

F. THE INVASION OF SICILY SCENARIO (2/07 version)

1. INTRODUCTION & RULES - A scenario using the Italia map of Sicily. These rules are compatible with the current version of the Basic Game, with changes noted below. Some especially pertinent rules are recapitulated below for convenience. This campaign has inspired many histories and games, no two of which agree 100%. Primary source for this game is the official US history.
 2. DURATION - The battle for Sicily lasted 38 days. The game has 6 turns, July II - August III 1943
 3. OOBs - See the OOBs on pages 32-33.
 - 3.1 Axis - all at-start units are deployed face-down. Units may stack so long as only 1 coastal defense unit (3.1.5.1) is in a stack to prevent over-use of 3.1.5.2 (+1).
 - 3.1.1 Germans at start have any 2 regiments of the HG division at or within 1-2 hexes of PP97; any 2 of the 15th PG at or within 1-2 hexes of HHH91; and the Schmalz group, any one regiment of 15th PG, at or within 1-2 hexes of Adrano. Any one HG regiment may deploy anywhere.
 - 3.1.2 July III reinforcements:
 - 3.1.2.1 The 2 regiments of 29th PG appear in Messina, from where they move normally.
 - 3.1.2.2 The 3 regiments of 1st Para division (1st - one step down so 1-3-12, 3rd & 4th full strength) drop on any hex not containing an enemy unit, according to rule G.11.1, repeated here for convenience. Roll this table for each unit to determine the outcome of the drop:

Roll	Result
1-3	Drop succeeds. Unit may move 1 hex, but not from one enemy zoc to another, and attack if desired. Must attack entering enemy zoc.
4-5	Drop succeeds. Unit may move 1 hex, not into enemy zoc. May move next to a unit without zoc. Destroyed if unable to leave enemy zoc.
6-8	Drop succeeds. Unit can neither move nor attack. Destroyed if in enemy zoc.
9-11	As above, but unit becomes an IC.
12-14	Drop fails, unit destroyed, does not make hex friendly; 14 = 6+ maximum surcharge
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| | Add these surcharges to the die roll. All are cumulative. |
| +2 | Hex has no Plain Terrain. Major cities are considered plain terrain. Minor cities, roads, and rivers are not considered. Use other terrain in hex. |
| +2 | Hex has any High Apennine. |
| +2 | Hex in enemy zoc. |
| +2 | Allies have made friendly an air base (example - EEE90) |
| +0 | Unfriendly hex. |
- 3.1.3 At start all Sicily is friendly to the Axis. Hexes change status as gained or lost. Allied hexes made friendly by either army are friendly for both. Players may record movement or preferably use common sense.
 - 3.1.4 German regiments are treated the same as in the Advanced Game (G.7, summarized below).
 - 3.1.4.1 Only during their movement phase, the Germans may exchange regiments for their division, or vice-versa, provided all stack together. At the end of this phase, the unit must be the one or the other, never both, in whole or part. Units need not be at full strength, and can also take replacements before or after the exchange, but not both. There can not be a gain of steps nor combat factors from the exchange, EXCEPT if the combining regiments are at full strength. If they are not, and no equal swap is possible, steps and/or factors must be lost. A depleted division could take the one replacement permitted it, then break down into regiments. Conversely, each of its 2 or 3 regiments could EACH take the one replacement permitted, then combine. A depleted division may be exchanged for less than its full complement of regiments.

- 3.1.4.2 Divisions have more steps than their component regiments, because inverted regimental substitute counters ONLY (not other regiments) do NOT count one step. A divisional inverted counter does. The regimental IC is just a cadre, a shell usable only as the starting-point to rebuild. Combining it with a replacement results in the next-stronger face-up unit, which then represents one step. If a regiment loses more steps than it has available, the IC would be destroyed, but would not count as a step lost for determining breakthrough movement. Otherwise, these ICs are identical to others. EXAMPLE: of the HG division, only the HG/HG IC survives. Combining with an armor ersatz, it becomes the face-up regimental counter, worth just 1 step. The same turn this is done, or later, this could be swapped for the division's IC, also equal to 1 step.
- 3.1.5 Germans have no ersatz units at start. July II, IV, and August II they get one infantry ersatz. July III, August I, August III, one each infantry and armor, starting in any major city friendly and in supply.
- 3.1.6 Italian units have one face-up step (except 13 coastal units see below). They do not have an inverted counter step so can not take replacements. Italian losses are always taken first. In situations where losses are doubled, Allied losses are never doubled when attacking Italians not stacked with Germans.
- 3.1.6.1 The Italians have 13 immobile coastal and port defense units. None may be more than 1 hex from the coast. Deploy as follows:
- 1 each at or within 1-2 hexes of Messina, Palermo, Trapani, Siracusa, and Catania = 5
 - 1 each at or within 1-2 hexes of the Noto zone, Gela zone, Castellammare zone = 3
 - 5 anywhere on or within 1 hex of the coast = 5
- All coastal units are removed starting the Axis turn after rule 8 (evacuation) is triggered. They may be voluntarily destroyed during the Axis turn to avoid their generating Allied breakthrough MP.
- 3.1.6.2 The first Allied unit coming adjacent to an inverted counter causes it to be revealed, enabling the Allies to continue moving if feasible. When adjacent to more than one enemy unit, distribution of attackers per combat must be stated before combat begins. If coastal defense units, Allies roll a die:
- 1-3 - unit immediately removed. No combat. Allies may not occupy vacated hex as they could after combat, but may continue moving if able. In the case of a sea attack, would-be attackers move ashore as though no enemy unit were there.
 - 4-5 - unit has 1 defense factor and a zoc. Allied unit must stop and attack possibly assisted by units not moved.
 - 6-7* - unit has 2 defense factors and a zoc. Allied unit must stop/attack possibly assisted by units not yet moved. Once this occurs, use this table: 1-5 - same as 1-3 above.
6-7* - same as 4-5 above
- * +1 on the die roll for coastal defense units stacked with any unit NOT coastal defense.
- 3.1.6.3 Units without an attack factor forced to attack are destroyed.
- 3.1.6.4 The Italians also had 4 regular army divisions. Aosta & Assietta deploy the same as HG. Livorno & Napoli deploy the same as the HHH91-centered 15th PG units. These locations are slightly ahistorical (closer to the Germans) to disguise the locations of the Germans. Any one Italian division may deploy anywhere.
- 3.2 Allies - see OOB .
- 3.2.1 Mainly US 7th Army.
- 3.2.2 Mainly British 8th Army. The 50th and 51st are treated as they are in the Advanced Game (G.5.4). They do not have an inverted counter step, so can not evacuate, nor rebuild if they lose 2 steps from full-strength. Other than that, they are treated like any British unit.
- 3.2.3 Each army starts with 3 replacements and thereafter gets 1 per turn. They are not interchangeable. Each army must use its own replacements.
- 3.2.4 The turn after they make Palermo friendly and in supply (even if later lost), Allies get 2 extra replacements. In the 3-player game (13.0) these go to the army capturing Palermo.

4. STARTING THE GAME

- 4.1 Axis place units face down. These are not inverted counters, just an initial stage. During the first Allied turn units turn face-up if in Allied zoc, or attacked, including a sea attack. Coastal defense units may be removed (3.1.5.2). If Allies attack a hidden unit and can't achieve 1-4, the Allied units are destroyed. Allied units retreating adjacent to hidden units are destroyed, and the unit remains hidden.

- 4.2 Before deciding where to invade, Allies turn face up the units on any 2 hexes.
 - 4.3 The Allies then must choose which 2 of the 4 available zones they must invade. They begin with 4 port counters. One must be placed for each zone, with 2 retained to open ports or other zones when/if captured, by the usual process. 7th and 8th Armies each have 2 counters.
 - 4.4 There is possible Italian Navy intervention at either or both zones. Roll for both invasion zones. Round-up fractions.
 - 4.4.1 For either Northwestern zone, the Allies roll 2 dice, the Axis 1. If the latter exceeds the sum total of the former, IL is halved.
 - 4.4.2 For either Southeastern zone, the Allies roll 3 dice, the Axis 1. If the latter exceeds the sum total of the former, IL is halved.
 - 4.4.3 If the first intervention succeeds, it is repeated July III, this time affecting BU (possibly halved). That is the end of naval intervention. There is no effect on CAP.
 - 4.5 At the start of their July II turn the Axis turn face up all remaining hidden units.
5. AIR POWER - The Allies had some air cover from the island of Pantelleria, but it was improved by capture of an air base (example - EEE90).
- 5.1 Their July II turn the Axis may move any attacked unit, any unit in enemy zoc, plus 8 more units. If the Allies have captured an air base, the Axis may move only 6 additional units. Placement of the ersatz due does not count against the limit; moving it would. Thereafter, any/all units may move, except coastal defense units which are always stationary.
 - 5.2 Any Axis combat occurring when the Allies do not have friendly and in supply an air base may be one odds column higher, that is, a 1-1 becomes a 2-1. Odds may always be voluntarily reduced.
6. ALLIED RIVALRY
- 6.1 The 7th and 8th Armies were as much rivals as Allies. They may not voluntarily stack. An example of involuntary stacking would be if no other retreat location were feasible. An attack involving both armies (necessarily from more than one hex) has odds reduced one column, e.g. a 2-1 becomes a 1-1.
7. ISOLATION & SUPPLY - See Basic Game rule B.6
- 7.1 Axis trace to Palermo or Messina.
 - 7.2 Each Allied army traces to its ports, even if the hex was made friendly by the other army. Allied hexes are all friendly to both armies. Allied army moving first has preference on opening any port which was not the other's invasion zone. Open zones and ports are assigned to each army, so one may be wholly or partly unsupplied, the other supplied or over-supplied. See also section 13.
8. HITLER'S ORDER FOR AXIS EVACUATION
- 8.1 Evacuation may be triggered by events unfavorable to the Axis, or an invasion scare.
 - 8.1.1 There are 5 possible unfavorable events, any 3 of which initiate evacuation.
 - 8.1.1.1 Loss of a German regiment. Two counts double. Three ends the game (12.0).
 - 8.1.1.2 Loss of all 4 Italian divisions (triggered only by the 4th).
 - 8.1.1.3 Allied capture (friendly and in supply, even by repulsed attack) of key hexes. A fold divides the map between hex columns QQ and RR. Before starting, Axis player secretly selects 2 hexes West of the fold from among air bases, Palermo, towns, or bridges, and 1 hex East of the fold among Gerbini, St. Stefano, UU95, and TT92. Each hex counts as one trigger, so 3 hexes would fulfill 8.1.4. In the 3-player game (13.0), German player notes which Allied army captures these hexes, advising them only when evacuation is triggered.
 - 8.1.4 The German turn after the Allies have fulfilled any 3 of these conditions - casualties, hex(es) friendly and in supply to Allies - Hitler orders evacuation.
 - 8.1.2 Starting their August I turn, if evacuation not triggered, Allies may provoke it by deploying units from either or both armies in activated ports and/or zones. Units must be full-strength at turn end. Each division or equivalent (3 brigades or regiments, which need not stack) counts 1 point. Units not permitted to invade may participate. At the end of their turn, Allies roll one die. If the total does not exceed the number of units deployed, evacuation is triggered. Add 1 to the die roll for each trigger

- (8.1.1) not achieved. For 8.1.1.3 - hexes, Axis need only reveal the number not yet conquered, not the location. Example: 1 trigger achieved, 5 divisions deployed, die roll of 4+2 (unfulfilled triggers) = 6, evacuation not triggered. Since maximum unachieved unfavorable events is 3, deployment of 9 divisions guarantees success. Allies may roll every turn, and may vary deployment. If both players deploy in the 3-player game (13.0), player moving last rolls. Army with more units deployed gets the points for triggering evacuation (13.3), or if the same, neither does. Refer to B.11.1 re separate Build-Up in/out, and B.11.4.4 re saving BU from turn to turn.
- 8.2 The turn after Allies trigger evacuation, and each turn thereafter except for the last turn, Axis must evacuate at least 3 GERMAN stacking points. Excess evacuation is carried forward against the requirement for the next turn. Evacuation prior to this rule taking effect also counts. Evacuating units may not take replacements. Inverted counters, ersatz, and Italian infantry (counts 1 stacking point, not 2) do not count EXCEPT ON THE LAST TURN. Any Axis unit may evacuate, subject to BU limits; 3 SP is a minimum not a maximum. With-holding reinforcements or final turn replacement counts, and is not subject to possible transfer loss. Units lost during evacuation (see below) do not count.
9. AXIS SEA MOVEMENT - Units evacuating have their usual MPs. From Palermo they may move at no additional cost to any friendly West coast mainland port, or from Messina to Reggio*, both subject to BU values. Germans start with 100% BU saved, which may be carried forward per usual rules. No other Axis sea movement is possible. Unlike the Allies, Axis can not evacuate during combat. Roll 2 dice to determine evacuation losses, individually per unit. Also, see rule 14.0.
From Palermo: 2-4 or 10-12 = unit destroyed; 5 or 9 = 2 steps lost; 6 or 8 = 1 step lost; 7 = no loss.
From Messina, 12 = 1 step lost. *Use Palermo table for movement to W. coast port other than Reggio. Evacuation is part of movement so lost units may be replaced if unmoved units remain available.
10. ALLIED SEA MOVEMENT -
- 10.1 Allied units may use the other army's ports' BU but it counts double. They may not use its CAP.
- 10.2 There are no second invasions.
- 10.3 Movement between ports is permitted.
11. OTHER CHANGES from the Basic Game
- 11.1 STRATEGIC MOVEMENT - none. Sicily is too small!
- 11.2 WEATHER - always fair.
- 11.3. AUTOMATIC VICTORY - Due to the large number of weak Italian units, the usual AV rules are cancelled; there is no AV.
- 11.4 BREAKTHROUGH MOVEMENT - capped at 6 movement points, for the same reason.
12. VICTORY CONDITIONS - Allies win if 3 German regiments are eliminated, or hex A87 is friendly and in supply to the Allies, or Germans fail to meet their evacuation requirement, see rule 8. Absent these conditions, Axis wins. Victory conditions could be met in either player-turn, and therefore are judged at the end of each player-turn.
13. THREE-PLAYER GAME
- 13.1 July II 8th Army commander decides whether he will move first or second. Thereafter turn order alternates (army moving first July II moves second July III, and so on)
1st player has Axis reveal unit(s) on one hex, and chooses invasion zone.
2nd player does the same.
1st player and Axis roll for naval intervention, followed by 2nd player/Axis.
1st player invades, followed by 2nd player.
1st player conducts any combats, followed by 2nd player.
- 13.2 July III-August III Allied turn order
1st player (2nd player in preceding turn) moves followed by other player.
1st player (2nd player in preceding turn) conducts any combats, followed by other player.

13.3 Each army scores points for the following:

- +5 first to occupy (friendly and in supply) A87.
- +4 triggering evacuation (rule 8). See 8.1.4.
- +3 destroying a German combat unit.* ^
- +2 first to occupy an air base (only counts once).^
- +2 each major city conquered (first made friendly/supplied, even if later lost).^
- +1 each Italian infantry division destroyed*^.
- +1 each German ersatz unit or defense-factor coastal unit destroyed by attack or by being forced to attack, in which case units without an attack factor self-destruct.
- 0 causing removal of coastal units without a defense factor or never put in Allied ZOC.
- 1 each Allied stacking point destroyed (not just stepped-down), excluding replacements.
- * units destroyed by lack of supply (not combat) credited to Allied unit nearest, tie favors 8th
- ^ counts separately (for both) if triggers rule 8. See 8.1.4.

13.4 If Allies win, victory goes to the army with most points. 8th Army wins tie due to slightly weaker OOB.

14. RE-ROLL OPTION

- 14.1 The player with this option may demand the re-roll of any unwanted result immediately after it occurs, except those involving 3.1.5.2 (coastal defense units) and 4.4 (naval intervention), nor may those rolls generate the option. Once used, the option goes to the opponent, and so on back and forth, but it may not be used more than once per player-turn, even if both players have it.
- 14.2 Initial possession of the option is decided in this manner: if a player rolls a ONE in combat, the opponent gets it. If a player rolls a SIX in combat, he gets it. The option may not be used to re-roll the combat which generated it.
- 14.3 The option may only be generated ONCE. Further rolls of one or six do not generate additional re-roll options, but may provoke its use as in 14.1.
- 14.4 In the 3-player game, the option would go to the Allied army involved in the combat. If used by the Axis for evacuation, to the Allied player moving first in their next turn, if any.

15. STRATEGY - The turn when evacuation starts can be the key to victory for both sides.

ALLIES - Try to capture an air base invading. Since most Axis units the first turn will be unknown, the Allies should carefully move one unit at a time to reveal them. They continue if able, or bring up other units for the most effective combat. Take maximum advantage of Axis immobility the first turn. Adjacent or distant invasions each have their advantages. The disadvantage of the invasion threat is stripping units from the front. There is a diplomatic aspect to the 3- player game. Due to alternating turn order, each player may be able to take an evacuated point-generating position more logically ahead of the front of his "partner". Patton surely did it! Remember, if Germans win, you both lose.

AXIS - It is tempting to deploy units in invasion zones, but risks their loss. BTM is capped, but beware Allied advances with it. It may be better to eliminate weak units rather than risk their generating BTM, but no AV makes such units useful to delay advances if backed up by stronger units. It can work to hold separate enclaves around Palermo and Messina, but then the Allies may concentrate on just one.

16. LINKED GAMES - Sicily July-August 1943 with the Basic Game (BG) September-December 1943, or the Advanced Game (AG), which has different lengths. There are 4 phases - 16.1, 16.2, 16.3, 16.4.

16.1 SICILY SCENARIO described above, with the changes below.

- 16.1.1 No time limit. The linkage phase begins when the Allies capture A87 and Messina.
- 16.1.2 No victory conditions except failure to evacuate - an immediate Allied win. Otherwise, BG or AG conditions rule.
- 16.1.3 When evacuation is triggered Germans must evacuate any 3 or more German stacking points that turn and each succeeding turn until all German units have left. They need not be from the same division. Evacuation prior to the trigger or not sending units to Sicily also counts. Ersatz may start in Sicily or per BG/AG rules, within initial placement area. They may evacuate but do not count for the requirement. Italians may not evacuate. If less than 3 German stacking points remain, evacuating the remnant meets final evacuation turn requirement.

- 16.1.4 On reaching the mainland, if not done already, German regiments must recombine into their respective divisions at Reggio, or that hex reachable by the most distant arriving regiment. They may not move farther until all surviving regiments recombine. Regimental substitution counters are not used in the BG. They are in the AG.
- 16.1.5 In the 3-player game, whichever Allied commander has done better when Messina is captured then becomes the sole Allied commander. The other player is out of the game. Tie to the 8th army.
- 16.2. TRANSITION PHASE
- 16.2.1 Allies receive a bonus of 5 replacements in Messina the turn after they make it friendly and in supply. They also receive 2 per turn 8-IV and 9-I in any friendly city. If the 3-player game continues, one for each army. From 9-II onward the BG/AG replacement OOB rules. Once Sicily is cleared of the Axis all ports are open there without the need of counters.
- 16.2.2 Germans receive 1 infantry ersatz 8-IV, 1 of each 9-I, thereafter per the BG or AG OOB, depending on which one continues. They also receive in Reggio 1 extra infantry and armor ersatz the turn after Allies take Messina.
- 16.2.3 The ongoing game starts the turn after the Allies take Messina. Example: Allies take Messina 8-IV, BG or AG starts 9-I. If the continuation game starts earlier or later than the usual start of 9-I-1943, receipt of ports specified for Avalanche (C.2.3) only would be advanced or delayed. Subsequent receipt of ports would not be affected. Germans deploy units not involved in Sicily before the first Allied turn of the continuation game. If HG has not reached any of its 3 possible garrison points, NW/71 may stack with any other German unit. The only German units which may move before the 2nd turn of the BG or AG (in reaction to Avalanche) are those having evacuated from Sicily if not yet at their garrison points.
- 16.2.4 Amphibious transfer for the Germans is the same as for the Allies. Only loss of movement is no SM. After recombining, each unit must proceed by the most direct route to its garrison point(s). The turn after disembarking, German units moving North from Reggio may use SM until the Allies take Reggio or alternative (16.2.5). Example: Allies take Reggio 9-I, evacuating German units in the "toe" (see B.2.1) may use SM that turn, but starting 9-II and lasting 4 turns, there is no SM in the "toe" for either side, due to demolitions. See C.2.1.
- 16.2.5 The Allied turn after they take Messina, they may do the Baytown invasion (C.2.1) which historically occurred at Reggio. Only if there are German units West of Rosarno, Baytown may take place at any invasion zone in the "toe". As would be the case with Reggio, the port counter provided is immediately functional; no activation turn. It would then substitute for Reggio for all rules references. Reggio could then be opened with another counter like any port.
- 16.2.6 If any Germans fail to reach their BG garrison point(s), the Slapstick invasion (C.2.2) may take place at Taranto, Bari, Brindisi, or Otranto, also with the port counter provided immediately functional. The opened port would then be treated like Taranto for all rules references. If not opened, Taranto could later be opened like any other port.
- 16.2.7 In the BG OOB there is an Allied reaction force responding to a stronger German force South or South-East of the line on the map marking the Southern limit of initial German deployment. Evacuating units may not be able to move North of that line prior to Slapstick. US 1st infantry still enters if any alternate port is put in German ZOC, not just Taranto. The alternate port substitutes for Taranto for rules references. US 9th infantry enters if a German unit is in the "toe" the turn Slapstick occurs, or moves there later. Note that the reference is just to Slapstick, not Baytown. This reinforcement does not apply to the AG, which has different OOB alternatives.
- 16.2.8 Starting the turn after the Allies take Messina, their BG/AG OOB becomes effective. Sicily units not in that OOB leave the game.
- 16.3 THE BASIC GAME - special Sicily rules concerning regiments, Italians, no Automatic Victory, no Strategic Movement, no mud, capped Breakthrough Movement, etc., do not apply to the BG. Refer to sections B and C of these rules.
- 16.4 THE ADVANCED GAME (Section G) - The first Axis turn after there are no Germans in Sicily, the AG begins. Germans deploy their AG OOB, other than units evacuated from Sicily, which may still be in transit. Allies choose the game length, and begin their turn using AG rules.

17. **STRATEGY** - Starting the mainland game later by holding out longer in Sicily favors the Germans, and vice-versa. Casualties may also favor either side. If the German Sicily garrison fails to reach its positions, that game may be changed, possibly favoring the Allies. For instance, Terracina or Napoli would be more attractive invasion zones without their usual garrisons.
18. **ACKNOWLEDGEMENTS** - Without the help of Mark Bayliss, Nick Frydas, Jack Greene, Brian Knipple, Erik Lawaetz, Bill Scott, Mike Scott, and Dan Tierney, this scenario would not have been possible. Thank you!
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These rules are excerpted from the 5th edition to be published fairly soon, with the rest of the counters. Content is similar to the 2nd, 3rd, and 4th editions, with changes noted below. With those rules, and counters, you can play this scenario. There has been an Anzio tournament all 16 years of the WBC convention held in Maryland and now Pennsylvania. That experience led to incorporation of these changes into the rules:

- B.12.6 **SEA ATTACK** - As part of an invasion, Initial Lift units may make a sea attack on an invadable hex occupied by one or more defenders. Maximum 8 stacking points may participate in any one attack. Each separate attack may assault only one hex. Participating units must conform to IL rules. Temporarily place the units at sea next to the defenders. ZOCs do not extend from sea to land nor vice-versa.
- 12.6.1 The attack factor of units attacking from the sea is halved. Such factors may be combined, retaining fractions as in an attack through a High Apennine hex-side. Also as in such an attack, losses are not doubled against an undoubled defender.
- 12.6.2 A sea attack may combine with a land-based attack, whether the other units moved to attack by land, or by landing via IL. Any terrain benefit the defender has against the land attack remains. It is not negated by the sea attack. Losses must be taken first from the sea attacking units.
- 12.6.3 A unit attacking from the sea which does not occupy the defender's hex at the end of the attack, because of the combat result, or voluntarily, becomes an inverted counter able to evacuate.
- 12.6.4 Units attacking from the sea may advance into a vacated defender's hex but not move further, unless they achieve breakthrough movement. Sea attackers may engage in second and subsequent combats.

The Sea Attack was introduced to prevent sealing off invasion zones with weak units. The rule below was introduced for play balance.

- C.3 **AIR SUPERIORITY** - Pisa, Foggia, Napoli, and any 1 of the 3 Roma hexes are air bases, as shown by the symbol. Until the Allies make friendly any of these hexes, their air support comes from Sicilia, and does not extend beyond the "Air Cover Radius" shown on the map. German units on hexes completely North/Northeast of this line attack 1 column higher on the SRT*, even attacking units all or partly South of the line. For an attack to have air superiority, at least half participating Germans units, regardless of size, must have air superiority. A 1-5 becomes a 1-4; a 6-1 becomes a 7-1 Automatic Victory, etc.
- 3.1 Germans lose this advantage at the start of their turn after the entire game-turn during which Allies make friendly a base. Example: Allies capture Napoli September II. Germans retain air superiority during all their September II turn, losing it only starting their September III turn, presuming they do not recover it.
- 3.2 Germans regain air superiority immediately by making/having friendly all air bases. Example: on their first attack of their September III turn, they retake Napoli, the only Allied air base. Any subsequent attack, starting immediately, would benefit from air superiority. There is no benefit to the attack which recaptures the air base, even if it were an Automatic Victory.
- 3.3 **EXCEPTIONS** - there is no air superiority during mud turns. Due to air support from Sardinia and Corsica starting the Allied October II turn, even if they have not made friendly a mainland air base, they get air superiority over all hexes West of and including column M, in addition to Sicily air cover. If the Germans still retained all mainland bases, they would retain air superiority East of column M, and North/Northeast of the Sicilia radius on the map.
- 3.4 Allies do not get any odds benefit when they have air superiority. The change only affects Germans.

Postscript continued

* The SRT on the maps is different from that originally supplied with the game, and has been in use for decades. Total losses are virtually identical, but more evenly distributed.

Note that the Basic Game OOBs supplied with this scenario, for the linkage game, are different from those used with the old single map. These are now the official OOBs for the Basic Game. For play-balance, the 16th panzer must set up from where it can not attack Taranto on the first German turn. Also, the Allies get a reaction if the Germans try to hold farther South than was historically the case, which was impossible using the former map, which excluded those areas. Any one familiar with this campaign knows that the Germans were initially resigned to abandoning the bottom third or more of Italy, until Kesselring changed their minds. German players in the game are not so pessimistic, and are tempted to march on Taranto or even Reggio!

Note also the set-up leeway for the 1st Para division.

Now that the "toe" and "heel" are on the map, the rules for the Allies invasions there have also changed:

- C.2.1 BAYTOWN - code name for the invasion of the "toe" of Italy. September I Allies may place 8SP at Reggio di Calabria, with 3MP per IL rules. Anything else that turn depends on the linkage rules. There is no restriction on which Allied units may be used. Reggio is operational immediately without the need for a turn of activation. This port counter is only useful for Baytown. See linkage rules re demolitions and possible variation if Germans are near Reggio.
- C.2.2 SLAPSTICK - code name for the invasion of Taranto. September II (one turn after Baytown) the Allies may place 4SP at Taranto, with 3MP per IL rules. No turn of activation is required to use Taranto port. This port counter is only useful for Slapstick. Any units may be used, not just US or British. Note that this does not open the zone, just the city port. This also can be influenced by the linkage rules. A lot may change if the Germans are still moving up from Reggio!
- C.2.3 AVALANCHE - code name for the main invasion of Italy. September II (all three of these could be earlier or later in the linkage game) the Allies may invade at any zone South of Roma on the West coast, or any zone on the East coast except Rimini. Allies must use one port counter to activate the zone invaded, and may use the second available counter to open a city/town port made friendly by their IL units, or may save it for later use, perhaps to activate a port captured by land.