

ANZIO

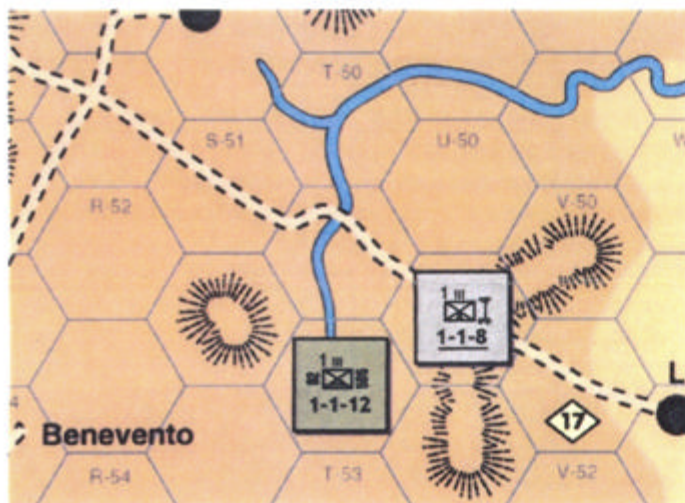
Terrain Effects on Combat Examples



Rivers: A) Allies vs. Axis = 1-1. B) Axis vs. Allies = 1-2.



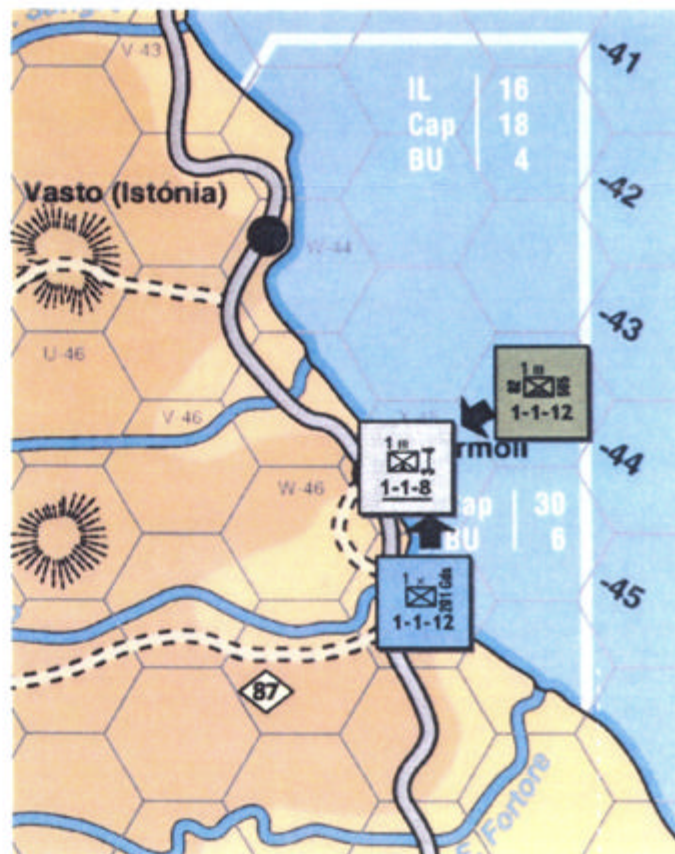
Rivers: A) Axis attacker vs. Allied defender on same river = 1-1 odds. B) Allied attacker on a different river than Axis defender = 1-2 odds.



Head waters: Allied attacker is not on a river—head waters is not considered a river (Defender doubled for Mountains = 1-2 odds).



Head waters: Allied attacker is on a river, Axis defender is not (defender doubled = 1-2 odds).



By Land and Sea: British 201st attack strength = 1. US 82nd airborne attack strength = 1/2. Defender is doubled. Odds are 1.5 to 2 = 1-2.

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Swamps: Road negates Swamp and High Apennine for movement, not combat (attacker halved = $1/2$ to 1 or 1-2).



Multi-unit Combat and High Apennine: If the German unit at Q50 were not present, odds would be $1 \div 2 = 1/2$ vs. $1 \times 2 = 2 = 1-4$. With Q50 present, it no longer is accurate to divide the Allied attack factor when only one of two defenders is behind a High Apennine hex-side. Therefore, the P52 defender is doubled twice. Odds would be Allies (attack strength = 1) vs. Q50 (defense strength = 2) plus P52 (defense strength = 4). Total is 1-6, not allowed.



Sea Attack: Attacker halved for Sea Attack ($1/2$ to 1 = 1-2).



Cities and Towns do not Double Defender: Allied or Axis attacker = 1-1.



High Apennine and River: Allies halved (High Apennine), Axis tripled (mountain and river). $1/2$ to 3 = 1-6 (not allowed).