

## NO RETREAT! 4 «The Italian Front 1943-45 »

(Errata shown in **bold red** type)

### **Card Errata, Page 2:**

Card #41 “Tactical Withdrawal”: The last two lines of the text should be: “...or change any ‘#’ Allied Attrition Combat results into ‘**DR**’ results.”

### **[2.3] The Playing Pieces**

**Precision. Untried unit have a white “?”. This is considered the same as a white strength value (i.e. They cannot Voluntarily Attack (14.1.1)).**

### **[2.11] Map Objectives, Page 4 (new rule):**

**- During the Final Supply Phase (17.0) the German player can "yield" control of an unoccupied Objective Hex to the Allied player if there are no German or Fascist Italian units within 4 hexes of that Objective, and if there is an Allied unit closer to the objective than the Enemy units. The Allied player may place any available Allied Control Marker on the Objective. No player receives Capture Bonuses (20.5) for the change of hands of the Objective...**

*This represents objectives far from the front lines that fell without any real combat and that do not warrant extra supplies to be given; and also to stop the gimmicky tactic of not capturing Objectives right away but keeping them "in Reserve" for capture later.*

### **[2.13] Allied Air Cover, Rulebook Page 5:**

**Precision:** To be considered usable, Allied-Controlled Airfields have to be able to trace Supply to an Active Port (12.2.C).

### **[5.7] Leader Away from the Front, Rulebook Page 9:**

A player drawing an Event card with a Death’s Head icon on his card portion during a non-Sudden Death turn *that is not the first **or last** turn of a game* causes the following effects:

### **[2.14] Allied Limited Air Cover, Rulebook Page 5, First Bullet:**

Air Cover Cards: Allied card Events with an aircraft icon cannot be used (5.2.6) in hexes under Limited Air Cover or **No Air Cover**.

### **[8.0] Strategic Phase, Rulebook Page 11:**

During the Strategic Phase, the following Steps must be performed in order:

A. Allied Card Draw/Discard Step: The Allied player does his Event Discards and Draws (see 5.1).

**1. Play one Event card displaying a “Play during the Strategic Phase” icon, [ ], a “Play Anytime” icon**

[~~1~~], or...

**2. Pass. (Delete the barred part)**

B. German Card Draw/Discard Step: The German player does his Event Discards and Draws (see 5.1).

Etc...

### **[10.0] Deployment Phase, Rulebook Page 13 :**

#### **F. Allied Map to Port/Landing Box Deployment:**

The Allied player may move any number of his Port/Landings/**Beachhead** markers from the map to his Port/Landing Box. Flip them to their front (Port/Landings) sides when moved.

### **[12.2] Supply Sources, Rulebook Page 14:**

**A. Friendly Map-Edge Hex : *Precision*. A map edge hex is a hex on a map where the total game map ends (there are no other maps adjacent to it).**

**D. Road Hex.** This is a continuous path of Roads **and beaches** that leads off to a supply symbol or a friendly map edge hex (Germans only), Active Port or Beachhead (Allies only), City (Fascist Italians only); and is not blocked by an enemy unit, EZOC or terrain as described above.

**E. Friendly City:** For the Fascist Italian units only (12.2.2), **and for German units during the Final Supply Phase (17.0) of a Major Offensive's Weekly Turns, except for the last Supply Phase of the turn.**

*(This means that German units will be able to "survive" if near a City for a few weeks, but will then be eliminated at the end of the Turn if it cannot trace supply to another source).*

### **[13.3.2] Stacking Color Restrictions, Rulebook Page 15:**

- German (gray) and Italian units (green) cannot stack together.

**Exception: German round KG (Kampfgruppe) units can stack with Italian units.**

*(This shows the "corset lacing" Germano-Italian practice of sometimes adding German Army sub-units to larger Italian formations)*

**[14.3.6] More than One Defending Hex or Hexside Bonus, Rulebook Page 19:** If more than one hex is attacked in the same Battle, **or if there are more than one hexside defense bonus**, the Defender chooses which hex **and hexside** will be used for the Terrain Effects (14.6.1).

### **[14.6.11] Rainy Skies, Rulebook Page 21:**

The Defender gets one shift to the **left** on the CRT if the weather is Rainy (24.4).  
*(Note that the Terrain effects chart is correct)*

### **[14.7] Battle Combat Results, Rulebook Page 22 :**

**CB** = Counterblow: If the final **NET** CRT shift is to the right, or if the Attacker played a Combat card, roll on the "CB" column.

### **[14.7.1] Surrendered Square Units VP Award, Rulebook Page 22 :**

Blue boxed text:

*“Note that round units are never sent to the Surrendered Units Box, and will thus never cost you Event VPs if eliminated. **Tenacious units taking a step loss instead of Retreating will also be put in the Surrendered Box.**”*

**[14.7.2] Marker-Caused Step Losses, 3rd Bullet, Rulebook Page 22:**

All these conditions are checked and put in effect after any Counterattack combats **and CB Table combats** are done, if any.

**[17.0] Final Supply Phase, Rulebook page 24 :**

Units marked with No Supply re-check their supply status during this Phase. Any unit still out of supply is removed from the map. **German out of supply Forts are put back to their draw cup.**

**[17.1] Resupply/Surrender, Rulebook Page 24 :**

All units with a No Supply marker (*only*) trace supply again, first all of the **Allied** player's units and then the **German** player's.

**[21.8] Italian Fascist Units, 3rd bullet, Rulebook Page 29 :**

**Cities** are the only Supply Sources for such a unit (12.2.2)

**[21.10] Allied Round Units, new Optional rule, Rulebook Page 30:**

*Optional Rule - The American 442nd RCT can optionally come as a reinforcement on Turn 12 (June 44) and is withdrawn at the start of Turn 14 (August 44). If the unit is already eliminated the Allied player loses one RP (Reserve Point). It will then come back in the game as originally scheduled, on Turn 19 (January 1945).*

**[22.1] German Fort Markers, 8th Bullet, Rulebook Page 31:**

German units from the Reserves Box can redeploy on its hex even if adjacent to enemy units (see 10.0.B, 16.1), **if the fort already contains a German unit.**

**[24.0] Weather/Skies, Rulebook Page 32:**

**Precision. If there is a Weather marker on a Turn box, you cannot replace it by another one, it stays there. You cannot have more than one weather marker on a Turn box.**

**[24.4] Rainy Skies, last bullet, Rulebook Page 32:**

The Defender's force gets a one-column shift to the **left** on the CRT.

**[26.3.6] Turn 19, Soviets in Budapest, Rulebook Page 36 :**

From now on, the German player cannot receive any new Reserve Points from any source (forfeited card draws, card Events, loss/capture of Objectives, etc.), **and he CANNOT Improve (9.2) his units anymore.**

### C. Mainland Italy Campaign Game, German/Italian Setup, Playbook Page 7:

Delete the 7<sup>th</sup> Bullet paragraph: ~~The German units in the “Sicilia” box are put on the Sicilia map.~~

*Sicily is Allied-Controlled (doh!).*

Extra Rule: **The German Player can add up to TWO extra KG (Kampfgruppen) on the map, by paying One RP (Reserve Point, see 2.7) for each, or by Kampfgruppe Breakdown (21.7.2).**

### B. Operation Diadem Scenario, Playbook Page 10:

There are two British 4<sup>th</sup> Infantry Divisions pictured. **The one in the Anzio Beachhead should be the 5<sup>th</sup> Division, the one next to Cassino should be the British 4<sup>th</sup> Infantry.**

There are two American 36<sup>th</sup> Infantry Divisions pictured. The one in the Reserve Box is correct, **the one in the Anzio beachhead should be the US 34<sup>th</sup> Infantry.**

The German 3<sup>rd</sup> PZGren and 98Inf should be placed in the Destroyed Units Box.

### C. The Gothic Line Scenario, Playbook Page 12:

6. German Set-up :

6. German Set-Up: Follow the set-up shown on The Gothic Line set-up diagram, page 13.

The German player picks four Fort markers and places them face up, after looking at their strength, in any of the Fort locations shown on the scenario set-up map (so “untried” side up). ~~He then picks five more Fort markers, and places them face up, after looking at their strength, in the remaining Fort locations (“untried” side up).~~ **(Delete the barred part)**

11. Weather: **Put a « Sunny » marker on Turns Turn 20 (Feb 45) and Turn 22 (April 45).**

15. Advanced Game Rules: Play Balance rule “**A. Allied Major Offensive Bonus**” page 2 of the scenario booklet, is used in this game.

19. Game End & Victory Conditions: The game lasts 3 turns: Turn 20 (Feb 45) to Turn 22 (April 45).

### Card #17. Allied Commando Raid (precision):

Rule [13.6.5], Commando units, says:

*“Commando units can land in any coastal hex (i.e., any hex that has some dark blue sea terrain in it) within three hexes of an LZ hex containing a Landings marker, unless under a “No Combat” marker. Their movement stops in that coastal hex.”*

The Commando must land within 3 hexes of a LZ. You could use a LZ marker just for that purpose if you can spare one, and land within 3 hexes of it, but this does limit you to hexes nearby Landing Areas Hexes. Do not forget it’s an “Invasion” so you can only do the raid during a Major Offensive Turn (see rule 13.6)