permanently Eliminated Units display:

- Mobile ground units eliminated in a concentric attack (15.8).
- All Italian units.

Important: Non-Italian units which are eliminated while Out of Supply (12.0) may be replaced.

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8.2 Regrouping

Regrouping is the procedure for restoring reduced ground units to full strength.

8.2.1 Procedure

To return reduced ground units to full strength, a Regrouping Action is declared and one AP is expended, after which:

- All reduced mobile ground units of a single contingent currently on the map plus any reduced Garrison in one hex which can trace a LOC to one supply source (12.4) are restored to full-strength, **or**:
- All reduced mobile ground units of a single contingent currently in the Staging Area are restored to full-strength.

8.2.2 Regrouping Parameters

- A ground unit in an EZOC can regroup (11.2).
- Regrouped units immediately function normally in all ways.
- Fully eliminated ground units may not regroup but may return as Replacements (8.1.1).

8.3 Recycling Air and Naval Units

- After an Air, Amphibious or Naval Gunfire unit is used, it is removed from the map and placed on the respective TRT per the below:
 - 1) Air, Naval Gunfire:** next GT.
 - 2) Amphibious:** two GT later.
- If a unit would be recycled to a turn after the end of the game, place it in the Withdrawn Display (9.1).
- Recycled units are deployed in the same manner as Reinforcements (7.6).

9.0 WITHDRAWALS

Both sides must withdraw certain ground and air units from the game.

9.1 Procedure

- On certain GT as specified on the Withdrawals Chart, both the Axis and Allies must withdraw specific units. The Events Table may also determine the withdrawal of certain units (28.0, 29.0).
- During the Withdrawal Segment, units to be withdrawn are removed and placed in that side's Withdrawn Units display. These units may not return to the game but are not considered eliminated for VP purposes.

9.2 Parameters

- Units may be withdrawn from either the map or that side's Staging Area.
- If the unit specified on the Withdrawal Chart is not available, or if no units of the type designated by the Event are on the map or in that side's Staging Area, the withdrawal is ignored and no further action is taken.
- Withdrawn units can be at either full or reduced strength.
- Units on the map may be withdrawn from EZOC.
- If a unit withdrawal is called for on the Events Table, Allied withdrawals may only be taken from British and US units. Axis withdrawals may only be taken from German units.

10.0 STACKING

Having more than one friendly unit in a hex at the same time is called stacking.

- Stacking applies only to units on the map, not to those in Staging Areas or in off-map displays.
- Friendly units may move through hexes occupied by other friendly units in excess of stacking limits.
- Stacks may be arranged in any order of unit type and size.

- Ground unit stacking limitations apply for all units of both sides at the end of each Action Segment.
- Units of different friendly contingents may stack together.
Example: A British brigade may stack with a US division.

10.1 Stacking Limits

- Three mobile ground units of any size, plus one Garrison unit, may stack in a hex.
Example: Two divisions, one regiment and one garrison could stack in a hex.
- Two air units of any type may stack in a hex when flying a mission on the map, or when based at a functional airfield (20.2.2).
- One Naval Gunfire unit per friendly attack or defense, plus one Amphibious unit, may stack in a hex.
- Special Support Units (SSU) do not count towards stacking limits (23.0).

10.2 Overstacking Ground Units

- If units exceed stacking limits during a friendly Action Segment, the following effects occur:
 - 1)** Only one unit in the stack can conduct an attack.
 - 2)** Only one unit in the stack, plus a Garrison if present, can defend.
- In both cases the owning side chooses which unit will attack or defend. In the event of an adverse combat result against the hex, all units in the hex are affected by any losses and/or retreats.

11.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's Zone of Control (ZOC).

11.1 General

- All mobile and static ground units exert a ZOC regardless of the phase, or if at full strength or reduced.
- ZOCs extend across all hexsides with the exception of all-sea or strait hexsides.
- Enemy zones of control (EZOC) are never negated by other friendly units for any purpose.
- Air and naval units do not exert ZOCs.
- ZOC do not extend into or out of Staging Areas (26.0).

11.2 Effects of ZOC

- **Movement (13.2):** Ground units must halt all movement when entering an EZOC and may move no further during that Action. A unit may never move directly from one EZOC to another.
- **Combat (15.1):** Units are not required to attack when entering an EZOC. Units may retreat and pursue through EZOC (17.1.1).
- **Reinforcements (7.4):** EZOC do not block the deployment of reinforcements. A unit can Regroup in an EZOC (8.2.2).
- **Logistics (12.3):** Line of Communication (LOC) may not be traced through an EZOC; however, LOC may be traced out of an EZOC.

12.0 LOGISTICS

To perform certain types of Actions, units must be able to trace a Line of Communications (LOC) to a Garrison unit which is located in a Supply Source hex.

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12.1 Garrisons



Garrison units represent concentrations of logistics and support personnel necessary to support combat operations.

- Garrisons are static units and may never move. If forced to retreat as a result of combat, they are instead eliminated (17.1.1).
- Garrisons can defend but never attack (15.1).
- Full-strength garrisons have a flak value (24.3).
- Garrisons are sources for LOC (12.4).
- A port or airfield is only considered to be functional if it contains a Garrison.

Exception: Staging Areas do not require a Garrison (26.2).

12.2 Line of Communication (LOC)

A Line of Communication (LOC) is a path of hexes which is traced from a ground unit to a supply source. A unit which can trace a LOC to a supply source is In Supply.

- A ground unit may trace an LOC a number of hexes equal to its printed movement factor (MF) if the entire path is traced along contiguous roads and/or through open terrain hexes.

Important: Units using road or motorized infantry movement do not extend their LOC; it always remains equal to the unit's printed movement factor (13.5, 13.6).

- A ground unit may trace an LOC equal to half of its printed MF (rounded up) if the path does not consist entirely of contiguous roads and/or open terrain.

Example: An Allied unit with an MF of 6 in Anzio (hex 2913) can trace a LOC through connected roads back to an Allied garrison in Gaeta (hex 2916).

12.3 LOC Restrictions

- An LOC cannot enter hexes containing enemy units or EZOC. However, a unit in an EZOC can always trace a LOC out of the hex (11.2).
- An LOC cannot be traced through terrain which the tracing unit is prohibited from entering. However, a unit can trace an LOC through such terrain along a road.

Example: A mechanized unit cannot trace an LOC through a hex containing a mountain or volcano except along a road, as in hex 3024.

- If a Garrison is in an EZOC it cannot provide an LOC other than into its own hex. A unit in the same hex as a Garrison is always In Supply even if in an EZOC.

12.4 Supply Sources

The following locations are supply sources:

- **Allies:** A Garrison unit in any port hex.
- **Axis:**
 - 1) A Garrison unit in any airfield or supply source hex (Roma, San Benedetto)
 - 2) Axis Staging Area. The Staging Area does not require a Garrison unit (26.2).

Important: The Allied Staging Area is not an LOC source. However, units in the Staging Area are always in supply.

12.5 Effects of Logistics

To conduct certain actions units must trace an LOC to a supply source.

- **Movement:** all mobile ground units of a single contingent which can trace a LOC to a single supply source may conduct a Movement Action by expending one AP. If an LOC cannot be traced, only one unit from a Contingent may conduct a Movement Action (13.1).
- **Attacks:** all mobile ground units of a single contingent which can trace an LOC to a single supply source can engage in an attack by expending one AP. If an LOC cannot be traced, only one unit from a contingent may conduct an Attack (15.1).
- **Movement then Attack:** all mobile ground units of a single contingent which can trace an LOC to a single supply source and which conducted Movement may, at the end of their move, engage in a single attack with no additional AP expenditure.
- **Defense:** all attacks against units which cannot trace an LOC receive a 1R shift on the CRT.
- **Regroup:** all mobile ground units of a single contingent in a hex, plus any Garrison in the hex, which can trace a LOC to a single supply source, can Regroup (8.2.1).

12.6 Commonality

All friendly units, regardless of contingent, may trace an LOC to any friendly supply source.

13.0 GROUND MOVEMENT

Mobile ground units move as an Action. Units may move a number of hexes equal to their printed Movement Factor (MF) by expending Movement Points (MP).

13.1 Ground Movement Procedure

- By expending one AP, one mobile ground unit which is Out of Supply **or** all mobile ground units of one contingent which can trace a LOC to a Supply Source may move up to the limit of their MF.
- At the completion of the movement, in both cases the unit(s) involved may engage in combat against an enemy-occupied hex (15.1).

Example: By expending one AP, the Allies may move one US unit which is Out of Supply, or any number of US units which can trace a LOC to a supply source.

13.2 Movement Parameters and Restrictions

- Units of different contingents may not move in the same Action.
- A unit may move more than once in an Action Phase, if each move is made in different Action Segments.
- A unit may use any number of MP up to its printed MF.
- Unused MP may not be accumulated, nor may they be transferred to another unit.
- Units may not move directly from one EZOC to another; they must end movement when entering an EZOC (11.1).
- Units may not enter an enemy-occupied hex, nor may they enter or cross a prohibited hex or hexside.

13.3 Minimum Movement

A mobile unit may always move one hex, regardless of terrain costs. This minimum move may not be into or across prohibited terrain, through EZOC, or into hexes containing enemy units.

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13.4 Terrain Types

- To enter a particular hex or cross a hexside, a unit must expend the number of MP designated by the TEC for that hex or hexside.
- If more than one type of terrain is involved, the highest single movement cost is used.
 - 1) Mountains/Volcanoes:** mechanized units may not enter mountain or volcano hexes unless traveling along a road.
 - 2) River Hexsides:** one additional MP is expended to cross a river hexside. This is cumulative with the cost to enter a hex.
Important: Roads negate the additional MP necessary to cross these hexsides.
 - 3) Strait of Messina:** two additional MPs must be expended to cross the Strait of Messina (hexes 2027–2028).
 - 4) All-Sea Hexsides:** ground units may not cross all-sea hexsides.

13.5 Road Movement

A mobile ground unit pays one half (0.5) MP per connected road hexes, regardless of other terrain.

Important: A unit is not required to conduct its entire movement along roads to receive the road movement bonus; a unit may use both road and regular movement in the same phase.

13.6 Allied Motorized Infantry

- Allied motorized infantry units triple their movement along roads.
Example: A motorized unit with a MF of 4 could move up to 12 hexes via road.
- Motorized infantry do not need to conduct their entire movement along a road to receive this bonus; their movement may be split between road and non-road hexes.

14.0 NAVAL TRANSFER AND INTERDICTION

Naval Transfer is used to move mobile ground units to and from Staging Areas and functional ports. Allied naval units may attempt to interdict Axis naval transfers.

14.1 Naval Transfer Procedure

- By expending one AP, up to three mobile ground units may be moved in a single Naval Transfer.
- Units are moved from one embarkation point to one debarkation point.

14.1.1 Naval Transfer Parameters and Restrictions

- Units must move directly from the embarkation point to the debarkation point (14.1.2).
- Embarkation and debarkation points may be in EZOCs.
- Units conducting Naval Transfer can conduct no other movement in that Action Segment, nor can they attack.
- Units must end their move at a debarkation point and may not remain at sea.
- Units from different contingents in the same stack may move together during Naval Transfer.

14.1.2 Embarkation and Debarkation Points

- **Allies:** Staging Area and all friendly functional ports in both the Mediterranean and Adriatic Seas.
- **Axis:** Staging Area and all friendly functional ports.

Important: Crossing the Strait of Messina is a modified form of land movement, not naval transfer (13.4).

14.1.3 Naval Evacuation

- Units can move from a coastal hex or non-functional port to a friendly functional port or Staging Area using the same procedure as a Naval Transfer.
- Naval Evacuation costs two AP.

14.2 Allied Naval Interdiction



The Allies can conduct Interdiction to block Axis sea movement.

14.2.1 Naval Interdiction Procedure

- The Allies declare an Interdiction attempt and pay two AP.
- Roll one 1d6:
 - 1)** If the result is less than or equal to the current turn number, the Interdiction succeeds.
 - 2)** Place the Naval Interdiction marker in the box on the Allied AP Track.
- Once successful, Naval Interdiction remains in effect for the rest of the game and further die rolls are not necessary.
- The Allies may attempt Naval Interdiction once per GT, but may make an attempt on as many GT as desired until successful.

14.2.2 Effects

- When Naval Interdiction goes into effect the Axis can no longer conduct Naval Transfer nor Naval Evacuation (14.1.1, 14.1.3).
- Axis movement across the Strait of Messina is unaffected by Naval Interdiction (13.4).

15.0 GROUND COMBAT

Units use ground combat to destroy enemy units and capture hexes.

15.1 Prerequisites

- Combat is always voluntary; the presence of EZOC does not require a unit to attack. Defending units, however, may never refuse combat.
- All attacking units must be adjacent to a single defending hex.
- Once an attack is declared, it must be completed.
- All attacks are made into one defending hex and no more than one enemy occupied hex can be attacked in a single combat.
- A unit's current printed combat strength is always used whenever it is involved in combat, attacking or defending.
- Only one Supply Source hex can be used to support an attack even if more than one is available.
- All attacking units in an individual combat action must be of the same Contingent. Units of more than one Contingent may defend together if stacked (10.0).
- A unit or units can combine a movement action with an attack (move then attack) (13.1). If multiple units move, then all must attack the same defending hex. If some units move into positions where they cannot join the attack, they may not attack into other hexes.
- Garrisons may never attack (12.1).

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15.2 Procedure

- A ground attack is declared and, if the units have not already spent AP to move during the Action Segment one AP is expended. This may be for an attack by one unit which is Out of Supply, or by all units of a single Contingent which can trace an LOC (13.1).
- Declare which attacking unit(s) are attacking which defending hex.
- The attacker commits any Close Air Support, Naval Gunfire, or Special Support Units (21.1, 22.2, 23.0).
- The defender commits any Interception, Naval Gunfire, or Special Support Units (21.3, 22.2, 23.0).
- Calculate the combat percentile, and determine any applicable combat percentile shifts (15.3, 15.4).
- Consult the CRT, use the determined combat percentile column, roll 1d6, and determine the combat result. The result is applied immediately.

Important: AP are never expended by defending units.

15.3 Combat Percentile

Combat percentage is determined by dividing the attacker's combat strength by the defender's strength, then multiplying the result by 100.

Example: 25 combat factors attack 10 combat factors. 25 divided by 10 equals 2.5, which when multiplied by 100 produces 250%. Combat would be resolved on the 200–299% column of the CRT.

15.4 CRT Column Shifts

A shift is an alteration of the combat percentile determined above.

- A CRT column shift to the right favors the attacker; while a shift to the left favors the defender.
- If both the attacker and defender have shifts, subtract the defender's shift from the attacker's and use the final cumulative total.
- Shifts may be generated by:
 - 1) **Terrain** (defender only) (15.5)
 - 2) **Mechanized attack versus town/open terrain** (15.7)
 - 3) **Concentric attack** (attacker only) (15.8)
 - 4) **Close Air Support** (attacker only) (21.1)
 - 5) **Naval Gunfire** (attacker or defender) (22.0)
 - 6) **SSU** (attacker or defender) (23.0)
- Final odds greater than 700% are resolved on the 700% column. Odds less than 50% are resolved on the ≤49% column.

Example: An attack is initially conducted at 200% odds. The attacker has two shifts to the right; the defender has three shifts to the left. The final attack is at 150%.

15.5 Terrain

- The TEC provides the number of defensive CRT column shifts for various terrain types.
- All attacking units must attack across a river hexside for the defender to receive that CRT shift.
- TEC effects are cumulative.

Example: A unit defending in rough terrain behind a river would receive a 2L column shift.

15.6 Fortifications

- A unit defending in a hex which contains a fortification marker receives an additional 1L column shift in addition to any terrain bonus.

- Units attacking from or defending in fortifications may ignore retreat results (17.1.2).

15.7 Mechanized Attack

- An attack using one or more mechanized-class units receives one right column shift for attacks against units in open terrain or towns.
- Open terrain hexes may contain airfields.
- Attacking across a river does not negate this shift.
- Attacks against units in fortifications do not receive this shift, nor do attacks by mechanized-class units participating in an amphibious invasion (18.0).

15.8 Concentric Attack

- An attack against single defending hex in which all six surrounding hexes are either occupied by attacking units or in the ZOC of friendly units not participating in the attack is considered a Concentric Attack.
- Concentric attacks receive 1R column shift on the CRT.
- Units adjacent to the defending hex do not need to participate in the attack.
- All-sea hexes and hexsides also count for concentric attacks.

Example: An attack against an Italian division in hex 1727 from Allied units in hexes 1627, 1726, and 1827 would receive a concentric attack bonus.

- Axis units in hexes adjacent to the Axis Staging Area are never subject to concentric attacks.

15.9 Prohibited Hexes

- Units may not attack a hex into which they could not otherwise move, nor across a similarly restricted hexside.
- They may not retreat or pursue into those hexes, nor across such hexsides.
- Mechanized units may only attack into mountain hexes along roads.
- Units may not attack across the Strait of Messina.

16.0 COMBAT RESULTS

Combat results are abbreviated on the CRT and are fully described on the Combat Results Explanation chart (16.1).

16.1 Combat Results Explanations

Attacker Attrition (AA)

- Reduce one attacking ground unit one step.

Attacker Eliminated (AE)

- Eliminate all attacking ground units.

Attacker Defeated (AD)

- Reduce all attacking ground units one step.
- Retreat surviving attacking units two hexes.

Attacker Withdrawal (AW)

- Retreat surviving attacking units one hex.

Mutual Attrition (BA)

- Reduce one defending ground unit one step.
- Reduce one attacking ground unit one step.
- Attacker may pursue.

Defender Defeated (DD)

- Reduce all defending ground units one step.
- Retreat surviving defending ground units two hexes.
- Attacker may pursue.

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Defender Eliminated (DE)

- Eliminate all defending ground units.
- Attacker may pursue.

Defender Withdrawal (DW)

- Retreat surviving defending units one hex.
- Attacker may pursue.

16.2 Choice of Losses

When unit reductions or eliminations are called for, the owning side decides which units will be affected.

Important: Air and naval units are never affected by ground combat results.

17.0 RETREAT AND PURSUIT

Retreat and Pursuit are special types of movement that occur following a combat result.

17.1 Retreat Procedure

If a combat result calls for a retreat, affected units move either one or two hexes depending on the result.

Important: Retreats do not expend AP or MP.

17.1.1 Retreat Parameters

Units may retreat in any direction, within the following guidelines:

- Units may not retreat into hexes containing enemy units.
- Units may retreat through EZOC, but are reduced one step for each EZOC they enter.
Important: Friendly units do not negate EZOC (11.1).
- Units may not retreat into terrain they would not otherwise be allowed to enter.
Important: Units may not retreat across the Strait of Messina.
- If a combat result calls for retreating more than one hex, the unit must move that number of hexes away from its start position.
- If a stack retreats, units may move separately or together.
- If a retreat results in a hex being overstacked, the retreating unit must retreat an additional hex to meet stacking limits (10.1).
- Axis units may retreat into the Axis Staging Area. The retreat ends in the Staging Area regardless of length of the retreat.
- Allied units may not retreat into the Allied Staging Area.
Important: EZOC do not extend into Staging Areas.
- Units may not retreat via naval transfer, naval evacuation, or air transport (14.1.1, 14.1.3, 21.4).
- Units blocked from retreating for any reason are eliminated.
- Garrisons may never retreat and are instead eliminated (12.1)

17.1.2 Retreat Negation

- Retreat results are negated for the following units:
 - 1) Units defending in or attacking out of fortification markers.
 - 2) Elite units in all situations (24.1).
- Retreats may be totally negated for these units, or a two-hex retreat may be reduced to one hex. Units may also retreat normally if so desired.
- Non-elite units stacked with elite units are affected normally by combat retreats.

Examples:

- a) An elite unit defending in the same hex with a non-elite unit receives a DW result. The non-elite unit must retreat and the elite unit may either retreat or stay in place.
- b) A unit defending in a fortification receives a DD result. The defender may either choose not to retreat, or may retreat the unit one or two hexes.

17.1.3 Amphibious Retreats

Units required to retreat after conducting an Amphibious Assault are returned to the Staging Area or functional port from which they originated (18.4).

17.2 Pursuit

If an attack clears the defending hex of all enemy units, attacking units may conduct pursuit by moving into the cleared hex.

- Pursuit must be conducted immediately after combat is resolved.
- Pursuit does not expend AP or MP (13.2).
- Pursuit may enter any terrain into which the unit could enter by ground movement.
- EZOC do not affect pursuing units (11.2).
- Static units can never pursue.
- Pursuit applies to Amphibious Assaults and Airborne operations against a defended hex (18.4, 19.1).

Important: Units may not conduct pursuit across the Strait of Messina.

17.2.1 Elite Unit Pursuit

- Elite units may pursue up to two hexes.
Exception: Airborne/parachute units may only pursue one hex.
- The first hex must be the hex formerly occupied by defending units. The second hex may be in any direction.
- If more than one Elite unit is involved, they may pursue in different directions.

18.0 AMPHIBIOUS OPERATIONS



The Allies can conduct amphibious operations to move units via sea and conduct attacks by utilizing Amphibious units.

18.1 Amphibious Units

- Amphibious units (Amphibs) are naval units used only for amphibious invasions.
- The Allies deploy available Amphibs in the Staging Area, where they remain until placed on the map when conducting an amphibious invasion.

18.2 Amphibious Operations

- All Allied mobile ground units can conduct amphibious invasions.
- Amphibious operations may only be conducted in the Mediterranean and Tyrrhenian Seas.
- All invading units must start in either the Allied Staging Area or one friendly functional Port hex.
- Amphibious invasions can be made against the following terrain types:
 - 1) Open
 - 2) Ports and coastal cities or towns regardless of terrain
- All invading units are automatically In Supply for that segment (12.0).

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- No more than one Amphib may be used per Invasion Action. Each Amphib may land up to three ground units into a single hex.
- Ground units participating in an Invasion must be from the same contingent (2.5).
- Units conducting an Invasion may not conduct a joint attack with non-invading units.
- EZOC do not affect Amphibious movements (11.2).
- Amphibious Operations are separate from Naval Transfer (14.1).

18.3 Invasion Procedure

The Allies conduct an Invasion by declaring an Amphibious Invasion, expending two AP, and executing the following steps:

- Place the Amphib on a sea hex adjacent to a coastal hex.
- Place up to three ground units (any size) of a single Contingent on the Amphib. The ground units do not have to be of the same contingent as the Amphib.
- Multiple invasions may be conducted in the same Action Segment by units of a single contingent, utilizing multiple Amphibs if available, by expending two AP.

Example: On GT 1 of Scenario I, all five US infantry and armored divisions in the Allied Staging Area could conduct multiple invasions in the same Action Segment (three on one Amphib, two on the other) by a single expenditure of two AP.

- Move the invading ground units onto the coastal hex depending on the type of assault (18.4) and/or combat results (28.0).
- Recycle the Amphib (18.5).

18.4 Invasion Situations

- Invasions are conducted under two different situations:

1) Unopposed: the coastal hex adjacent to the Amphib is not occupied by enemy units.

a) Invading ground units may be moved onto the coastal hex. No further movement or combat may be conducted.

2) Opposed: the coastal hex adjacent to the Amphib is occupied by enemy units.

a) Invading ground units must attack those enemy units from the sea hex.

b) Place any CAS and/or Naval Gunfire support (21.1, 22.0).

c) Conduct a ground attack (15.1).

Important: This attack costs no additional AP.

d) If the attack clears all defending units from the hex, the invading units must move into the vacated hex. No further movement or combat may be conducted.

e) If the attack fails to clear all defending units from the hex, all attacking units are reduced one step and moved to the Allied Staging Area. Attacking units otherwise ignore any retreat combat results.

18.4.1 Combat Shifts for Invasions

- Invasions can be supported by Close Air Support and Naval Gunfire (21.1, 22.0).
- Defensive terrain and SSU shifts apply (15.5, 23.0).
- Invasions receive a 2L shift on the CRT.

18.5 Amphibious Unit Recycling

After conducting an invasion, place the Amphib on the TRT *two* GT later. It can be recruited again starting on that turn (7.2).

Example: An Amphib used on GT 1 would become available again on GT 3.

19.0 AIRBORNE OPERATIONS

Allied airborne units can conduct Airborne operations.

19.1 Airborne Operations

- Only one airborne unit of any size can participate in an individual airborne operation.
- The airborne unit must start in either the friendly Staging Area or a friendly functional controlled airfield.
- The unit may start and end the move in an enemy ZOC.
- Airborne landings may be made into any type of terrain except Mountain/Volcano.
- Airborne landings may not be made into hexes containing enemy ground units.
- Airborne landings may not be intercepted by enemy air units (21.3).
- The unit can conduct no other movement in the same action although it may conduct combat if landing in an EZOC.
- An airborne unit may not combine with other friendly units for an attack in the same action in which it drops.
- Airborne units are in supply for the segment in which they are dropped (12.0).

19.2 Airborne Procedure

The Allies conduct an Airborne operation by declaring an Airborne Assault, expending one AP, **and**:

- Move the unit to any non-Mountain/Volcano ground hex on the map not containing enemy units.
- Consult the Airborne Drop Table, roll 1d6, apply any DRM, and obtain the result.

19.3 Axis Parachute Units

Axis parachute (airborne) divisions may not conduct airborne assaults. They may, however, move via air transport (21.4).



20.0 AIR OPERATIONS



Air units, composed of Tactical (TAC) and Strategic (SAF) units, perform a variety of missions from both on and off the map in support of ground units.

20.1 Air Missions

- A complete air mission consists of flying air units from a functional airfield or Staging Area, executing the mission, and then returning surviving air units to the airfield or Staging Area.
- Air units can fly over any type of terrain and enemy units. They do not count against ground unit stacking. They do not block retreat or LOC. They do have their own stacking limits (20.4).
- Air units may fly from their respective Staging Area to a friendly functional airfield and vice versa but may conduct no other missions during that Player Segment. One AP is expended for this action.
- Air units may never conduct missions against the enemy Staging Area.

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20.2 Staging Areas and Airfields

Air units may conduct missions from both the friendly Staging Area as well as airfields on the map.

20.2.1 Staging Areas

- Air units may conduct missions from their respective Staging Area against targets within their range limits.
- Any number of air missions may be conducted from a Staging Area as long as they are separate Actions.
- An unlimited number of air units may be located in a Staging Area.

20.2.2 Airfields

- Air units may conduct missions from friendly functional airfields against targets within their range limit from the airfield.
- The following number of air units may be based at a single airfield:
Airfield with a full-strength garrison: two air units.
Airfield with a reduced garrison unit: one air unit.
- Bombardment missions which result in a step loss or elimination of the airfield garrison also affect the number of air units which may base there. In the event a full-strength garrison at an airfield basing two air units is reduced, one of the air units must be eliminated; if the garrison were eliminated, both air units would also be eliminated.
- Air units at airfields attacked by enemy ground units do not contribute to the defense strength. Should the airfield garrison incur a step loss or be eliminated, air units are affected in the same manner as described above.
- Air units eliminated due to adverse combat results from either Bombardment or enemy ground attack may return to play as replacements (8.1.1).
- TAC air units based at an airfield which is the target of an enemy Bombardment mission may conduct Interception missions (21.3).
Important: TAC air units that conduct Interception missions against enemy Bombardment missions against the airfield at which they are based may fly to another airfield after the Interception mission. Airfield stacking limits must be observed (10.1).

20.3 Range

Range is the number of hexes the unit can fly a mission from a friendly Staging Area or functional airfield.

- Units with a numerical range factor can fly that number of hexes from a Staging Area or airfield to a target hex.
- Units with a "U" (unlimited) range factor can fly anywhere on the map.
Example: An Allied TAC unit with a range of 12 could fly up to twelve hexes away from a base on the Foggia airfield hex (hex 3321).

20.4 Air Unit Stacking

- Up to two air units may conduct a single mission.
- Air units of the same Contingent can be combined in the same mission.
- Air units of different Contingents may not be combined in the same mission.
- Air units may be placed in enemy occupied hexes for attacks against them.
Important: Air unit stacking does not count against ground unit stacking in the same hex.

20.5 Air Combat Table

The Air Combat Table is used to resolve Bombardment and Interception attacks.

- Attacks at differentials less than the lowest column are resolved on the lowest column.
- Attacks at differentials greater than the highest column are resolved on the highest column.

20.6 Mission Completion & Recycling

- After completing a mission, roll 1d6 for each surviving air unit:
1–4: the air unit may be used again during that GT.
5–6: the air unit is placed on the next GT on the friendly TRT, and is treated as a reinforcement (8.3).

21.0 AIR MISSIONS

TAC and SAF units perform Close Air Support (CAS), Bombardment, and Interception missions.

Important: CAS and Bombardment missions are conducted by the attacker, while Interception missions are conducted by the defender.

21.1 Close Air Support (CAS)

- CAS is used to support ground unit attacks, with up to two air units participating.
- The defender may not use CAS although defending air units may conduct Interception missions against CAS (21.3).
- The following units can conduct CAS:
Allies: TAC only.
Axis: TAC and SAF.

21.1.1 Procedure

- No AP expenditure is required for CAS missions.
- Place air units conducting CAS, within range, on the hex being attacked by friendly ground units.
- Defending air units may conduct Interception (21.3).
- Friendly ground units receive a 1R column shift on the CRT for each surviving air unit.
- Flak-capable units in the target hex negate one air unit conducting CAS. No more than one CAS mission may be negated by flak regardless of the number of flak-capable units in the defending hex (24.3).
Important: The attacker determines which CAS units are negated.
- Air units conducting CAS must be of the same contingent as the attacking ground units.
- Air units conducting CAS are never affected by ground combat results.

21.2 Bombardment

- Bombardment is used to attack enemy Garrison units.
- All Axis and Allied air units may conduct Bombardment.

21.2.1 Bombardment Procedure

- A Bombardment mission is declared and one AP is expended.
- Up to two air units, within range, may be placed on a hex containing an enemy Garrison unit.
- Defending air units may conduct Interception (21.3).
- Total the number of surviving attacking Bombardment Factors and use this total to determine the column to be used on the Air Combat Table.

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- Flak-capable units, and fortifications, in the target hex each provide a 1L column shift. These effects are cumulative.
- Roll 1d6 and determine the result in the appropriate column.
- All surviving air units follow mission completion procedures (20.6).
Important: One AP is expended for Bombardment regardless of the number of air units used. Also, there are no shifts for terrain on the Air Combat Table.

21.2.2 Bombardment Results

A1: Eliminate one Bombarding air unit.

D1: Reduce the defending Garrison one step; defender loses one AP.

D2: Garrison is eliminated; defender loses two AP.

DR: Defender loses one AP.

E1: Apply a D1 result, then an A1 result.

–: No effect.

Important: Mobile ground units in the hex are not affected.

21.3 Interception

- Interception is used to attack air units that are conducting CAS or Bombardment.
- All Axis and Allied TAC units may conduct Interception.
- Interceptions are conducted after the attacker player places all air units for any CAS or Bombardment missions but before any combat is conducted.
- Interception is resolved on the Air Combat Table.

Important: Airborne operations may not be intercepted (19.1).

21.3.1 Interception Procedure

- An Interception mission is declared by the defender and one AP is expended.
- Place up to two intercepting air units, within range, on one hex containing enemy air units conducting a CAS or Bombardment mission.
- Subtract the number of intercepting Air-Air Combat Factors from the number of Air-Air Combat Factors of air units conducting CAS or Bombardment missions, and use this total to determine the column to be used on the Air Combat Table.
- Roll 1d6 and determine the result in the appropriate column.
- Air units of any contingent can conduct Interception.
- Conducting an Interception does not count as the next action for that side.

Example: If the Allies conduct an Interception against an Axis combined ground-air attack, after the Axis attack is completed, the Allies may then take their regular action.

21.3.2 Interception Results

A1: Eliminate one intercepting air unit.

D1: Eliminate one air unit conducting CAS or Bombardment.

D2: Eliminate one air unit conducting CAS or Bombardment, and recycle for one GT any one additional unit conducting such missions.

DR: Recycle for one GT one air unit conducting CAS or Bombardment.

E1: Apply a D1 result, then an A1 result.

–: No Effect.

Important: If an air unit conducting CAS or Bombardment survives, it conducts its mission normally.

21.4 Air Transport

Ground units may move between friendly functional airfields, including friendly Staging Areas, via Air Transport.

- Declare an Air Transport mission and expend one AP.
- A maximum of one mobile ground unit can use Air Transport per Action.
- The originating and arrival airfields can be in EZOC.
- Units being transported may perform no further movement during that Action.
- The Axis can transport any type of mobile unit.
- The Allies can transport only non-mechanized mobile units.

22.0 NAVAL GUNFIRE



The Allies may employ Naval Gunfire to provide offensive and defensive ground combat shifts.

22.1 General

- Naval Gunfire may be applied to combat in which Allied units are attacking, or defending in, a coastal hex, regardless of terrain.
- Naval Gunfire may be used to support an Amphibious Assault, and may be used in conjunction with CAS (18.0, 21.1).
- Naval Gunfire may not be conducted by itself but may only support ground combat.
- Naval Gunfire may only support ground units of the same contingent.
- Naval Gunfire is never affected by CRT results, and does not count for stacking.

22.2 Procedure

The Allies expend one AP to employ a Naval Gunfire marker, which provides either a 1R column shift the CRT to support a ground attack, or a 1L column shift to support defending units.

22.3 Recycling

- After conducting a mission, place the Naval Gunfire marker on the next GT space on the TRT.
- It can be recruited as a reinforcement starting on that GT (7.2).

23.0 SPECIAL SUPPORT UNITS

Special Support Units (SSU) represent leaders, commandos, heavy panzer, and special air units.

23.1 Deployment

- SSU are received via scenario rules, or may be recruited via a Reinforcement Action (8.0).
- SSU are placed in the friendly Staging Area and deployed under the following conditions:
 - 1) Leaders, commando, and special air (KG 100) units can be deployed anywhere.
 - 2) Heavy panzer units can be deployed only in a combat where at least one friendly ground unit can trace a LOC (12.2).




23.2 Combat Support

- The attacker can commit one SSU with an attack support value of 1 or more to an attack by units of the same Contingent. The SSU provides a number of right column shifts on the CRT equal to its Attack Support Factor.

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- The defender can commit one SSU with a defense support value of 1 or more to a defense by units of the same Contingent. The SSU provides a number of left column shifts equal to its Defense Support Factor.
- The attacker commits SSU first, then the defender.
- No AP expenditure is required to commit SSU.
- SSU may never attack nor defend on their own, nor are they affected by combat results.

23.3 Unique SSU

-  **Leaders:** Named Leaders (Kesselring, Patton, etc.) may provide support to one attack and/or defense during a player segment.
 - 1) Leaders are not subject to recycling (23.4)
-  **1 SSF:** 1 SSF may support attacks by units from any Allied contingent.
-  **KG 100:** KG 100 may be added to any German Bombardment mission against an Allied garrison, for which it produces a 2R column shift on the Air Combat Table.

Important: KG 100 must conduct Bombardment missions in conjunction with regular Axis air units.


 - 1) KG 100 is unaffected by flak and/or interception, but at least one regular air unit must survive in order to receive the column shift bonus.

23.4 SSU Recycling

- At the conclusion of any combat for which an SSU is committed, roll 1d6.
 - 1–3: the SSU remains available for use during that GT.
 - 4–6: the SSU is not available for use until the following GT and is placed in the appropriate box on the friendly TRT. It may be deployed as a Reinforcement on that GT (23.1).

24.0 UNIQUE UNITS

24.1 Elites

-  Elite units (units with a white cross printed between their Combat and Movement Factors) have special rules for Retreat and Pursuit (17.1.2, 17.2.1).

24.2 Mountain Units

- Units with the Mountain symbol have the following special abilities:

Movement: Mountain units pay one MP to enter rough terrain and two to enter mountains.

Rough & Mountain/Volcano Attacks: if one or more mountain units attack into a rough or mountain/volcano hex, one defender column shift on the CRT is negated.

Important: Only one column shift may be negated regardless of the number of mountain units involved.

24.3 Flak Units

- If any defending unit in a hex being attacked by CAS contains a flak unit symbol or factor (the number in the blue box to the left of the unit symbol), one air unit conducting the CAS mission is negated (21.1.1).
- Bombardment missions against a hex containing a flak-capable unit receive a 1L column shift on the Air Combat Table.

Important: Only one CAS air unit may be negated by flak, and only one left column shift may be incurred, regardless of the number of flak-capable units in a hex.

24.4 Allied Carrier Air



The British CVE unit functions as a TAC unit but may only fly missions over coastal hexes. It otherwise has unlimited range.

25.0 FORTIFICATIONS



Fortifications are markers representing the construction of fieldworks.

25.1 General

- Fortifications may be built in EZOC (11.2).
- Fortification markers do not count for stacking.
- No more than three fortifications may be built by a side during a GT.

25.2 Building Fortifications

A Fortification build is declared, one AP is expended, and one fortification marker is placed in a hex containing a friendly mobile or static ground unit which can trace an LOC (12.2).

25.3 Effects of Fortifications

- Units defending in a fortification:
 - 1) receive one additional left column CRT shift, in addition to other terrain in the hex (15.5).
 - 2) Garrisons receive a left column shift on the Air Combat Table against Bombardment (21.2.1).
 - 3) any mechanized attack shifts against the hex are negated (15.7).
 - 4) may ignore any retreat results, attacking or defending.

Important: Fortifications do not negate concentric attacks (15.8).

25.4 Demobilization

A Fortification marker remains on the map until there are no friendly units in the hex, either due to movement or combat results.

Important: Fortifications may not be captured and reused; they are removed when vacated by friendly units.

26.0 STAGING AREAS

Each side has a Staging Area display representing off-map bases in the Mediterranean Theater of Operations.

- Units in the Staging Area are in play and can be moved onto the map per the various movement and air range rules.

26.1 Deployment

- The following units are placed in Staging Areas via initial deployment and/or reinforcements:

Ground combat units (2.3.1, 7.3).

Air and naval units (2.3.2, 7.6).

SSU (2.4, 23.1).

Important: Axis units may never enter the Allied Staging Area, nor may Allied units enter the Axis Staging Area.

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26.2 Logistics

- Each Staging Area counts as a port and airfield with unlimited capacities.
- An unlimited number of units may be placed in a Staging Area.
- Units in Staging Areas are always In Supply (12.5).
- Axis units in mainland Italy can trace a LOC to the Axis Staging Area off all north map edge land hexes (12.4).
- Allied units may not trace a LOC to the Allied Staging Area (12.4).

26.3 Entry and Exit

• Axis

- 1) Axis mobile ground units may move from their Staging Area onto the north map edge in mainland Italy.
- 2) Entering the Staging Area costs one MP; exiting costs the number of MP equal to the terrain in the entry hex.
- 3) Axis mobile ground units may use Naval Transfer and/or Air Transport between the Axis Staging Area, mainland Italy, Sicily, and Sardinia (14.1, 21.4).

• Allies

- 1) Allied mobile ground units may move from their Staging Area onto the map via naval transfer, amphibious, and airborne assaults (14.1, 18.2, 19.1).
- 2) Allied ground units may not move onto the map by ground movement.
- 3) Allied units may use Air Transport after a functional airfield has been secured (21.4).

Important: Ground units may not enter and then exit a Staging Area in the same move.

26.4 Operations

- ZOC do not extend into or out of Staging Areas, and combat may not be conducted between units on the map and those in Staging Areas.
- Airborne units in a Staging Area may conduct airborne assaults onto the map, or may move from the map to the Staging Area via Air Transport (19.1, 21.4).
- Air units may conduct missions from respective Staging Areas. They may return to the Staging Area or to a functional friendly airfield (20.2).
- Allied naval units may conduct operations from the Allied Staging Area, and return to the Staging Area once the operation is concluded (18.0).

27.0 SCENARIO I

- Ground combat, air, and naval units that start play on the map or a Staging Area have an asterisk on them.
- Ground combat units are placed on the map or in a Staging Area. Air and naval units are placed in the Staging Area or on functional airfields.
- Units deploy at full strength unless otherwise specified.
- Stacking limits apply during set up (10.0).

27.1 SCENARIO I: Campaign Game

This scenario covers the entire campaign, from Operation Husky to the Anzio landing and first battle for Monte Cassino.

• General

- 1) **Game Length:** 8 turns (July 1943 to February 1944).
- 2) **Initiative:** Allies.

• Axis Order of Battle (deploy first)

- 1) **Starting AP:** 8 plus one die roll.

Important: A normal AP check is not conducted on GT 1; the above AP plus the die roll result comprise starting AP (4.1, 5.2).

2) Ground Units

a) Garrisons: Sixteen total, deployed on any cities, ports and/or airfields in mainland Italy, Sicily and Sardinia. A garrison may also be placed in San Benedetto (hex 3714).

b) German:

- **Mainland Italy, Sicily, Sardinia:** 3rd, 15th, 29th, and 90th Panzergrenadier Divisions; HG, 16th, and 26th Panzer Divisions; A/5 Flak Brigade.

Important: A maximum of four units may start in Sicily and Sardinia, combined.

- **Staging Area:** 1st Parachute Division.

c) Italian:

- **Sicily:** 4th, 26th, 28th, and 54th Infantry Divisions; *Bersaglieri* Infantry Brigade; MG12 and MG16 Armor Brigades.

- **Sardinia:** 30th, 31st, and 47th Infantry Divisions.

d) Fortifications: Messina (hex 2027).

3) Axis Air Units: All Axis air units deploy in the Staging Area or on functional airfields in mainland Italy, Sicily, or Sardinia.

4) Special Support Units: Kesselring, Hube, Lehr, 505th Heavy Panzer.

5) Reinforcements: Place "R" units in the Reinforcement Display and all others on the TRT corresponding with their GT of arrival.

6) Withdrawn: none.

• Allied Order of Battle (deploy second)

- 1) **Starting AP:** 14 plus one die roll.

Important: A normal AP check is not conducted on GT 1; the above AP plus the die roll result comprise starting AP (4.1, 5.2).

2) Ground Units

Important: All Allied at-start units are placed in the Staging Area.

a) Garrisons: none.

b) British: 5th, 50th, 51st, and 78th Infantry Divisions; 1st Canadian Infantry Division: Gds Infantry Brigade; 4th and 23rd Armored Brigades; 1st Canadian Armored Brigade; 1st Airborne Division.

c) US: 1st, 3rd, 9th, and 45th Infantry Divisions; 2nd Armored Division; 82nd Airborne Division; 1st Armored Group.

d) French: GTM Brigade.

3) Air Units:

a) British: I/DAF, II DAF, III DAF, 205G.

b) US: I/12AF, II/12AF, III/12AF, I/15AF.

4) Naval Units:

a) British: 1 naval gunfire, 2 amphibious.

b) US: 1 naval gunfire, 2 amphibious.

5) Special Support Units: Montgomery, Patton, Cdo, Rangers, OSS.

6) Reinforcements: Place all remaining Allied units on the TRT corresponding with their GT of arrival. All Garrisons are placed in the Reinforcement Display.

7) Withdrawn: None.

8) Naval Interdiction: Not in effect.

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• Scenario Special Rules

1) Sequence of Play: On GT 1 skip the following phases: Action Point Determination, Events (5.2).

2) Allied Air Offensive: After the initial setup the Allies roll 1d6 and reduce that number of Axis Garrisons by one step each.

3) Italian Surrender: Italian Surrender automatically occurs at the end of the Action Phase when Allied ground units occupy all Objective hexes on either Sicily or Sardinia.

a) Withdraw all Italian mobile ground and air units.

b) The Axis rolls 1d6 and must select and reduce that number of Garrison units by one step.

c) The Allies roll 1d6 and deploy that number of Garrisons, at no AP cost, on any objective hexes on Sicily and Sardinia. The hexes do not have to be Allied occupied, but they cannot be Axis occupied.

4) Mainland Invasion

a) Prior to Italian Surrender, Allied ground units may not enter mainland Italy.

b) Allied air units can conduct Bombardment missions into mainland Italy.

c) After Italian Surrender all Allied units can enter mainland Italy.

28.0 EVENT TABLES

Important: Each event may occur only once per game; subsequent die rolls for the same event are ignored and no additional die roll is conducted.

ALLIED EVENTS TABLE	
Die roll	Event
1	Armor Withdrawal: withdraw one Allied armored division (9.1, 9.2).
2	Balkans Intrigue: withdraw one Allied infantry division, one airborne division, and recycle one available Amphib unit two GT (9.1, 9.2). Important: The withdrawal requirement is ignored if a particular type of unit is unavailable.
3	Command Dispute: deduct 2 AP from the Allied track.
4	Accelerated Reinforcement: select one unit from a later GT and immediately deploy it (7.3, 7.4).
5	SHAEF Support: add 4 AP to the Allied track.
6	Morale: if Allies units currently occupy more Objective hexes than the Axis, add 2 AP to the Allied track; otherwise, add 2 AP to the Axis track.

AXIS EVENTS TABLE	
Die roll	Event
1	Unit Withdrawal: withdraw one German panzer or parachute division and withdraw one German air unit (9.1, 9.2).
2	Defense of the Reich: withdraw two TAC air units (9.1, 9.2).
3	Command Dispute: deduct 1 AP from the Axis track.
4	Accelerated Reinforcement: select one unit from a later GT and immediately deploy it (7.3, 7.4).
5	OB Sudwest: Axis has the Initiative for this turn. Select one unit in the Withdrawn display and immediately deploy it as a reinforcement (7.3, 7.4). Important: Withdrawn Italian units may not be selected if this event occurs after an Italian surrender.
6	OKW Support: add 2 AP to the Axis track.

29.0 WITHDRAWALS CHART								
	GT 1 July 1943	GT 2 Aug 1943	GT 3 Sep 1943	GT 4 Oct 1943	GT 5 Nov 1943	GT 6 Dec 1943	GT 7 Jan 1944	GT 8 Feb 1944
US	—	—	2nd Armor Div 1st Inf Div Patton	9th Inf Div	82nd Abn Div	—	—	—
Commonwealth	—	—	—	UK 50th Inf Div UK 51st Inf Div	—	UK 7th Armor Div UK 1st Abn Div Montgomery	UK 4th Armor Bde UK Gds Inf Bde	—
German	—	—	—	2nd Para Div Hube	16th Panzer Div 24th Panzer Div	—	—	—

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27.2 SCENARIO II: *Avalanche-Baytown*

This scenario covers the campaign commencing with the invasion of mainland Italy.

- **General**

1) Game Length: 6 turns (September 1943 to February 1944—game begins on GT 3).

2) Initiative: Allies.

- **Axis Order of Battle** (deploy first)

1) Starting AP: 2, plus a normal AP check during the Command Phase of GT 3.

Important: Do not include the AP for the Staging Area when determining available AP on GT 3; these are represented by the starting AP figure.

2) Ground Units

a) Garrisons: Ten total, deployed on any cities, ports and/or airfields in mainland Italy. A garrison may also be placed at San Benedetto (hex 3714).

b) German:

- **Mainland Italy:** 3rd, 15th, and 29th Panzergrenadier Divisions; HG (reduced), 16th, and 26th Panzer Divisions; 1st and 2nd Parachute Divisions; A/5 and B/5 Flak Brigades.

- **Staging Area:** 90th Panzergrenadier Division.

c) Fortifications: Reggio (hex 2028).

3) Air Units

a) German: German air units may be deployed in the Staging Area or on functional airfields in mainland Italy.

b) TRT: select two German air units and recycle them for GT 4.

4) Special Support Units: Kesselring, Hube, Lehr, 505th Heavy Panzer, KG 100.

5) Reinforcements: Place "R" units in the Reinforcement Display and all others on the TRT corresponding to their GT of arrival. Undeployed garrisons are placed in the Reinforcement Display.

6) Withdrawn: All Italian ground and air units.

- **Allied Order of Battle** (deploy second)

1) Starting AP: 6, plus a normal AP check during the Command Phase of GT 3.

Important: Do not include the AP for the Staging Area when determining available AP on GT 3; these are represented by the Starting AP figure.

2) Ground Units

a) Garrisons: Five on any ports and/or airfields on Sicily, plus one on Cagliari (hex 1609) on Sardinia.

b) British:

- **Sicily:** 5th, 50th (reduced), 51st (reduced), and 78th Infantry Divisions; 1st Canadian and 8th Indian Infantry Divisions; Gds Infantry Brigade; 4th and 23rd Armored Brigades; 1st Canadian Armored Brigade; 1st Airborne Division.

- **Staging Area:** 46th and 56th Infantry Divisions; 7th Armored Division.

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c) US:

- **Sicily:** 3rd, 9th, and 45th Infantry Divisions; 1st Armored Group; 82nd Airborne Division.

- **Staging Area:** 34th and 36th Infantry Divisions; 1st Armored Division.

d) French:

- **Sicily:** GTM Brigade.

3) Air Units:

a) British:

- **Staging Area:** I/DAF, II/DAF, III/DAF, 205G.

b) US:

- **Staging Area:** I/12AF, II/12AF, III/12AF, I/15AF.

- **TRT:** Select one British and one US air unit and recycle them for GT 4.

4) Naval Units (all in Staging Area):

a) British: 1 naval gunfire, 2 amphibious.

b) US: 1 naval gunfire, 2 amphibious.

5) Special Support Units: Montgomery, Cdo, Rangers, OSS.

6) Reinforcements: Place all remaining Allied units on the TRT corresponding with their GT of arrival. Undeployed Garrisons are placed in the Reinforcement Display.

7) Withdrawn: US 1st Infantry and 2nd Armored Divisions, Patton.

8) Naval Interdiction: Not in effect.

- **Scenario Special Rules**

1) Sequence of Play: On GT 3 skip the following phase: Events (4.1).

2) Italian Surrender: Italian Surrender has occurred (Scenario I Special Rules).

3) Allied Air Offensive: After the initial setup the Allies roll 1d6 and reduce that number of Axis Garrisons by one step each.

4) Reinforcements: Allies start with GT 3 reinforcements already in play at no AP expenditure. Axis recruits GT 3 reinforcements normally.

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OPTIONAL RULES

30.0 OPERATION ACHSE

Operation *Achse* ("Axis") was the German plan to take over Italy in the event of an Italian surrender. This rule represents *Achse* as well as Operation *Eiche* ("Oak"), the rescue of Mussolini, which was conducted at roughly the same time.

Important: This rule replaces the Scenario I Italian Surrender & Mainland Invasion special rule.

30.1 Procedure

- An Italian surrender automatically occurs at the beginning of the End of Turn Phase of the GT when Allied ground units occupy all Objective hexes on either Sicily or Sardinia.
- During the End of Turn Phase of the GT of an Italian surrender, the Axis must:
 - 1) withdraw all Italian mobile ground and air units (garrisons remain in place).
 - 2) roll 1d6 and apply the following DRM if applicable:
 - a) German mobile ground units occupy Roma, Napoli and Foggia: **+1**
 - b) the Germans commit the FJV commando unit: **+1**
 - 3) consult the Operation *Achse* Table for the appropriate results.
- The Allies may invade the Italian mainland regardless of the table results.

30.2 Operation Achse Results

- **AP:** the Allies and/or Axis roll 1d6, the results of which indicate the number of AP gained by either side (5.2).
- **Axis garrison reductions:** For Failure or Moderate Success results, the Axis rolls 2d6 or 1d6, respectively, and reduces that number of Axis garrison units by one step, or eliminates a full-strength unit for two losses.
- **Axis RSI reinforcements:** For Moderate or Total Success results, Italian RSI units (*As/to* infantry brigade, *Mas* commando brigade, and ANR TAC air) are placed on the TRT for the following GT at which time they become available as reinforcements (7.2).
- **Allied garrison reinforcements:** For Failure or Moderate Success results, the Allies roll 1d6 and receive, at no AP cost, that number of friendly garrison units, which may be deployed in any port and/or airfield hexes in Sicily and/or Sardinia.
 - 1) Deployment hexes may be in EZOC and Allied units do not need to be present in the hex; however, these hexes may not contain other garrisons or German units.
- **Allied ECI reinforcement:** For Failure or Moderate Success results, the ECI motorized unit (1 RM) is placed on the TRT for the following GT at which time it becomes available as an Allied reinforcement (7.2).

30.3 Additional Italian Units

- RSI units are part of the German contingent, and are not a separate Axis force.
- The ECI unit is part of the Commonwealth contingent and is not a separate Allied force.

31.0 KAMPFGRUPPEN AND TASK FORCES

Axis *Kampfgruppen* (KG) and Allied Task Forces (TF) represent detached forces, both of which operate in the same manner.

Important: The German KG 100 SSU is not a KG for the purposes of this rule (23.3).

31.1 Recruiting KG and TF

- All KG and TF are initially placed in the friendly Reinforcement Display.
- KG and TF are considered reinforcements and are recruited in the same manner as regular ground units (7.2).

31.2 Deployment

- KG or TF may deploy:
 - 1) as regular reinforcements (7.2)
 - 2) on friendly units:
 - a) **Armor:** on any armored division of the same contingent.
 - b) **Infantry:** on any infantry division of the same contingent.
 - c) **Motorized infantry:** on any motorized infantry division of the same contingent.
 - d) **Airborne:** on any airborne or parachute division of the same contingent.
 - e) **Mountain:** on any mountain division of the same Contingent.
 - 3) If deploying on a division, that division must be at full strength.
 - a) **Allied:** the division must be able to trace a LOC.
 - b) **Axis:** the division does not have to trace a LOC.
 - 4) KG and TF may overstack when deploying (10.2).

31.3 Operations

- The number of KG and TF in the game is a limit.
- An eliminated KG or TF is returned to the Reinforcement display and may be replaced regardless of its situation when eliminated.
- KG and TF may not be used to satisfy withdrawal requirements (9.0).
- KG and TF otherwise operate as regiment/brigade sized units of their contingents.

32.0 STRATEGIC MOVEMENT

Mobile ground units may move an unlimited number of hexes by via Strategic Movement.

32.1 General

- Units must start and end the move in supply (12.0).
- Units may not begin nor end Strategic Movement in an EZOC (11.2).
- Axis units may use Strategic Movement into and out of the Staging Area (26.0).
- Allied units may not use Strategic Movement into or out of the Staging Area (26.0).

32.2 Procedure

- Declare a Strategic Movement action and expend one AP.
- Move one mobile ground unit below an unlimited number of contiguous road hexes.

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33.0 AXIS AIRBORNE

Axis parachute units may conduct airborne operations in the same manner as Allied units (19.0).

33.1 Procedure

- An Airborne Assault is declared **and**:
 - Two AP are expended for an Axis airborne drop.
 - Move the unit to any non-Mountain/Volcano ground hex on the map not containing enemy units.
 - Consult the Airborne Drop Table, roll 1d6, apply any DRM, and obtain the result.

34.0 OPEN CITIES



The Axis may declare Roma and Monte Cassino as Open Cities.

34.1 Procedure

- Declare an Open City and expend one AP.
- Place an Open City marker on either location.
- The hex must be occupied by an Axis ground unit.
- There are no LOC or ZOC considerations.

34.2 Effects

- A Fortification marker may not be placed on an Open City hex (25.0).
- The Axis receive one AP for each Allied attack on an Open City that employs CAS (21.1).
- The Axis receive one AP for each Allied Bombardment air mission against an Open City (21.2).
- The Open City marker remains in effect until an Allied ground unit enters the hex, at which point it is permanently removed.
- Roma and Monte Cassino may only be declared Open Cities once; if captured by Allied units and then subsequently retaken by Axis forces, they may not again be declared Open Cities.

35.0 MAJOR OBJECTIVES

The following hexes are designated as Major Objectives: Roma (hex 3112), Napoli (hex 2917), Foggia (hex 3321), Messina (hex 2026), Cagliari (hex 1609).

35.1 Procedure

- The first time that any Allied unit occupies a Major Objective hex, the Allies gain 2 AP.
- If the Allies conduct a ground attack against a major objective and do not gain control of the hex, then the Axis gains 2 AP.

35.2 Restrictions

- If a Major Objective is recaptured by the Axis and then later taken again by the Allies, no additional AP are received.
- The Axis gain the additional AP for each Major Objective only once per game, and not for every failed Allied attempt to take a particular Major Objective.
- If the Axis abandons a Major Objective and the Allies move into it, the Allies still receive the 2 additional AP.

36.0 VICTORY IN THE SOUTH

The Axis may bring in additional units with the objective of gaining a total victory in Italy.

36.1 Procedure

- The following units are available on GT 3 and deployed as standard reinforcements (7.2):
1st SS Panzer, FHH Panzergrenadier, FJV commando unit.
- Important:** The FJV unit remains available even if previously used in Operation Achse (30.0).

36.2 Withdrawals

- Any event mandating the withdrawal of German air units is ignored.
- Ground units are withdrawn normally.

36.3 Victory

- The Axis must occupy, with mobile or static ground units, all Objective hexes on Mainland Italy during the End of Turn phase of GT 8.
- If the Axis fails to occupy all these hexes, the Allies win a Strategic Victory.

37.0 MEDITERRANEAN GAMBIT

The Allies may opt to keep units, originally designated to participate in Overlord, in the Mediterranean to focus on a decisive victory in Italy.

37.1 Procedure

- All Allied unit withdrawals, when called for on either the Withdrawals Chart or Events Table, are ignored.
- Any Allied units that have been withdrawn at the start of a scenario are instead available for use at the beginning of that scenario.

37.2 Victory

- The Allies must occupy (with mobile or static ground units) all Objective hexes on mainland Italy during the End of Turn phase of GT 8.
- If the Allies fail to occupy all these hexes, the Axis win a Strategic Victory.
- Important:** If both Optional Rules 36.0 AND 37.0 are in use, and neither side achieves the specified victory conditions, the game ends in a draw.

OPERATION ACHSE TABLE (30.1)

Modified DR	Result	AP	Axis Garrison Reductions	Axis RSI Unit Reinforcements	Allied Garrison Reinforcements	Allied ECI Unit Reinforcement
1, 2	Failure	Allies roll 1d6	Yes, 2x 1d6	No	Yes, roll 1d6	Yes
3, 4, 5, 6	Moderate Success	Axis add 1d6 + Allies add 1d6	Yes, roll 1d6	Yes	Yes, roll 1d6	Yes
7(+)	Total Success	Axis add 1d6	None	Yes	No	No