

Salerno '43



RULES OF PLAY

TABLE OF CONTENTS

1. Introduction.....	2	18. Beachheads, Ports, and Naval Transport	18
2. Contents	2	19. Special Units	19
3. Sequence of Play Outline.....	3	20. Replacements	19
4. Stacking	4	21. Reinforcements and Entry Areas	20
5. Land Movement.....	4	22. The Weather Phase.....	21
6. Zones of Control	5	23. Victory Points and Automatic Victory	21
7. ZOC Bonds	6	24. Turn 1 Special Rules	22
8. Combat.....	7	25. Optional Rules	22
9. Combat Modifiers	8	S1. Avalanche.....	23
10. Combat Results	10	S2. The Campaign Game	23
11. Determined Defense	10	Hints on Play.....	24
12. Retreats	12	Design Notes.....	25
13. Disruption and Recovery	13	Order of Battle Notes	26
14. Advance After Combat	14	Bibliography	26
15. Breakthrough Combat.....	14	Extended Example of Play	27
16. Supply and Isolation	16	Credits	31
17. Artillery Support Units (ASUs).....	17	Index	32

1.0 INTRODUCTION

Salerno '43 is a game covering the invasion of Southern Italy in September, 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 | MA: Movement Allowance |
| ASU: Artillery Support Unit | MPs: Movement Points |
| BH: Beachhead | NA: Not Applicable |
| CRT: Combat Results Table | OOS: Out of Supply |
| CW: Commonwealth | SP: Supply Point |
| DD: Determined Defense | TEC: Terrain Effects Chart |
| DS: Defender Shattered | TM: Tactical Movement |
| EZOC: Enemy Zone of Control | TQ: Troop Quality |
| LOS: Line of Supply | VP: Victory Point |
| LPs: Landing Points | ZOC: Zone of Control |

2.0 CONTENTS

2.1 Inventory

A complete game of *Salerno '43* contains:

- 1 Map
- 1 counter sheet
- This rule booklet
- One 6-sided die
- Two Setup and Reinforcement cards
- 2 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: 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. 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 terrain in the center of the hex determines what terrain is used on the TEC.

2.3 The Game Pieces

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

- **COMBAT UNITS:** Any unit with a Defense Strength, this includes Beachhead units, Variable Strength units, and ASUs.
- **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.

Movement Allowance (MA): Is the maximum number of Movement Points (MPs) the unit may expend for movement and still attack in the Combat Phase.

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

Sample Infantry Unit

Sample Silhouetted Tank Unit

Sample Vehicle Unit

TQ Indicator (2.3.2)

Sample Artillery Support Unit (ASU) (17.0)

Sample Markers

Automatic DS (8.7)	Half Effective (5.7)	Disrupted (13.2)	Full Retreat (13.3)	Naval Support (9.6)	Air Support (9.4)	Control (16.3.4)	Out of Supply (16.1)	Isolated (16.5)	Weather (22.1)	Victory Points (23.1)	Game Turn

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 units or regular troops with reduced effectiveness. All other units are normal. This rating is used for the following purposes:

- Elite Shift (9.7)
- The Rally Table (13.5)
- As a die roll modifier in a Determined Defense (11.2.4).

Unit Size:

II = Battalion III = Regiment X = Brigade
 XX = Division XXX = Corps XXXX = Army

NOTE: There are a number of regiments and brigades that have a battalion detached. They are indicated with a minus sign next to their unit size III(-), X(-).

(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	Mechanized
Infantry†	ASU*
Airborne Infantry†	Nebelwerfer (ASU)*
Glider Infantry†	Mechanized/Panzergrenadier†
Engineer†	Motorized Infantry†
Commando/Ranger†	Reconnaissance (Recon)*
Beachhead	Tank/Panzer*
Garrison with Variable Strength	Sherman*
	M10*
	Pzkw IV*
	Sturmgeschütz*

†=**Infantry Type:** These units are doubled in Defense Strength when defending in Marsh, City and Hill hexes and may cross Mountain hexsides (5.6).

***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 (5.5, 5.6, 22.4) and ZOC (6.1).

Reconnaissance Units: These units are Vehicle Type units but have their Defense Strength doubled when defending in City, Marsh, and Hill hexes.

= **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

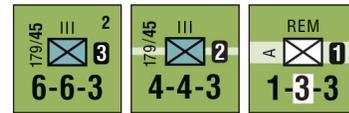
	green	US
	khaki	British*
	brown	Canadian*

German Units

	gray	Wehrmacht
	medium blue	Luftwaffe

*British and Canadian units are part of the Commonwealth (CW).

(2.3.5) Steps: Units have either 1, 2, or 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

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

PLAY NOTE: Turn 1 is different and starts with the Allied Invasion (see rule 24.0).

A. WEATHER PHASE

1. Roll for Weather (22.1)
2. Ready Air and Naval Support markers (22.2)
3. Adjust Supply Points (22.3)

B. THE GERMAN PLAYER-TURN

1. The Initial Phase

The German player may in any order:

- Use Supply Points to flip ASUs to their Ready side (17.5). The 71st Nebelwerfer is flipped for free if currently in supply (19.1).
- Restore German units using Replacements (20.0).
- Place German Reinforcements in friendly Entry Areas (21.1).
- Place Allied units in Landing boxes (21.1.1) and conduct Airborne Landings (21.6)—*Allied Player Turn only*.

2. The Movement Phase

The German player may in any order:

- Move some, none or all his units (5.0).
- Conduct Naval Transport (18.4) —*Allied Player Turn only*.
- Conduct Automatic DS (8.7)*.
- Voluntarily put friendly units into Full Retreat (13.3.4).

**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 (25.1) 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), ½ Eff (5.7), and Truck markers (5.8) are removed.

5. The Supply Phase

- Check the supply status of all German units (16.1).
- Roll for Isolation Attrition of all affected German units (16.5).

- Spend SPs to flip German ASUs (17.5).

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

C. THE ALLIED PLAYER-TURN

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

D. VICTORY CHECK PHASE

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

4.0 STACKING

4.1 Stacking Limits

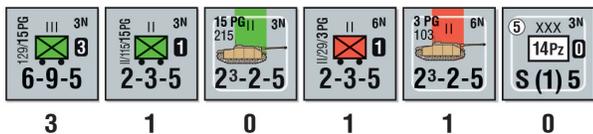
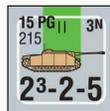
Stacking refers to the placing of more than one playing piece in a hex. The stacking limit for both sides is **6 Stacking Points**. Markers do not affect stacking and may freely stack in a hex without limit.

4.2 Stacking Points:

The stacking point value of most units is indicated with a number between 0-3 in a black box. Any number of units with a Stacking Value of 0 may stack in a hex.

4.3 Silhouetted Tank Units

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



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

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 enemy ZOC (6.2). Units may combine road and off-road movement in the same move. See rule S2.3.4 for Allied Road Movement in the 8th Army sector.

5.3 Extended Movement

Units may use Extended Movement to increase their MA by **3 MPs**. Units that use Extended Movement may not enter an enemy ZOC. 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 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 game play easier—no need to count MPs if you are just going to move the unit two hexes.

5.5 Effects of Rivers on Movement

- Infantry Type units (2.3.3) pay +1 MP to cross an unbridged river hexside.
- Vehicle Type units may only cross unbridged River hexsides (during a non-Rain turn—see 22.4) if they start adjacent to the hexside, use Tactical Movement, and their first hex of movement is to cross. Such units are handicapped after crossing—place a ½ Eff marker on the unit or stack (5.7).

5.6 Mountain Hexsides

Mountains are a *hexside* feature (2.2.2)—not a hex feature. They have the following effects on movement:

- Infantry Type units may cross without a road or pass if they use Tactical Movement, start adjacent to the hexside, and their first hex of movement is to cross. Such units are handicapped after crossing—place a ½ Eff marker on the unit or stack (5.7).
- Vehicle Type units may only cross Mountain hexsides using roads or Passes.

5.7 Half Effectiveness Markers



These markers are used to indicate units that have been disorganized or dispersed by movement or an airdrop (21.6.1). Place this marker immediately on any unit that does one of the following:

- Uses Naval Transport (including reinforcements arriving by sea). Exception: Rangers and Commandos do not earn this marker when they use Naval Transport.
- Crosses a Mountain hexside *without* using a road or pass (during movement or Advance After Combat).
- Vehicle Type 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 1/2 Eff markers in the same turn (e.g., moving across one Mountain hexside and then advancing across a second one in the Combat Phase).

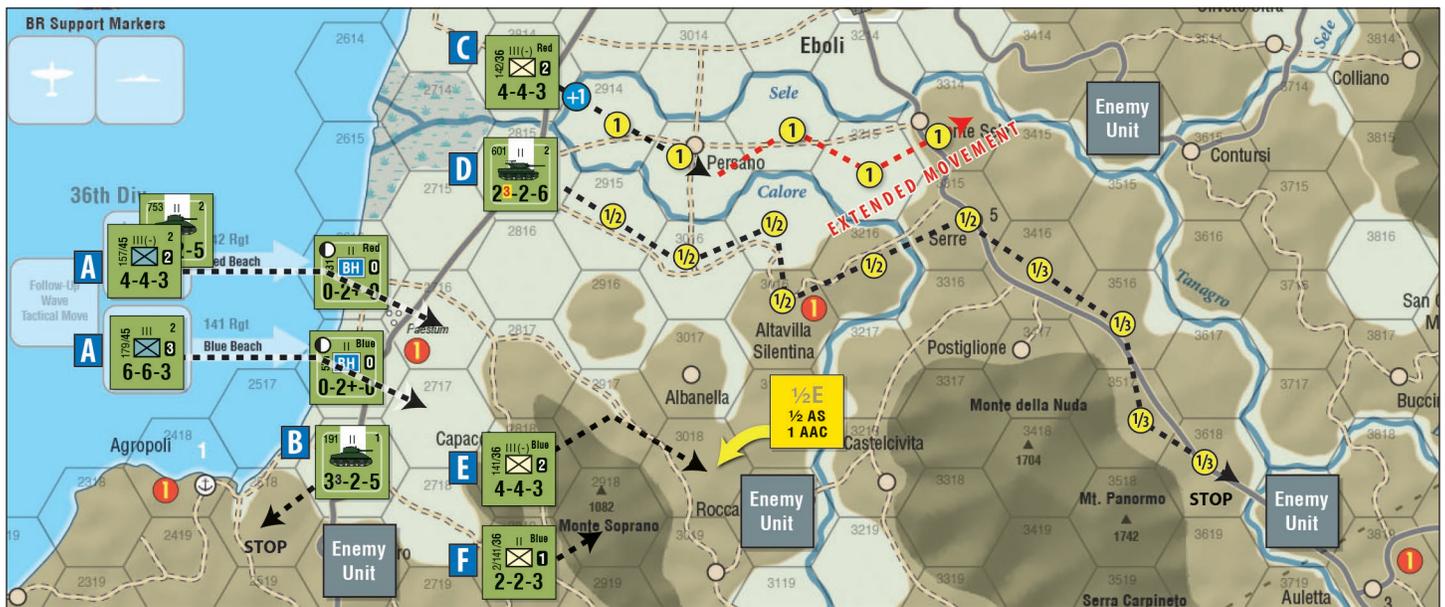
REMOVAL: 1/2 Eff markers are removed in the Recovery Phase.

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

5.8 Truck Markers



Up to two German Non-Mechanized units that are in Supply (judged at that instant) may use Truck markers to move as Mechanized units with an MA of 5. If they do not use Extended Movement they may move adjacent to an enemy unit. While under a Truck marker they have an Attack Strength of 0. All Truck markers are removed during the Recovery Phase so they are never present during the Allied turn.

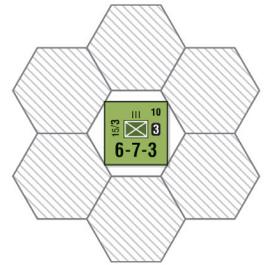


EXAMPLES: The units marked A arrive as reinforcements using Tactical Movement, no more than 3 Landing Points per BH. Unit B moves from EZOC to EZOC and must stop. Unit C uses Extended Movement (+3) to move 6 MPs, the cost of each hex and unbridged River hexside is indicated. Extended Movement is allowed since the unit does not enter an EZOC. Unit D is a Mechanized unit so pays only 1/2 MP for Secondary

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 Type units extend across all hexsides except all-sea hexsides. ZOCs from Vehicle Type 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, Beachheads 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. 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.

Roads and only 1/3 MP for Major Roads. Unit E crosses a Mountain hexside using Tactical Movement, so a 1/2 Eff marker is placed. Unit F moves to the top of Mount Soprano and must stop—a unit may only cross one Mountain hexside each Movement Phase. Units A and F should receive a 1/2 Eff marker as Unit E did, but do not since they do not end adjacent to enemy units.

7.0 ZOC BONDS

7.1 How to form a ZOC Bond

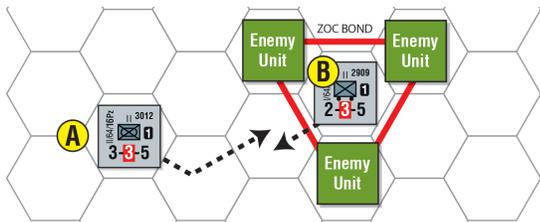
Any Combat Unit without the white outline around their counter that is in Good Order (13.1.1) can form a ZOC Bond. When two such units (or stacks) are two hexes apart (with one vacant intervening hex) they create a bond between them that no enemy unit may enter or cross. Due to the pattern of a hex grid there are two types of ZOC Bonds—Hex Bonds and Hexside Bonds (see illustration below). Free stacking units (4.3) have a ZOC but cannot form ZOC Bonds.

7.2 Effects of ZOC Bonds

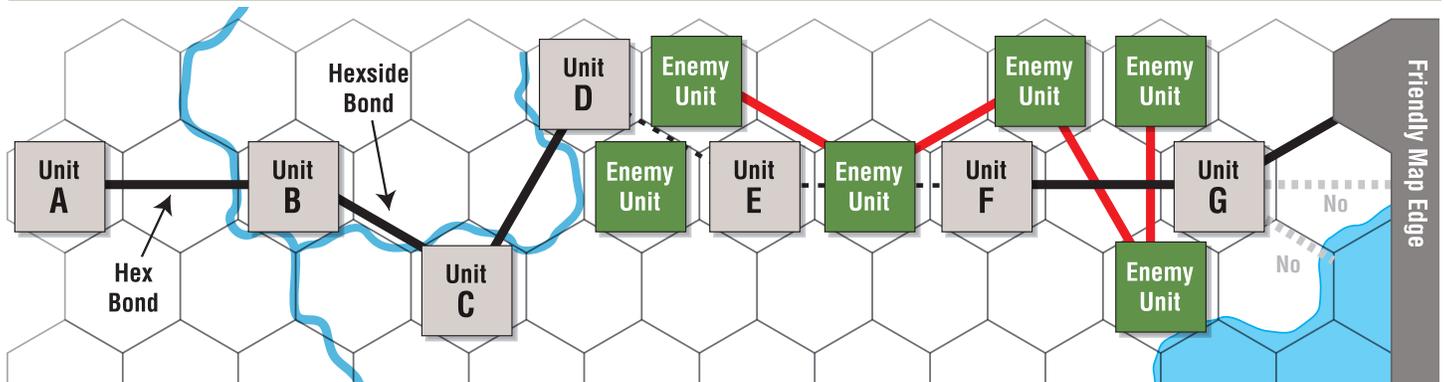
- Units may neither enter an enemy Hex Bond nor cross an enemy Hexside Bond during the Movement Phase.
- Units forced to Retreat into an enemy Hex Bond or across an enemy Hexside Bond are eliminated.
- Units may not Advance After Combat into an enemy Hex Bond or across an enemy Hexside Bond, unless they 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 diagram 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.



EXAMPLE: Unit A moves adjacent to unit B, thereby breaking the enemy ZOC Bond. Unit B can now move into the hex with unit A.



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

7.4 Intersecting ZOC Bonds

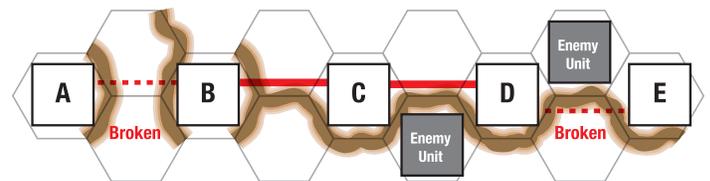
If both players have intersecting ZOC Bonds, then neither player may cross the other's ZOC Bond until it is broken (as between units F and G in the diagram below).

7.5 ZOC Bonds with Entry Areas

A unit can form a ZOC 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.

7.6 ZOC Bonds and Terrain

(7.6.1) Mountain Hexsides: Units cannot form a ZOC Bond across two non-road 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 road-less 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 with the Coast.

(7.6.3) Rivers: ZOC Bonds may be formed across two Minor River hexsides.

PLAY NOTE: In this game there are no Major Rivers, but there will be later on in the series.

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.

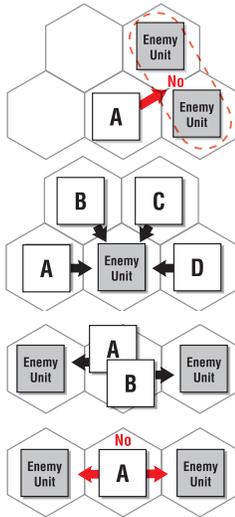
8.0 COMBAT

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

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 to conform to one of the odds ratio columns found on the Combat Results Table (CRT).

EXAMPLES: A 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), Elite (9.7), or Rain (22.4) is applied. The attacker must then declare any Air Support (9.4), Artillery Shifts (9.5), and/or Naval Support (9.6). The defender then declares Defensive Air Support (if any). Refer to 9.2 for more detail.

STEP 3: If the defending hex contains a Variable Strength unit, its strength is determined now (19.3).

STEP 4: 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 remove 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 5: 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.

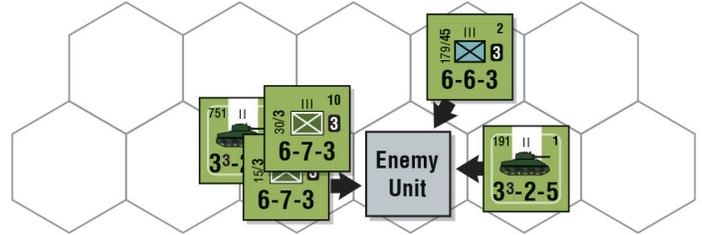
8.4 Main Assault Force (MAF)

(8.4.1) In General: For each attack the attacker must declare one Formation as the Main Assault Force. The Main Assault Force attacks at full strength, all other units attack at half 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*. The two British Commando battalions comprise a Formation called the *Commando Brigade*. These two Formations are treated just like a division.

(8.4.3) One Attachment: For the Allied player, any one silhouetted Tank Unit or any one battalion of any type may temporarily attach to a MAF by simply stacking with one of the units of the MAF. For the German player it can be any unit, of any size. When attached they may be considered part of the MAF and are counted at full strength. The unit 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 20.

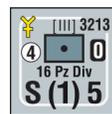
(8.4.4) Independent Units: Most Independent units are identified with a white bar or with a white unit-type box. There are two exceptions: the 2/509th Paratroop Battalion and the BH units. Independent units are not part of any Formation but can be attached.

(8.4.5) Combat Strength Limit: 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 doubling and halving.

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

EXAMPLE #2: An attack with a Combat Strength of 24 attacking across mountain hexsides would be halved to 12—don't limit down to 20 and then halve.

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

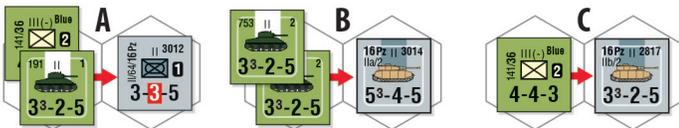


(8.4.6) Parenthesized Units: The defense strength of these units is used only if they are the only unit in the hex. If there are multiple such units in the hex, only one is used. When stacked with other units, the unit may not be selected for a step loss until all other defending units are eliminated.

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 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 participating and the defender does, 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: The Allied player is attacking in Clear terrain. 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, or City hex.

Tank units attacking across a river or Mountain hexside cannot be used to gain a Tank Shift, but their presence is enough to maybe prevent the defender from gaining the Tank Shift (9.3.2).

(9.3.4) Tank Destroyer Battalions: Tank units with a Tank Rating in red 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

Each side may use a maximum of one available Air unit per combat. There are no range restrictions. US and CW Air units may only be used if a ground unit of their nationality is participating in that combat. See rule 22.2.2 for restrictions on the German Air unit. Once used, flip the marker to its USED side.

9.5 Artillery Support

(9.5.1) Division Support: A Division ASU that is in Range (17.4), 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. Once used, flip the ASU to its USED side.

(9.5.2) Corps Support: A Corps ASU (or Naval marker) that is in range, 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 USED side.

(9.5.3) x2 Artillery Shifts: The attacker can earn a maximum of two shifts for artillery if both Division and Corps Support are used.

9.6 Naval Support



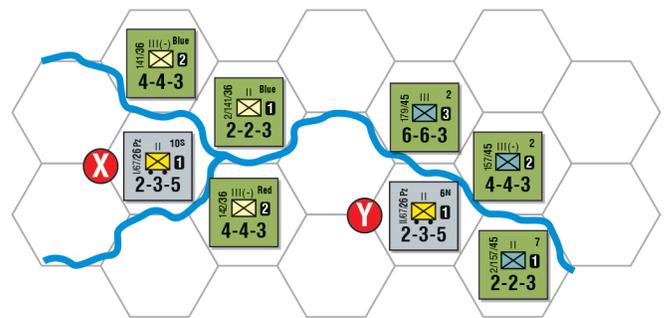
The Allied player has two Naval Support markers—one US and one CW. If available, each may be used once during the Game Turn. The target hex (where the defending units are) must be within **2 hexes** of the non-playable sea area (for example, Salerno would be one hex from this area). Naval Support is treated the same as a Corps ASU for purposes of Artillery Support—you can never use both a Corps ASU and Naval unit in the same battle. See also 19.4.

9.7 Elite Shift

If the attacker has an Elite unit in his MAF and the defender does not have any Elite units in the defending hex, then the attacker earns one column shift right on the CRT. The Elite Shift can never be earned by the defender.

9.8 Terrain

- RIVERS:** The defender 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).
- HILLS, MARSH and CITY:** All Combat Units except Silhouetted Tank units, and ASUs, and Variable Strength units have their Defense Strength doubled in this terrain.
- MOUNTAIN HEXSIDES:** All Combat Units are halved attacking across Mountain hexsides. Tank and Recon units (2.3.3) may only attack across Mountain hexsides if there is a road or pass.



EXAMPLES: At X all U.S. units are attacking across river hexsides so the German unit's Defense Strength is doubled, the odds are 10 to 6 (1-1). At Y, since one unit is not attacking across a river hexside the defender is not doubled, the odds are 12 to 3 (4-1).

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:** All combats suffer one shift left on the CRT (22.4)

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 up to **4 hexes** with his Mechanized units and 2 hexes with his non-Mechanized units.

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

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

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

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

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

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

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

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 attack or defense strength to the battle and, for the attacker, was part of the MAF. Parenthesized units (8.4.6) and units that contributed no Attack or Defense factors may not be selected until all other participating units are eliminated. Any participating unit can be selected, it doesn't have to be a unit that provided a Tank or Elite shift. If both sides are required to remove a step, the defender selects first.

NOTE: Overstacked units, and units that retreated into the hex from a previous combat would contribute nothing to the defense of the hex and could not be selected.

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.

(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” column for units in City hexes, use the “Clear” column for units in Clear hexes without Towns, and use the “Other” column for all other hexes. Roll one 6-sided die and implement the result.

(11.2.2) CRT Background Colors: If the background color 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—even if it is a Desperate Defense (11.5) for the defender.

(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 Defensive Support (11.3, 19.4).

Unless the Valiant/Warspite marker is used (19.4), the maximum modifier for Determined Defense is Defensive Support (+1) plus an Elite unit (+1) = +2.

11.3 Defensive Support

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

11.4 Explanation of Results**(11.4.1) List of Results**

-/1	Lead Unit loses one step and Determined Defense fails
-/-	No step losses, Determined Defense fails
-/- P	No step losses, Partial Success (11.6.2)
-/- D	No step losses, Delay (11.6.1)
-/1 H	Lead Unit loses one step and defender Holds
1*/1 H	Both sides lose 1 step, attacker's step loss is picked by the defender. Defender Holds.
1/dis H	The attacker loses 1 step, the defender is Disrupted but Holds

(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 (14.2.2).

(11.4.3) Hold or Delay: If the result gives a choice (e.g., -/1H or Delay), then defender may pick either one.

(11.4.4) Failed Determined Defense: If the result is neither **H** (Hold) or **P** (Partial), then the Determined Defense fails and the unit or stack must retreat unless it has no retreat path (11.5).

11.5 Desperate Defense

(11.5.1) In General: This occurs when the defending units have no retreat path and so are more likely to keep fighting. At the cost of one step loss per failed attempt, it allows the defender to keep rolling on the Determined Defense Table until all defending units are eliminated or they succeed in holding.

(11.5.2) Eligibility: A Desperate Defense is only allowed if the defending stack is eligible for a Determined Defense *and* one of the following applies:

- one or more units will be eliminated if it retreats (11.5.4), or
- they occupy a port or Beachhead hex and the loss of that hex will cause those units to become OOS at the end of their retreat.

(11.5.3) Procedure: Declare that the defending units are in a Desperate Defense situation and conduct the Determined Defense in the usual manner. However, if the attempt fails, ignore it, apply a step loss to the Lead Unit and try again. A new Lead Unit may be selected after each attempt. If multiple die rolls are necessary, the DRMs of 11.2.4 apply to each die roll. If the result is Delay see (11.6.1), if Partial see (11.6.2).



EXAMPLE: The three British 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 5H/46 Battalion as his step loss for the D1 result and declares a Determined Defense. He selects the Elite commando battalion as his Lead Unit and uses the "Other" column on the DD Table. The die roll is a 2, which is modified to a 3 for the Elite unit, which is a "-" fail result. He eliminates the commandos and now the brigade (the only unit left) is the Lead Unit. Since this is a Desperate Defense he can continue to roll. He rolls a 3, which is another fail. He reduces the brigade by one step and rolls again. This time he rolls a 5 = "-/1H" result—the Retreat is canceled at the cost of another step from the brigade. The defender lost a total of four steps and so only a 1-3-3 Remnant remains in the hex.

(11.5.4) 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 Desperate Defense.

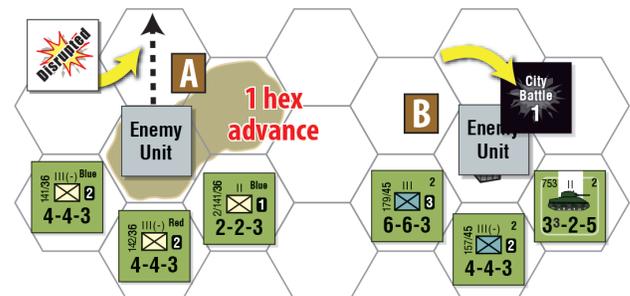
11.6 Delay and Partial Success

(11.6.1) Delay: The defender retreats 1-3 hexes (his choice) and becomes Disrupted. The attacker earns a Limited Advance (14.2.2). If the defender will be eliminated if it retreats, then treat a Delay as a FAIL result—remove one step and roll again. If another Delay is rolled in the same Desperate Defense, then treat the second one as a 1H result.

IF THE DEFENDER RETREATS ONE HEX: Follow all the rules of retreat—the unit/stack may not end its Retreat in an EZOC unless a friendly unit that has not retreated occupies the hex.



(11.6.2) Partial Success/City Battle Marker: If the defender was in a City hex place a City Battle marker there on the "1" side and cancel the retreat. Once a City hex has a City Battle marker, treat all further PARTIAL SUCCESS results in that hex as a DELAY (11.6.1).



EXAMPLE: In hex A a Delay result causes the defender to retreat and become Disrupted; Allied units could advance one hex in any direction. In hex B (a City) a Partial result adds a City Battle marker.

(11.6.3) Removing City Battle markers: These markers are removed if the defender vacates the City hex, or if no enemy units are adjacent to the City hex.

DESIGN NOTE: Units no longer share the same hex in City Battles as in Stalingrad '42.

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 12.1.5 Stopping a Retreat for a method to reduce a retreat length.

(12.1.2) 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.

(12.1.3) 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 should move the retreating unit or stack farther away from the hex the units occupied when the combat was resolved.
3. The first hex of a Retreat may enter a vacant hex in an EZOC as long as the retreating unit does not cross or enter an enemy ZOC. All subsequent hexes of the Retreat must be clear of enemy ZOCs. Friendly units not part of the current retreat negate EZOCs in the hex they occupy for this purpose.
4. If possible, retreat to a hex where the unit will be in supply (16.3).
5. If possible, avoid retreating across Mountain hexsides unless via a road or pass.

(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) Stopping a Retreat: Any retreat that enters a friendly controlled City hex or any Allied unit that enters a hex containing a Beachhead Unit (18.1.1) has the option to stop and end their retreat with no additional penalty (the unit is still Disrupted or in Full Retreat per the CRT result).

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.
- 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 (21.3.2).

(Retreating into a friendly Entry Area automatically fulfills the number of hexes required by the retreat.)

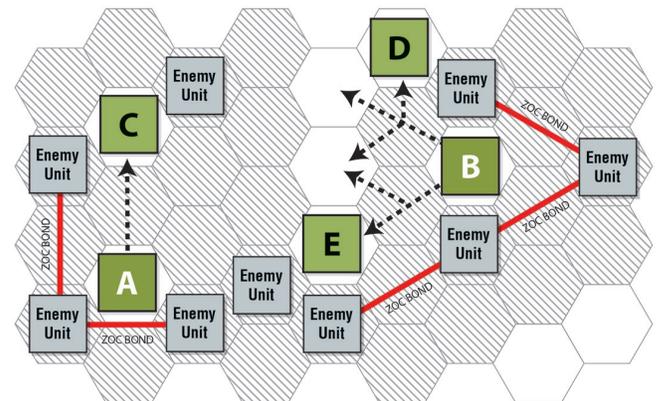
- Into a hex or across a hexside that they are prohibited from entering or crossing in the Movement Phase.
- With an MA of 0.
- See Retreat and Terrain for additional restrictions (12.3).

12.3 Retreat and Terrain

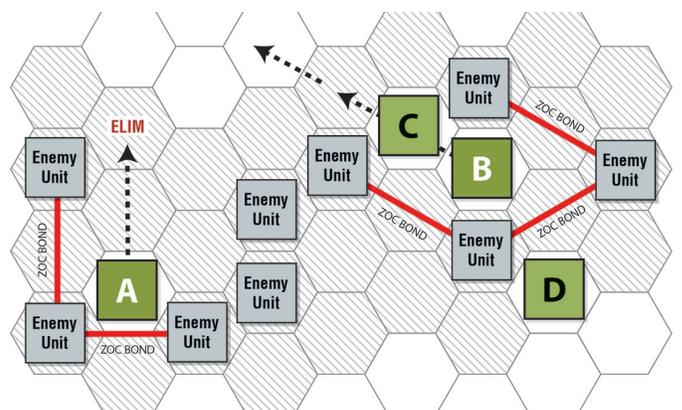
(12.3.1) Rivers and Retreat: Vehicle Type units are eliminated if they retreat across an unbridged River hexside. Rivers have no effect on other units.

(12.3.2) Mountain Hexsides and Retreat: Vehicle Type units are eliminated if they retreat across a non-road, non-pass Mountain hexside. All other units are marked with a 1/2 Eff marker. Any unit forced to retreat across two non-road, non-pass Mountain hexsides in a single retreat is eliminated.

EXAMPLES OF RETREATS



EXAMPLE #1: Tinted hexes indicate EZOCs. 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, 4th bullet).

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).

13.0 DISRUPTION & 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 suffers a Dis result on the CRT, or retreats due to a D1, A1/D1, DR2, A1/DR2, or DRX 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 upgraded 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 (20.0).

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

(13.2.3) No Effect on Other Units: Other units may enter or pass through friendly Disrupted units without becoming Disrupted.

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.
- **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 and the enemy unit may then continue moving/advancing/retreating.
- **ELIMINATION:** Any unit(s) in Full Retreat are eliminated at the beginning of any 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:** They take 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* to move adjacent to them.

(13.3.4) Voluntary Full Retreat: During a friendly Movement Phase, a player may put any of his Good Order or Disrupted units 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. If they start adjacent to an enemy unit they do not have to pay the +2 MPs to exit the EZOC.

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 BH or City Hex
- +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 that provided a CRT shift) may Advance After Combat. Advance After Combat expends no MPs, you just count the hexes. Stacking limits must be observed at the end of each advance.

14.2 Length of Advance

(14.2.1) In General: The number of hexes a unit may “Advance After Combat” is determined by the CRT result (i.e., “Adv 4” allows a four hex advance). Non-Mechanized units, however, may never advance more than two hexes.

(14.2.2) Limited Advance: This occurs as a result of a Delay, or when the defender is eliminated in an EX result or a successful Determined Defense—the attacker may only occupy the defender’s vacated hex.

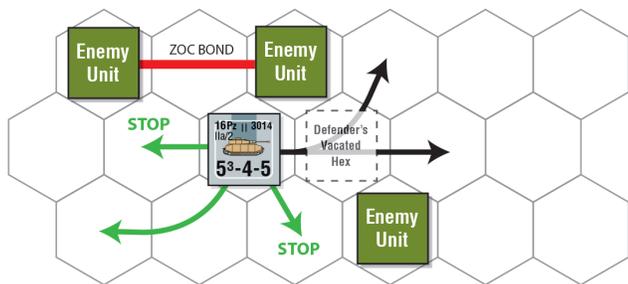
14.3 Advance in Any Direction

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.

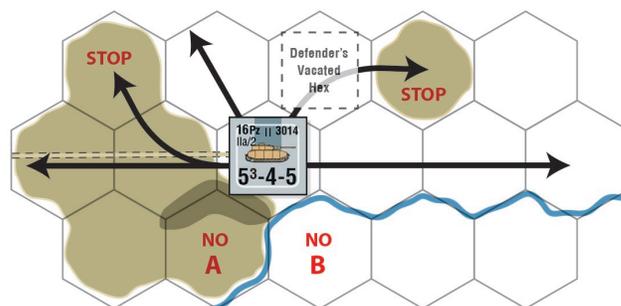
(14.4.2) Enemy ZOC Bonds: These may never be entered or crossed during an Advance After Combat except when *entering* the defender’s vacated hex.



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.
- RIVERS:** Units may only cross a *non-bridged* river hexside if it is the first hex of their advance and they attacked the hex they are entering.
- HILLS:** Units must stop and end their advance if they enter a Hill hex unless they entered that Hill hex via a road and will exit that same hex via a road.
- MOUNTAIN HEXSIDES:** Vehicle Type 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. All units crossing a Mountain Hexside suffer $\frac{1}{2}$ Eff—place a $\frac{1}{2}$ Eff marker on the unit (5.7).



EXAMPLE: The Tank unit’s advance options are shown in black. It cannot enter hex A because of the Mountain hexside. It cannot enter hex B because units may not cross unbridged river hexsides unless they have attacked across that hexside.

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.

15.2 Procedure

(15.2.1) Sequence:

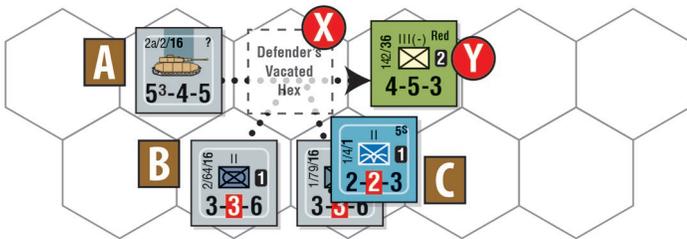
Step 1: Declare which stack will be the Breakthrough Group (15.2.2). If the Breakthrough Group will be formed in the Defender’s vacated hex, do that now (15.2.3).

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 (8.5) 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. However, if the Breakthrough Combat achieved a **DR4** or **DS** result, then the Breakthrough Group has the same two options above but is not required to stop—it may continue its advance (and even attack again) up to the limit of its Advance After Combat allowance (14.2).

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 that side's Stacking Limit). This movement into the defender's vacated hex costs one hex from their Advance After Combat allowance.

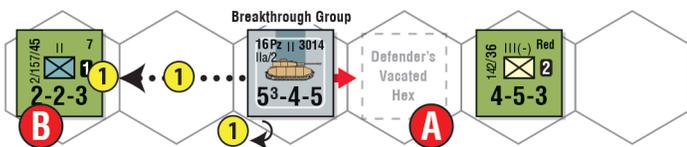


EXAMPLE: The four German units in hexes A, B and C form the Breakthrough Group by advancing into the defender's vacated hex. With their second hex they can spend it to conduct Breakthrough Combat against hex Y. If successful they may advance into hex Y and stop.

(15.2.4) Action Cost: The number of hexes a Breakthrough Group is allowed to advance determines the number of actions it may perform. The cost of each Action is itemized below:

Action	Cost in hexes
Declining to advance into the Defender's Vacated Hex (changing directions).*	1
Advance one hex	1
Conduct Breakthrough Combat against an adjacent hex	1**

*This cost only applies to the initial defending hex—not to hexes attacked during Breakthrough Combat.
 **If this attack is successful, advancing into the defender's vacated hex is free.



EXAMPLE: The German Tank Unit has earned an "Advance 3" 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). The cost for each action is shown. If the attack at B is successful, the Tank Unit can advance into hex B for free.

(15.2.5) No Additional Hexes: A Breakthrough Group never earns additional hexes to its allowance by a Breakthrough Combat—it always uses the Advance Allowance from its initial attack.

EXAMPLE: If an attack earns an advance of two hexes, a Breakthrough Group could advance one hex and then attack. Ignore any Advance After Combat allowance from that second attack.

(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.

(15.2.7) Resolving Breakthrough Combat: Calculate odds and use the CRT just like any other combat with the exception that the attacker may not use ASUs, Air, and/or Naval 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.

(15.2.9) Splitting the Breakthrough Group: The Breakthrough Group may drop off but not pick up units as it advances. Units dropped off must stop and end their advance.

15.3 Breakthrough Combat Against Previously Retreated Units

Unlike retreats from regular Combat (12.5), units that have already retreated (they are currently marked 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 achieved in the Movement Phase can generate only one Breakthrough Group.

PLAY NOTE: Often a single Auto DS may result from units in 2-4 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 any unit or stack cannot trace a Line of Supply, it receives an Out of Supply marker. If the unit was already marked Out of Supply, there is no additional penalty. 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 two North Entry Areas plus any friendly South or East Entry Area (21.2).

(16.2.2) Allied Supply Sources: Any friendly controlled Beachhead or Port. Starting on Turn 11 the south map Entry Hexes become a Source of Supply, as well as the east edge Entry Hexes as soon as they are captured (21.2.2). For a friendly controlled Port to be a supply source it must either contain an Allied unit or be free of EZOCs.

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). The Road Portion is not mandatory—the Overland Portion may trace directly to the Supply Source.

(16.3.2) The Overland Portion of the Line of Supply may be up to **five hexes** long. 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:

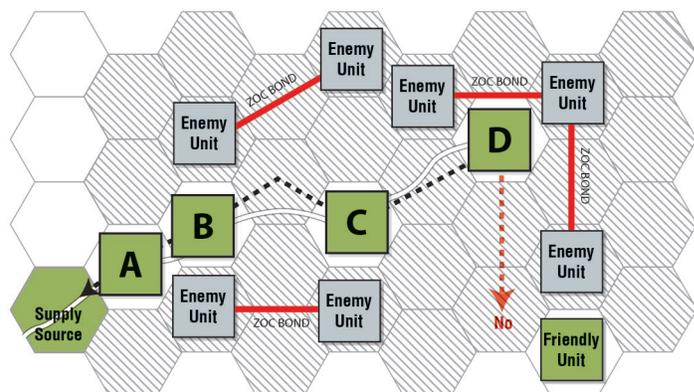
- Cross an all-sea hexside.
 - Cross a Mountain hexside unless following the path of a road or using a Mountain pass.
- NOTE: A unit in a full Mountain hex without a road is always out of supply.*
- Enter an enemy-occupied hex.
 - Cross or enter an enemy ZOC Bond.
 - Enter two consecutive hexes in an 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 Ports, City and VP hexes—the last player to occupy or pass through a Port, City or VP hex controls it. A LOS may not be traced through a vacant enemy controlled Port, 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 not enough Control markers for every Port, City and VP hex—just use the ones where control 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 effects.

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 suffer Isolation Attrition. Exception: Units do not roll for Isolation Attrition on the turn they earn the red Isolation marker. ASUs are immune from Isolation Attrition as long as they are stacked with or can trace a LOS (use the 16.3 procedure) to 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.
- +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

For the sake of brevity, Corps HQs, Division HQs and Nebelwerfers will be collectively called Artillery Support Units (ASUs). ASUs provide favorable column shifts on the CRT or a 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:

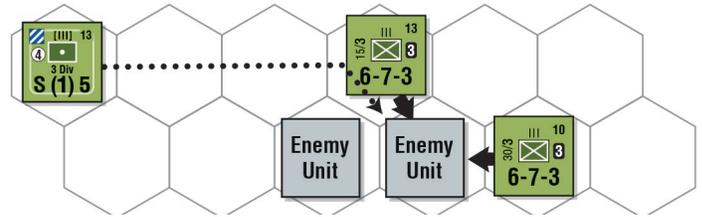
- **STACKING:** Have no stacking value at all—any number may be in a hex.
- **STEPS:** Have only one step.
- **ZOCS:** They have a ZOC but cannot form a ZOC Bond.
- **ADVANCE AFTER COMBAT:** They may *not* Advance After Combat.
- **REPLACE:** If eliminated may be replaced using a Special Replacement. 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 Type units. ASUs that move only **one hex** may provide an Artillery Shift. ASUs that move more than one hex 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 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 an ASU. Only ASUs that are in Good Order and in supply at that instant may be flipped.

17.6 Artillery Support

(17.6.1) Offensive Artillery Support: One Artillery unit providing Offensive 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: One ASU may be flipped to provide a +1 DRM to a Determined Defense roll (11.3). No more than one ASU may be used per roll.

(17.6.3) Artillery Support Restrictions:

- Only ASUs that are in range, on their Ready side, not marked ½ Eff, and in Good Order may provide Artillery Support. ASUs may provide Artillery Support to their own hex. An ASU can provide an artillery shift even if it is adjacent to an enemy unit, or stacked with a unit receiving a Replacement.
- Divisional ASUs may only support an attack or Determined Defense if the combat involves a unit from that division. Corps-level ASUs and Nebelwerfers can support any combat involving their nationality.

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 (8.4.6). If the only units defending in a hex were two or more ASUs, only one 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.

other hex may be used before or after the unit moves by sea. Naval Movement may never occur during a Combat Phase via a Retreat. No more than 3 LPs per turn may be used for Port/BH to Port/BH Naval Movement.

19.0 SPECIAL UNITS

19.1 The 71st Nebelwerfer Regiment



This unit provides Artillery Shifts and Defensive Support in the same way as a Corps HQ, but does not require a Supply Point to flip. Each time the 71st provides a shift or a DRM, flip the unit over to its used side—it may be used only once per turn. The regiment may flip back to its Ready side for free each German Initial Phase if it is able to trace a Line of Supply at that time.

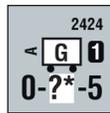
19.2 The Torre Annunziata Garrison



The German unit that starts in hex 2202 (Torre Annunziata) cannot move until released. It is released if an Allied unit is within three hexes of its location or on Turn 3, whichever occurs first. Once released, it functions normally in all respects.

19.3 Variable Strength Units

These units have the same properties as Combat Units (have ZOCs, can form ZOC Bonds, etc.), but have the following special properties:



- May not participate in an attack.
- **DEFENSE STRENGTH:** Their Defense Strength is unknown. When attacked, the German player rolls one die to determine their strength:

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

If the result is 0 the unit is immediately eliminated. If it was the only unit defending then treat it as achieving a DS result. If a Variable Strength survives a combat it will not keep its value, instead roll again each time it is involved in a new combat.

- Are never doubled in strength (the asterisk next to their Defense Strength is a reminder of that).
- May be selected for a step loss like any other unit.
- May be the Lead Unit in a Determined Defense.
- Variable Strength units with an MA of 0 are eliminated if they retreat.

19.4 Battleships Valiant and Warspite



These two battleships are represented by one marker. They were rushed to Salerno Bay to help stop the German counterattack but did not carry enough high-explosive shells to stay long.

Starting on Turn 8 the Allied player may augment the use of his Naval Support marker (either CW or American) with the Valiant and Warspite marker. When doing so he modifies his die roll (either on the CRT or the Determined Defense Table) by +1. The Allied player must declare the use of the marker before the die is rolled. On the CRT the die may not be modified above 6. On the DD Table it

may not be modified above 7. When using the Valiant and Warspite marker a +3 is possible on the Determined Defense Table. Flip the marker over after using it the first time, and remove it from play after using it the second time. The marker remains with the Allied player until he has used it twice.

20.0 REPLACEMENTS

20.1 The Basics

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

(20.1.2) Types of Replacements:

- **Tank/Panzer:** Used for any Tank type unit (2.3.3).
- **Infantry:** Used for any Infantry, Garrison, Motorized Infantry, or Panzergrenadier unit.
- **Special:** Used for Commandos, Rangers, Fallschirmjäger/Airborne, Glider Infantry, ASUs, Reconnaissance, and Engineers. They also may be used as an Infantry Replacement.

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.

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—German and 8th Army units only.
- The Floating Reserve—Allied 5th Army units only.
- A hex containing a friendly Corps ASU, 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 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.

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 between Entry Areas or use Naval Transport. 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 & ENTRY AREAS

21.1 Reinforcements

(21.1.1) Arrival Locations: Reinforcements are placed during the owning player's Initial Phase. Allied 5th Army Reinforcements are placed in the Floating Reserve Box. Eighth Army reinforcements and all German units are placed in an Entry Area according to their Entry code: N = north map edge (technically northwest, but for brevity's sake it will be referred to as north), S = south map edge, E = east map edge. German reinforcements may arrive in any Entry Area matching their entry code. Allied 8th Army reinforcements must arrive in the Entry Areas specified on the reinforcements schedule.

(21.1.2) Reinforcements Arriving by Sea: Allied units in the Floating Reserve Box (including 5th Army Reinforcements that have just arrived) may land at any friendly controlled Port/BH hex during the Movement Phase using Naval Transport (18.4). Units must use Tactical Movement when landing, spending the first hex to enter the Port/BH hex. If the landing hex is in an EZOC, the unit must stop in the landing hex. Stacking Limits may be exceeded at this time, but are enforced at the end of the Movement Phase.

(21.1.3) Reinforcements from the Map Edge: 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. In lieu of entering the map, a unit may remain in the Entry Area or move to an adjacent Entry Area.

21.2 Friendly vs Enemy Entry Areas

(21.2.1) In General: All map edge Entry Areas are friendly to the German player until the arrival of the 8th Army during the Allied Player Turn of Turn 11. At that time Entry Areas S1-S3 become friendly to the Allied Player and any German units still in those Entry Areas are eliminated. An Entry Area along the East Edge (E1-E5) becomes friendly to the Allied player as soon as an Allied unit enters that Entry Area. Any German unit(s) in that captured east-edge Entry Area are immediately eliminated—no combat is necessary. German units may not enter an Entry Area or use it as a Supply Source once it becomes friendly to the Allied player.

(21.2.2) East Entry Areas: The only Allied units that may use the East Edge Entry Areas (E1-E5) are those from the 8th Army.

(21.2.3) North Entry Areas: N1 and N2 are always friendly to the German player, even if Allied units enter those areas to fulfill their victory conditions (21.3.4). German and Allied units may coexist in the two North Entry Areas.

21.3 Properties of Entry Areas

(21.3.1) Stacking: No stacking limit except for units attacking onto the map (21.3.4).

(21.3.2) Movement Into and Out Of: 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. The cost to re-enter the map is always the cost of the first hex entered; units may use the road rate if applicable. Units must be in Good Order to re-enter the map.

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

(21.3.4) Combat and Entry Areas: Units cannot be attacked while in an Entry Area. Units that started the Movement Phase in an Entry Area, and did not move, can attack onto the map during the friendly Combat Phase against enemy units adjacent to that Entry Area. Units attacking onto the map must abide by stacking limits (assume hexes are in the Entry Area). Units attacking onto the map can attack in conjunction with other on-map units and benefit from ASUs and Offensive Air Support (if available). If the defender is eliminated or retreats, then they may advance onto the map, but are not required to do so. If the attack fails to eliminate or retreat the defenders, the units remain in the Entry Area. ASUs in an Entry Area may provide Offensive and Defensive Support to combat in hexes only *adjacent* to their Entry Area (i.e., they may not use their full Range).

21.4 Retreating Off the Map

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 Full Retreat (as appropriate).

21.5 Movement Between Entry Areas

Within the restrictions below, units may move from one Entry Area to an adjacent 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. Units may not attack onto the map or provide Artillery Support in the same turn they move into or between Entry Areas. The following restrictions apply to movement between Entry Areas:

- The only Allied units that may enter the East Edge Entry Areas are those from the 8th Army (21.2.2).
- Only German units may move between N1 and N2.
- Movement between N2 and E5 is not allowed.

21.6 Allied Airborne Reinforcements



(21.6.1) In General: Three Allied reinforcements arrive via airdrops, one on Turn 5 and two on Turn 6. Their arrival

may not be delayed. The 504/82 and the 505/82 regiments may land anywhere within 3 hexes of a BH unit. The 2/509 battalion can land anywhere within the 5th Army sector (historically it landed near Avellino). They land during the Allied Initial Phase and may move in the Movement Phase. They may land in any type of terrain except City hexes and the hex-less all-sea area. They may not land in an enemy occupied hex or a hex directly between two enemy units (an enemy *Hex Bond*). Roll one 6-sided die for each to see if the unit lands safely:

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

(21.6.2) Airlanding Table Modifier: Apply the DRMs listed below to the die roll. Modifiers are cumulative.

-2 if landing in a full Mountain hex, City, or a Marsh hex.

-2 if landing in an EZOC (more than one EZOC has no additional effect).

(21.6.3) Airborne Supply: Airborne units are in supply on the turn they drop and do not check for Supply on that turn. Starting in the turn after they drop they check supply normally.

(21.6.4) Airborne Landings and Weather: Weather has no effect on Airborne Landings.

22.0 THE WEATHER PHASE

22.1 The Weather Track and Table

The Weather marker starts in the A box (Clear Weather) of the Weather Track. During each Weather Phase starting on Turn 2, 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).

22.2 Adjust Air and Naval Support Markers

(22.2.1) In General: The space on the Weather Track where the Weather marker lands determines the weather and the availability of Air and Naval markers. If available, they are flipped to their Ready side.

(22.2.2) The Luftwaffe: The German Air Support marker is available if the Allies are unable to use Montecorvino Airfield (22.2.3) and the Weather marker is in the C space.

(22.2.3) Montecorvino Airfield: If the Allied player controls this airfield (hex 2811) and there are no German Combat Units within

3 hexes of it, then the German player cannot receive his Air unit.

DESIGN NOTE: This airfield was used for Allied fighter cover, however, it cannot be used until the German line is pushed back enough to keep their artillery from interdicting the airfield.

22.3 Adjust Supply Point markers

(22.3.1) 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 Generals Records Track. Each player may accumulate a maximum of 19 Supply Points.

(22.3.2) Salerno Port: Once the Allies capture Salerno and there are no German units within **two hexes** of the city, the Allied player receives 1 additional Supply Point on Weather Table results with an asterisk.

22.4 Rain

The following is in effect on Rain Turns:

- all combats suffer one shift left on the CRT.
- Vehicle units may not move across or attack across unbridged river hexsides.

22.5 Clear and Cloudy

With the exception of the Clear Weather modifier on the Isolation Attrition Table, Clear and Cloudy weather have no special effects.

23.0 VICTORY POINTS AND AUTOMATIC VICTORY

23.1 Victory Points (VPs)

(23.1.1) In General: Only the Allied player earns VPs and records them on the General Records Track. VPs are awarded for the capture of objective hexes and the loss of critical units (23.1.2). Each objective 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 Port, Beachhead, or friendly Entry Area during the Victory Phase are counted for determining victory.

(23.1.2) 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 in the Cadre Display.

-1 VP for each Allied ASU in the Eliminated Box.

+1 VP for each German ASU in the Eliminated Box.

(23.1.3) Allied BH Units: For Automatic Victory purposes (23.2) and the Avalanche Scenario, the Allies lose 1 VP for each BH unit eliminated. This does not apply to the end game victory conditions of the Campaign Game (S2.4).

(23.1.4) North Map Edge VPs: The Allied player earns 5 VPs the moment that two or more Allied Combat units from the 5th Army, whose combined Attack Strength equals or exceeds 6, enter N1;

and 4 VPs if two or more Allied Combat units from the 5th Army, whose combined Attack Strength equals or exceeds 6, enter N2. German units in N1 or N2 do not block Allied units from entering that Entry Area. Both Allied and German units may coexist in the two Entry Areas—no combat is allowed. Allied entry into a North Entry Area does not stop that Entry Area from being a German Supply Source. While an Allied unit is in the Entry Area, German units may only exit that Entry Area into a hex that is not in an Allied ZOC. Allied units can never leave a North Entry Area once they enter. VPs for these Entry Areas are only earned if an Allied Supply Line can be traced to the Entry Area.

23.2 Automatic Victory

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 4 each space of the Turn Record Track has a benchmark (those numbers in the 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 Determination 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.

24.0 TURN 1 SPECIAL RULES

24.1 Turn 1 Sequence of Play

On the first turn of the game a special one-time-only Invasion Combat Phase occurs. Follow this sequence for Turn 1:

- A. The Invasion Combat Phase:** The Allied player conducts all Invasion Combats (24.2) and advances his units one or two hexes. The Invasion Combat Phase replaces the Weather Phase.
- B. The German Player Turn:** Treat this as a normal German Player Turn with the exception of the Movement Restriction in 24.3.
- C. The Allied Player Turn:** Treat this as a normal Allied Player turn with the exceptions listed in 24.4.

24.2 Invasion Combat Phase

(24.2.1) Procedure: At *each* beach landing hex, the Allied player uses the Assault units from the Allied At Start card for the Initial Assault. No odds are computed, instead use the Invasion CRT.

(24.2.2) CRT Results: The result on the Invasion CRT determines any step losses and how far the units may advance. Step losses can come from any Allied unit involved in that beach assault.

(24.2.3) Advance After Combat: The attacking Allied units may advance 1-2 hexes, depending on the Invasion CRT result. The first hex of an advance *must* be into the beach hex.

(24.2.4) Breakthrough Combat: The only Breakthrough Combat that can occur is if one or both Commando units attack the Variable Strength unit in Salerno (which is highly recommended!). No shifts are allowed except the Elite shift. The Variable Strength unit is not doubled in defense (19.3).

24.3 Turn 1 German Movement Restriction

On Turn 1 all German units have their Movement Allowance halved (round up). Extended Movement and Tactical Movement are unaffected.

EXAMPLE: A unit with an MA of 5 (halved to 3) that uses Extended Movement (+3 MPs) could move using 6 MPs.

24.4 Turn 1 Allied Player-Turn

(24.4.1) In General: The Allied player now conducts his player turn with the following special rules:

- Allied units **may only use Tactical Movement**.
- Allied Reinforcements for Turn 1 are those in the Follow-Up Wave.

(24.4.2) The Follow-Up Wave: Units in the Follow-up boxes land in the Allied Movement Phase as Reinforcements and must use Tactical Movement. Count the Beachhead as the first hex of their two hex movement. All units in the Follow-up wave that end their move adjacent to a German unit are marked with a ½ Eff marker.

(24.4.3) Sugar Beach: This beach in the British sector may be used to land Follow-up units (3 LPs worth) but the beach is considered closed at the end of Turn 1. At that time only Uncle and Roger beaches are open.

DESIGN NOTE: Since I wanted to include only two British BH units, this beach gets abstracted into the other two.

25.0 OPTIONAL RULES

25.1 Disengagement

(25.1.1) Purpose: A way for the Phasing Player to retreat during the Combat Phase.

(25.1.2) The Disengagement Table

Die Roll	Result
1, 2	No
3	Yes (-1 step)
4-6	Yes

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

Die Roll Modifier:

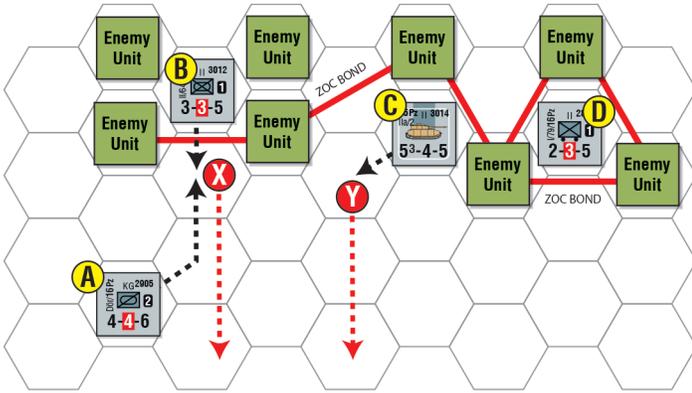
+1 if the unit is Mechanized. (If disengaging as a stack, this modifier applies only if all units in the stack are Mechanized)

(25.1.3) Procedure: Any unit (including Disrupted units) that does not attack in the Combat Phase 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.

(25.1.4) Explanation of Results: A “No” result means the Disengagement fails and the unit remains in place. A “Yes” 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 except a unit using Disengagement may not retreat into an EZOC unless the hex contains a friendly unit. If the result is “Yes –1” then the unit or stack loses a step (owning player’s choice) before it retreats.

PLAYNOTE: 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 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.

25.2 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. Reconnaissance Units may not conduct a Determined Defense in the same Combat Phase they take advantage of this rule.

25.3 Limited Supply from Ports

Rather than allowing an unlimited number of units to draw supply from one small port, players may use the following rule.

Allied units unable to trace a Line of Supply to a BH may draw a limited amount of supply from a Port Hex. The Port’s Landing Point value multiplied by ten (x10) determines the number of LPs it may supply. *For example, Amalfi with a LP value of 1 could supply an entire division—three full strength regiments and the division’s ASU (3+3+3+1=10).* Any unit not fully supplied is marked with an OOS marker.

SCENARIOS

S1. AVALANCHE

S1.1 Set Up and Scenario Data

- **Game Length:** 8 turns. Starts on Turn 1 and ends in the Victory Check Phase of Turn 8.
- **Setup:** Use the *Campaign Game At Start Cards*. The Allied player gets all four Air and Naval Support markers on their ready side.
- **Starting Supply Points:** Allied 5th Army: 0, German 10th Army: 3.
- **Markers:** Place the Weather marker in space A of the Weather table. Place the Turn marker on Turn 1 of the Turn Track, place the Phase marker on the Phase Track. Set all other markers aside.

S1.2 Victory Conditions

The Allied player wins if at the end of Turn 8 they have at least 8 VPs. If not, the German player wins. For this scenario, every Beachhead unit eliminated reduces Allied VPs by one.

S1.3 Special Rules

See Turn 1 Special Rules (24.0).

S1.4 Tournament Rules

If playing competitively, start the game with the German Player Turn and with the Allies already ashore. Use the backside of the Allied At Start card for this version.

S2. THE CAMPAIGN GAME

S2.1 Set Up and Scenario Data

Same as S1.1.

S2.2 16th Panzer Division Withdrawal

At the start of the German Initial Phase of **Turn 14**, the German player must remove German Combat Units from play whose total current Defense Strength equals or exceeds 12. The units withdrawn are not considered eliminated and may not return via replacements. When determining which units to remove, priority must be given to units of the 16th Panzer Division that are currently in supply (judged at that instant). If there are not enough such units, then the German player must remove the eligible ones and then select the remainder from other German units that are in supply. The ASU of the 16th Panzer Division is automatically removed and *does* count towards the 12 Strength Points.

DESIGN NOTE: The 16th Panzer Division withdrew to the Naples area—to secure military stocks, plunder economic material, and capture skilled workers. It then fought the resulting uprising and destroyed everything it could as it left Naples. It prepared to defend a sector along the Volturno River near Caiazzo, but was hurriedly sent to the Adriatic on October 2nd after the British attacked Termoli.

S2.3 8th Army Units

8th Army units are indicated with a yellow stripe across the top. All Allied units without the yellow stripe are 5th Army units.



(S2.3.1) Combat: Units from the 5th and 8th Armies may never participate in the same attack. However, they may stack together, defend together, and may form ZOC bonds.

(S2.3.2) No Supply Points: The 8th Army has no ASU units so there are no Supply Points for this army.

(S2.3.3) Army Boundary Line: This line (from hexes 2425/2426 to 4100/4201) separates the US 5th Army from the British 8th Army. No more than one unit from the 8th Army can end its movement across the Army Boundary Line—there is no restriction on how far beyond the boundary it may operate. If at the end of the Allied Movement Phase, there is more than one unit from the 8th Army across the line, then all 8th Army units in excess of one are eliminated (Allied player's choice). This line *only* affects units from the 8th Army—units from the 5th Army may ignore this boundary.

DESIGN NOTE: The 5th Division stopped at Auletta until October 1 to weather-proof the LOC and organize the next advance. But the Germans didn't know they would do that, so we let them move beyond that to force the Germans to retreat on schedule.

(S2.3.4) 8th Army Sector Roads: To represent the long supply line back to Messina and the German delay tactics, all roads in the 8th Army sector cost 1 MP (instead of 1/2 or 1/3) for all Allied Mechanized units (US and CW). This rule does not apply to German units and has no effect on Allied non-Mechanized units.

(S2.3.5) East Edge Entry Hexes: Only German units and 8th Army units may use the East Edge Entry Areas (21.2.2).

(S2.3.6) No Remnants: There are no Remnants for 8th Army units, use rule 10.4.2.

(S2.3.7) 8th Army Removal: During the Supply Phase of any German Player Turn on or after Turn 16, the German player may declare he is abandoning the 8th Army sector. At that time the following occurs: German units are prohibited from entering the 8th Army sector for the remainder of the game, German units currently in, or that enter, the 8th Army Sector are immediately eliminated, and all East Edge Entry Areas become Allied controlled. Remove all 8th Army units from play. 5th Army units may still enter the 8th Army sector. Place Allied control markers in the three VP hexes in the 8th Army sector (if not already under Allied control).

PLAY NOTE: The German player will want to do this towards the end of the game when he is only defending Avellino and the north map edge and no longer cares about the 8th Army area.

S2.4 Victory

The Allied player wins if he has at least **20 VPs** at the end of the game. If not, then the German player wins. For end game victory purposes only, the Allied player may count VP hexes that are still German controlled but are currently Isolated (16.5.1). Do not count VPs for eliminated BH units at this time.

HINTS ON PLAY

ALLIED PLAYER

1. **RANGERS:** Use these three elite battalions to hold the Chiunzi Pass.
2. **COMMANDOS:** If at all possible get both Commando units into Salerno on Turn 1.
3. **BEACHHEAD UNITS:** Be sure to use their special ability to bring in defense strength from adjacent hexes. This can be critical on Turn 1.
4. **BRITISH BEACHES:** Send the 46th Division towards Salerno and the 56th Division towards Battipaglia.
5. **AMERICAN BEACHES:** Send the 36th Division towards Altavilla Silentina. Consider sending the 45th Division north of the Sele River to help the British.
6. **CAMPAIGN GAME:** If the Germans try to hold in the south send the Canadian division up through the East Entry Hexes to outflank their line. This should force them back.

GERMAN PLAYER

1. Your best chance to cripple the Allies is on Turn 1 but be careful you don't get surrounded.
2. If you can take Salerno, do it. You should be able to hold the city until the end of the short scenario.
3. If you can't take Salerno, harrass the Rangers and try to take the port of Maiori.
4. Try to keep your divisions together for the MAF rule.
5. Don't let the Allied player take Battipaglia. Attack aggressively on turns 5-7 so he cannot concentrate on taking that city.
6. **CAMPAIGN GAME:** Around Turn 9 start your retreat to the north. Due to the 8th Army being able to use the East Entry Hexes to outflank you, it is almost impossible to hold a line south of Avellino.
7. The critical area of your line is in the north—you may need to send a few units from your southern forces to help out up there. You should try to hold the British back as long as you can.
8. Counterattacks at 2-1 or 3-1 odds can be useful to steal the initiative from the Allied player. Even the Disrupt result might give you a turn of respite.
9. Use your mobile Variable Strength units to threaten the Allied southern flank.

DESIGN NOTES

Salerno '43 came about from a desire to know more about the Italian campaign. After trying out different map scales I settled on the same scale as I used in *Normandy '44*. That would allow me to show the valleys and mountains of Italy better and be a wonderful way to compare those two invasions. After the exhaustive *Stalingrad '42* project I decided to keep the game small so I could finish it in a reasonable amount of time. The result was a nice compact game which I hope will entertain and teach the history of the first month of the Italian campaign.

Below are some notes and explanations to some of the rules in the game.

Commonality with other 19XX games:

Salerno '43's core system is closely related to *Stalingrad '42* with a good dose of *Normandy '44*.

The 1/2 Eff Markers

This rule was added to prevent units crossing more than one Mountain hexside in a single turn. Once we started using it I saw that it would work nicely with units moving by sea and Vehicle Units crossing unbridged rivers. The added complexity seemed to be worth it. Note that 1/2 Eff markers only affect combat, so if a unit does not end its move adjacent to an enemy unit there is no need to place the marker.

Mountain Terrain

To help players understand the Mountain hexside rules, think of them as major river hexsides because they would share many of the same rules if the game had any major rivers. They are difficult to cross, Vehicle Units may only cross via roads or passes, and units are halved attacking across.

Replacements

Each side gets exactly the same amount of replacements in the game: 18 steps. That is intentional so the actual force ratio in September 1943 can be clearly seen.

Combat Strength Limits

In *Salerno '43*, neither side can use more than 20 factors in their attack or defense. The rule has little affect on the attacker who will be hard pressed to get 20 Strength Points most of the time, but the rule is there so he doesn't spend 5 minutes looking for that extra factor or two—I want players to concentrate on strategy and not factor counting. A similar rule exist in *Normandy '44* (18 Factor Limit).

Why no Amalfi Coast Road?

I left out the coastal road that runs between the towns of Amalfi and Sorrento because some playtesters were using it to supply a multi-division force along the road to rush up the west coast. This famous scenic road which runs along cliffs and through tunnels would never have been used to supply even a single regiment—it was far too vulnerable to sabotage and demolition.

Beachhead Units

Beachhead units get a special ability to add in friendly Defense Strength from an adjacent hex if that stack is also adjacent to the German units attacking the Beachhead. This rule gives them a bit more protection and reflects the idea that all nearby Allied forces know that protecting the beachhead is always a major priority.

New CRT Result

In early test games I noticed the attrition rate was too high so the “Disruption” result was added to reduce it down a bit. We also tested an “Engage” result but felt that was not very exciting. Disrupting the defender prohibits it from counter-attacking and can be very detrimental if the unit does not recover in the Recovery Phase.

No Truck Units for the Allies

The Allied divisions experienced supply problems advancing inland due to the lack of a major port nearby and to the poor roads of central Italy. So instead of complicating the supply rules I just took away their truck markers and ruled that all roads in the 8th Army sector cost 1 MP.

8th Army and the East Flank

Because the British 8th Army can use the East Entry Areas to move up the East edge of the board, there really isn't much the German player can do to stop them. The challenge for the German player is to get back to the north edge without getting trapped by the 8th Army and to do it as slowly as possible. However, since the 8th Army goes away towards the end of the game the German player should not waste any steps trying to fight it. Don't be surprised if the 8th Army doesn't fight at all, but just scares the German player into falling back.

Supply Lines and Mules

To promote realistic play I prohibited Supply Lines from crossing a non-road, non-pass mountain hexside. However, in the next game—The Gustav Line—I will include mule markers or abstract rules so players can supply units on mountain tops or across a mountain hexside.

Variable Strength Units

These units allow the German player to put a little pressure on the Allied southern flank without having to commit any good units down there. They are also a good way to bring in some fog of war to the game—the Allied player shouldn't know that Salerno or Avellino is empty of German troops. The Variable unit that starts near Sorrento should put a little pressure on the Allied player so he has to guard the port of Maiori to keep his Rangers in supply.

On Turn 1 the Commandos usually attack the Variable Unit in Salerno. There is a 50% chance it will be 0 strength. The overall chance of the Commandos taking Salerno if they attack it with two battalions on Turn 1 is 87%. If KG Dörnemann gets into Salerno on Turn 1 it will be tough to get them out.

—Mark Simonitch

Order of Battle Notes

ALLIED FORCES



2/509th Parachute Battalion: This battalion was dropped at night behind German lines near Avellino to delay German reinforcements heading south. Their landing was scattered and those that did regroup were soon killed, captured, or driven off into the hills. Many made it back to Allied lines but the whole idea of sacrificing an elite battalion on such a questionable mission struck me as very odd. Very little is written about the incident but the 509th went on to become one of the finest airborne battalions in the US Army and experts in night time pathfinding for airborne landings.

US 3rd Division: This division was well trained and well-led by Major General Lucian K. Truscott, Jr. It was a veteran of the North African and Sicily campaigns and probably the best American infantry division in the Mediterranean theater. The most highly decorated American soldier of WWII, Audie Murphy, was in this division.



US 34th Division: Initial plans had this division landing at Naples after its capture, but because of difficulties during the invasion the decision was made to land the 34th on the beaches of Salerno. This division had attached the battalion of second generation Japanese-Americans (the 100th battalion). Its service in September was uneventful, but this unit went on to become the most decorated battalion in the US Army.

36th Texas National Guard Division: This was a well trained, well-led, hard luck division. Salerno was its first combat mission and it was roughly handled by the veteran German divisions. Four months later it again suffered a serious defeat crossing the Rapido River. As an interesting comment on the US replacement system, when the division entered combat nearly all the soldiers had Texas accents, but after 4 or 5 months of absorbing replacements from all over the United States the division lost its unique character.

45th Oklahoma National Guard Division: This was a veteran division of the Sicily campaign. Along with the US 3rd Division it became one of the most experienced amphibious assault divisions for the Allies in Europe. It had a lead role in the amphibious assault on Sicily, landed on D+1 at Salerno, was a reinforcement into the Anzio beachhead, and was part of the invasion force in southern France. Bill Mauldin, who created the cartoon characters Willie and Joe, served in the 45th Division.

82nd Airborne Division: There is no ASU for this division to reflect that it was brought into the Salerno battle in a rush and understrength. After helping the 36th Division take Altavilla it was briefly placed in Fifth Army reserve. It then went by boat to the port of Maiori to reinforce the Rangers and help the British on their drive towards Naples.

Canadian 1st Armoured Brigade: The 11th Armoured Regiment supported the British 5th Infantry Division and the 14th Armoured Regiment supported the Canadian 1st Infantry Division. The 12th Armoured Regiment headed for the Taranto area, so it's not in the game. (Commonwealth armoured regiments were actually battalion-sized, so their counters have battalion symbols.)

British 56th Infantry Division: The division served in Iraq and Palestine until moving to Tunisia in April 1943 to take part in the final stages of that campaign. It sat out of the Sicily campaign. It gave up its 168th Brigade to the understrength 50th Division who lost their 150th Brigade at the Battle of Gazala. For Salerno, it was given the 201st Guards Brigade to bring it up to full strength.

GERMAN FORCES

15th Panzergrenadier Division: This division was formed in Sicily around remnants of the Afrika Korps' 15th Panzer Division. Two of its panzergrenadier regiments (the 104th and 382nd) guarded the coast between Naples and Rome and never entered the map.

16th Panzer Division: This division was nearly full strength. The first battalion of the tank regiment was in Germany training on Panther tanks. The second battalion was at full strength with 87 tanks but lacked experience. The Sturmgeschütz battalion was also at full strength with 37 assault guns. In the game it is assumed one company of the Sturmgeschütz battalion is in Kampfgruppe Dörnemann (the 4-4-6 reconnaissance unit) and so the battalion was reduced down to a 2-2-5.

26th Panzer Division: Note that units from this division do indeed come from both the north and south map edges—that is not a mistake on their counters. The division had two Panzer battalions but one was in France being reequipped with Panther tanks and the other was protecting Rome. Only one company of tanks actually went south to the Salerno area.

1st Fallschirmjäger Division: The battalions of this division were spread out all over southern Italy. Some were sent to oppose the British on the east coast and some to oppose the Canadians, so only five battalions make it into this game.

3rd Panzergrenadier Division: Only a small part of this division was at Salerno. The division's 103rd Reconnaissance Battalion was sent to Naples and never fought on the map. I/29 was sent south from Rome late in the game but it never made it to the map. III/29, the entire 8th Panzergrenadier Regiment, and one company of the 103rd Panzer Battalion stayed in the Rome area for the duration of the game.

71st Nebelwerfer Regiment: The 71st had only two battalions: II and III. I and II were destroyed in Tunisia and IV was renamed II afterwards. It also had the 22nd Panzerwerfer Battery mounted on half-tracks.

Hermann Göring Panzer Division: The division was still rebuilding after having lost several units to the surrender in Tunisia. It had fought in Sicily and escaped without taking additional heavy losses. In Italy it held the coast north of Naples and after the Allied landing sent the bulk of its forces south to Salerno.

—Fred Thomas and Mark Simonitch

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National Archives Collection of Foreign Records Seized, Record Group 242, Records of German Field Commands, Microfilm Publications **T312** rolls 85-87; **T314** rolls 540-541 and 1572; and **T315** rolls 173, 681, and 827.

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EXTENDED EXAMPLE OF PLAY



TURN 1 (THE INVASION TURN)

The Invasion Combat Phase

The game starts with the Invasion Combat Phase. During this phase the Allied Player rolls one die for each landing beach and consults the Invasion Combat Table. The result will be the stack's step loss (usually none since there was little opposition at the beaches) and any advance after combat. The Allied player can resolve the combats in any order but decides to proceed from north to south.

1. **THE RANGERS:** Using the Rangers and Commandos column of the table the Allied player rolls a 3 which allows the Rangers to Advance After Combat two hexes. The first hex is into the port of Maiori, where he drops off one battalion, and the second hex is up the valley towards Chiunzi Pass. In the early turns, the main job of the Ranger battalions is to hold the pass.

2. **THE COMMANDOS:** The Allied player rolls a 4 which allows the Commandos to advance 2 hexes. The first hex is into the port of Vietri sul Mare and the second hex is used to conduct Breakthrough Combat against the Variable Strength unit in Salerno. The German player rolls a die to see what the defense strength of the unit is. He rolls a 6 which means it is a 2. The odds are 4 to 2 with a shift for

Elite units (3:1). Variable Strength units are never doubled for terrain. Using the CRT the Allied player rolls one die and consults the 3-1 column. Since this is Breakthrough Combat he is not allowed to use Air or Naval Support. The result is a 3 = DR = Defender Retreats 2 hexes. The German Player rolls on the Determined Defense Table using the City column and applies a -1 DRM for his Low Quality unit. The result is a 2 which is a fail—since the unit has a 0 MA it is eliminated. The two Commando units enter Salerno.



The two Commando battalions attack Salerno.

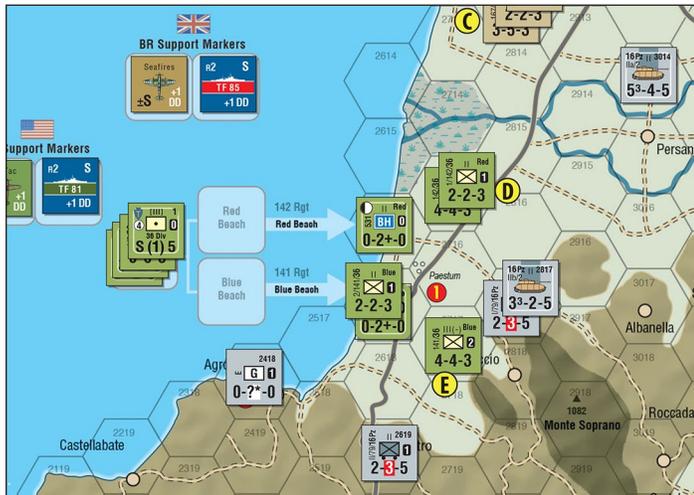
3. UNCLE BEACH: This is the only beach where the Allies met any significant opposition. The Allied player uses the Uncle Beach column of the Invasion CRT and rolls a 3 which allows the units to advance only one hex. Fortunately there are no step losses.
4. SUGAR BEACH: Die roll 5 = advance 2 hexes.
5. ROGER BEACH: Die roll 3 = advance 2 hexes.



The situation after the British have landed. At A, with an advance of 1 hex the 128th Brigade has to stop in the first hex. At B, the 169th Brigade moves inland and captures the airfield. At C, the 167th Brigade and the tank battalion move inland.

THE AMERICAN BEACHES

6. RED BEACH: Die roll 6 = advance 2 hexes.
 7. BLUE BEACH: Die roll 4 = advance 2 hexes.
- NOTE: We have given the Allies a better than average landing to show some of the options available in a 2 hex advance.



The situation after the Americans have landed. The 142nd Regiment (D) moves inland while the 141st Regiment (E) drops a battalion to help guard the beach and moves inland with just one unit.

BEACHHEAD UNITS: These four units have an MA of 0. They must stop upon landing at the beach and signify that the beach is now open. If they ever retreat from the hex or are eliminated, the

beach is considered closed and may no longer be used for any purpose. The Allied player must guard these precious units.

This ends the Invasion Combat Phase and from this point onwards the game follows the standard sequence of play. Note that the Weather Phase before the Invasion was skipped entirely.

The German Player Turn

The German Initial Phase

This phase always has three parts which can be conducted in any order: place Reinforcements in Entry Areas, use Replacements, and flip ASUs using Supply Points.

REINFORCEMENTS: The German player has two reinforcements. He places the north unit in Entry Area N1 and the south unit in Entry Area S2.

REPLACEMENTS: There are none this turn.

FLIP ASUs: There is only one German ASU on the map at the moment and it is already on its ready side. So this is skipped.

The German Movement Phase

SPECIAL TURN 1 RULE: German units have their MA halved. Extended Movement and Tactical Movement are unaffected.

The German player can move all his units on the map at this time. There are many options he can pursue—attack the British beaches, attack the American beaches, attack both beaches, or pull back. For this example, the German player will hold against the British and attack the American beaches. This is a risky move but it will demonstrate some important rules.



German movement in the Salerno sector

- A) The HG Reconnaissance battalion arrives as a reinforcement from the north and is moved to Nocera Inferiore. Kampfgruppe Dörnemann moves two hexes to block the road heading north.
- B) Rather than try to hold back the entire British 46th Division, this 16Pz battalion falls back.
- C) The panzergrenadier battalion in Battapaglia holds in place.
- D, and E) The Sturmgeschütz battalion and the ASU of the 16th Panzer Division meet in hex 3113. This hex will put the ASU in range to support the attack at G. Since it moved only 1 hex it is not Disrupted.
- F) The Turn 1 reinforcement Fallschirmjäger battalion is given a Truck marker so it may move 6 MPs (3+3=6). It reaches Eboli.

Advance After Combat: The German player may now conduct Advance After Combat with the three units that participated in the attack.

K) The German player selects just the two units for the Breakthrough Group. Their Advance After Combat allowance is two hexes. They use the first hex to enter the defender's vacated hex and use the second hex to conduct Breakthrough Combat against the beachhead. The Defense Strength of the hex is 5 (2 for the BH and 3 for the Disrupted units who have their Defense Strength halved). The odds are 7 to 5 with shifts for Armor and Elite = 3-1. The die roll is 1 = EX. An acceptable roll for the German player since he can select the BH unit which awards him a VP (if playing the Avalanche Scenario) and closes that beach. The Allied player selects the Panzer unit for the German step loss and it is flipped to its reduced side. No retreat or advance so the Breakthrough Group ends its advance. The other German Panzer unit that participated in the attack now advances one hex north to protect the flank. This concludes the German Combat Phase.



The situation immediately before the Breakthrough Combat.

German Recovery Phase

All German units are in Good Order so no rally is necessary. The Truck marker is removed.

German Supply Phase

The German player uses one of his accumulated Supply Points to recharge the 16th Panzer Division's ASU. He moves his 10th Army Supply Point marker on the Supply Track down one space and flips his ASU back to its Ready side.

The Allied Player Turn

The Allied Initial Phase

REINFORCEMENTS: The Allied Reinforcements for Turn 1 are those in the Follow-up boxes near the beaches—those are the only Allied Reinforcements allowed on Turn 1. Starting on Turn 2 the Allied player can use these invasion boxes as Entry Areas for units arriving from the Floating Reserve.

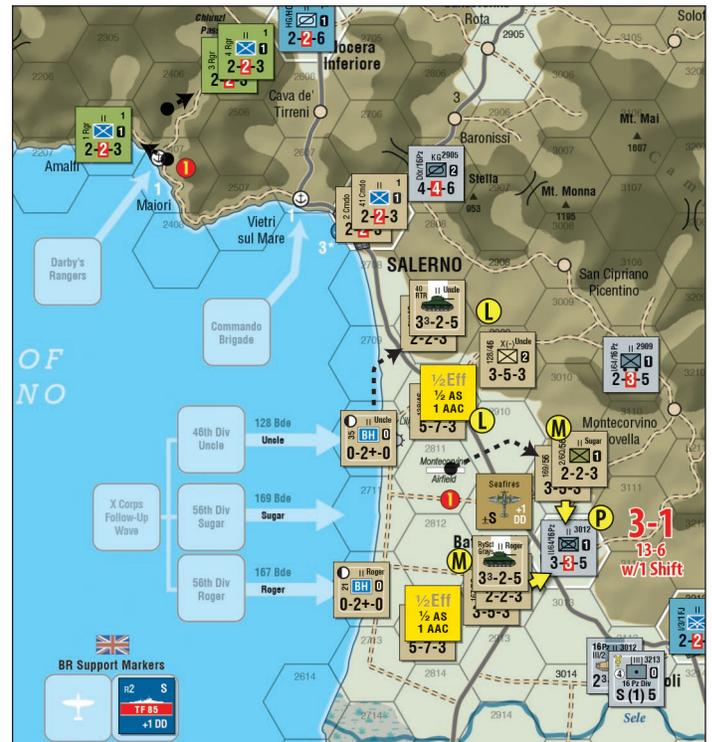
REPLACEMENTS: There are none this turn.

FLIP ASUs: The Allied player has no Supply Points so this phase is skipped.

The Allied Movement Phase

SPECIAL TURN 1 RULE: Allied units may only use Tactical Movement. All other rules remain the same.

The Allied player brings in his Follow up units spending the first hex to enter the Beachhead hex and their second hex to move inland. Units arriving by sea must be marked with a 1/2 Eff marker. Landing Capacities are in effect—3 LP per BH unit, or 1 LP per Minor Port. Allied units already ashore can only use Tactical Movement. The ending location of Allied units is shown in the following diagrams.



Allied movement and combat in the British sector.

L) 46TH DIVISION: The units move inland. The job of the 46th Division is to help hold Salerno against German counterattacks.

M) 56TH DIVISION: The primary mission of this division is to take Battipaglia. The five units of this division move towards that city.



Allied movement and combat in the American sector.

N) Since one of the Beachhead units has been eliminated, the American can only land units worth 3 LPs. So he can bring in either the 143rd Regiment or the ASU and the two tank battalions. He decides

INDEX

16th Panzer Division Withdrawal . . .	S2.2	Elite Shift	9.7	Range	17.4
3-Step Units	20.3.4	Entry Areas	7.5, 21.2 – 21.5,	Reconnaissance Units	25.2
71st Neberwerfer Regiment	19.1	Evacuations	18.4.6	Recovery Phase	13.4
8th Army	S2.3	Extended Movement	5.3	Reinforcements	21.1
8th Army Sector Roads	S2.3.4	Floating Reserve Box	18.3	Remnants and Remnant Display	10.4, 20.3.5
Advance After Combat	14.0	Formation Definition	8.4.2	Replacements	20.0
Air Support	9.4	Full Retreat	13.1, 13.3	Retreats	12.0
Airborne Reinforcements	21.6	Good Order	13.1	Retreat and Terrain	12.3
Allied Coordination	8.5	Half Effectiveness Markers	5.7	Mountain Hexsides and Retreat .	12.3.2
Army Boundary Line	S2.3.3	Halving and Doubling	9.1	Rivers (and Movement)	5.5
Artillery Support	9.5, 17.6	Hold or Delay	11.4.3	Road Movement	5.2
Artillery Support Units (ASUs)	17.0, 20.3.3	Independent Units	8.4.4	Silhouetted Tank Units	4.3
Attachments	8.4.3	Invasion Combat	24.2	Stacking Limits	4.1
Automatic DS	8.7	Isolation and Isolation Attrition . . .	16.5	Stacking Points	4.2
Automatic Victory	23.2	Landing Points	18.4.3	Step Losses	10.2, 10.3
Battleships Valiant and Warspite . .	19.4	Lead Units	11.2.3	Steps	2.3.5
Beachhead Units	18.1.1, 18.4.4, 23.1.3	Line of Supply	16.3	Supply	16.0
Breakthrough Combat	15.0	Main Assault Force	8.4	Supply Sources	16.2
Breakthrough Group	15.2.3	Minimum and Maximum Odds	8.6.1	Stopping a Retreat	12.1.5
City Battle Marker	11.6.2	Montecorvino Airfield	22.2.3	Tactical Movement	5.4
Cloudy Weather	22.5	Movement (Land)	5.0	Tank Destroyer Battalions	9.3.4
Combat	8.0	Mountains	2.2.2	Tank Shifts	9.3
Combat Modifiers	9.0	Mountain Hexsides	5.6, 12.3.2, 14.5	Terrain Modifiers	9.8
Combat Results	10.0	Naval Support	9.6	Torre Annunziata Garrison	19.2
Combat Strength Limit	8.4.5	Naval Transport	18.4	Troop Quality	2.3.2
Control Markers	16.3.4	Out of Supply Penalties	16.4	Truck Markers	5.8
Defensive Support	11.3	Overstacking	12.1.4, 20.3.2	Variable Strength Units	19.3
Delay	11.6.1	Parenthesized Units	8.4.6	Vehicle Units	2.3.3, 9.8, 11.5.4, 22.4
Desperate Defense	11.5	Partial Success	11.6.2	Victory Points	23.1
Determined Defense	11.0	Ports	18.2, 18.4.4	Weather Phase	22.0
Disengagement	25.1	Rain	22.4	ZOC Bonds	7.0, 14.4.2
Disruption	13.2	Rally Table	13.5	Zones of Control	6.0



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