ITALY '43

Fifth Army's Advance to the Gustav Line

RULES OF PLAY

TABLE OF CONTENTS

1.0 INTRODUCTION

Italy '43 is a game covering the American 5th Army's advance to the Winter Line in the Fall of 1943. One player controls the German forces, the other the Allied forces. Each player attempts to take and hold territorial objectives and to destroy the opposing enemy forces.

The following abbreviations are used in these rules:

½ Eff: Half Effectiveness
ASU: Artillery Support Unit
CRT: Combat Results Table
DD: Determined Defense
DS: Defender Shattered
EZOC: Enemy Zone of Control
LOC: Line of Communications
LOS: Line of Supply
MA: Movement Allowance
MAF: Main Assault Force

MPs: Movement Points
NW: Nebelwerfer
OM: Operational Movement
OOS: Out of Supply
SP: Supply Point
TEC: Terrain Effects Chart
TM: Tactical Movement
TQ: Troop Quality
VP: Victory Point
ZOC: Zone of Control

2.0 CONTENTS

2.1 Inventory

A complete game of *Italy '43* contains:

• One Map
• One counter sheet
• This rule booklet
• Two 6-sided dice
• Two Setup and Reinforcement cards
• Two identical CRT/TEC player aid cards

2.2 The Map

(2.2.1) Scale and Terrain: Each hex represents an area approximately 3.8 km across (2.35 miles). Consult the Terrain Effects Chart (TEC) for a complete list of the map's terrain and how it affects movement and combat.

(2.2.2) Mountains are a *hexside* feature—not a hex terrain. To be considered a Mountain hexside the entire hexside has to be covered by the Mountain terrain. For coastal hexsides, the entire *land portion* of the hexside must be mountain terrain. Treat a full Mountain hex as a Hill hex surrounded on six sides by Mountain hexsides.

(2.2.3) Hex Terrain Classification: In hexes where there is both Clear and Hill terrain, the predominant terrain in the hex determines what terrain is used on the TEC. A City in a Hill hex is treated as a City for all purposes.

(2.2.4) Rivers and Cities: Ignore rivers that flow through the middle of a City hex (Benevento)—their effects on movement and combat have been mitigated by the surrounding city terrain.

2.3 The Game Pieces

(2.3.1) Types: There are two types of game pieces:

• COMBAT UNITS: Any unit with a Defense Strength.
• MARKERS: These are simply play aids and status indicators.

(2.3.2) How to Read the Units

Attack Strength: The strength of the unit when attacking.

Defense Strength: The strength of the unit when defending.

Sample Infantry Unit

Triangle = unit begins/enters the game at reduced strength.
Front   **Back**
Unit ID
Attack Strength
Defense Strength
Movement Allowance

Start hex
Unit Size
Stripe indicates unit is reduced (2.3.5)
Stacking Value

Sample Silhouetted Tank Unit (4.3)

Unit ID
Outline around counter indicates a unit that does not form a ZOC Bond (7.1).
Tank Rating (9.3)

Independent Unit color (8.4.4)
Silhouette (4.3)
Movement Allowance

Sample Reconnaissance Unit (19.2)

Formation Color (8.4.2)
Green circle is a reminder of Recon's special ability (19.2)

Black box indicates unit is a Garrison (S3.3)
Blue box indicates unit starts frozen (S3.3)

TQ Indicator (2.3.2)

Elite   Low Quality

Sample Artillery Support Unit (ASU) (17.0)

Front   **Back**
Turn of Arrival
Range
S indicates a column Shift to the CRT

Unit Size
Fired Side
Parenthesized Defense Strength, see 9.8

Sample Markers

| Automatic DS (8.7) | Disrupted (13.2) | Full Retreat (13.3) | Naval Support (9.6) | Air Support (9.4) | Out of Supply (16.1) | Out of Supply/ Isolated (16.5) | Fortification (18.0) | Battle Marker (11.5) | Half Effectiveness (25.2) |

Movement Allowance (MA): The number of MPs the unit may expend for movement if it does not use Extended Movement.

Unit ID: The actual name or number of the unit. Bold numbers represent a Formation Number, mainly a Division (8.4.2).

Troop Quality (TQ): This indicates the unit's training and current effectiveness. All units with their Defense Strength in a red box are Elite. Those with their Defense Strength in a white box are either Low Quality or regular troops with reduced effectiveness. All other units are normal. This rating is used for the following purposes:

- Troop Quality Shifts (9.2)
- As a die roll modifier in a Determined Defense (11.2.4).
- The Rally Table (13.5)

Unit Size:

II = Battalion	III = Regiment	X = Brigade
XX = Division	XXX = Corps	XXXX = Army
[ ] = approximate size	(+)(−) = with added elements or missing elements respectively.	

(2.3.3) Summary of Unit Types: All units are either Mechanized or Non-Mechanized. This is important for determining the cost to move into each hex.

Non-Mechanized

- ⊠ Infantry†
- ⊠ Airborne Infantry†
- ⊠ Glider Infantry†
- ⊠ Mountain Infantry†
- ⊠ Commando/Ranger†
- ⊠ Special Service Force†

Mechanized

- ⊠ Mechanized/Panzergrenadier†
- ⊠ Motorized Infantry†
- →| Nebelwerfer (ASU)*
- ⟋ ASU*
- ⊘ Reconnaissance (Recon)*
- ▭ Tank/Panzer*
- 🂠 Sherman*   **Tank**
- 🂠 M10*   **Units**
- 🂠 Pzkw IV*
- 🂠 Sturmgeschütz*

†=Infantry Type: Important for movement and Replacements.

*Vehicle Type: Tank, Recon, and ASU units are collectively called Vehicle Units. Their primary purpose and combat strength comes from their vehicles and so they have restrictions on their movement and ZOC (6.1).

Reconnaissance Units (see 19.2)

Tank Units: Tank units can earn or deny the Tank Shift (9.3). These units all have a Tank Rating.

(2.3.4) Unit Colors: The background color of a unit denotes its nationality or branch of service.

Allied Units (8.6.2)

green	US	
khaki	British (Br)	
blue	French (FR)	
aqua green	Italian (IT)	

German Units

gray	Wehrmacht	
medium blue	Luftwaffe	

(2.3.5) Steps: Units have between 1–3 steps. 3-step units are indicated with a thin stripe across the reverse side of their counter (units on their last step are indicated with a much wider stripe). When a 3-step unit takes a second step loss it may be replaced with a Remnant (10.4) of the appropriate unit type.
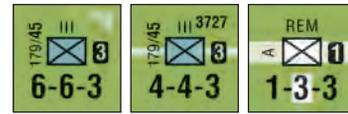
The three steps of the US 179th Regiment of the 45th Division.

3.0 SEQUENCE OF PLAY OUTLINE

Italy '43 is played in Game Turns. A Game Turn includes two Player Turns. Each Player Turn is subdivided into several Phases as outlined below.

A. WEATHER PHASE

1. Roll for Weather (23.1)
2. Adjust Air and Naval Support markers (23.2)
3. Adjust Supply Point markers (23.3)
4. Flip one Nebelwerfer ASU (19.1) and the Hv. Howitzer (19.4) to its Ready side weather permitting (17.0).

B. THE GERMAN PLAYER TURN

1. The Initial Phase

The German player may in any order:

- Use Supply Points (SPs) to flip ASUs to their Ready side (17.5).
- Restore German units using Replacements (20.0).
- Place German Reinforcements in friendly Entry Areas (21.1).
- Withdraw/Remove German units per schedule (22.0).
- Start or complete one Fortification (18.1) —*German player turn only*

2. The Movement Phase

The German player may in any order:

- Move some, none or all his units (5.0). May use Truck Markers (5.7).
- Conduct Automatic DS (8.7).*
- Voluntarily put friendly units into Full Retreat (13.3.4).

The Advance After Combat for these units is conducted at the end of the Combat Phase.

3. The Combat Phase

The German player may attack adjacent enemy units (8.0) or conduct Disengagement Attempts (25.4) in any order. Then advance all units with Auto DS Markers (8.7.2).

4. The Recovery Phase

- German units that are Disrupted or in Full Retreat and not in an EZOC recover one level. Those in an EZOC roll for Rally (13.5).
- All Replacement (20.4), Truck (5.7), and Half Effectiveness (25.2) markers are removed.

5. The Supply Phase

1. Check the supply status of all German units (16.1).

2. Roll for Isolation Attrition of all affected German units (16.5).

3. Spend SPs to flip German ASUs (17.5).

NOTE: ASU units can be flipped twice in a game turn—during the Initial Phase and the Supply Phase.

C. THE ALLIED PLAYER TURN

Identical to the German player turn except exchange the word German for Allied and vice-versa.

D. VICTORY CHECK PHASE

Automatic Victory is checked at this time (24.2) or check Victory after the last turn of a scenario. Then move the Game Turn marker to the next box on the Turn Record Track (TRT).

4.0 STACKING

4.1 Stacking Limits

Stacking refers to the placing of more than one combat unit in a hex. The Stacking Limit for both sides is **6 Stacking Points**. Markers do not affect stacking and may freely stack in a hex without limit.
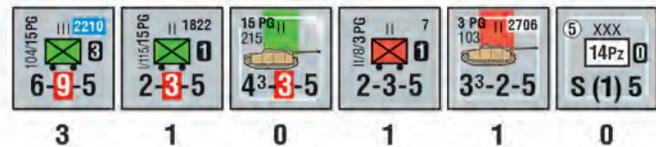
4.2 Stacking Values:

The Stacking Value of most units is indicated with a number between 0-4 in a black box. Any number of units with a printed Stacking Value of 0 may stack in a hex.

4.3 Silhouetted Tank Units

 One Silhouetted Tank Unit (a unit with a tank icon) can stack for free in each hex, all other Silhouetted Tank Units in the hex count as 1 Stacking Point each.

EXAMPLE: The Stacking Value of each unit is shown and totals 6. The first Silhouetted Tank unit stacks for free.

4.4 Stacking Restrictions

The Stacking Limit can only be exceeded during the course of Movement, Retreat, and Advance After Combat. The Stacking Limit must be strictly observed by the Phasing Player at the completion of his Movement and Combat Phases and at the moment each Breakthrough and Auto DS attack (8.7) is resolved. The Phasing Player must correct all stacking violations at these times by eliminating enough units from the hex to satisfy the Stacking Limit.

5.0 LAND MOVEMENT

5.1 The Basics

Each unit has a Movement Allowance (MA) which is the normal number of Movement Points (MPs) it may expend for movement during the Movement Phase. Each hex entered costs a certain number of MPs to enter as specified on the TEC. Movement may be made by individual unit or by stack. If units are moved as a stack, they move at the rate of the slowest unit in the stack. A stack may drop off units as it moves. A dropped unit may not move any further during that phase. You must complete the movement of one unit or stack before starting to move another. A unit or stack may not enter a hex occupied by an enemy Combat Unit.

5.2 Road Movement

(5.2.1) General Rule: A unit that follows the path of a road may use the reduced rate of the road. Whenever a road crosses a river, a bridge is assumed to exist. The road rate may be used when moving into and out of an EZOC (6.2). Units may combine road and off-road movement in the same move.

(5.2.2) Operational Movement: If the hex a Mechanized unit is entering is within two hexes of an enemy unit then the cost to move along the road is 1 MP. If the hex is not within two hexes of an enemy unit then the road rate is reduced to ½ MP for Minor Roads and ⅓ MP for Major Roads.

(5.2.3) Roads and City Terrain: City terrain does not cut or block roads. A Major Road connects all three Naples hexes.

5.3 Extended Movement

Units that do not enter an EZOC during movement may use Extended Movement to increase their MA—Mechanized units receive an additional **3 MPs** while Non-Mechanized units receive 2 **MPs**. A unit starting its move in an EZOC can use Extended Movement as long as it exits that EZOC with its first hex of movement.

5.4 Tactical Movement

Tactical Movement does not use MA or MPs and allows a unit to move one or two hexes. Units that use Tactical Movement *may* attack in the Combat Phase. Units using Tactical Movement may not also use regular or Extended Movement and must abide by all the other rules of movement, specifically:

• Must stop upon entering an EZOC (6.2).
• May not cross or enter enemy ZOC Bonds (7.0).
• May not cross a prohibited hexside.

DESIGN NOTE: This rule is just to make the game easier to play—no need to count MPs if you are just going to move two hexes.

5.5 Effects of Rivers on Movement

• Non-Mechanized units (2.3.3) pay +1 MP to cross an unbridged Minor River hexside.
• Mechanized units pay +2 MPs to cross an unbridged Minor River hexside.
• Units may only cross unbridged **Major River** hexsides if they start adjacent to the River hexside, use Tactical Movement, and their first hex of movement is to cross.

5.6 Mountain Hexsides and Movement

Mountains have the following effects on movement:

- Infantry Units may only cross a Mountain hexside without a Road or Pass if they use Tactical Movement, start adjacent to the hexside, and their first hex of movement is to cross. See Mountain units (19.3) for an exception.

- Vehicle Units may only cross Mountain hexsides using Roads or Passes.

5.7 Trucks

Each turn, each side may transport any two Good Order (13.1.1) friendly Non-Mechanized units that are judged "In Supply" at the start of their Movement Phase. These two units receive an MA of 5 MPs and move as if they are Mechanized units. Place a Truck marker on the unit to indicate this. Units being transported may not attack in the Combat Phase but they may end their movement in an EZOC. Remove the marker in the Recovery Phase.

DESIGN NOTE: This rule replaces the Truck marker rule in Salerno '43.

5.8 The 8th Army Boundary Line

(5.8.1) In General: The zone east of the boundary line was the responsibility of the British 8th Army which is not represented in the game. The zone is divided into four sections that show the progress of 8th Army—E1, E2, E3, and N4. At start of the game all sections are controlled by the Germans, but as the British army advances those sections are lost to the German army.

- Starting on Turn 8 section E1 becomes friendly to the Allied player. If any Axis units are there at the start of Turn 8 they are immediately relocated by the German player during the German Initial Phase to section E2 and suffer Disruption.

- Starting on Turn 11 section E2 becomes friendly to the Allied player. If any Axis units are there at the start of Turn 11 they are immediately relocated by the German player during the German Initial Phase to E3 and suffer Disruption.

- Starting on Turn 15 section E3 becomes friendly to the Allied player. If any Axis units are there at the start of Turn 15 they are immediately relocated by the German player to section N4 and suffer Disruption.

DESIGN NOTE: This represents the advance of 8th Army.

(5.8.2) Allied Restrictions and Benefits: Allied units may not voluntarily enter the 8th Army Zone. If an Allied unit retreats into the zone, and the section is currently German controlled, then the Allied unit is eliminated. If the section is currently friendly then they must exit the zone as quickly as possible. Allied units may use friendly sections of the 8th Army Zone to trace a LOS (16.2.2).

(5.8.3) German Units: German units may enter and operate within the British 8th Army Zone in sections that are still friendly to them. They may use friendly sections to trace a LOS through.

5.9 Movement and Weather

During Rain turns (23.4) Vehicle Units may not move, attack, or Retreat across unbridged River hexsides (Major or Minor).


EXAMPLES OF MOVEMENT: The MP cost to enter a hex is shown in the yellow circles, the MP cost to cross a River is shown in the blue circles, and the cost to exit an EZOC (always +2) is shown in a red circle. Unit A must stop after entering a Marsh hex. Unit B uses Extended Movement and spends 5 MPs. Unit C (the 22nd Armoured Brigade) uses 5 MPs, including two to cross a Canal hexside. Unit D exits an EZOC (cost 2 MPs) and moves two hexes. Normally this would cost 4 MPs but it uses Tactical Movement to move only two hexes. Unit E must use Tactical Movement to cross a Mountain hexside. It cannot cross the Major River because it must start adjacent to that river to cross it. Unit F, a Mechanized unit, uses Extended Movement (+3 MPs) and spends 8 MPs—it must spend 1 MP for Road Movement due to the proximity of enemy units (5.2.2).

6.0 ZONES OF CONTROL

6.1 General Rule

The six hexes immediately surrounding a hex occupied by one or more **Combat Units** constitute the Zone of Control (ZOC) of those units. ZOCs from non-Vehicle Units extend across all hexsides except all-sea hexsides. ZOCs from Vehicle Units are identical except they only extend across Mountain hexsides at Roads and Passes.
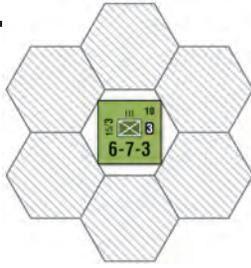
DESIGN NOTE: All Combat Units have a ZOC, including free-stacking units and ASUs.

6.2 ZOCs and Movement

All units must stop upon entering an Enemy Zone of Control (EZOC). It costs no additional MPs to enter an EZOC; it costs two additional Movement Points (+2 MPs) to exit an EZOC (exception (13.3.2). A unit that starts its move in an EZOC may move directly into another EZOC and stop, as long as it does not cross or enter an enemy ZOC Bond (7.0).
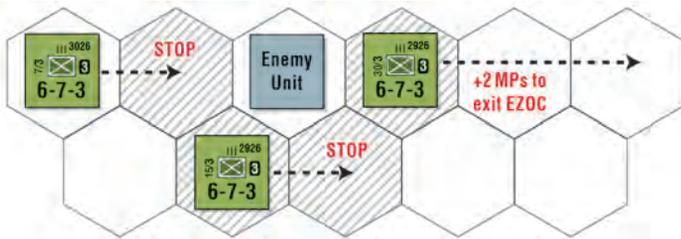
6.3 Other Effects of ZOCs

- EZOCs and Retreats: see 12.2.
- EZOCs and Advance After Combat: see 14.4.
- EZOCs and Lines of Supply: see 16.3.

7.0 ZOC BONDS

7.1 How to Form a ZOC Bond

Any Combat Unit without the white outline around their counter that is in Good Order (13.1.1) can form a ZOC Bond. When two such units (or stacks) are two hexes apart (with one vacant intervening hex) they create a bond between them that no enemy unit may enter or cross. Due to the pattern of a hex grid there are two types of ZOC Bonds—Hex Bonds and Hexside Bonds (see illustration below). Silhouetted Tank units and ASUs have a ZOC but cannot form ZOC Bonds.

7.2 Effects of ZOC Bonds

- Units may neither enter an enemy Hex Bond nor cross an enemy Hexside Bond during the Movement Phase.
- Units forced to Retreat into an enemy Hex Bond or across an enemy Hexside Bond are eliminated.
- Units may not Advance After Combat into an enemy Hex Bond or across an enemy Hexside Bond, unless they are entering the defender's vacated hex.
- Supply can never be traced into an enemy Hex Bond or across an enemy Hexside Bond.

7.3 Breaking ZOC Bonds

A Hexside Bond is broken when enemy units are located on each side of the intervening hexside (as between units D and E in the illustration at the bottom of the page). A Hex Bond is broken when the intervening hex contains an enemy unit (as between units E and F). A Bond is broken as soon as the condition occurs.

7.4 Intersecting ZOC Bonds

If both players have intersecting ZOC Bonds, then neither player may cross the other's ZOC Bond until it is broken (see units F and G in the diagram below).

7.5 ZOC Bonds with Entry Areas

A unit can form a Hexside Bond (but not a Hex Bond) with a *friendly* Entry Area (21.2). ZOC Bonds with an enemy Entry Area or a neutral map edge are not allowed.
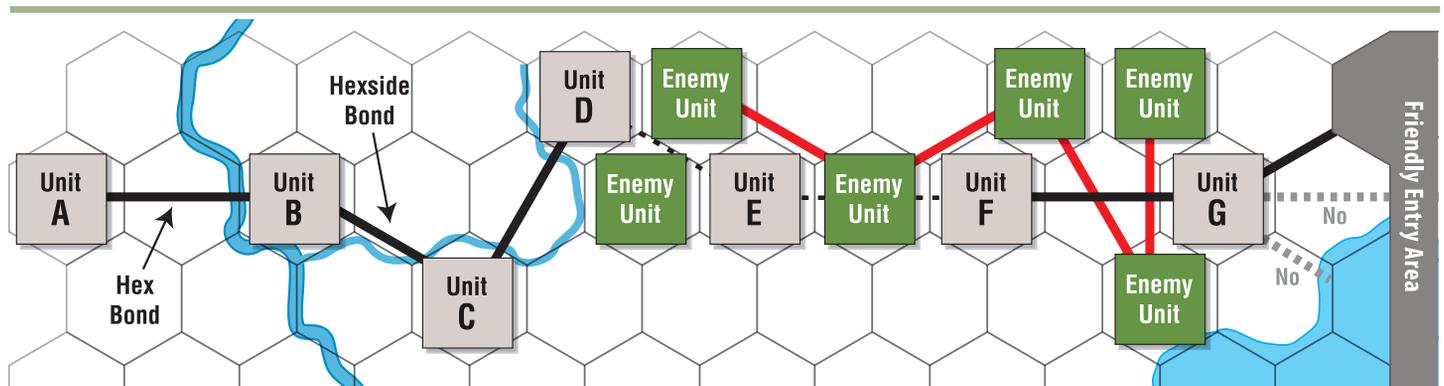
EXAMPLES OF ZOC BONDS: *Black lines indicate friendly ZOC Bonds, red lines indicate enemy ZOC Bonds, thin dashed lines indicate broken ZOC Bonds. There is no Hexside Bond between units D and E—it has been broken; likewise the Hex Bond between units E and F. The ZOC Bond between units C and D is not broken by the* two Minor River hexsides (7.6.3). *Units F and G still have a ZOC Bond even though it is intersected by the enemy ZOC Bonds. Unit G has a Hexside Bond with the friendly Entry Area, but not a hexside bond with the coastline as in some other games in the system.*

7.6 ZOC Bonds and Terrain

(7.6.1) Mountain Hexsides: Units cannot form a ZOC Bond across two non-Road/non-Pass Mountain hexsides. When determining if a Mountain breaks a ZOC Bond, push the Hexside Bond to one side or the other of the Mountain hexside, but it may *not* be pushed into a hex occupied by an enemy unit. Vehicle Units cannot form ZOC Bonds across any Mountain hexside unless a road is present (a mountain pass is not sufficient).
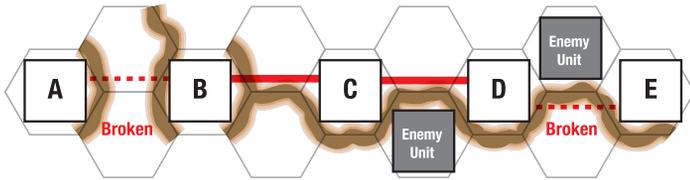
EXAMPLES: A-B is broken because the bond crosses two Mountain hexsides. B-C crosses only one Mountain hexside. C-D doesn't cross any Mountain hexsides. D-E is broken because the bond has to be pushed to a hex that is not occupied by an enemy unit—this results in the ZOC bond crossing two Mountain hexsides.

(7.6.2) The Coast: ZOC Bonds may *not* be formed across an all sea hexside nor anchored to the shoreline (as was allowed in *Normandy '44*).

(7.6.3) Major Rivers: ZOC Bonds may *not* be formed across two Major River hexsides. They may be formed across two Minor Rivers or one Minor and one Major River hexside.
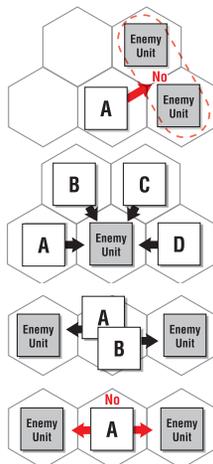
8.0 COMBAT

8.1 The Basics

During the Combat Phase the Phasing Player may attack adjacent enemy Combat Units. Attacking is voluntary: no unit or stack is forced to attack. No unit may attack or be attacked more than once per Combat Phase *(Exception: Breakthrough Combat [15.0])*. Some units in a stack may attack while the others don't attack or attack different hexes. All defending units in a hex must be attacked as one combined Defense Strength. The attacker may conduct his attacks in any order and need not predesignate them. A unit may not attack into a hex or across a hexside it is prohibited from entering or crossing in the Movement Phase.

8.2 Multi-Hex Combat

- The attacker may attack only one hex in each combat.
- A defending unit or stack can be attacked from up to six different adjacent hexes.
- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.
- No unit may split its Attack Strength to attack multiple hexes.

8.3 Combat Procedure

(8.3.1) Follow these steps for each combat:

STEP 1: Compare the combined Attack Strength of the attacking units against the total Defense Strength of the defending units and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward so the denominator is 1. The odds ratio can be higher than 10-1.

EXAMPLES: A 20 to 2 = 10-1. 7 to 2 would be a 3:1. 9 to 4 = 2:1. 6 to 4 = 1:1, and a 5 to 6 = 1:2.

STEP 2: Players determine if a CRT column shift for Tanks (9.3), Troop Quality (9.2), Fortifications (18.0), or Weather (23.4) is applied. The attacker must then declare any Air Support (9.4), Artillery Support (9.5), and/or Naval Support (9.6). The defender then declares Defensive Air and Artillery Support. *See 8.3.3 on column shifts beyond the 1-3 and 7-1 columns.*

STEP 3: After adjusting for column shifts, roll a 6-sided die. Use the applicable column on the CRT, cross-reference the die roll number and implement the results. Players immediately apply any step losses (10.2), and conduct a Determined Defense (11.0) or Retreat (12.0) if necessary. Units that retreat are marked Disrupted or in Full Retreat (13.0).

STEP 4: If the defender was eliminated or retreated then the attacker may perform Advance After Combat (14.0). Breakthrough Combat (15.0) can occur during Advance After Combat.

(8.3.2) Minimum and Maximum Odds: The attacker must start with odds of at least 1-3 before CRT shifts are applied. If negative CRT shifts bring it down below 1-3, resolve the attack at 1-3 odds. Combat at odds 8-1 or 9-1 is resolved on the 7-1 column. Combat at odds 10-1 or greater automatically achieves a DS result.

(8.3.3) Column Shifts: When applying column shifts beyond the 7-1 column assume that 8-1, 9-1, etc., columns exist. Apply the minimum and maximum restriction after calculating the net effect of both the attacker's and defender's column shifts.

EXAMPLE: Odds of 8-1 with one shift left for Defensive Air Support would be resolved on the 7-1 column, not the 6-1 column. Odds of 7-1 with one shift right would be resolved on the 7-1 column.

8.4 Main Assault Force (MAF)

(8.4.1) In General: For each attack the attacker must declare one Formation as the Main Assault Force (MAF). The MAF attacks at full Attack Strength while all other units attack at half Attack Strength (round fractions up).

DESIGN NOTE: The units that are not part of the Main Assault Force are providing supporting fire or pressure against the flanks.

(8.4.2) Formation Definition: Formations are usually divisions, but there are two exceptions: the three US Ranger battalions comprise a Formation called *Darby's Rangers*, and the British 23rd Armoured Brigade (composed of three battalions) is a Formation. These two Formations are treated just like a division.

PLAY NOTE: Formations have a unique color, usually in their Unit Type box to help players identify them.

(8.4.3) Attachments: A Formation can have up to two Attachments. Any one silhouetted Tank unit plus any one Infantry or Reconnaissance unit (of any size) may temporarily attach to the MAF by simply stacking with one of the units of the MAF. When attached they may be considered part of the MAF and are counted at full Attack Strength. The units can be Independent (8.4.4) or from another Formation.
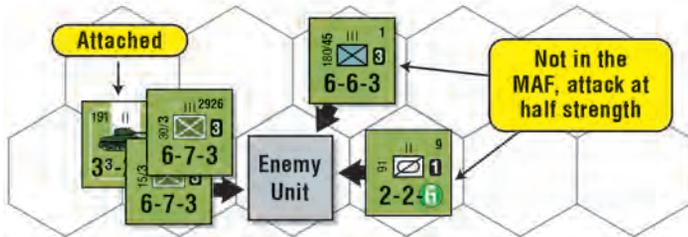
EXAMPLE: The 3rd Division with an attached tank battalion is the MAF and attacks at full strength while the other two units attack at half strength—their total Attack Strength is 19.

(8.4.4) Independent Units: Most Independent units are identified by a white bar or a white unit-type box. There are a few exceptions: the 2/509th Parachute Infantry Battalion, the American-Canadian 1st Special Service Force (1SSF), and the British 9th Commando Battalion were given unique colors. White-box Remnant units are considered Independent units, while colored-box Remnant units remain part of their Formation.

PLAY NOTE: You could have an Independent unit as the MAF with two attachments.

8.5 Combat Strength Limits

Both the defender and the attacker can use a maximum of **20 Strength Points** in a given combat. All strength points in excess of that are ignored. This limit applies **after** halving and doubling.

EXAMPLE #1: Two 5-7-3s defending in a Hill hex would have a modified Defense Strength of 20—not 28.

EXAMPLE #2: An attack with an Attack Strength of 24 (before halving) across mountain hexsides would be halved down to 12.

PLAY NOTE: Once the defender has an Attack Strength of 11 in a hex, the best the attacker can get is a 1-1 before column shifts.

8.6 Allied Coordination Restrictions

(8.6.1) British Army: While the British units are part of 5th Army, they are treated as a different Army than the US, French, and Italian units. US, French, and Italian units may not participate in an attack with British units and vice versa. If stacked together they may defend together with no penalty. All four nationalities may form ZOC Bonds with each other. British Corps ASUs and Air Support markers can only support British units.

(8.6.2) US Army: French units and the 1st Italian Motorized Brigade are considered part of the US Army and can use US Corps ASUs and US Air Support. French, US, and Italian units may participate in the same combat together without restrictions. A US unit can be attached to a French or Italian unit and vice versa.

8.7 Automatic DS

(8.7.1) Procedure: Defending units can suffer an Automatic Defender Shattered (Auto DS) result during a Movement Phase when the Phasing Player has enough units adjacent to the defender's hex to ensure 10-1 odds against it. MAF (8.4), Combat Strength Limits (8.5), Allied Restrictions (8.6), and Rain/Mud shifts apply. Troop Quality, Fortification, and Tank shifts (9.2 and 9.3) are used but not Air, Naval, or Artillery Support shifts (which are only allocated in the Combat Phase). At that point the Phasing Player *may* declare an Auto DS against the hex. The defending unit(s) immediately suffer a DS result and any surviving units are retreated **4 hexes** by the defender abiding by the Retreat Direction Guidelines (12.1.3) and are marked in Full Retreat. All units that made the 10-1 possible are marked with "Auto DS" markers—they cannot move any farther that Movement Phase nor take part in regular combat in the upcoming Combat Phase.

(8.7.2) Advance After Combat: During the Combat Phase, the units marked with Auto DS markers may, **after all** combats and Disengagement Attempts have been resolved, conduct their Advance After Combat at their full Advance rate (14.2), at which time the markers are removed. As in regular combat, only one stack in each Automatic DS attack may conduct Breakthrough Combat (15.4).

> **Important:** Automatic DS markers are placed in the Movement Phase, never in the Combat Phase.
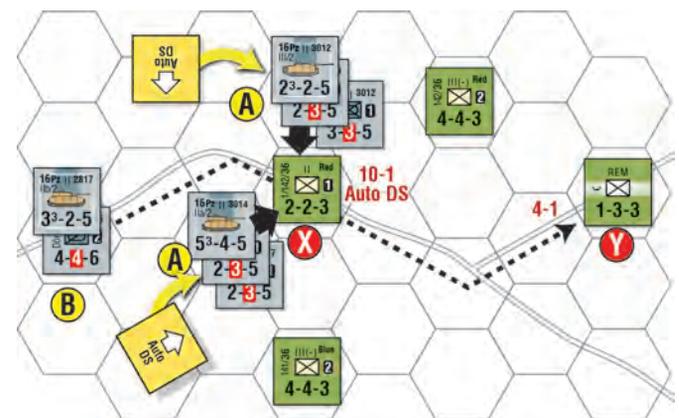
EXAMPLE: During the German Movement Phase the German player moves the six units shown above adjacent to the American battalion in hex X. Since the odds are 16 to 2 with two shifts (Tank and Elite) the odds are 10-1. The US battalion is immediately eliminated. The six German units are indicated with Auto DS markers. Stack B can now move down the road and set up a 4-1 (7 to 3 with two shifts) attack against hex Y for the Combat Phase.

9.0 COMBAT MODIFIERS

9.1 Halving and Doubling

A unit strength can never be halved or doubled more than once. When halving, always halve by individual unit (not stack) and round any fractions up to the next higher whole number. If a unit is both halved and doubled (i.e., a Disrupted unit defending in a City hex), then the unit returns to its printed strength. Strengths are halved for the following reasons:

- Attacking units that are not part of the MAF (8.4.1)
- Vehicle Units (2.3.3) are halved attacking out of a Marsh hex or across a Minor River hexside (9.7).
- Any unit attacking across a Major River hexside (9.7)
- Any unit attacking across a Mountain hexside (9.7), except mountain units (19.3)
- Attacking when *marked ½ Eff* (Optional Rule, 25.2)
- Attacking when *marked* Out of Supply (16.4)
- Disrupted units when defending (13.2)

9.2 Troop Quality Shifts

(9.2.1) The Elite Shift: The Elite Shift earns the attacker one shift right on the CRT. There are two ways to earn this shift:

- The majority of attacking units (not steps) in the MAF are Elite.
- If the attacker has both an Elite Infantry-Type unit (2.3.3) and a Tank unit (of any quality) in his MAF.

(9.2.2) The Low Quality Penalty Shift: If *all* attacking units are Low Quality, then the attacker suffers a shift of one column left on the CRT.

9.3 Tank Shifts

(9.3.1) The Attacker's Shift: Terrain permitting (9.3.3), the attacker gains a column shift right on the CRT if he has a Tank Unit in his MAF, and the defender has either no Tank Units in the hex, or has Tank Units but all have a lower Tank Rating than the highest Tank Rating among the MAF attacking units. Use only the best Tank Rating from each side for the comparison; don't add up Tank Ratings.

(9.3.2) The Defender's Shift: The attacker suffers a column shift left if he has no Tank Unit in his MAF and the defender does have a Tank Unit, or both have Tank Units participating but the Tank Rating of the attacker is less than the defenders. Use only the best Tank Rating from each side for the comparison.
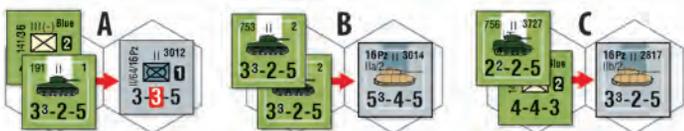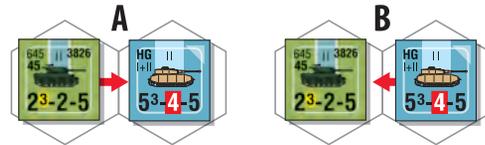

EXAMPLES: At A the attacker would earn the Tank Shift, at B neither side would earn the Tank Shift, and at C the defender would earn the Tank Shift.

(9.3.3) Tank Shifts and Terrain: Neither player can earn the Tank Shift if the defender is in a Hill, Marsh, full Mountain, Fortification, or City hex. Tank units attacking across a river or Mountain hexside or out of a Marsh hex cannot be used to gain a Tank Shift,

but their presence is enough to prevent the defender from gaining the Tank Shift if terrain restrictions did not apply.

(9.3.4) Tank Destroyer Battalions: Tank units with a Tank Rating inside a yellow box have their Tank Rating decreased by 1 when attacking. *These units are primarily used for anti-tank purposes.*

EXAMPLE: At A the German defender would earn the Tank Shift, at B neither player would earn the shift.

9.4 Air Support

An Air Support marker provides a favorable shift of one column on the CRT (left or right). There are no range restrictions. US and Br Air markers may only be used if a ground unit of their Army (8.6.2) is participating in that combat. Once used, flip the marker to its USED side. A maximum of one Air Support may be used in each combat.

9.5 Artillery Support

(9.5.1) Division Support: A Division ASU that is in Range (17.4) and on its Ready side, may be used by the attacker to provide one CRT column shift right. At least one unit from the division must be participating in the attack (it does not have to be part of the MAF). Once used, flip the ASU to its FIRED side.

(9.5.2) Corps Support: A Corps ASU (or Naval marker) that is in Range (17.4) and on its Ready side, may be used by the attacker to provide one CRT column shift right. Once used, flip the ASU or Naval marker to its FIRED side. An Allied Corps ASU may only provide the CRT shift or the +1 DRM to a DD roll to a combat involving units of its Army (8.6.2).

(9.5.3) Two Artillery Shifts: The attacker can earn a maximum of two shifts for artillery if both Division and Corps/Naval Support are used.

(9.5.4) Defensive Artillery Support: A Division or Corps ASU that is in Range (17.4) and on its Ready side, may be used by the defender to provide one CRT column shift left. If a Division ASU is used, at least one unit from that division must be in the defender's hex. Once used, flip the ASU to its FIRED side. The defender may never earn more than one shift for Artillery/Naval Support.

9.6 Naval Support

The Allied player has one Naval Support marker. If available, it may be used once during the Game Turn. The target hex (where the defending units are) must be within **2 hexes** of the non-playable sea area (for example, it could reach Castel Volturno (hex 1815). Naval Support is treated the same as a Corps ASU for purposes of Artillery Support—you can never use both a Corps ASU and a Naval Support marker in the same battle. The Naval Support marker can support units of both the British and US Armies.

9.7 Terrain and Combat

- HILLS and CITIES: All Combat Units except Silhouetted Tank units, and ASUs have their Defense Strength doubled.

- MOUNTAIN HEXSIDES: All Combat Units (except Mountain Infantry) have their Attack Strength halved when attacking across Mountain hexsides. Vehicle Units (2.3.3) may only attack across Mountain hexsides if there is a Road or Pass.

- MARSH: The Defense Strength is doubled if all participating units are attacking OUT OF a Marsh hex. Attack Strengths of Vehicle Units (2.3.3) attacking OUT OF a Marsh hex (even along a road) are halved (round up).

- RIVERS: The Defense Strength is doubled if all participating units are attacking across a River hexside. Vehicle Units (2.3.3) attacking across Rivers (bridged and unbridged) are halved (round up).

- MAJOR RIVERS: Same as a Minor River except the Attack Strength of all attacking units are halved.

- COMBINATIONS: Doubling of Defense Strength can be achieved by a combination of Mountain hexsides, River hexsides, and Marsh hexes. *Example: The defender is doubled in Defense Strength if the attacker is attacking from two different hexes—one from across a Mountain hexside and the other from across a River hexside.*

EXAMPLES: At X all US units are attacking across River hexsides so the German unit's Defense Strength is doubled. In addition, the units attacking across the Major River have their Attack Strength halved. The odds are 9 to 6 (1-1). At Y, since one unit is not attacking across a River hexside the Defense Strength is not doubled, the odds are 9 to 3 (3-1).

9.8 Parenthesized Units

Units with the Defense Strength in parenthesis participate in defense only if they are the only unit in the hex. If there are multiple such units in the hex, only one is used. When stacked with other units, such units may not be selected for a step loss until all other defending units are eliminated.

9.9 Other Combat Modifiers

- DISRUPTED: Defense Strength halved (13.2.1)
- FULL RETREAT: Defense Strength = 0 (13.3.2)
- OUT OF SUPPLY: Attack Strength halved (16.4)
- RAIN w/MUD: All combats suffer one shift left on the CRT (23.4)

10.0 COMBAT RESULTS

10.1 Explanation of Combat Results

The words "attacker" and "defender" refer only to the units participating in the combat in question—not to the strategic situation.

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 (14.0).

DR4 = The defenders must Retreat 4 hexes and are marked in Full Retreat—no Determined Defense is possible. The attacker may Advance (14.0).

D1 = The defender loses one step. Surviving defenders must either Retreat 2 hexes and become Disrupted or conduct a Determined Defense. The attacker may Advance if the defender Retreats.

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 if the defender Retreats.

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

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

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 (14.2.3).

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

Adv 1, Adv 2, Adv 2+ = If the defender Retreats, the attacker may Advance the number of hexes indicated (14.2).

10.2 Selecting Step Losses

(10.2.1) Who Picks: The owning player selects the unit that will take the step loss unless an **EX, DRX,** or **DS** was rolled. When those results are rolled the *opposing player* selects the step loss.

(10.2.2) Step Loss Guidelines:

- Step losses must come from units that contributed combat strength to the battle and, for the attacker, were part of the MAF. Any participating unit can be selected, it doesn't have to be one that provided a shift.

- Parenthesized units (9.8) and units that contributed no combat strength may not be selected until all other participating units are eliminated.

- If both sides are required to remove a step, the defender selects first.

10.3 Indicating Step Losses

Flipping a unit over indicates the unit has suffered a step loss. If it is a 1-step unit, or a 2-step unit that is already flipped, then it is eliminated. A 3-step unit forms a Remnant (10.4) on its third step.

10.4 Remnants and the Remnant Display

 (10.4.1) In General: When a 3-step unit takes a second step loss it *may* be replaced with a Remnant of the appropriate unit type. Place the regiment or brigade in the Remnant Display printed on the map and place the Remnant on the map where the unit was.

NOTE: The US glider regiment can use the airborne remnant. Mountain infantry units can use infantry remnants but they lose their special abilities.

(10.4.2) Remnants Are not Mandatory: Players may elect not to use a Remnant and put the 3-step unit directly into the Eliminated Box. In this case the unit is considered to have lost two steps. This option is mandatory if there is not an available Remnant in the display.

(10.4.3) Remnant Elimination: If a Remnant is eliminated, then the unit it was representing is placed in the Eliminated Box and the Remnant is placed back in the display and may be used again for another unit.

11.0 DETERMINED DEFENSE

11.1 In General

The defender may attempt to cancel the Retreat portion of a CRT result by using the Determined Defense Table provided at least one step survived the combat and the Combat Result allows it. A successful result on this table cancels the Retreat, the Disruption, and the Advance After Combat.

11.2 The Determined Defense Table

(11.2.1) Procedure: Step losses from the CRT are implemented before resolving the Determined Defense. If there are two or more surviving units in the defending stack, the defender picks one as the Lead Unit (11.2.3). If there is only one eligible unit, then that unit must be the Lead Unit. The terrain of the defender's hex determines the column to use on the table. Use the "City or Fortification" column for units in City hexes or Fortifications, use the "Clear" column for units in Clear hexes without Towns, and use the "Other" column for all other hexes. Roll *two 6-sided dice* and implement the result.

(11.2.2) CRT Background Colors: If the background color of the Combat Result is orange ▭, then the defender suffers a −1 die roll modifier if he conducts a Determined Defense. If the background color is red ▭, then a Determined Defense is not allowed.

(11.2.3) Lead Units: The Lead Unit determines any possible DRMs and will be the unit to suffer the step loss if one is called for. Any Good Order (13.1.1) Combat Unit can be a Lead Unit except an ASU (17.0). If there are no units in the stack that can be the Lead Unit then a Determined Defense is not possible.

(11.2.4) Die Roll Modifiers:
+1 Lead Unit is Elite (2.3.2)

−1 Lead Unit is Low Quality (2.3.2)
−1 The CRT result is orange ▭.
+1 DD Support (11.3, 17.6.2).

The maximum modifier for Determined Defense is DD Support (+1) plus an Elite unit (+1) = +2.

11.3 DD Support

The defender may use one Air, ASU or Naval marker within range to modify the die roll. The Air, ASU or Naval marker must be the same Army as the Lead Unit. If a division ASU is used then at least one unit from that division must be in the defender's hex (it doesn't have to be the Lead Unit). The defender must declare DD Support before the dice are rolled. Only Air, ASUs, and Naval markers on their Ready side may be used, and no more than one may be used in each Determined Defense—the maximum modifier for DD Support is +1. Once used, the Air, ASU, or Naval marker is flipped to its FIRED side.

11.4 Explanation of Results

(11.4.1) List of Results

F	Fail = Determined Defense fails
H	Hold = Determined Defense is successful
P	Partial Success = gain a Battle marker (11.5)
0/0	No step losses for either side
0/1	Lead Unit loses one step.
1*/1	Lead Unit loses one step and the attacker loses one step from his MAF (defender selects the step loss).
1/0	The attacker loses one step (his choice).

(11.4.2) Single Step Defenders: If the defender had only one step, and that step was lost in a *successful* Determined Defense, and the hex is now vacant of Combat Units, the attacker receives a Limited Advance (14.2.3).

(11.4.3) Failed Determined Defense: If the Determined Defense fails then the defender must retreat unless it has no retreat path. If all units in the defender's stack will be eliminated if they retreat, then the defender reduces his Lead Unit by one step (if it did not already lose a step in a **0/1 F** result) and rolls again on the Determined Defense Table. The defender may keep rolling on the Determined Defense Table treating every failed result as an **0/1 F** result (taking a step loss on his Lead Unit for each Failed attempt) until all defending units are either eliminated or they succeed in holding. If the defender had a +1 DD Support DRM he uses that for each dice roll.

 EXAMPLE: The three German units to the left are defending a Hill hex. The units have no Retreat path and the CRT result is a D1. The defender removes the Reggio Battalion as his step loss for the D1 result and conducts a DD using the Elite FJ Battalion as his Lead Unit and uses the "Other" column on the DD Table. The dice roll is a 5, which is modified to a 6 for the Elite unit, which is an "F" fail result. He eliminates the Fallschirmjäger unit and now the regiment (the only unit left) is the Lead Unit. Since the stack has no retreat path he can continue to roll until successful or

eliminated. He rolls a 3, which is another fail. He reduces the regiment by one step and rolls again. This time he rolls an 8 = "0/1H" result—the Retreat is canceled at the cost of another step from the regiment. The defender lost a total of four steps and so only a 1-3-5 Remnant remains in the hex.

DESIGN NOTE: The term "Desperate Defense" found in Salerno '43 *is no longer used. The term is not needed and only caused confusion. If your units can't retreat, just keep rolling on the DD Table until successful or eliminated.*

(11.4.4) Vehicle Units with No Retreat: If some units can retreat and others can't, then the defender must retreat those that can, and have the others do a Determined Defense.

11.5 Battle Markers

11.5.1 Purpose: These markers are only used when attacking a City hex (Minor or Major) or a Fortification. They are earned if the DD result is "Partial Success". They represent the attacker taking a part of the hex.

PLAY NOTE: A "Fail" result in a City hex or Fortification is treated the same as in any other hex. It is possible to force a unit in a City/Fortification to retreat without earning any Battle markers.
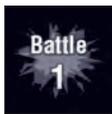
11.5.2 Minor Cities and Level 1 Fortifications: On a Partial Success result, if the defender is in a Minor City hex or Level 1 Fortification, place a Battle marker on the "1" side and cancel the retreat. If a Partial Success occurs again in a later turn, the P result is treated as a Fail and remove the Battle marker, the defending units must retreat two hexes and become Disrupted, and the attacker earns a Limited Advance (14.2.3). If the defender has no retreat path then apply any step loses that came with the Partial Success result and roll again until an H result is achieved or the defender has no steps remaining. On the additional rolls treat any Partial Success result (0/0, 1/0, 0/1, 1*/1) as a 0/1 Fail.

11.5.3 Major Cities and Level 2 Fortifications: These are treated the same way except the City hex/Fort can sustain two Partial Success results before the defender must retreat. When the first Partial Success result occurs place a Battle 1 marker in the hex, when the second occurs flip the Battle marker to its 2 side. When the third occurs remove the Battle marker, the defending units must retreat two hexes and become Disrupted, and the attacker earns a Limited Advance (14.2.3). See 11.5.2 above if the defender has no retreat path.

> **Important:** *Units no longer share the same hex in City Battles as was done in* Stalingrad '42.

11.6 Removing Battle Markers

These markers are removed in any Movement or Combat Phase if the side that was attacking the City/Fortification enters the hex, or at the end of a Movement Phase if no enemy units are adjacent to the hex.

12.0 RETREATS

12.1 Retreat Procedure

(12.1.1) Length of Retreat: When called upon to retreat by the CRT or by an Auto DS, defending units must abandon the hex and be retreated by the owning player. The number of hexes is determined by the CRT result. See Stopping a Retreat (12.1.2) for a method to reduce a retreat length.

(12.1.2) Stopping a Retreat: Any retreat that enters a friendly controlled City hex, a Fortification, or crosses a Mountain hexside has the option to stop and end the retreat with no additional penalty (the unit is still Disrupted or in Full Retreat per the CRT result). The hex the retreat stops in may not be in an EZOC unless a friendly Combat unit, not part of the retreat, is already in the hex.

(12.1.3) Retreat Direction Guidelines: All retreats must follow the guidelines below. The guidelines are listed in order of priority (#1 takes priority over #2, etc.).

1. Retreat to any hex that does not cause elimination (12.2).
2. If possible, each hex of the retreat must move the defender away from the original defending hex.
3. If possible, retreat towards a Supply Source (16.2).
4. If possible, retreat to a hex where the unit will be in supply (16.3).

(12.1.4) Overstacking: Units may end their retreat in violation of stacking restrictions. However, the overstacking must be corrected before the end of the owning player's next Movement Phase when all units in excess of the limit are eliminated (4.4).

(12.1.5) Stacks: A stack of retreating units may split up and retreat to different hexes. Units can retreat through friendly units without disturbing the non-retreating units.

12.2 Elimination Due to a Retreat

Units are eliminated if they retreat:

- Into a hex occupied by an enemy unit.
- Across or into an enemy ZOC Bond.
- Into two consecutive vacant hexes in an EZOC.
- Into the same hex twice in the same retreat.
- By stopping in an EZOC. Friendly units that have not retreated in the current phase negate EZOCs in the hex they occupy. A unit may retreat one additional hex if that will save it from elimination, but this does not allow a unit that has retreated through two consecutive EZOCs to survive.
- Off the map unless it is into a friendly Entry Area (21.3). (Retreating into a friendly Entry Area automatically fulfills the number of hexes required by the retreat.)
- Into a hex or across a hexside that they are prohibited from entering or crossing in the Movement Phase.
- See Retreat and Terrain for additional restrictions (12.3).

12.3 Retreat and Terrain

(12.3.1) Rivers and Retreat: Vehicle Units are eliminated if they retreat across an unbridged Major River (in any weather) or an unbridged Minor River hexside during Rain turns. Rivers have no effect on other units.

(12.3.2) Mountain Hexsides and Retreat: Vehicle Units are eliminated if they retreat across a non-road, non-pass Mountain hexside. See 12.1.2 on stopping a Retreat after crossing a Mountain hexside and 11.4.3 on multiple Determined Defense dice rolls.

## 12.4 Elimination Does Not Reduce the Advance

If the defender is eliminated, the attacker still receives the full Advance After Combat allowance.

12.5 Combat Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an attack (not Breakthrough Combat) in the same Combat Phase, the retreated units do not add their Defense Strength to the combat, may not be the Lead Unit, may not be selected to satisfy a step loss, and, if required to retreat again, are eliminated. This rule does not apply to Breakthrough Combat (15.3).
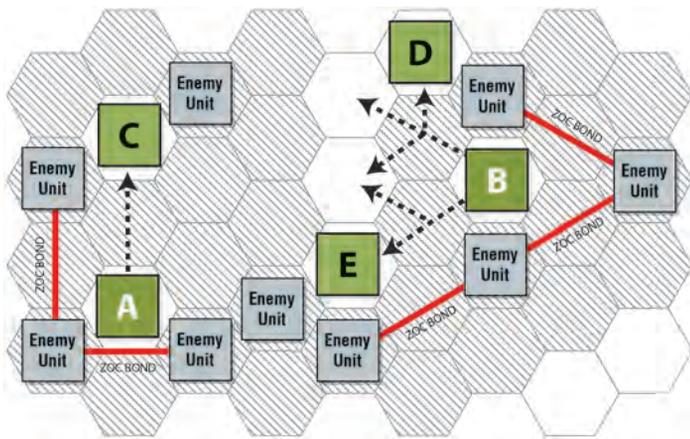
EXAMPLE #1: Tinted hexes indicate EZOCs (for the purposes of assessing retreat paths). Units A and B must retreat two hexes. Unit A has only one retreat path—into the hex containing unit "C". This is allowed since unit C cancels EZOCs in the hex it occupies for purposes of retreats. Unit B has a choice of four hexes to retreat to due to friendly units D and E.
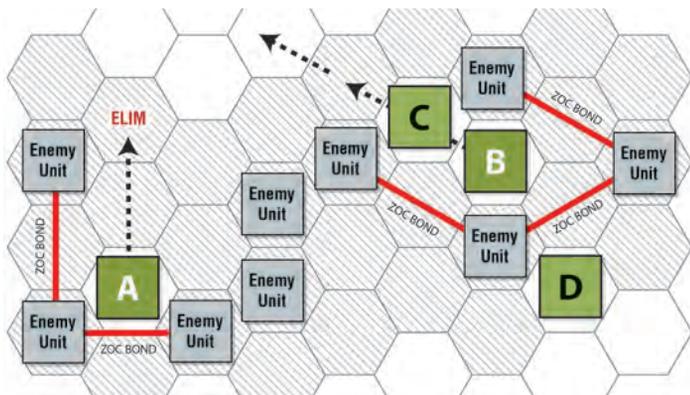
EXAMPLE #2: Units A and B must retreat two hexes. Unit A is eliminated because it enters two consecutive hexes in an EZOC. Unit B avoids elimination by retreating through unit C and then retreating an additional hex (12.2, 5th bullet).

13.0 DISRUPTION AND RECOVERY

13.1 Disrupted, Full Retreat and Good Order

(13.1.1) In General: Combat Units are always in one of three states: Disrupted, Full Retreat, or Good Order. A unit that is neither Disrupted nor in Full Retreat is classified as Good Order. Units that are Disrupted or in Full Retreat may stack with Good Order units without causing them to lose their Good Order status.

(13.1.2) How Units Become Disrupted: Any Combat Unit that retreats due to a CRT result becomes Disrupted.

(13.1.3) How Units Go into Full Retreat:

- Any Combat Unit that suffers a DR4 or DS CRT result goes into Full Retreat.
- Any Disrupted unit that is Disrupted again has its status downgraded to Full Retreat.
- Voluntarily (13.3.4)

13.2 Penalties of Disruption

(13.2.1) A Disrupted unit:

- MOVEMENT: May only use Tactical Movement. If in an Entry Area, it may not move from there.
- ZOC BONDS: Has a ZOC but cannot in any degree be used to form a ZOC Bond.
- COMBAT: May not attack. Disrupted units have their Defense Strength halved (rounded up) and may not be a Lead Unit in a Determined Defense (11.2.3).
- ASUs: May not be flipped to their Ready side.
- REPLACEMENTS: Cannot receive Replacements (20.2).

(13.2.2) Abilities Retained: Disrupted units retain their ZOC and defensive Tank Shift abilities.

13.3 Effects of Full Retreat

(13.3.1) Full Retreat Benefit: Units in Full Retreat may move their full MA *and use Extended Movement*.

(13.3.2) Full Retreat Penalties: Units in Full Retreat suffer all the penalties of Disruption (except the movement penalty) plus the following additional penalties:

- ZOCs: Units in Full Retreat have no ZOC.

- EZOCs: May only remain adjacent or move adjacent to enemy units if there are other friendly Combat Units in the hex that are not in Full Retreat. If they start adjacent to an enemy unit they do not have to pay the +2 MPs to exit the EZOC.

- MOVEMENT: They may not enter enemy controlled City hexes. They do not slow down enemy movement (exception: 13.3.3).

- AUTOMATIC RETREAT: If an enemy Combat Unit moves, advances, or retreats adjacent to a unit in Full Retreat, and the Full Retreat unit is not stacked with friendly Combat Units not in Full Retreat, then the units in Full Retreat must immediately be retreated 2 hexes by the owning player (following all the rules of 12.0) and the enemy unit may then continue moving/advancing/retreating. In cases where an EX result removes the last Good Order/Disrupted step thereby exposing units in Full Retreat in

that same hex, then the Full Retreat units automatically retreat two hexes.

- ELIMINATION: Any unit(s) in Full Retreat are eliminated at the beginning of any enemy Movement or Combat Phase which they begin adjacent to an enemy unit, unless the units in Full Retreat are stacked with friendly Combat Units not in Full Retreat.

- COMBAT: They have a Defense Strength of 0. If stacked with other units they contribute nothing to the defense (including Tank Shifts and Determined Defense).

- RECOVERY: It takes them longer to recover (13.4).

- SUBSEQUENT RETREATS: There is no additional penalty if units in Full Retreat suffer another retreat.

PLAY NOTE: Once a unit goes into Full Retreat it is difficult to eliminate it since it is automatically retreated two hexes if an enemy Combat Unit moves adjacent.

(13.3.3) Abilities Retained: They still prevent enemy units using Extended Movement from moving adjacent to them and affect Operational Movement (5.2.2).

(13.3.4) Voluntary Full Retreat: During a Movement Phase, a phasing player may put any of his Good Order or Disrupted units that have not moved yet, into Full Retreat. He might do this so a Disrupted unit can use its full MA or he wants the unit to automatically retreat if an enemy unit moves adjacent. Units that voluntarily go into Full Retreat may be moved their full MA that same Movement Phase.

13.4 The Recovery Phase

During the Recovery Phase all friendly Disrupted and Full Retreat units that are not in an EZOC may recover one level—Disrupted markers are removed and Full Retreat markers are flipped to their Disrupted side. If a Disrupted/Full Retreat unit is in an EZOC then recovery is determined by a die roll on the Rally Table.

13.5 The Rally Table

Die Roll	Result
1-4	Unit remains at its present state
5-6	Unit recovers one level

DIE ROLL MODIFIERS:

- +2 Unit occupies a City hex, or a completed Fortification
- +1 Unit is Elite
- −1 Unit is Low Quality

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

14.0 ADVANCE AFTER COMBAT

14.1 The Basics

If the defender is eliminated or retreats, then all units that participated in the attack (except ASUs used in that attack) may Advance After Combat. Advance After Combat expends no MPs, you just count the hexes. Stacking limits must be enforced at the end of each advance.

14.2 Length of Advance

(14.2.1) Adv 1, Adv 2: The attacker may advance the indicated number of hexes (i.e., one or two hexes).

(14.2.2) Adv 2+: If the CRT advance result is Adv 2+ then Mechanized units may advance an additional hex if that third hex is entered along a road or the third hex is Clear terrain. Non-Mechanized units may never advance more than 2 hexes.

(14.2.3) Limited Advance: This occurs when all the defending units in a hex are eliminated in an EX result or a successful Determined Defense, or forced to retreat from a Partial Success result (11.5)—the attacker may only occupy the defender's vacated hex.
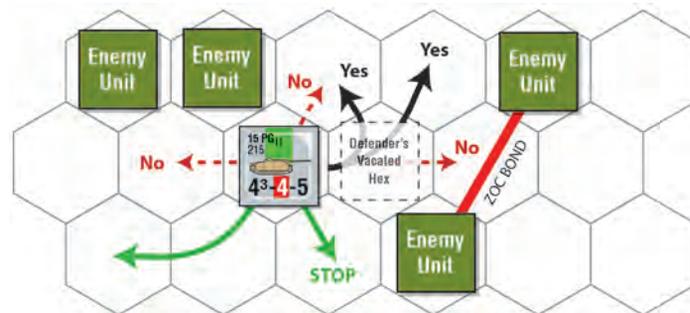
14.3 Advance in Any Direction

Units may advance in any direction (except in a Limited Advance) and do not have to enter the defender's vacated hex.

14.4 Advance and Enemy ZOCs

(14.4.1) EZOCs: No unit can advance from one EZOC directly into another EZOC of the same enemy unit, unless it is entering or exiting the defender's vacated hex. Units must stop upon entering an EZOC (even if the hex contains a friendly unit) with one exception: units may ignore EZOCs in the defender's vacated hex.

(14.4.2) Enemy ZOC Bonds: These may never be entered or crossed during an Advance After Combat except when *entering* the defender's vacated hex. Units that are Disrupted or in Full Retreat do not form ZOC Bonds (13.2.1).

EXAMPLE: The tank unit can advance two hexes ignoring EZOCs in the defender's vacated hex. Green paths are shown to demonstrate units may advance in any direction.

14.5 Terrain and Advance

- No unit may advance into a hex or across a hexside that is prohibited to it in regular movement.
- CITIES AND MARSH: Units must stop and end their advance if they enter a City or Marsh hex (unless following a Road through a Marsh).
- MOUNTAIN HEXSIDES: Vehicle Units are prohibited from crossing non-Road, non-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. See also ½ Eff (25.2).
- MAJOR RIVER HEXSIDES: Units may only cross if it is the first hex of their advance and they attacked the hex they are entering. See also Rain effects (23.4) and ½ Eff (25.2).

15.0 BREAKTHROUGH COMBAT

15.1 In General

Any combat that achieves an advance of two or more hexes allows the attacker to conduct Breakthrough Combat. Breakthrough Combat allows units to conduct an attack during their Advance After Combat. Breakthrough Combat is resolved like normal combat using the CRT.

PLAY NOTE: Breakthrough Combat overrides two rules of regular combat—it allows units to attack again and allows them to attack a unit that has already been attacked. Note that a defending unit or stack that was unsuccessfully attacked in Breakthrough Combat can be attacked by regular combat as long as the attacking units have not yet attacked at all in the current Combat Phase.

15.2 Procedure

(15.2.1) Sequence:

Step 1: Declare which stack will be the Breakthrough Group (15.2.2). If the Breakthrough Group will be formed in the defender's vacated hex, do that now (15.2.3).

Step 2: Conduct the Advance After Combat of the Breakthrough Group and resolve any Breakthrough Combats the stack generates. MAF (8.4) and Allied Coordination Restrictions (8.6) still apply. If that Breakthrough Combat eliminates or forces the defender to retreat, the Breakthrough Group can either advance into the defender's vacated hex and stop or remain in the hex it attacked from and stop. A Breakthrough Group can conduct a maximum of one Breakthrough Combat during its advance.

Step 3: Conduct the Advance After Combat of the other units in the attack that were not part of the Breakthrough Group. These units may not conduct Breakthrough Combat.

(15.2.2) The Breakthrough Group: In each attack, only *one* stack may conduct Breakthrough Combat. That stack is called the Breakthrough Group. The Breakthrough Group *must* complete its Advance After Combat and Breakthrough Combat before the other units that participated in the attack can advance. Any unit that participated in the combat (including those units not part of the MAF) may be part of the Breakthrough Group.

(15.2.3) Forming a Breakthrough Group: The Breakthrough Group may be formed in the defender's vacated hex by advancing units that participated in the attack (up to the Stacking Limit). This movement into the defender's vacated hex costs one hex from their Advance After Combat allowance.
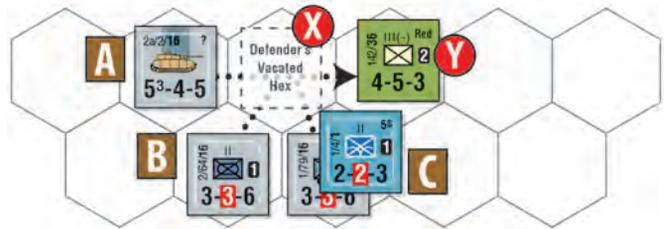
EXAMPLE: The four German units in hexes A, B and C form the Breakthrough Group by advancing into the defender's vacated hex. With their second hex they can spend it to conduct Breakthrough Combat against hex Y. If successful they may advance into hex Y and stop.

(15.2.4) Splitting the Breakthrough Group: Once the Breakthrough Group has formed, it may drop off units but not pick up units as it advances. Units dropped off must stop and end their advance.

(15.2.5) Changing Directions: If the Breakthrough Group declines to advance into the defender's vacated hex, then reduce the number of hexes it may advance by one hex (essentially it is paying one hex of its advance to turn around).
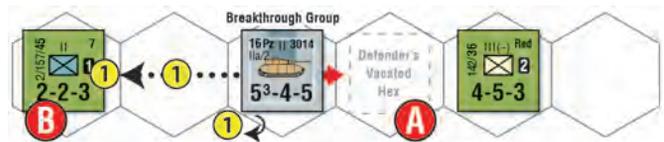
EXAMPLE: Assume all hexes are Clear terrain. The German Tank Unit has earned an "Advance 2+" from the attack at A. Instead of advancing into the defender's vacated hex it turns around, advances one hex, and then conducts Breakthrough Combat at B (5 to 2 with a Tank Shift = 3-1). If the attack at B is successful, the Tank Unit can advance into hex B for free.

(15.2.6) Eligible Targets: A Breakthrough Combat can target any enemy units that the Breakthrough Group moves adjacent to (including the enemy units they just forced to retreat) with the following restrictions:

- TERRAIN: Breakthrough Combat is not allowed into a hex if the unit(s) could not legally advance into that hex (14.5).
- MOUNTAINS AND RIVERS: Breakthrough Combat is not allowed across Mountain and River hexsides except along roads and Passes.

(15.2.7) Resolving Breakthrough Combat: Calculate odds and use the CRT just like any other combat with the exception that the attacker and defender may not use ASUs, Air, and/or Naval Support shifts. All other Combat Modifiers apply—including Tank and Elite Shifts.

(15.2.8) Failed Breakthrough Combat: If a Breakthrough Combat does not eliminate the defender or force the defender to retreat then the Breakthrough Group must end its advance in the hex it attacked from.

15.3 Breakthrough Combat Against Previously Retreated Units

Unlike retreats from regular Combat (12.5), units that have already retreated (and are therefore Disrupted) may defend (at half strength) against Breakthrough Combat and are not eliminated if forced to retreat again. If the defender's hex exceeds the Stacking Limit (12.1.4), then all units in excess of the Stacking Limit (defender's choice) contribute nothing to the defense.

15.4 Breakthrough Combat and Auto DS

Each Auto DS (8.7) achieved in the Movement Phase can generate only one Breakthrough Group.

PLAY NOTE: Often a single Auto DS may result from units in 2-6 hexes receiving an Auto DS marker—be careful that no more than one Breakthrough Group is formed from those stacks.

16.0 SUPPLY AND ISOLATION

16.1 The Supply Phase

Units are checked for supply and for Isolation (16.5) during the owning player's Supply Phase. Units able to trace a Line of Supply (16.3) to a Supply Source (16.2) are "In Supply." If a unit or stack cannot trace a Line of Supply, it receives an Out of Supply marker. If any friendly unit or stack bearing an Out of Supply marker can now trace a Line of Supply, the marker is removed.

16.2 Supply Sources

(16.2.1) German Supply Sources: The North Entry Areas plus any friendly East Entry Area (5.8, 21.2).

(16.2.2) Allied Supply Sources: Any friendly controlled city hex of Naples, any south-edge Entry Area, and any friendly East Entry Area.

16.3 Line of Supply

(16.3.1) In General: A Line of Supply (LOS) is a path of contiguous hexes. It starts in the hex of the friendly unit, runs via an Overland Portion (16.3.2) to a road. From there it will be traced along roads to a Supply Source. The Overland Portion (if any) must always come before the Road Portion (16.3.3). Neither of them is mandatory. Either one can trace directly to the Supply Source.

(16.3.2) The Overland Portion of the Line of Supply may be up to **five hexes** long ending in a Road hex (or a Supply Source). Count each Marsh hex the Line of Supply enters that does not follow the path of a road as two hexes. It may traverse all types of terrain but the path may not:

- Cross an all-sea hexside.
- Cross a Mountain hexside unless following the path of a road or using a Mountain pass. Exception: Mountain Infantry (19.3).

  NOTE: A unit in a full Mountain hex without a road or Mountain Pass is always out of supply but not necessarily Isolated (16.5.1).

- Enter an enemy-occupied hex.
- Cross or enter an enemy ZOC Bond.
- Enter two consecutive hexes in an EZOC. Friendly units negate EZOCs in the hex they occupy for this purpose.

(16.3.3) The Road Portion of the Line of Supply may be of any length but must follow a path of contiguous road hexes. At no time may the Road Portion of the Line of Supply:

- Enter an enemy-occupied hex.
- Start in or enter an EZOC. Friendly units negate EZOCs in the hex they occupy for this purpose.
- Enter an *enemy controlled* City or VP hex (16.3.4).

(16.3.4) Control Markers: Control markers are only used for City and VP hexes—the last player to occupy or pass through a City or VP hex controls it. A LOS may not be traced through a vacant enemy controlled City, or VP hex (assume the hex is garrisoned by enemy units not represented by a counter). All other vacant hexes free of ZOCs are friendly to both players when tracing a Line of Supply.

PLAY NOTE: There are no Control markers—just use any convenient marker to indicate control if it is not obvious by the position of units (which should be very few, if any).
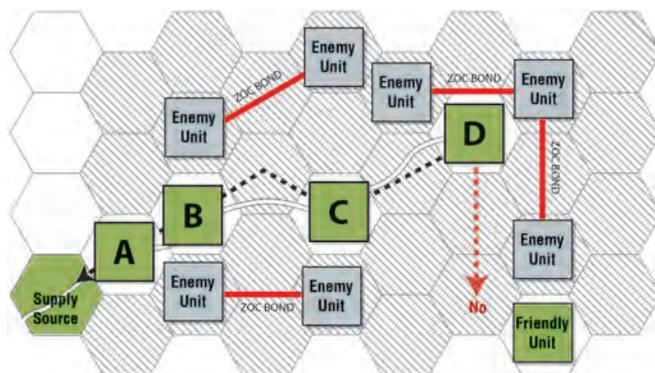
EXAMPLE: Tinted hexes indicate EZOCs. Allied units A, B, C and D are in Supply. Their Line of Supply does not cross or enter an enemy ZOC Bond, nor enter two consecutive hexes in an EZOC.

16.4 Out of Supply Penalties

A unit bearing an Out of Supply marker (white or red) suffers the following penalties:

- MOVEMENT: Mechanized units may only use Tactical Movement (5.4). Non-Mechanized units are unaffected.
- COMBAT: Its Attack Strength is halved (fractions are rounded up so 1 halved is still 1).
- ADVANCE AFTER COMBAT: Limited to two hexes.
- RESUPPLY: ASUs cannot flip to their ready side (17.5).
- REPLACEMENTS: It cannot receive Replacements (20.0).

ABILITIES RETAINED: Out of Supply units retain their full Defense Strength, ZOCs, TQ, and Tank Rating.

16.5 Isolation and Isolation Attrition

(16.5.1) Isolation Defined: A unit is Isolated if it cannot trace a Line of Communications (LOC). A LOC is identical to a LOS except the Overland Portion of the path can be of *unlimited length*, and can cross one non-road/non-pass Mountain hexside adjacent to the unit. Indicate units that are Isolated with a red Out of Supply marker.

(16.5.2) Isolation Attrition: During each friendly Supply Phase all friendly Combat Units (except ASUs) that are marked with a red Out of Supply marker *and* are adjacent to an enemy Combat Unit must roll on the Isolation Attrition Table (16.5.3). *Exception:* Units do not roll for Isolation Attrition on the turn they earn the red Out of Supply marker. ASUs are immune from Isolation Attrition as long as they are stacked with or can trace a LOS to (use the 16.3 procedure) a friendly unit that is not an ASU. Isolated ASUs are *immediately* eliminated if they cannot do so.

(16.5.3) The Isolation Attrition Table

Die Roll	Result
1-4	Unit loses 1 Step
5,6	No effect

(16.5.4) Procedure: Roll one die for each Combat Unit that is Isolated *and* adjacent to an enemy Combat Unit and consult the Isolation Attrition Table. Isolated Combat Units that are *not* adjacent to an enemy Combat Unit do not have to roll for Isolation Attrition. If a stack is Isolated, roll for each unit in the stack. A unit can lose its last remaining step due to Isolation Attrition.

(16.5.5) Die Roll Modifiers

+2 CITY or CORPS ASU: If the unit can trace an LOS to at least one friendly controlled City hex or to a friendly Corps ASU. These two are not cumulative. *These two modifiers represent a supply depot within the isolated pocket.*

+1 All Allied units during Clear Weather turns *(representing possible air supply).*

(16.5.6) Permanent Elimination by Isolation: Units that are eliminated by Isolation Attrition may not be replaced. Put them in the game box rather than in the Eliminated Box (they are still considered in the Eliminated Box for VP purposes).

17.0 ARTILLERY SUPPORT UNITS (ASUs)

17.1 ASUs in General

Corps HQs, Division HQs and Nebelwerfers will be collectively called Artillery Support Units (ASUs). ASUs provide favorable column shifts on the CRT or the +1 DRM in a Determined Defense. When used the ASU is flipped to its FIRED side.

17.2 Properties

ASUs are Combat Units and have the following properties:

- STACKING: Have no stacking value at all—any number may be in a hex.
- STEPS: Have only one step.
- ZOCS: They have a ZOC but cannot form a ZOC Bond.
- ADVANCE AFTER COMBAT: They may *not* Advance After Combat.
- REPLACE: If eliminated they may be replaced using a Special Replacement (20.1.2). When replaced they arrive on their FIRED side.
- CORPS ASUs provide a modifier on the Isolation Attrition Table (16.5.5).
- ASUs cannot be the Lead Unit in a Determined Defense (11.2.3).
- Corps and Division ASUs are an entry location for units arriving from the Eliminated Box after receiving a Replacement (20.3.1).

17.3 Moving ASUs

ASUs are Vehicle Units. ASUs that use only **Tactical Movement** may provide an Artillery Support shift. ASUs that move more than two hexes become Disrupted. The Disruption is likely to be removed in the Recovery Phase but serves to prevent the ASU from providing Artillery Support in the Combat Phase.

17.4 Range

Each ASU has a range printed on its counter. This is the maximum distance (measured in hexes) that the ASU may be from the target hex. Range can be traced into or through any terrain, including hexes containing an enemy Combat Unit. If supporting an attack, defense, or a Determined Defense, range is always traced to the defender's hex.
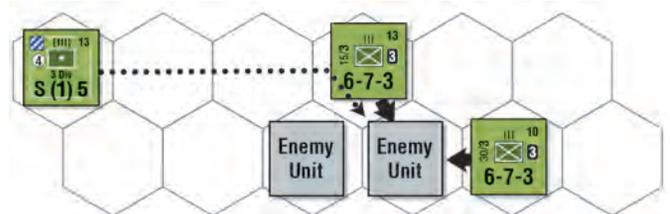
EXAMPLE: The 3rd Division's HQ is in range of the target hex.

17.5 Ready and Fired Sides

ASUs have only one step; the reverse side is used to indicate the unit has fired. ASUs on their back side may no longer provide a shift in combat or a DRM in a Determined Defense. ASUs may flip back to their Ready side during a friendly Initial or Supply Phase by spending Supply Points. Each Supply Point flips one ASU. Only ASUs that are in Good Order and able to trace a LOS at that instant may be flipped. See also (19.1).

17.6 Artillery Support

(17.6.1) Offensive Artillery Support: One ASU providing Offensive Artillery Support gives the attacker a favorable shift of one column to the right on the CRT. Players can earn two shifts if they use both a Division and a Corps ASU together.

DESIGN NOTE: The Corps ASU shift represents corps artillery, corps-level planning, and corps assets that are not explicitly represented in the game.

(17.6.2) Defensive Artillery Support: An ASU may be flipped to provide either one shift left on the CRT (9.5.4) or a +1 DRM to a Determined Defense dice roll (11.3).

(17.6.3) Artillery Support Restrictions:

- Only ASUs that are in range, on their Ready side, and in Good Order may provide Artillery Support. ASUs may provide Artillery Support to their own hex. An ASU can provide an Artillery Support shift even if it is adjacent to an enemy unit, or stacked with a unit receiving a Replacement.

- Division ASUs may only support a combat that involves a unit from that division. German Corps ASUs and Nebelwerfers can support any combat involving their nationality. For Allied Corps Support see 8.6.

17.7 Artillery in Ground Combat

An ASU has no Attack Strength, they can only provide Artillery Support (17.6) in an attack. Their Defense Strength is in parenthesis so they contribute nothing to the defense of the hex unless they are the only unit defending (9.8). If the only units defending in a hex were two or more ASUs, only one defense strength may be used. An ASU can provide Defensive Artillery Support after being attacked as long as it is still in Good Order and still on its Ready side.

18.0 FORTIFICATIONS

18.1 Building Fortifications

(18.1.1) In General: Each turn during the German Initial Phase, the German player may either start one Fortification or complete one Fortification. To start a Fortification, place the counter on its reverse "Under Construction" side. To complete it, flip to its front side. Fortifications can be built in any land hex, including Cities.

(18.1.2) Level 2 Fortifications: A Level 1 Fortification can be upgraded to a Level 2 using the same construction procedure. Place the Level 2 marker on top of the Level 1 marker until it is completed. Once the Level 2 Fortification is completed the Level 1 marker is removed and may then be used in a later turn.

(18.1.3) Building Restrictions: Fortifications may be built in any type of terrain—including Mountains and City hexes. The following restrictions apply:

- The number of Fortifications that may be built is limited by the counter mix. Fortifications that are removed may be rebuilt.

- The construction hex must be in supply at the moment the Fortification is started and when it is completed.

- Construction may not be started or finished in an EZOC unless a friendly Combat Unit is present. Adjacent enemy units slow the building process as described in 18.1.4.

- No construction or completion is allowed in a hex with a Battle marker.

- All eight Level 1 Fortifications must be STARTED before any of them can be COMPLETED (flipped over). *This represents the planning necessary for the construction of the Gustav Line.*

- L2 Fortifications may only be built on or behind the Gustav Line.

(18.1.4) Fortifications and Enemy Units: If an enemy unit is adjacent to the construction hex, then starting or completing a Fortification in that hex requires a die roll of 3-6. If the die roll is 1 or 2 the attempt has failed and the German player loses his build for that turn.

18.2 Fortifications and Combat

(18.2.1) Vacant Fortifications: A vacant Fortification cannot be attacked (it is a marker—not a Combat Unit). A vacant Fortification causes no delay to enemy movement or Advance After Combat. Vacant Fortifications do indicate control of the hex by the German player and do block an Allied LOS or LOC.

(18.2.2) Fortification Effects:

- Provides either one or two column shifts left on the CRT (depending if the Fortification is Level 1 or 2). Fortification benefits are cumulative with terrain benefits.

- Prevents either side from gaining a Tank Shift.

- Any Determined Defense in that hex uses the Fortification Column and may result in the placement of a Battle marker (11.5).

(18.2.3) Removing Fortification Markers: Friendly Fortification markers may be removed at any time during the owning player's turn. They must be removed if an enemy unit enters the hex.

19.0 SPECIAL UNITS

19.1 Nebelwerfer (NW) Regiments
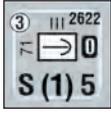
The German player has two of these units. These units provide an Artillery Support shift and the +1 DD Support DRM in the same way as a Corps ASU. The German player may flip any one NW to its Ready side for free each turn the Weather die roll is 2-4 if the unit is currently in supply and in Good Order (23.3.3).

19.2 Reconnaissance Units

Reconnaissance units alone in a hex and attacked ignore the step loss requirement (but not the retreat portion) on a D1 or DS result. All step losses from EX, DRX, and A1/D1 results are applied normally. Multiple Reconnaissance units may stack together and still use the special ability. Reconnaissance Units may not conduct a Determined Defense in the same Combat Phase they take advantage of this rule.

19.3 Mountain Units

The seven mountain infantry units (including the American 1SSF) enjoy the following benefits:

- They do not need to start adjacent to a Mountain hexside in order to cross in the Movement Phase.
- Their Attack Strength is not halved attacking across a Mountain hexside (9.7).
- They do not suffer ½ Eff after crossing a Mountain hexside (25.2).
- They may trace a Line of Supply across one non-road, non-pass Mountain hexside if they are adjacent to that hexside.

19.4 Heavy Howitzers

This unit is considered an ASU with all the same properties except instead of providing a column shift or a +1 DRM on the DD Table it only affects a Determined Defense roll by the enemy. If stacked with a US Army Corps ASU and used in conjunction with that Corps' CRT shift the defender must reroll any 6 he rolls on a Determined Defense of the target stack. If double 6s are rolled then both must be rerolled. If a reroll is another 6 then it is kept. Flip the unit over when used even if the defender did not attempt a DD, it may not be used again until it flips back to its Ready side. It flips back to its Ready side for free each turn the Weather die roll is 2-4 and the unit is currently in supply and in Good Order. It may not be flipped by spending a Supply Point. It has a Stacking Value of 0.

EXAMPLE: The defender is conducting a DD and the two dice rolled are a 6 and a 3. Without the presence of the Hv. Howitzers the result would be 6+3=9. But due to the Hv. Howitzers unit the die roll of 6 must be rerolled (but no more than once)—if the reroll was a 2 then the final result would be 2+3=5.

DESIGN NOTE: This unit represents two battalions of 8-inch howitzers. US doctrine was to use heavy artillery only for missions requiring long range (e.g. counterbattery and interdiction) or destructive power (fortification busting). Players may still use it on non-Fortification hexes if they wish. It has no effect if the defender does not attempt a Determined Defense.

20.0 REPLACEMENTS

20.1 The Basics

(20.1.1) In General: Each Replacement can restore one step of a reduced Combat Unit or bring a unit out of the Eliminated Box on its lowest step. Replacements are received and used during each player's Initial Phase. Players may not save Replacements—those not used are forfeited. Available Replacements are listed on the Turn Record Track.

(20.1.2) Types of Replacements:

⊠ **Infantry:** Used for any Infantry, Mountain Infantry, Motorized Infantry, or Panzergrenadier unit. *May not be used for any unit type listed below in Special.*

▭ **Special:** Used for Commandos, Rangers, Fallschirmjäger/ Airborne, Glider Infantry, the 100/34th battalion (Japanese —Nisei), the 1SSF Brigade, ASUs, and Reconnaissance units. They also may be used as an Infantry Replacement.

▱ **Tank/Panzer:** Used for any Tank or Reconnaissance type unit (2.3.3).

(20.1.3) Nationality of Replacements: Replacements may only be used for the Nationality listed next to the Replacement symbol. FR=French, IT=Italian, Br=British, US=American, Ge=German.

20.2 Replacement Restrictions

- For a unit on the map to receive a Replacement, it must be:
  - ◊ in supply (judged at that instant)
  - ◊ in Good Order (13.1.1).
- No unit may receive more than one Replacement per turn.
- Players lose a replacement if a unit scheduled to be removed is in the Eliminated Box or in the Remnant Display (22.2.2).

20.3 Units Returning from the Eliminated Box

(20.3.1) Eligible Locations: Units that come out of the Eliminated Box must be placed in either:

- A friendly Entry Area.
- A hex containing a friendly Corps ASU (not a Nebelwerfer), or a hex containing the returning unit's Division ASU. The hex must be in supply (determined at that instant).
- RESTRICTION: Units may not be placed in a hex adjacent to an enemy Combat Unit, even if the placement hex contains another friendly Combat Unit.

(20.3.2) Overstacking is allowed in the Initial Phase but it must be corrected by the end of the player's Movement Phase.

(20.3.3) ASUs brought back start on their USED/FIRED side.

(20.3.4) 3-Step Units: When bringing a 3-step unit out of the Eliminated Box place it in the Remnant Display and place the Remnant on to the map per the restrictions above.

(20.3.5) Remnants: If a Remnant receives a Replacement, the Remnant is placed back in the Remnant Display (10.4), and the unit it was representing is brought back into the game on its reduced side at the same location where the Remnant was removed.

PLAY NOTE: Please be careful that the 3-step unit and the Remnant are not both in play at the same time—there should always be a unit in the Remnant Display, either the Remnant or the unit it is representing.

20.4 Replacement Markers

Repl
1 Hex Max
No Combat

Indicate each unit that receives a Replacement (including those that come out of the Eliminated Box) with a Replacement marker. That unit may move a maximum of one hex in the Movement Phase and may not move into, out of, or between Entry Areas. It may not attack, Advance After Combat, or Disengage in the Combat Phase. A unit with a Replacement marker prevents ALL combat out of the hex—not just combat involving the unit receiving the Replacement, but remember, that ASUs are unaffected (17.6.3).

DESIGN NOTE: This rule allows units to remain in the front line and take replacements as long as that hex has no combat.

REMOVAL: All Replacement markers are removed during the Recovery Phase.

21.0 REINFORCEMENTS AND ENTRY AREAS

21.1 Reinforcements

(21.1.1) Placement: Reinforcements are placed during the owning player's Initial Phase. The Entry Area they start in is indicated on the Setup and Reinforcement card (N1, N2, etc.) If the Entry code is N1–3 then the German unit may arrive through either N1, N2, or N3.

(21.1.2) Naples: Some Allied units arrive at Naples. They may be placed in any of the three City hexes but must abide by stacking limits if possible. They may move normally in the upcoming friendly Movement Phase.

(21.1.3) Entry on to the Map: During the Movement Phase they may enter the map with their full MA (including Extended Movement) from the Entry Area by paying the terrain cost of the first hex entered; units may use the road rate if applicable. In lieu of entering the map, a unit may remain in the Entry Area or move to an adjacent friendly controlled Entry Area.

21.2 Friendly and Enemy Entry Areas

(21.2.1) Friendly Entry Areas: N1–N4 are always friendly to the German player and S1 and S2 are always friendly to the Allied player. Units may not enter or retreat into an enemy Entry Area.

(21.2.2) East Edge Entry Areas: These Entry Areas are not used for Reinforcement purposes but may be used in a later expansion.

21.3 Properties of Entry Areas

• STACKING: No Stacking Limit.

• ZOCs do not extend into or out of Entry Areas. Units may enter the map directly into an enemy ZOC and stop, but they may not cross or enter an enemy ZOC *Bond* as they enter. A unit can anchor a *Hexside* Bond with a *friendly* Entry Area (7.5).

• COMBAT: Units may not attack into an Entry Area nor attack out of one. Artillery Support units may not provide support while in an Entry Area.

• RETREAT: A unit that retreats off the map into an enemy Entry Area is eliminated. A unit that retreats off the map into a friendly Entry Area is placed in that Entry Hex and marked as Disrupted or in Full Retreat (as appropriate). Units must be in Good Order to re-enter the map.

21.4 Entry Areas and Movement Into and Between

(21.4.1) Movement Into an Entry Area: Friendly Entry Areas may be entered during movement, retreat, or Advance After Combat. During the Movement Phase, the cost to enter an Entry Area is 1 MP (or one hex if using Tactical Movement). Upon entering, the unit must stop and may not exit until the following turn.

(21.4.2) Movement Between Entry Area: Units may move from one Entry Area to an adjacent friendly Entry Area, this costs the unit its entire MA. Only Good Order units may move between Entry Areas. There is no limit to the number of units that may move between Entry Areas. Entry area S2 is not considered adjacent to entry area E1.

22.0 WITHDRAWALS, RETURNS, AND REMOVALS

22.1 Withdrawals and Returns

A "Withdrawal" means a unit must be removed from the map but will return later. If the Setup and Reinforcement card indicates a unit must withdraw, then pick it up and place it on the Turn Record Track on the turn it will return. Current supply and map position has no effect. Do not adjust its current step value—it will return to play at that same level, and if currently eliminated it won't return unless it receives a Replacement (a player may use a Replacement on a unit that is currently out of play due to a Withdrawal). When the unit returns it arrives in the same way as a Reinforcement.

22.2 Removal

(22.2.1) Definition: "Remove" means the unit is removed from play and will not return. Place it on the appropriate box in the Permanently Removed Units section of the map.

(22.2.2) Eliminated Removals: If the unit is currently in the Eliminated Box or the Remnant Display then the owning player forfeits one Replacement step of that nationality (20.1.2) it was due to receive that turn. In a case where a group of units is removed, and two or more units from that group are in the Eliminated Box or Remnant Display, then that nationality forfeits all its replacements *of that nationality* that turn. British replacements are never lost for US units eliminated and vice versa. Note that the replacement penalty does not apply if the unit is only reduced.

23.0 THE WEATHER PHASE

23.1 The Weather Track and Table

During each Weather Phase determine if the Weather marker moves by rolling one die and consulting the Weather Table located next to the Weather Track. Move the Weather marker to the right according to the result, either 0, 1, or 2 spaces. If the Weather marker moves to the right of the F space, it loops back to the A space (A follows F), and triggers the Division ASU Supply Bonus (23.3.4).

23.2 Adjust Air and Naval Support Markers

The space on the Weather Track where the Weather marker lands determines the availability of Air and Naval Support markers. If available, the Air and Naval Support markers are flipped to their Ready side.

23.3 Adjust Supply Point Markers

(23.3.1) In General: The Weather Track also determines the number of Supply Points each player receives that turn. Record accumulated Supply Points with the Army Supply markers on the General Records Track. Each player may accumulate a maximum of 19 Supply Points.

EXAMPLE: If the Weather marker lands in the A space of the Weather Track then the German player would receive one Supply Point and the Allied player would receive two. Each player would then record these on the General Records Track.

(23.3.2) The Port of Naples: Starting on Turn 14 the Allied player receives one additional Supply Point during the Weather Phase and starting on Turn 24 receives (instead) two additional Supply Points.

DESIGN NOTE: German engineers effectively destroyed the port of Naples prior to their withdrawal. The extra supply points reflect the restoration of the port of Naples by Allied engineers.

(23.3.3) Nebelwerfer and Heavy Howitzer Supply: If the Weather roll is 2-4 then the German player may immediately flip one of his Nebelwerfer units to its Ready side and the Allied player may flip his Hv. Howitzer unit to its Ready side. The free flip cannot be accumulated—if there is no unit that can receive it, then the free flip is forfeited.

(23.3.4) Division ASU Supply Bonus: When the Weather marker loops back from F to A flip all depleted *Division* ASUs that are currently on the map to their Ready side. Do not flip Division ASUs in the eliminated box or Reinforcements arriving that turn. The free flips occur even when the Weather marker moves two spaces and skips box A. The free flip occurs immediately in the Weather Phase. Corps and Nebelwerfer ASUs do not receive this free flip.

23.4 Other Effects of Weather

- **Clear:** Allied units receive a +1 DRM on the Isolation Attrition Table.
- **Cloudy:** No effect
- **Rain:** Vehicle Units may not move, attack, or Retreat across unbridged River hexsides (Major or Minor).
- **Rain and Mud:** Same as Rain except all attacks suffer one shift left on the CRT.

24.0 VICTORY POINTS AND AUTOMATIC VICTORY

24.1 Victory Points (VPs)

(24.1.1) In General: Only the Allied player earns VPs and records them on the General Records Track. VPs are awarded for the capture of VP hexes and the loss of critical units (24.1.2). Each VP hex has a red circle with the number of VPs the hex is worth. Only Allied controlled VP hexes that have a Line of Supply back to an Allied controlled Naples hex or friendly Entry Area during the Victory Phase are counted for determining victory.

(24.1.2) VPs for Critical Units: Adjust the Allied VP marker if any of the units below enter the Eliminated Box. These VPs are temporary and can be canceled if the unit receives a Replacement and reenters play.

- –1 VP for each Allied airborne or glider *regiment* in the *Eliminated Box*. No VPs are subtracted for a 1-step airborne battalion or a regiment reduced to a Remnant.
- –1 VP for each Allied ASU in the Eliminated Box.
- +1 VP for each German ASU in the Eliminated Box.

24.2 Automatic Victory

(24.2.1) Benchmark Numbers: The Allied player is under pressure to achieve success quickly, while the German player is under pressure to hold his ground as long as possible. Starting on Turn 2 each space of the Turn Record Track has a benchmark (those numbers in the yellow colored bands at the bottom) which indicates the number of VPs the Allied player should have achieved by that turn. If Allied VPs are **5 or more** points above the benchmark, or reaches **20 or more VPs,** the Allied player wins automatically (in the Victory Check Phase). The German player wins automatically if the Allied player is at least **5 or more** points short of the benchmark at the end of any Game Turn. Play continues if neither player has an Automatic Victory.

25.0 OPTIONAL RULES

Players may use all, some, or none of these rules. They are recommended for experienced players but are not necessary in your first few games.

25.1 Major Assaults

(25.1.1) Purpose: A Major Assault costs additional Supply Points but will make an attack more likely to succeed. Instead of rolling one die and consulting the CRT you can roll up to three dice and take the best result. Each extra die used costs one additional Supply Point.

(25.1.2) Procedure: A Major Assault is declared in the phasing player's Combat Phase. The player spends an additional SP for each extra die and declares which Corps ASU he is using (see below), which units are attacking, and the target hex. Resolve the attack in the same way as any other attack except the attacker may pick any one of the dice that were rolled—the others are ignored.

(25.1.3) Restriction:

A Corps ASU on its Ready side must be involved in the attack and used for the Corps Support shift.

EXAMPLE: The Allied player declares a Major Assault using the US 36th Division and the II Corps ASU. He spends two additional Supply Points so he can roll two additional dice. This will give him two shifts for the two ASUs and allow him to roll three dice.

25.2 Half Effectiveness Markers

DESIGN NOTE: This rule was part of the base game in Salerno '43 but the value it adds is not equal to the complexity it brings when playing the game for the first time.

These markers are used to indicate units that have been disorganized or dispersed by movement (or an airdrop in *Salerno '43*). Place this marker immediately on any non-Mountain unit that does one of the following:

- Crosses a Mountain hexside *without* using a road or pass (during movement or Advance After Combat).
- Vehicle Units crossing an unbridged River hexside.

EFFECTS: The unit has its Attack Strength halved (rounded up), and may Advance After Combat a maximum of 1 hex. The unit is prohibited from any voluntary action that would cause it to earn two ½ Eff markers in the same turn (e.g., moving across one Mountain hexside and then advancing across a second one in the Combat Phase). Furthermore, the marker prohibits the unit from attacking across a Mountain hexside and Vehicle Units attacking across River hexsides.

REMOVAL: ½ Eff markers are removed in the Recovery Phase.

NOTE: There is no need to place the marker if the unit does not end its move adjacent to an enemy unit.

25.3 Pontoon Bridges

This rule is from Stalingrad '42 and helps players move and retreat across Major Rivers.

There are no Pontoon Bridge markers. Pontoon Bridges are assumed to exist at every Major River hexside where both hexes tangent to the River hexside are occupied by friendly Combat Units. One of the units can be the unit that is moving as shown in the example below. The Pontoon Bridge is built the instant this occurs and disassembled the instant the condition no longer occurs. This is true in the Movement and Combat Phases. The Disruption or Supply status of the units making the Pontoon Bridge possible is not important—even units in Full Retreat can be used. A unit forming a Pontoon Bridge, which has not moved beforehand, may be moved later in the game turn, after one or more other friendly units have used it for crossing.

EFFECTS: A Pontoon Bridge allows a unit during Clear and Cloudy Weather to cross an unbridged Major River hexside without having to start its move adjacent to the Major River hexside. It also allows Vehicle Units to Retreat across a non-bridged Major River hexside. *Pontoon Bridges are considered washed out during Rain turns.*

EXAMPLE: Unit A starts adjacent to the Major River so can cross using Tactical Movement. Unit B can now cross since there is now a friendly unit on the opposite bank. If the Vehicle unit at C must retreat it can cross due to the Pontoon Bridge from unit D.

25.4 Disengagement

(25.4.1) Purpose: A way for the phasing player to retreat during the Combat Phase.

(25.4.2) The Disengagement Table

Die Roll	Result
1, 2	Fail
3	Success (–1 step)
4-6	Success

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

Die Roll Modifiers:

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

+1 if the unit's TQ is Elite. (If disengaging as a stack, this modifier applies only if all units in the stack are Elite).

–1 if the unit's TQ is Low Quality. (If disengaging as a stack, this modifier applies even if only one unit is Low Quality).

(25.4.3) Procedure: Any unit (including Disrupted units) that does not attack in the Combat Phase, is not marked with a Replacement marker, and is adjacent to an enemy unit can attempt Disengagement. A unit may either attack or roll for Disengagement—it cannot do both. Disengagement can be resolved at any time in the friendly Combat Phase—before, during, or after all combats. To resolve the attempt use the Disengagement Table. The owning player can roll once for each unit in a stack or roll once for the entire stack (his choice). The phasing player may see the result of each attempt before deciding to conduct the next Disengagement Attempt.

(25.4.4) Explanation of Results: A "Fail" result means the Disengagement fails and the unit remains in place. A "Success" result allows the unit to retreat **1 or 2 hexes** and become Disrupted (or converted to Full Retreat if already Disrupted). Follow all rules of Retreat. If the result is "Success (–1 step)" then the unit or stack loses a step (owning player's choice) before it retreats.

PLAY NOTE: Units that use Disengagement recover like any other unit in the Recovery Phase.
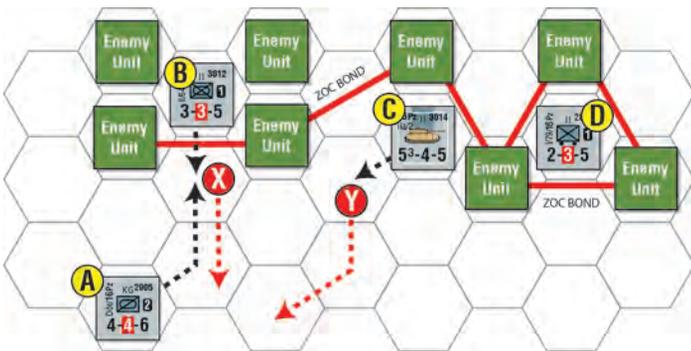
EXAMPLE: Trying to free units B and C, the German player moves unit A to hex X and breaks the enemy ZOC Bond thus allowing unit B to move into hex X. Unit C moves to hex Y. During the Combat Phase all three units (A, B and C) conduct Disengagement Attempts to try to retreat. Unit D is trapped by enemy ZOC Bonds and can neither move nor conduct a Disengagement Attempt.

SCENARIOS

S1. ACROSS THE VOLTURNO

This scenario is the first half-month of the Campaign Game.

S1.1 Set Up and Scenario Data

- **Game Length:** 7 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 7.
- **Setup:** Use the Campaign Game Setup and Reinforcement cards and the Campaign Game At Start Data (S3.1).

S1.2 Victory Conditions

The Allied player wins if at the end of Turn 7 they have at least **7 VPs.** If not, the German player wins.

S1.3 Special Rules

1. Use all of the Special Rules in the Campaign Scenario (S3).

2. Ignore the Fortification rules for this scenario—all construction is considered to be taking place along the historical Gustav Line.

 Note: It can be surprising how quickly some German units are withdrawn/removed so a stripe has been placed along the upper edges of the first 3 units to be withdrawn/removed.

S2. THE BERNHARD LINE

This scenario starts on November 1st, 1943 and covers the last two months of 1943. The Bernhard Line was fortified with rock and railroad tie dugouts, while the Gustav Line had concrete bunkers and turreted gun emplacements.

S2.1 Set Up and Scenario Data

- **Game Length:** 20 turns. Starts on Turn 13 and ends in the Victory Check Phase of Turn 32.
- **Setup:** Use the *Bernhard Line* Setup and Reinforcement cards.
- **Starting Supply Points:** Allied = 3, German = 1.
- **Starting Allied VPs:** 10
- **Markers:** Place the Weather marker in **space B** of the Weather Track. Place the Turn marker on Turn 13 of the Turn Record Track, place the Phase marker on the Sequence of Play track. Set all other markers aside.

S2.2 Victory Conditions

If an Automatic Victory has not already occurred (per 24.2), then the Allied player wins if at the end of Turn 32 they have at least **18 VPs.** If not, the German player wins.

S2.3 Special Rules

1. The scenario starts with the German Player Turn, the Weather Phase is already completed.

2. Naples Garrison: The 325G/82 and 505/82 Airborne regiments are on garrison duty in Salerno and may not move in this scenario.

3. Formia Garrison: See S3.3.4.

4. Port of Naples: The port is partially repaired and the Allied player receives one extra Supply Point per turn (23.3.2). Then two extra Supply Points per turn from Turn 24 onwards.

S3. THE CAMPAIGN GAME

S3.1 Set Up and Scenario Data

- **Game Length:** 32 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 32.
- **Setup:** Use the Campaign Game Setup and Reinforcements cards.
- **Starting Supply Points:** Allied 5th Army = 0, German 10th Army = 1.
- **Remnants, Fortifications, and Truck Markers:** All are available from the start.
- **Other Markers:** Place the Weather marker in **space E** of the Weather Track. Place the Turn marker on Turn 1 of the Turn Record Track, place the Phase marker on the Sequence of Play Track. Set all other markers aside.

S3.2 Victory Conditions

If an Automatic Victory has not already occurred (per 24.2), then the Allied player wins if at the end of Turn 32 they have at least **18 VPs.** If not, the German player wins.

DESIGN NOTE: To win, the Allied player will need to take at least one hex of the Gustav Line. Historically, the Allies controlled only 17 VPs by the end of 1943, so this game considers the historical outcome a German victory.

S3.3 Special Rules

1. The scenario starts with the German Player Turn, the Weather Phase is already completed.

2. 3rd PG Division: The two units of this division that start in hex 2706 may not move on Turn 1.

3. 15th PG Division: Seven units of the 15th PG Division start the scenario frozen—they are on coastal defense duties in the Gulf of Gaeta. If an Allied unit comes within three hexes of one of these units it releases that unit and it may move normally from then on. If an Allied unit crosses the Volturno River then all but the reconnaissance unit at Formia are released. The reconnaissance unit at Formia is frozen until Turn 14.

4. Formia Garrison: There must always be a German unit in Formia (hex 1706) unless the Allies capture the city. The 33/15th PG reconnaissance battalion starts as the garrison and is released on Turn 14. On Turn 12 the 267/94 regiment arrives as a reinforcement in Formia. It must remain there for the rest of the game or until forced out by the Allied player.

5. The Naples Garrison: The three units of the 82nd Airborne must remain in Naples until released or removed. They may attack, defend, and receive replacements while there. All three are released if any are forced to retreat from Naples by a CRT result. The 504/82 is also released on Turn 11.

PLAY NOTES

"Abandon all hope, ye who enter here"

Be prepared for a grueling campaign of little movement and low odds attacks. However, I think you will find this often neglected campaign quite interesting. There are some unique combat units and the terrain is very challenging. The Allied player can't afford to fight for every hex, he has to force the German player to retreat by attacking his weak points. After playing the game you'll have a better understanding why the Allied command thought an Anzio landing might be a good idea.

It's a 1-1

Due to the limit of 20 Defense and 20 Attack Strength Points in each combat almost all Allied attacks are going to be 1-1 attacks with possible shifts to bring the final odds higher. All the German player has to do is put 6 Defense Strength Points in a Hill hex (and there are plenty of Hill hexes) and that doubles to 12. Even if the Allies bring the maximum 20 Attack Strength Points against the hex the CRT odds will only be 1-1. So CRT column shifts are extremely important to getting good odds in an attack.

Column Shifts for the Attacker

There are only five for the attacker—Artillery, Corps Support, Air Support, Tank, and the Elite shift. Naval Support is considered Corps support so doesn't count as a separate shift. There is so much Hill terrain on the map, and both sides have plenty of Tank units, that the Tank Shift is rarely gained. During turns when the Allied player has Air Support the best he can hope to achieve against a typical German hex containing a modified Defense Strength of 11+ is a 5-1 attack (1-1 with shifts for Air, Arty, Corps, and Elite). Which is often reduced to a 4-1 after Defensive Artillery Support is applied. So the typical Allied combat phase will see maybe one 4-1 attack and a few 3-1, 2-1, and 1-1 attacks.

Column Shifts for the Defender

There are only three for the German player—Artillery, Tank, and Forts. The Tank Shift is rarely gained and can almost be ignored. Forts will only come into play in the second half of the game. Artillery shifts are very important to the German player—typically, he can reduce the odds of a few Allied attacks down one CRT column by using his ASUs. The German player should position his ASUs carefully and keep his divisions together so the division ASU can reach all units of the division.

Shift or +1 DRM for DD Support

Usually the German player only has a few ASUs on their Ready side and will have to decide whether to use them for the defensive CRT shift or save them for the +1 DRM in a Determined Defense. If the hex is important he may want to use two ASUs and receive both the shift and the +1 DRM. That can be very costly in Supply Points.

The Nebelwerfer Brigades

This rule is the same as in *Salerno '43* except the free flip occurs only 50% of the time. Keep these units near the most active parts of your front and use them as often as possible.

The Gustav Line

While I wanted to give the German player some leeway on where he could build his fortified line, I felt that a few restrictions were necessary so he would not make bad decisions and also to reflect what Hitler and Kesselring wanted. The L2 forts must be built along the Gustav Line and all eight L1 forts had to be started before any could be completed. The second restriction was added to reflect the planning time necessary and also so the German player would not build them too close to the Volturno River.

Where to Build Fortifications

This is one of the most interesting parts of the game for the German player—where to build his forts. It is tempting to build forts forward to help slow the Allied advance but that may jeopardize the ability to build a very strong fortified line before the Allies reach the Gustav Line. The L2 Forts are very strong and an Elite unit with adequate Artillery Support can hold the hex for a very long time. Even during Clear Weather turns when the Allied player can use Air Support, Artillery Support, and Corps Support he will only get a 1-1 attack if the German player uses Defensive Artillery Support (a 1-1 with 3 shifts to the right and 3 shifts to the left). The Allied player will have to use one of his rare Elite units to get a 2-1.

12 Forts Maximum

You can have a maximum of 12 forts on the map at one time. Due to the limited counter mix you should build at least four of your L1 forts along the Gustav Line so you are able to use the L2 forts.

Don't Push Them too Hard

One of the challenges of this game is figuring out how hard to push your forces. If you push them too hard and attack with a lot of 1-1 attacks you risk depleting your strength too quickly, but if you don't push them hard enough they won't get far and Allied replacements will be forfeited because there are no units to absorb them (you cannot accumulate Replacements). The same applies to the German player, you cannot do a Determined Defense at every hex. Fall back slowly enough so the Gustav Line can be completed while still preserving your strength.

Elite Units and Replacements

Keep in mind that the German player can use his Infantry Replacements to restore reduced elite panzergrenadier units—only his elite Fallschirmjäger battalions require Special Replacements. All Allied Elite units require Special or French Replacements.

Elite vs Elite

I worded the Elite Shift rule so that it did not matter if the defender had Elite units—I did this so the US Rangers and US Airborne units would always have an impact on combat. Elite units still matter for the defender when using the Determined Defense Table.

Road Movement Near Enemy Units

This rule was added to prevent players from conducting wild rides with their Mechanized units behind enemy lines. I wrote the rule so markers are not required.

HINTS ON PLAY

Allied Hints on Play

US Forces: Don't be afraid of 1-1 and 2-1 attacks—you have more steps than the German player and most of the results on the 2-1 column are in the attacker's favor.

The British: While you can push the US divisions hard, be careful with the British, they have only three Remnants and their replacement rate is lower than the US forces.

The Naval Unit: During playtesting the British infantry division moving along the coast often became depleted and so was not in good shape to use the Naval Support marker when it became available. Try to keep that division near full strength so when the Naval Support marker becomes available it can be used effectively. The Allies need every shift they can get.

Elite Units: The Allied player has a lot of Elite units but if he is not careful they will be consumed very quickly. Use them only for attacks on important hexes.

German Hints on Play

Reconnaissance Units: In the first four turns use these units to slow down the Allied advance without the risk of losing steps via D1 and DS results.

The Campania Plain: Don't try to defend the Campania Plain—there is nothing there worth defending and the faster the Allies reach the Volturno River the faster those three battalions of the 15th Panzergrenadier Division get released.

The Bernhard Line: This line is worth defending, you should build at least three L1 forts along it. Two obvious locations are Mount Camino and San Pietro.
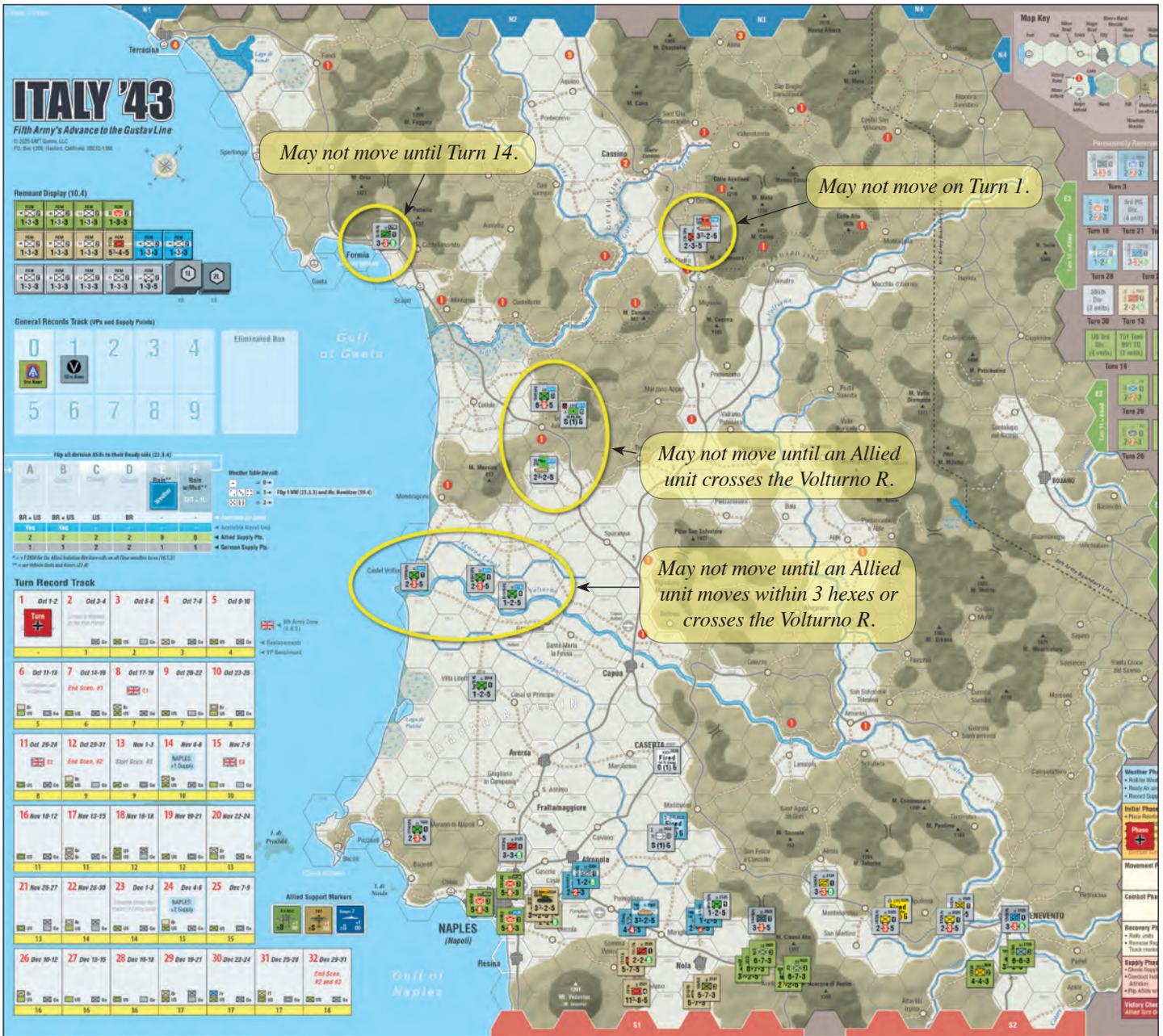
The Gustav Line: The Allies will reach the Gustav Line at the Garigliano River first. Make sure you have an L2 fort waiting for them at Minturno (hex 1908).

RULE REMINDERS

The following rules are often overlooked:

1. Attachments: An Attachment must be stacked with one of the units of the MAF.

2. Mechanized Infantry units are not Vehicle Units—so they can cross Mountain hexsides.

3. EZOCs and Advance After Combat: You may not advance directly from one EZOC to another unless you are entering or exiting the defender's vacated hex.

4. The Italian and French may only be attached to an American Formation.

5. Players lose a replacement if a unit scheduled to be removed is in the Eliminated Box or in the Remnant Display (22.2.2).

6. L2 Fortifications can only be built along the Gustav Line.

EXTENDED EXAMPLE OF PLAY

May not move until Turn 14.

May not move on Turn 1.

May not move until an Allied unit crosses the Volturno R.

May not move until an Allied unit moves within 3 hexes or crosses the Volturno R.

NOTE: The moves and attacks shown in this example are for learning purposes only and may not be the best possible moves.

TURN 1

Weather Phase

The Weather Phase is skipped on the first turn.

GERMAN PLAYER TURN 1

The illustration above shows the at start positions of German and Allied units. Note that nine of the German units are frozen in place and cannot move until released.

The German Initial Phase

The game starts with the German Initial Phase. Each Initial Phase has four procedures that can be conducted in any order.

- **Place Reinforcements:** None on this turn.
- **Remove/Withdraw Units:** None on this turn.
- **Use Replacements:** None on this turn.
- **Flip ASUs with Supply Points:** The German player has 1 Supply Point. He uses it to flip the 14th Pz Corps ASU to its Ready side.

The German Movement Phase

The movement of German units is shown on the next page. The German player needs to start a withdrawal to the Volturno River—he

German Player Turn 1

does not have enough units to make a stand. To make matters worse two of his units are removed on Turn 3 and another is withdrawn on Turn 4 (see the German Setup and Reinforcements card) and five more on Turn 7. His line will be very thin until about Turn 11. The one thing going his way is the Allies are short on supply and the weather is Rain. Below are some notes on why units were moved to their new location.

A. The Recon unit uses Tactical Movement to move to the Hill hex on the flank. Recon units ignore step losses on D1 and DS results so they are perfect units to use for delay.

B. It is often wise to have one unit behind your line to help extricate units that get trapped by enemy units.

C. Three units meet in this City hex to form a strong defensive position. 7 Strength Points doubled for city terrain is 14. With no Supply Points or Air Units the best the Allies can get against this hex is a 1-1 that could be reduced to a 1-2 if the German player uses his 14th Pz Corps ASU for Defensive Artillery Support.

D. Two units of the Herman Goring Division move behind the Canal hexside. They will be doubled on defense behind the canal. The best the Allied player can get here is a 1-1.

E. A stack of units move to defend the ridge.

F. Two units of the 26th PZ are moved east to help defend the road north in the American sector. The Reconnaissance battalion of the 29th PG stays in Benevento to slow down the US 45th Division.

Fortification Build: The German player starts the construction of one Level 1 Fortification on the Gustav Line (not shown).

German Combat and Recovery Phases

There is no combat and no disrupted units so these phases can be skipped.

German Supply Phase

All German units are in Supply (5 hexes to a road and then an unlimited distance along the road to a Supply Source). This completes the German Player Turn.

ALLIED PLAYER TURN 1
The Allied Initial Phase

- **Place Reinforcements:** Allied reinforcements arrive this turn and are placed in the S1 and S2 Entry Areas. They can move using their full MA during the upcoming Movement Phase.
- **Remove/Withdraw Units:** None on this turn.
- **Use Replacements:** None on this turn.
- **Flip ASUs with Supply Points:** On a Rain turn the Allied player receives no Supply Points so the Allied player has no Supply Points to use or accumulate.

The Allied Movement Phase

See illustration on the next page. The three American airborne units in Naples cannot move, they are restoring order in the newly captured city. One of the regiments (the 504th) will be released on Turn 11.

Without any Air Support markers or ASUs for artillery shifts the Allied player will have a hard time getting good odds in any attack this turn.

A. The British 46th Division moves forward with a Movement Allowance of 3. The three brigades do not have enough MPs to reach the German units. Extended Movement cannot be used to move adjacent to enemy units.

B. The 7th Armoured Division and parts of the 56th Division move forward to engage the German stack.

C. The regiment of the 34th Division moves to cover the area between the US 3rd Division and the US 45th Division.

D. The 45th Division does not have enough strength to push forward until the rest of the division arrives.

The Allied Combat Phase

X. The 7th Armoured Division is the Main Assault Force (MAF) with a regiment of the 56th Division attached. Note that British and US units may not participate together in the same attack. The attacker's strength is 21 (which is capped at 20) and the defender's strength is 10 (the Silhouetted Tank Unit is not doubled in Hill terrain). The German player uses his Nebelwerfer ASU to provide a shift left and flips the ASU over to its Fired side. The final odds are 1-1. A die roll of 6 = DR2, Adv 2. The German player retreats his unit two hexes and the Allied player may advance his units two hexes.

Y. The Allied player attacks the German panzergrenadier battalion at Y with his 3rd Division. His units are halved attacking across a Mountain hexside. The Vehicle Unit is allowed to attack across that Mountain hexside at the Pass. The odds are 10 to 6 = 1-1 and the die roll is a 3 = EX. The German unit is reduced and the German player gets to select the Allied step loss, for which he picks one of the infantry regiments. No retreat or advance.

Z. The Allied 45th Division could attack the reconnaissance unit in Benevento. The odds would be 9 to 6 = 1-1. Since the German Reconnaissance unit will soon depart and the rest of the 45th arrives next turn it is probably not worth pushing it. No attack.

SUMMARY: Actually, not so bad for the Allies—he got very lucky with that 1-1 attack at Y. The German player cannot afford many step losses in the first six turns of the game.

The Allied Recovery Phase

There are no Allied units Disrupted so this phase is skipped.

The Allied Supply Phase

All Allied units can either trace 5 hexes to a Supply Source or 5 hexes to a road that leads to a Supply Source. So all Allied units are in supply. This concludes the Allied Player Turn.

TURN 2
Weather Phase

The Weather die roll = 3, so the Weather marker is moved one space to the right which is space F. The Weather is Rain and Mud which will cause all attacks this turn to suffer a negative shift left on the CRT. The Allied player receives no Supply Points while the German player receives 1 Supply Point. Since the die roll is 3, he may flip his NW ASU unit over to its Ready side.
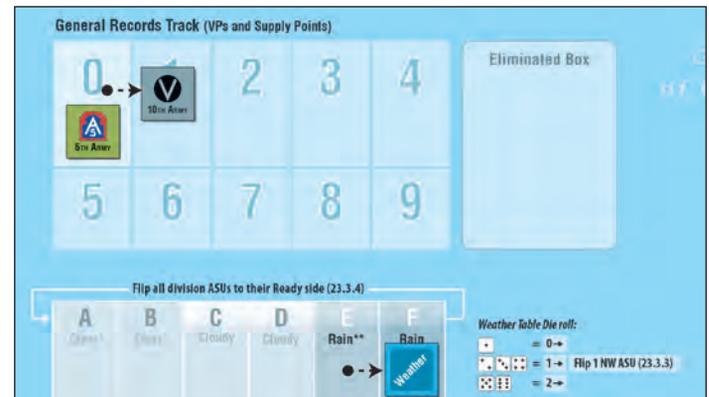

The Weather marker and the Supply Point markers are adjusted.

GERMAN PLAYER TURN 2
German Initial Phase

- **Place Reinforcements:** None on this turn but the two units in hex 2706 are released.
- **Remove/Withdraw Units:** None on this turn.
- **Use Replacements:** The German player receives one Infantry Type replacement. He uses it to bring a battalion of the 15th PG up to full strength. Note that an Infantry Replacement may not be used for Fallschirmjäger battalions or reconnaissance units—those require Special Replacements.
- **Flip ASUs with Supply Points:** The German player has 1 Supply Point and decides to save it for a future turn.

German Player Turn 2
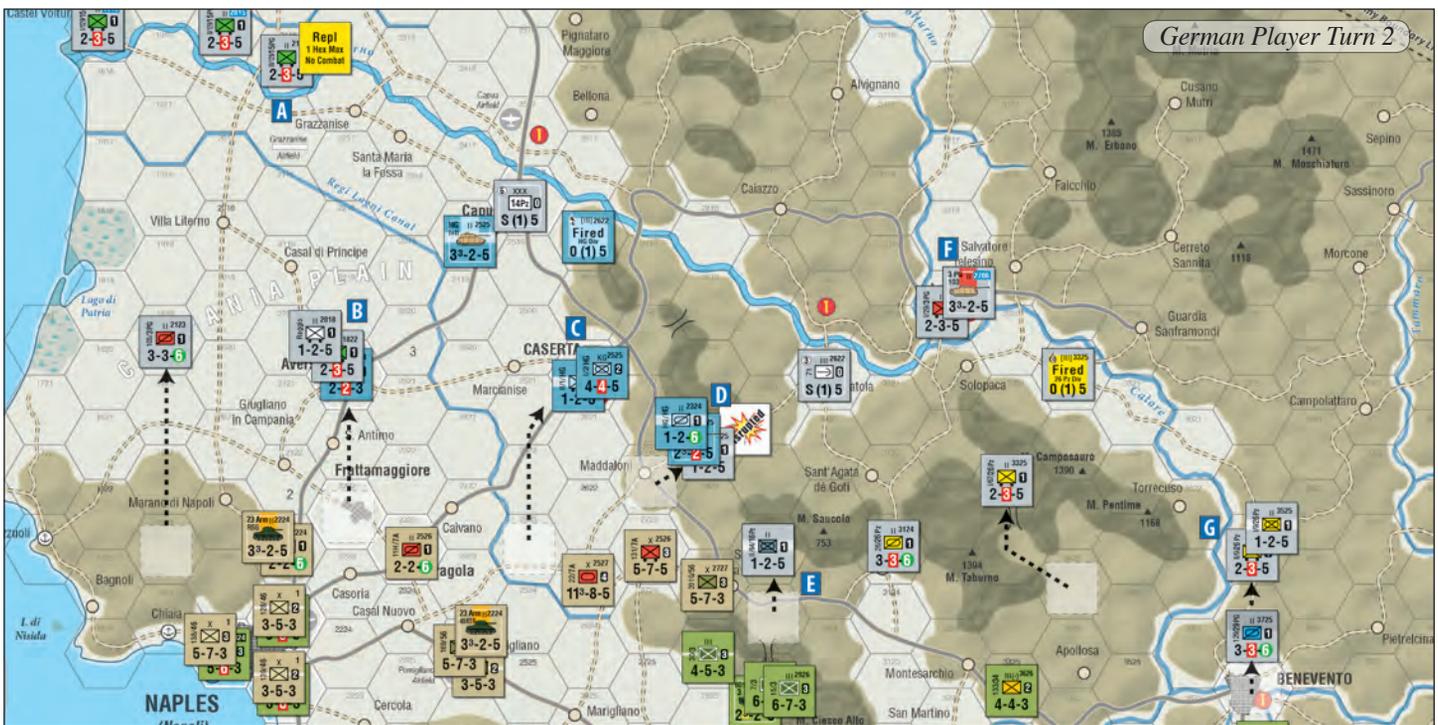
German Movement Phase

The negative CRT shift for the Rain and Mud will give the German player a little protection this turn. He can afford to hold the line in a few places. Movement is shown in the illustration above. Some notes about the moves:

A. The unit that received the Replacement is Frozen and may not move.

B, C, D. These three stacks are kept strong and pulled back to prevent encirclement.

E. The reduced panzergrenadier unit backs up one space. Perhaps a better move would have been to move two hexes east and stack with the reconnaissance unit.

F. The two units that were released are rushed down to help cover this American sector where the German player is very weak.

G. The three German units in this area back up one hex.

Fortification Construction: The German player starts another 1L Fort up north. All eight 1L Forts must be started before any can be completed.

German Combat Phase

None.

German Recovery Phase

The Replacement marker is removed, and the two Disrupted units recover automatically since they are not adjacent to an enemy unit.

German Supply Phase

All German units are in Supply and the German player wishes to keep his 1 Supply Point for a later turn. No sense giving it to a division ASU since they will soon all flip when the weather marker moves again (per 23.3.4).

ALLIED PLAYER TURN 2

The Allied Initial Phase

- **Place Reinforcements:** Five Allied ASUs and the bulk of VI Corps arrive this turn and are placed in their appropriate Entry Area. The ASUs arrive on their Fired side.
- **Remove/Withdraw Units:** None on this turn.
- **Use Replacements:** None on this turn.
- **Flip ASUs with Supply Points:** He has no Supply Points to distribute.

The Allied Movement Phase

With the rain pouring down there is not much to do but follow the retreating Germans. See the illustration on the next page.

A. The British 22nd Armoured Brigade and the reconnaissance battalion of the 7th Armoured Division move into the lightly held Campania Plain.
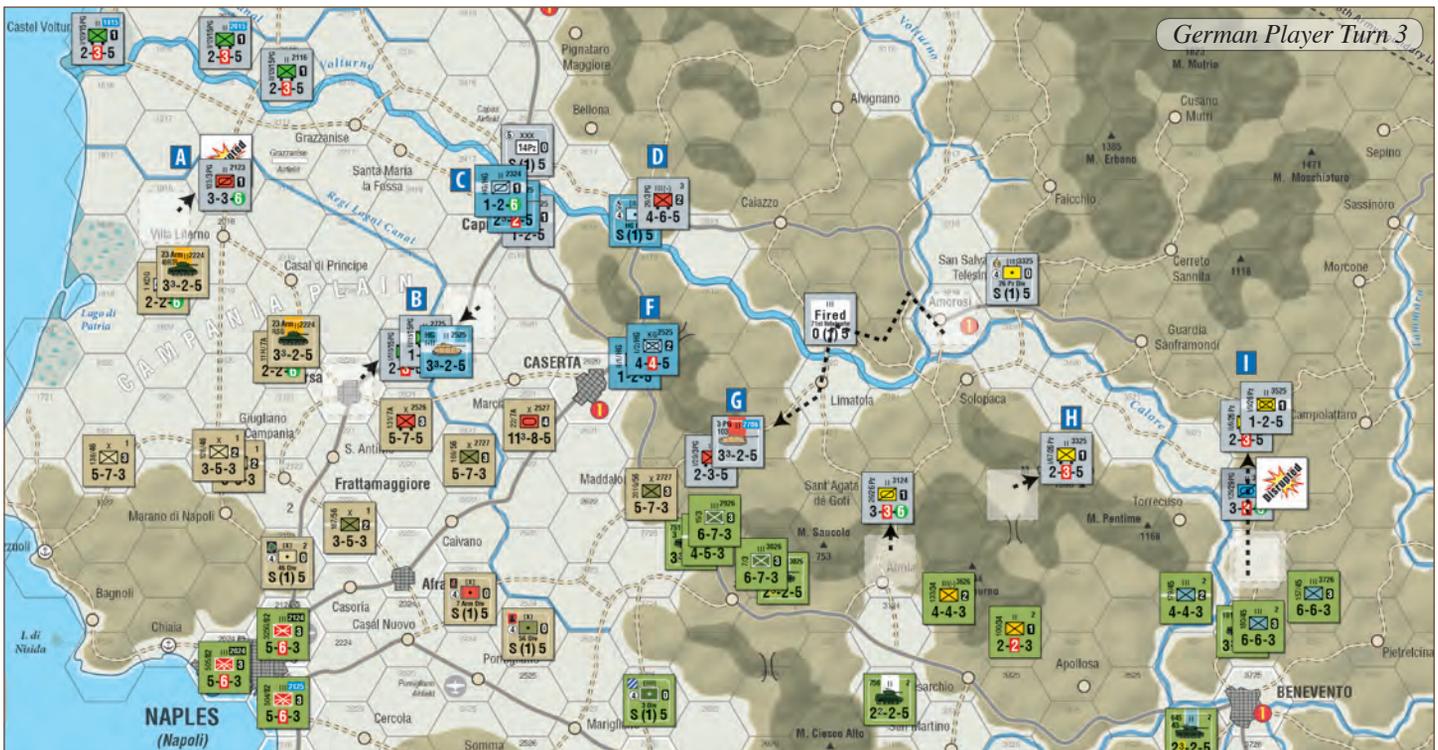
B, C, D. These three hexes are well defended and so the Allied player avoids attacking them. At B, C and D the final odds would be a 1-3 after the Rain and Mud and Defensive Artillery shifts are applied.

E, F. On the American flank the divisions move slowly forward.

The Allied Combat Phase

The German line will be so thin on Turn 3 that you really don't need to do any attacks on Turn 2. But with a little luck, a little pressure will hurt the German situation.

A. The odds here are 10 to 3 = 3-1. The negative weather shift is canceled by the Tank Shift. The final odds remain at 3-1. A die roll of 6 = D1. Since the defending unit is Reconnaissance it ignores the step loss and the German player retreats it two hexes to hex 1918 and places a Disrupted marker on it. The four Allied units that

Allied Player Turn 2

participated in the attack advance two hexes. The three German units in the City hex of Aversa (B) are now surrounded by EZOCs.

Retreat and Advance After Combat at A.

B, C, and D: No attacks against these hexes.

E. At E the reduced German panzergrenadier battalion is doubled in a Hill hex. Odds are 20 to 4 = 5-1. Weather brings it down to a 4-1, and the German player flips his Nebelwerfer regiment to its Fired side to bring the odds another column down to a 3-1. Another lucky die roll of 6 = D1. The German battalion is eliminated and the US units involved may advance 2 hexes however terrain and enemy units allow them to advance only 1 hex.

The advance at E. Note that units may not advance across a non-road, non-pass Mountain hexside unless they start adjacent to it.

F. The US 45th Division with one independent tank battalion attached attacks the reconnaissance unit at F. The odds are 19-6 = 3-1. Rain and Mud brings it to a 2-1. The die roll is 5 = DR2, Advance 2. The defending unit retreats two hexes and becomes Disrupted. The attacking units may advance two hexes.

None of these attacks were worth conducting a Determined Defense for. Too many DDs is a good way for the German player to attrit away his army. Wait until the Fortifications are reached, you have plenty of supply, or the hex really needs to be held.

The retreat and advance at F.

The Allied Recovery Phase

There are no Allied units Disrupted so this phase is skipped.

The Allied Supply Phase

All Allied units can either trace 5 hexes to a Supply Source or 5 hexes to a road that leads to a Supply Source. So all Allied units are in supply. This concludes the Allied Player Turn.

German Player Turn 3

TURN 3

Weather Phase

The Weather die roll = 5, so the Weather marker is moved two spaces to the right which moves the weather marker to the B space. Both players immediately flip all their division ASUs to their Ready side. The Weather is Clear. The Allied player receives 2 Supply Points and all his Air and Naval asset markers. The German player receives 1 Supply Point. Since the die roll was not 2-4 the German player does not get the free Nebelwerfer ASU flip.

GERMAN PLAYER TURN 3

German Initial Phase

- **Place Reinforcements:** The German player has one reinforcement which he places in the N2 Entry Area.

- **Remove/Withdraw Units:** Two German units must be removed this turn and that is done immediately regardless of their position on the board. One is in the Eliminated Box so the German player must forfeit his Replacement this turn (22.2.2).

- **Use Replacements:** His one Replacement is forfeited.

- **Flip ASUs with Supply Points:** The German player has 2 Supply Points accumulated and decides to save them for a future turn.

German Movement Phase

A. The reconnaissance unit continues to delay the British.

B. These two German units are stopped by EZOCs after moving one hex and so will conduct a Disengagement attempt in the Combat Phase. They are joined by the tank battalion so they can retreat as one group. The German player could attack the British unit instead and advance backwards if he feels lucky. In that case the odds would be 6 to 7 with shifts for Tanks, Elite, and Artillery—a 3-1. He will take the safer course and attempt a Disengagement.

C. A rapid retreat back to Capua using Extended Movement.

D. Turn 3's reinforcements on their way to the German left flank. All 3rd PG units should be sent to the American sector.

F, G, H, and I. With plenty of Hill terrain, the German player can conduct a slow retreat, whilst also bolstering the line with two 3PG units moved from Amorosi.

SUMMARY: We will end the extended example here with both sides in good shape. With the weather cleared up, air units available, and all division ASUs ready—the Allied advance will now speed up and be brutal. The German player will not be able to stop the Allies from crossing the lower Volturno River (i.e., west of 3220) but that is not such a bad thing since it will release the 15th PG units further north.

HISTORICAL NOTES

US Forces

US 3rd Infantry Division had been decimated by malnutrition and exposure by the time of its withdrawal in mid-November. Allied rations were vitamin deficient and there was a shortage of multivitamin tablets in the Mediterranean theater. The rations were also found to have a caloric deficit for troops fighting in rugged terrain and cold weather. 3rd Division was an emergency reinforcement for Salerno, so the men had embarked without their bed rolls, ground sheets, greatcoats, and shelter halves. Each man had just a single blanket for protection from the rain and the cold. Damage to the port of Naples (down to 10% capacity at the beginning of the game) caused supply difficulties, so their kit did not catch up to them until late November—after they had already been pulled from the line. The supply difficulties also caused frontline troops to go without cigarettes for 8 days during the game. It would have been even worse if cigarettes hadn't been flown in from Sicily using General Clark's personal plane. The Fifth Army official history also notes that off-brand cigarettes caused considerable dissatisfaction.

The 82nd Airborne Division entered Naples on October 1st, 1943 to find a city in utter chaos from a 4-day uprising (September 27-30) by the Neapolitans against the German garrison. The city had been devastated by Allied bombing and the Germans had thoroughly demolished the port, transportation facilities, communications installations, and utilities and carted off all the loot they could. The 82nd Airborne Division was tasked with policing Naples and restoring order.

The 100th Battalion comprised second-generation Japanese-Americans (Nisei) and later became part of the 442nd Regimental Combat Team: the most decorated unit in US history.

The 1st Special Service Force was originally intended for a raid to destroy Norwegian hydroelectric power plants, so it was trained for airborne assaults, amphibious assaults, cross country skiing, and mountain warfare. It was originally half American and half Canadian, but a shortage of Canadian replacements eventually reduced the Canadian share to one-third. After the Norway operation was canceled as being unrealistic, it was reassigned to Italy where its mountain climbing skills were very useful.

The US 756th Tank Battalion is weak because it was equipped with Stuarts. It was reequipped with Shermans in the middle of December, but that was considered too late in the game to justify an upgrade counter.

The 1st Armored Division and its attached tank and tank destroyer battalions were being saved for an advance up the Liri Valley. That's out of the game's scope, so most of those units have been left out of the game. They ultimately ended up in the Anzio beachhead, and Commonwealth armored divisions were assigned to the Liri Valley.

The 194th and 995th Field Artillery Battalions had 8-inch howitzers. They were the only guns that could destroy the standard German dugout of rock and railroad ties or the stone and concrete buildings in the town of Cassino. The Allies also liked their long range and superb accuracy.

British Forces
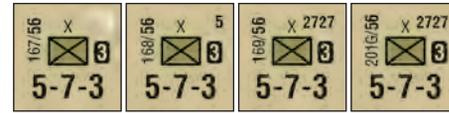
The British 56th Infantry Division had four brigades for this part of the Italian campaign. When 50th Infantry Division returned to Britain it returned the borrowed 168th Brigade. 201st Guards Brigade remained in the division until becoming independent on 3 January 1944.
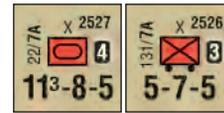
The British 22nd Armoured Brigade comprised one motorized infantry and three tank battalions. The combined arms allows it to be doubled when defending in hills or cities. It's intentional that it cannot stack with 131st Lorried Infantry Brigade. 7th Armoured Division's brigades fought separately— coordinated, but not combined. The 22nd Armoured Brigade has 4 steps in *Salerno '43* (including 5th RTR) but only 3 steps in *Italy '43*. With the crisis over, it would have been inappropriate for Clark to have overused the division shortly before it departed for Britain.

German intel was so good that it detected 11 KRRC's arrival before it was officially added to the Fifth Army OOB. German records from 15 November 1943 mention its attachment to 56th Infantry Division, while the Fifth Army official history does not include it in the troop list dated 15 November 1943.

The Canadian 2nd Brigade was the first Allied unit to enter the map's 8th Army zone. It was relieved by the British 5th Division in November and the British 78th Infantry Division took over in December.

The Northwest African Tactical Air Force comprised the US XII Air Support Command, Tactical Bomber Force, and Desert Air Force. Desert Air Force supported only 8th Army so it doesn't get a counter in this game.

German Forces

Senger (commander of XIV Panzerkorps) gave his opinions of his divisions in his memoir. 15th Panzergrenadier Division was the best. 29th Panzergrenadier Division was elite and one of the best in Italy. Enough wounded had been flown out of Stalingrad that it had a regiment's worth of them once they healed. This provided a hard core for rebuilding the division. 26th Panzer Division was

outstanding and elite. He disliked 3rd Panzergrenadier Division: it was 40% Silesian Poles, unreliable, and prone to having men go missing. Their letters from home depressed them with tales of how their families were being mistreated. He liked the 305th Infantry Division. He didn't like the 44th Reichs-Grenadier Division Hoch- und Deutschmeister's officers and thought that as an Austrian division it understandably lacked enthusiasm. 5th Gebirgs Division's commander got a favor from Hitler to transfer from Army Group North to the "sunny south", but he didn't know what he was getting himself into. The division had trouble adapting to the icy mountains and massive bombardments. 94th Infantry Division was elderly, with an average age of 40. No one thought it belonged on the front line but Hitler had ordered it. In January 1944 it needed rescuing by the reserves, which left Anzio virtually undefended when the Allies landed on 22 January.
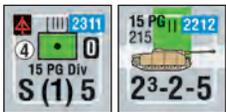
15th Panzergrenadier Division had a blend of tanks and StuGs, probably due to its previous existence as a panzer division.

115/15 Panzergrenadier Regiment and the Reggio Battalion were attached to the Hermann Göring Division because they were surplus to the 15th's requirements and the Hermann Göring was severely understrength. These three battalions were eventually disbanded and in 1944 129th Regiment was redesignated 115 because of its older and stronger tradition. The original 115th had been part of the famous 15th Panzer Division in the Afrika Korps while the original 129th had been part of the second-rate 22nd Panzer Division. The 22nd had become, in Manstein's words, "a complete wreck" during Operation Uranus and was disbanded in March 1943. 15th Panzergrenadier also had a fourth panzergrenadier regiment, the 382nd, which had originally been part of 164th Infantry Division in North Africa. The 382nd never fought in mainland Italy. It was broken up for replacements and to create the division's reconnaissance battalion.

26th Panzer Division's tanks do not appear in the game because they were not used on the front line in this part of Italy. The division defended in the 8th Army zone until the withdrawal to the Bernhard Line. At that point the zone was defended by 576/305, which was excluded from the game because it never left the zone.

Historically, 29th Panzergrenadier Division started at Benevento and withdrew to oppose 8th Army on turn 2. This caused problems for some playtesters who didn't study the withdrawal schedule ahead of time, so the division starts already withdrawn. To compensate, the arrival of most American units in the area is delayed until turn 2.

5th Gebirgs and 44th Reichs-Grenadier Divisions had three battalions per regiment while 94th and 305th Infantry Divisions had only two battalions per regiment. This is reflected in the regimental combat strengths.

Italian Forces

The First Motorized Group was cobbled together in October 1943 from the 67th Infantry Regiment, 51st Bersaglieri Battalion, and supporting units. The 67th had been part of the Legnano Division and had been in the heel of Italy, which allowed it to avoid being disarmed and disbanded by the Germans when Italy surrendered. The unit joined 15th Army Group on 31 October and was first employed on 8 December in an attack on Monte Lungo (hex 2707). Despite being poorly equipped, morale was high and the men were eager for revenge against the Germans. The American generals thought they had given the unit an easy first mission to build confidence, but they had severely underestimated the strength of the German position and failed to concentrate sufficient force. Poor Italian reconnaissance, tactics, and coordination led to a costly repulse. The second assault on Monte Lungo on 15-16 December was reinforced with an American regiment and it quickly succeeded.

French Forces

2nd Moroccan Division: This division was formed in Morocco in May 1943. It was composed of approximately 40% Europeans and 60% Moroccan Arabs. Its first action was in Italy in December 1943.

4th Group of Tabors of Moroccan Goumiers: The Goumiers were Berber tribesmen who excelled in night raids and mountain fighting. They were irregular troops without a formal military structure and the unit was only 8% European. A goum was company-sized, a tabor battalion-sized, and a group regiment-sized. The group fought in Sicily attached to the US 1st Infantry Division and arrived in mainland Italy in November with the 2nd Moroccan Division. The Goumiers were tenacious, ruthless fighters feared by both the Germans and Italian civilians. The Berber culture saw looting and war crimes as compensation for their services, and Italian victims' associations estimate between 7,000 and 12,000 Italian civilians were victims of their atrocities. The Allied Control Commission blamed an inadequate amount of French supervision to maintain discipline, while historians have argued that the French officers may have turned a blind eye or even encouraged them as revenge for Italy having stabbed them in the back in 1940.

Starting setup for the Bernhard Line scenario.

Important Differences Between *Salerno '43* and *Italy '43*

Two new unit types: Mountain units (19.3) and Heavy Howitzers (19.4).

New Weather Type: Mud (23.4)

5.2.2. Operational Movement rule added.

5.3 Extended Movement reduced to 2 MPs for Non-mech units.

5.7 Trucks are handled differently.

8.4.3 The attacker may now have two attachments—one infantry or reconnaissance unit and one Silhouetted Tank unit.

9.2.1 The Elite Shift rule was modified.

9.7 If all attacking units are attacking across a Mountain hexside, then the defender is doubled.

11.2 The Determined Defense Table now uses two dice.

11.4.3 The term "Desperate Defense" was removed as unnecessary. The rule itself is the same.

12.3.2 Infantry units may now retreat across two Mtn. hexsides.

14.2 The length of Advance After Combat was reduced (Adv 1, Adv 2, and Adv 2+)

18.0 Fortification rules added.

19.1 Nebelwerfer Regiments now only flip for free 50% of the time (on a Weather die roll of 2–4).

22.2.2 Replacement forfeiture if unit to be removed is eliminated.

23.3.4 Divisional ASUs flip for free when Weather marker returns to A box.

25.1 Major Assault rule added.

BIBLIOGRAPHY

Atkinson, R. (2007). *The Day of Battle: The War in Sicily and Italy, 1943–1944.*

Battistelli, P.P. (2023). *The Winter Campaign in Italy 1943.*

Blumenson, M. (1969). *Salerno to Cassino.*

Bowlby, A. (1995). *Countdown to Cassino.*

Graham, D. and Bidwell, S. (1986). *Tug of War: The Battle for Italy: 1943–45.*

Headquarters Fifth Army (1944). *Fifth Army History: Part II, Across the Volturno to the Winter Line.*

Headquarters Fifth Army (1944). *Fifth Army History: Part III, The Winter Line.*

Molony, C. J. C. (1973). *The Mediterranean and Middle East, Volume V.*

National Archives Collection of Foreign Records Seized, Record Group 242, Records of German Field Commands, Microfilm Publications **T78** roll 616 and **T312** rolls 80-83, 86, and 87.

U.S. War Department Historical Division (1945). *From the Volturno to the Winter Line 6 October - 15 November 1943.*

U.S. War Department Historical Division (1945). *Fifth Army at the Winter Line 15 November 1943 -15 January 1944.*

Von Senger und Etterlin, F. (1964). *Neither Fear nor Hope.*

Map of Fifth Army Operations from the Defense Mapping Agency Topographic Center

"Must be a tough objective. Th' old man says we're gonna have th' honor of liberatin' it."

Illustration from *Up Front* by Bill Mauldin, published in 1945. Mauldin served in the 45th Division in Italy.

INDEX