Dated: May 2016

This is the “Living Rules” document for the game. It includes errata and clarifications to the original rules. To aid readability, errata is indicated in blue text.
[0.0] Using These Rules

The instructions for this game are organized into major rules sections (as shown in large olive-green CAPs font), and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game’s components, procedures for play, the game’s core systems and mechanics, how to set it up, and how to win.

With each rule, there can be “Cases” that further explain a general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and sub-cases) are an extension of a rule shown in the way that they are numbered.

Important information is in italics text.

Text in shaded boxes like this provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a rule or a Case.

[1.0] Introduction

No Retreat!: Italian Front 1943-45 is a two-player operational-level wargame depicting the struggle between the Germans, the Italians, and the Allies in Italy during World War II, from the start of Operation Husky on 10 July 1943 to the end of the war in the spring of 1945.

Common Abbreviations

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Card Errata

Card #08, Mark Clark: Text is missing at the end of the card’s text:

...do Combats to use as free counterblows next German Combat Phase.

Card #41 “Tactical Withdrawal”: The last two lines of the text should be:

“...or change any ‘#’ Allied Attrition Combat results into an ‘DR’ results.”

[2.0] Game Equipment

Parts Inventory:

- One 17” x 22” two-sided map
- Two 17” x 22” one-sided maps
- One 8.5” x 11” player aid mat (printed one side)
- Five other two-sided 8.5” x 11” player aid cards
- One sheet with 88 two-sided square units
- One sheet with 88 round and 24 hex-shaped markers
- Two booklets: Rules and Scenarios
- 47 Event cards & 8 Leader cards (55 total)
- Two 6-sided dice

[2.1] Game Maps and Scale

The game maps represent the areas in Italy where the major operations took place. A hexagonal grid is superimposed on the maps to regulate the movement and location of the playing pieces. Explanations of the terrain features are found on the Terrain Effects Chart (TEC).

There are three mounted mapboards total, one of which is two-sided, representing four linked Italian Zones, from north to south:

- Northern Italy (two-sided)
- Central Italy (one-sided)
- Southern Italy (one-sided)
- Sicilia (two-sided)

Mainland Italy

All maps but Sicily are considered “Mainland Italy”. Only part of the total play area is displayed in play at any one time. The frontline’s ebb and flow dictates when a map switch is made (7.3).

Each hexagon, called a hex, represents an area roughly 10 miles (16 km) from side to side. Each completed Game Turn represents one month of real time, divided into weeks during Major Offensives.

The Map’s “Holding Boxes”

- The Shattered, Destroyed and Surrendered Boxes are used to hold units that are Combat Casualties.
- The two Reserves Boxes (Allied/German) hold units that are being held “In Reserve” away from the frontline, are currently in transit, or in ports waiting to be transferred to their combat positions.
- The counters in the German Garrisons Box represent units that are deployed to southern France, northern Italy or Yugoslavia. These can only be released to the German Reserves Box by card play or game events.
- The Corsica/Sardinia Box is used to show player control of those islands; its use will be explained in the campaign scenario rules.
[2.2] Game Charts and Tables
These summarize and illustrate certain game functions. They include the CRTs, the TEC, the Game Turn Track, and Strategic Map.

[2.3] The Playing Pieces
Most pieces with one or more large digits along their bottom edge are called units. These represent the actual military formations that fought in this campaign.

You will need to provide three draw cups: one cup for the eliminated/unused round German “Kampfgruppe” units, one for the hex-shaped German “Fort” markers, and one for the round Italian Fascist units.

Unit Size & Designation
All units generally represent Divisions of 8,000 to 12,000 men and their equipment. With some smaller Brigades, Regiments and Detachments also included.

Unit ID is the historical name or number for that formation. Italian Fascist units are generic and have no specific identification.

Combat Strength measures a unit’s value in Battle, expressed in Strength Points.
- A white Strength value indicates that the unit cannot voluntarily attack (14.1.1), and has the “Brittle” disadvantage (21.13).
- A red Strength value indicates that the unit has a “Tenacious Defense” advantage (14.6.4).

Movement Allowance determines how far a unit can move each turn, spending up to this many MPs to enter map hexes. Hex-shaped Fort, Port and Beachhead markers have no Movement Allowance, as they represent prepared entrenchments, supply dumps, their garrisons and naval close support forces (13.0).

Round units have no printed movement factors; they are considered to have a Movement Allowance of four, except for the Italian “Static” units (as well as the hex-shaped Forts and Beachheads) which have a Movement Allowance of “0”.

Turn/Name of Entry or Withdrawal determines the moment when a unit enters or leaves the game.

Most units have two steps each, Full-Strength on their front (darker-colored) side and Reduced-Strength on their reverse side. Smaller formation units have only one step, as do Forts and Beachheads.

Untried Units have a “question mark” on their front (untried) side and start the game, or are rebuilt, on their front/untried sides (use draw cups for these; do not look at the back/tried side when drawing one, unless it is a Fort marker; 8.2.1). An Untried unit is flipped over to its back/tried side when a Target marker is put on it during the Combat Phase preparation (14.1) and stays flipped over until eliminated. Untried unit have a white “?”. This is considered the same as a white strength value (i.e., they cannot Voluntarily Attack; 14.1.1).

Sample Units

Unit Type Symbols

Unit type symbols of Allied nationalities, German Luftwaffe or SS units have different colored backgrounds.
KEY CONCEPTS

Certain global concepts tie the key systems of this game together. These include:

[2.4] Strategic Advantage

For the first 11 turns of the game, the German player has the Strategic Advantage, afterwards the advantage shifts to the Allied player. This affects the play of Event cards, how VPs are scored, Air Cover (2.13.5), and who can lose the game by Sudden Death.

Only the player who has the Strategic Advantage scores Map VPs and has his total VPs computed.

[2.5] Target/Counterblow Markers

Target and Counterblow markers are used to declare attacks and Counterblows. They are awarded at the start of a Game Turn. You voluntarily use them on their Target side for free during your Player Turn (14.1.1), and at a cost on their Counterblow side during the opponent’s turn (14.1.2).

Thus the same Target/Counterblow marker can be used twice in a turn, once on each of its sides (if any).

[2.6] Blitz!/Shock! Markers

Blitz! and Shock! markers are used to increase attack odds; they are awarded at the start of a Game Turn or at the start of each weekly turn of a Major Offensive.

Both sides use the same markers, but the Allied player gets first dibs: in certain situations this can limit the number of markers the German player gets!

[2.7] Reserve Point Markers

Reserve markers are used to draw cards in the Organization or Weekly Organization Phases. They are gained when Objectives are captured (20.5) and in place of drawing cards at the start of the turn (5.1).

See these markers as “Reserve” cards, allowing you to keep extra card draws over your six-card hand maximum. This number is a game limit.

[2.8] Supply Points (Advanced Rule)

Only the Allied player has Supply Point (SP) markers, which are used to pay to keep his units in Supply on the map, to use the Combat Supply marker, and to play Event cards outside the Operational Preparation part of the Game Turn. The Allied Shipping Track on the player aid mat is used to keep track of SPs (see 27.1).

[2.9] Hex Range

When the game states a hex range, you count the target hex but not the starting hex. You cannot trace range over Apennine or Lake hexes.

Thus, “a city in a four-hex range of a unit” means that there are three intervening hexes between the unit and the city.

[2.10] Hex Control

There is no marker-shown hex control in this game except for red-named Towns, Cities and Airfields. The last player who moves a unit through a hex that can trace supply to that hex (12.12) controls it. At the start of the Campaign Game the German player has control of all hexes.

[2.10.1] Allies in Rome: If the Allied player controls at least one hex of Rome, an Italian Armistice (26.2.1 case C) will take effect in the next Checks Phase (7.5), and the German player might get the “Rommel” units moved to his Reserves Box (if not yet withdrawn), as indicated on his Strategic Display card, and by rule 21.12.

[2.11] Map Objectives

Towns, Cities and Airfields with names printed in red on the map are the Map Objectives and control of such gives the Strategic Advantage player Map VPs (20.1).

During play the Objective markers (as shown at left) are used to denote City and Airfield control (these are the game’s map Objectives and their ownership is important). The Allied player puts a British roundel on the objective if it was captured by a tan (UK 8th Army) unit, or a US star if captured by a green (US 5th Army) unit. The German side of the marker can be used if desired, but is not necessary as all objectives are considered German-controlled unless covered with an Allied Control marker.

In most cases you should have enough Control markers to indicate the ownership of all objectives, except perhaps in some rare occurrences when three maps are contested by both players.

[2.12] Major Offensive

Players can declare a Major Offensive during the Strategic Phase by using MAJOR OFFENSIVE Event cards. If a Major Offensive is declared, the Player Turn sequences are repeated from two to five times, instead of being played just once. Put the Week Turn marker on the Major Offensive Track on the corresponding length of the offensive to show this. In the Basic game the
Allied player cannot play for his event an “OPERATION”-titled Major Offensive card two turns in a row (8.1).

If the German player declared the Major Offensive, he will do his Player Turn first (normally the Allied player goes first).

Some Major Offensive cards (i.e., those with a naval ship icon; 🛳️) allow Invasions and Paradrops to be made during that turn (13.6).

![A Major Offensive simulates a month of very intense operations. Note also that large amphibious actions only happen during these turns.]

[2.13] Allied Air Cover

Each map has specific conditions for Allied Air Cover to apply (2.15). To be considered usable, Allied-Controlled Airfields have to the able to trace Supply to an Active Port (12.2.C).

[2.13.1] Northern Italy: Air Cover is present on that map if any Airfield in Mainland Italy is Allied-controlled.

[2.13.2] Central Italy: Air Cover is present on that map if any Airfield in Mainland Italy is Allied-controlled.

There is also a white-dashed line showing Limited Air Cover coming from the island of Sardinia if the Corsica/Sardinia Box is Allied-controlled (2.14).

[2.13.3] Southern Italy: Air Cover applies on that map if the Airfield next to Rome, Napoli or Foggia is Allied-controlled.

There is also a white-dashed line showing Limited Air Cover coming from the island of Sicily if the Airfield next to Catania is Allied-controlled.

[2.13.4] Sicilia: Air Cover applies on that map if the Airfield next Catania is allied-controlled.

There is also a white-dashed line showing Limited Air Cover coming from the off-map Allied-controlled islands of Malta, Pantelleria, and mainland Tunisia (2.14).

[2.13.5] Allied Strategic Advantage: When the Allied player gets the Strategic Advantage on Turn 11 (2.4), Allied Air Cover will automatically apply to all the maps.

[2.13.6] Shock! Markers: If there are no maps on the table with Allied Air Cover (2.13), the Allied player gets one less Shock! marker draw for the turn.

[2.14] Allied Limited Air Cover

When operating in limited Allied Air Cover, the following rules apply:

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

- **Opposed Paradrops:** You must check on a special table when Paradrop hexes are in Limited Air Cover (13.6.8).

[2.15] No Allied Air Cover

When operating outside Air Cover, the following rules apply:

- **Air Cover Cards:** Allied card events with an aircraft icon (🚁) cannot be used (5.2.6) in hexes outside Air Cover.

- **Shock! Markers:** They cannot be used in hexes outside Air Cover.

- **Blitz! Markers:** They can be used in defense if the hex attacked is outside Air Cover (14.6.2).

- **Unsupported Landings:** You must check on a special table when landing hexes are outside Air Cover (13.6.6).

- **Opposed Paradrops:** You must check on a special table when Paradrop hexes are outside Air Cover (13.6.8).

Until some Airfield hexes are captured, the Allied player suffers combat penalties in portions of the map not fully covered by his Air Cover.

[3.0] Setting Up The Game

Refer to the separate Scenarios booklet, choose a scenario, and follow its Set Up and Special Rules. There are also two Campaign Game set-up sheets included in the game. Place the scenario’s maps between the two players, with the Turn/Victory Point Track and the Reinforcement/Withdrawals sheet adjacent to the maps in contention.

The 47 Event cards are shuffled and placed face-down to form the Draw Pile. Each player also takes a CRT/TEC and a Sequence of Play card.

The Leader cards (5.5) are never shuffled into the deck.

[4.0] Sequence Of Play

**How the Turns Work:** Each Game Turn consists of Housekeeping and Operational Preparation, then an Allied Player Turn followed by a German Player Turn (note that the order of the Player Turns is reversed if the German player initiates a Major Offensive).

During each player’s turn, several phases (e.g., Movement Phase and Combat Phase) are conducted in strict sequence. All actions in one phase must be completed before the next phase begins. When a new Game Turn begins but before either player conducts his Player Turn, New Turn Housekeeping is conducted to organize things for the coming Game Turn.

If a player declares a Major Offensive during the Strategic Phase of a turn, a series of up to five mutual weekly Player
Turns might be conducted instead, representing months of greater combat activity.

**My Turn, Your Turn:** The player currently conducting his Player Turn is called the *Phasing* player. His opponent is known as the *non-Phasing* player.

**IMPORTANT:** The Allied player always goes first unless otherwise noted.

### Procedure

#### I. New Turn Housekeeping

This is skipped on the first turn of the scenario.

1. **Game Turn Phase:** Advance the Game Turn marker on the Game Turn Track or, if the 22nd turn was just completed, the game ends and the winner is determined.

2. **Game Turn Event Phase:** If the new Game Turn has Events in its box on the Game Turn Track, note it and apply its effects at the appropriate time (6.0).

3. **Checks Phase:**
   - Map VPs are added/adjusted to the VP total of the player with the Strategic Advantage on turns denoted by a Death’s Head (عقود) icon (7.2).
   - Sudden Death Victory is checked on turns denoted by a Death’s Head (عقود) icon (20.8).
   - Map Switch is done if needed (7.3).
   - The Flip-Flop player’s side-change procedure is done if that Event is present on the current Game Turn Track box (7.4).
   - During the Checks Phase of Turn 12 the Initiative switches (20.6).

#### II. Operational Preparation

1. **Strategic Phase:** Both players must discard down to two cards and then draw four more cards and/or add Reserve Points. Spending Reserve Points they can then draw more cards. Note that at the start of a Player Turn there cannot be more than six cards total in a player’s hand.

   Then both players alternate playing one card at a time for their card’s Strategic Phase Events until they both pass consecutively (8.0). One Fort, and one Major Offensive event, *maximum* one of each, can be activated during this Phase. In the Regular Game a player cannot declare a Major Offensive two turns in a row.

2. **Organization Phase:** Both players complete the following, in order: get Combat markers (Blitz!, Shock!, Allied Combat Supply and Target/Counterblow markers), improve units, move shattered units to a Reserve Box, rebuild eliminated units to a Reserve Box, move reinforcements to a Reserve Box, make withdrawals. Cards are discarded here to pay for replacements.

3. **Deployment Phase:** Each player moves units from his Reserve Box onto the map, then from the map to his Reserve Box. The Allied player can send three units for free to his Reserve Box, the German player three. There is no limit when moving units out of the box. The Allied player may move Port and Landings markers from the Port/Landing Box to the map.

4. **Allied Port Supply Phase:** Flip active Ports markers to get bonus actions. Compute the number of SPs used, received and adjust the total. Note that SPs are not fully kept from one turn to the next (27.8).

#### III. Allied Player Turn

1. **Supply Phase:** Check that no player has more than 6 Event cards in his hand: randomly discard the extra cards. “No Supply” markers are placed on both sides’ units that cannot trace a valid Supply Line at this time.

2. **Movement Phase:** The Phasing player may move his units on the map.

3. **Combat Phase:** All Voluntary, and then all Involuntary (Counterblow) Battles are declared and resolved as per the Battle Sequence in any order the Phasing player desires.

4. **Second Combat Phase:** Units stacked with “Second Combat” markers can attack any adjacent enemy units again.

5. **Reserve Phase:** The Phasing player may deploy units from his Reserves Box to the map, then move Landings markers from a LZ hex to its Beach hex.

#### IV. German Player Turn

The German player becomes the Phasing player and repeats the above five Phases.

**Exception:** If the German player declared a Major Offensive, his Player Turn is first, the Allied player second.

#### V. End of Turn Housekeeping

1. **Final Supply Phase:** All units still Unsupplied are moved to the Surrendered Units Box.

2. **Major Offensive Continuation Phase:** If a Major Offensive was declared, lower the Week Turn marker one box. The offensive will continue if there are still weeks remaining in the Major Offensive Track; the “0” box of this Track is used only if Advanced Game rule 27.6 is in play. If so, then both players do Weekly Preparation Segments (see below); if not, then the turn ends.
Major Offensive: Weekly Preparation

A. Weekly Event Card Draw Segment: Both players draw one card. Extra cards can be drawn by spending Reserve markers.

B. Weekly Organization Segment: Both players complete the following, in order: get Combat markers (Blitz, Shock, and Targets/Counterblows), improve units, recover shattered units to their respective (Allied/German) Reserves Box, rebuild destroyed units to the Reserves Box.

C. Weekly Turn Segment: Play goes back to “III. Allied Player Turn” (“IV. German Player Turn”) if that player declared the Major Offensive (2.12).

3. Victory Determination Phase: If the turn does not continue and it is the last of the game/scenario, Victory is determined.

[5.0] The Cards

Cards are drawn, one by one, during the Event Card Segment from the top of a Draw Pile that is reshuffled when there is only one card left in it (that card is not drawn!) or when instructed to by the play of certain Events.

The cards are a resource that can be used for many purposes including Events (5.2).

After their use, played cards are placed face-up in a Discard Pile next to the Draw Pile.

The Discard Pile cannot be inspected.

[5.0.1] Appropriate Timing: Event cards are played as indicated on each card, usually during a particular Phase in the Sequence of Play (4.0), as indicated by the Timing icons at the upper right of the card’s two boxes (one for each player) and by the card’s Event text.

Card play itself is sequential; that is, cards are resolved in the order that they were played unless they conflict, in which case the card played last takes precedence.

If both players play a card at the same time, the player with the Strategic Advantage decides the order in which the two cards are resolved.

[5.0.2] Once is Enough: Because cards can sometimes be retrieved from the Discard Pile and reused, this rule applies: The exact same-named Event cannot occur twice during a single Player Turn.

[5.1] Event Card Discard and Draws

This phase begins by discarding. A player can only retain two cards in his hand before drawing, so he must discard any excess cards in his hand at this time, and may also decide to discard the last two cards, if any.

After discarding (if required), a player draws four cards from the Draw Pile (one by one, playing red-text cards), or Reserve markers (one Reserve Point per card draw forfeited) in any combination, for a total of four, and adds them to his hand or Reserve. The Allied player can take the tan (UK) or green (US) markers in any combination.

He can then spend available Reserve Points to draw more cards if desired, without going over his hand limit of six cards (12.4).

Note that at the end of the Supply Phase (12.4) there cannot be more than six cards in a player’s hand; any surplus is randomly discarded.

[5.2] Named Events

The text in each Event card’s two boxes is the named Events. The gray box on each card’s upper half is the Axis Event (playable only by the Axis player); while the
green background Event on the bottom half of a card is the Allied Event (playable only by the Allied player). Once played, most cards are discarded.

Thus, the effect of each card is different depending upon who has it in his hand.

[5.2.1] Event Effects: Events describe their exact timing and use on the cards themselves.

Some cards have red-colored instructions: these must be followed immediately when drawing the card.

[5.2.2] Event Precedence: When there is a conflict between Event text and these rules, the Event text takes precedence.

[5.2.3] Strategic Advantage Events:
- Text Events on a card portion with a German Balkenkreuz icon (recht) can be played only during Game Turns 1-11 (i.e., when the German player has the Strategic Advantage).
- Text Events on a card portion with a British “roundel” icon (round) can be played only during Game Turns 12-22 (i.e., when the Allied player has the Strategic Advantage).
- Text Events without either icon shown above can be played throughout the entire game.

[5.2.4] Red Events: When drawn, you must immediately play a card with red Event text on your card portion. Both the red and black instructions on your portion of the card must be followed if possible.

[5.2.5] Naval Card Events: Allied card Events with a ship icon (ship) allow Invasions to occur (13.6).

[5.2.6] Air Cover Card Events: Allied card Events with an aircraft icon (air) allow those Events to occur only in Allied Air Cover areas (2.13), and not in Mud Weather or Rainy Skies (24.0).

[5.2.7] Major Offensive Event: This Event will make the Game Turn last as many weekly turns as indicated by the card text, this can be increased or decreased by the current weather (8.1).

[5.3] Other Card Uses
Besides Events, cards may be discarded to pay for Replacements, Counterblows, moving units to the Reserves Box or cancelling “No Combat” markers.

[5.4] Double Discards
Cards with an icon representing two superposed cards (1/2) are worth two cards when discarded.

Example: The discard of one such “double” card allows you to move one unit from the Surrendered Units Box to your Reserves Box. This would normally cost you two card discards.

[5.5] Leader Cards
At the start of each game players are each assigned one Main Leader card (see Scenario booklet). It represents the commander of his armies and each has special abilities (see 25.0 for a detailed listing, or the TEC play aid). You cannot have a Replacement Leader as your starting Leader.

Sample Leader Card

[5.5.1] Leadership Abilities: The two boxes to the left of the Leader’s picture define that Leader’s special abilities (25.0).

[5.5.2] VP Cost: The upper right box is the Event VP cost that is removed from your Event VP total when that Leader is chosen as your commander.

[5.5.3] Replacement Status: The lower right box indicates the Leader Replacement Status.
- Main Leader: An “R#” indicates the Leader could be replaced during a Sudden Death Phase.
- Replacement Leader: An “R” in a blue arrow indicates the Leader cannot be replaced by another leader card if lost.

[5.5.4] Unique Reinforcements: The two boxes on the bottom half of the card indicates special reinforcements or withdrawal cancellations that the Leader is allowed to use at the specific turn of activation indicated on his card.

Thus, if a Leader is replaced after a unit’s withdrawal cancellation, that unit stays in the game even if the Leader is no longer present.
[5.5.5] **Counterblow Rating:** The small round Counterblow and Shock-Counterblow icons on the upper left of the cards represent the number of free markers the Leader is allowed to use in the opponent’s Combat Phase.

*Normally card discards are used to pay for the use of the Counterblow markers.*

[5.5.6] **Card Type:** Historical Leader cards are used in all the Campaign and Scenarios, the optional leaders only in the Regular Campaign Game

[5.6] **Leader Replacement**

A player drawing an Event card with a Death’s Head icon on his card portion during a Death’s Head “Sudden Death” turn (20.8) will cause the following effects:

**SUDDEN DEATH TURN**

A. **Main Leader in Play:** The affected player rolls one Die. If the roll is equal or lower than that Leader Replacement Status number, that Leader is Replaced (see “D” below). Otherwise, nothing happens.

B. **Replacement Leader in Play:** The affected player rolls one die. If the roll is anything but a “1”, that Leader is Replaced (see “D” below); otherwise, nothing happens.

C. **No Leader Card:** If the player already has no Leader card, do not roll; nothing happens.

D. **Leader Replaced:** Remove your Leader from the game permanently; that side’s “Replacement Leader” will take its place.
   - If it is the Replacement Leader that is removed, it is not replaced.
   - If that player declared a Major Offensive, it is immediately cancelled. If the Major Offensive is in progress, stop the weekly turns and go to the “End of Turn Housekeeping”.

E. **Replacement VP Adjustment:** Pay the Replacement Leader’s VP cost (5.5.2).

*In the case of a player with no Leader cards, there is a Leader, but he’s considered of lower ability and is not represented.*

[5.7] **Leader Away From the Front**

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:

**REGULAR TURN**

A. **Away from the Front:** Flip the player’s Leader card over and apply the following effects. If he has no leader only the third effect will apply.
   - If a unique Leader reinforcement (5.5.4) is scheduled this turn, it is forfeited for the rest of the game.
   - None of the player’s Leader special abilities can be used this turn.
   - If that player declared a Major Offensive, it’s immediately cancelled. If the Major Offensive is in progress, stop the weekly turns and go to the “End of Turn Housekeeping”.

B. **Next Turn Reset:** At the start of next turn flip back the Leader card, its available for use again.

It is possible to have that Event happening either during the Card Draw Phase of the start of a turn, or in the Weekly Event Draw Phase: it’s in the latter that a Major Offensive could be already in progress...

[6.0] **Game Turn Event Phase**

If the new Game Turn has an Event displayed in its box on the Game Turn Track, note it and apply its effects at the appropriate time. Each has its own special rule.

*Game Events are listed in detail in section 26.0 at the end of this booklet.*

[6.1] **Green & Red Withdrawals**

The units or markers or Reserve Points listed on the withdrawal sheet are removed from the game; a green Withdrawal is Allied, red is German (26.1).

- For each named unit scheduled to leave that is already eliminated the owning player loses one Reserve Point. If none are available the player loses one Event VP if he has any; there is no other penalty.
- For each Reserve Point scheduled to be removed when none are available the player loses one Event VP if he has any; there is no other penalty.

So if the player has no Event VPs, he does not lose anything; he’s already in a bad enough position!

[6.2] **Black Game Rules Events**

The named Event game rule is followed (26.2).

[6.3] **Gray Historical Events**

The named historical Event game rule is followed (26.3).
[6.4] Strategic Advantage Switch Event
The Strategic Advantage belongs to the German side through Turn 11.

During the Game Turn Event Phase of Turn 12, Initiative Switch happens, and the Strategic Advantage then belong to the Allied side for the balance of the game. See rule 20.6 for the details on how to proceed.

This is a very important procedure in the game. It will see both players get the chance to score Map VPs and the chance of a Sudden Death Victory.

[7.0] Checks Phase
During this Phase, the following Steps must be performed in order:

A. Sudden Death Map VP Check: On turns denoted by a Death’s Head icon (death’s head), only, the Map VPs and Total VPs are adjusted.

B. Sudden Death Check: On turns denoted by a Death’s Head icon, the player with the Strategic Advantage checks if he wins a Sudden Death or Automatic Victory.

C. Map Switch Check: Check if one of the maps is removed or added.

D. Flip-Flop Check: If a player drew his “Flip-Flop” card during the Event card draw at the start of a “Flip-Flop” Event Game Turn, players will switch sides (26.2.4).

E. Italian War Status / Armistice Check: Starting on Turn 2, the Italian War Status Table is checked for a possible Armistice, Reinforcements, or other changes.

Remember, the first two checks above happen only on a “Death’s Head” Turn.

[7.1] Sudden Death Map VP Check
The player with the Strategic Advantage (only) indicates the number of Objectives controlled by his side, adjusting his Map VP and Total VP markers on the Victory Point Track (20.1).

[7.2] Sudden Death Check
The player with the Strategic Advantage (only) checks if he has enough Total VPs to win the game outright, following the Automatic Victory (20.7) and the Sudden Death Victory procedures (20.8).

[7.3] Map Switch Check
The maps on the table will display part of the total play area, you will add/remove some when the Frontline moves north.

A. Sicilia Map: This map is removed from the table when there are no German units on it and the Allies control at least one Objective on another map. The objectives on that map are considered Allied-controlled.

B. Southern Italy Map: This map cannot normally be removed from the table, but see the next blue-shaded box below

C. Central Italy Map: This map cannot be removed from the table.

D. Northern Italy Map: This map is put on the table when the Sicily map is not deployed (it’s on the flip side of the Sicily map) and either:

- An Allied unit is on any hex completely north of the Central Italy Map’s centerfold, or
- The Allied player has the Strategic Advantage (2.4).

Some out-of-play German units will be released when the map appears (see 21.12 for the list).

Once placed, the Northern Italy map can never be removed from the table.

E. Leftover Counters/Markers: If there are counters/markers on a map being moved, or any Axis units west of the “German Deployment Limit” line on the Southern Italy map when the Sicily map is removed, they are put in the owner’s Reserves Box.

Exception: Fascist Italian units and German Forts go back to their draw cups.

F. New Units: In the Campaign Game scenario there might be new units deployed on the map, coming from the German Strategic Map Display, details will be given in the Scenario rules.

Map switches/removal will happen only a couple of times during the game. If the frontline moves far up north, feel free to remove the Southern Italy map if it’s taking needed table space.
[7.4] Flip-Flop Check
If a player draws a “Flip-Flop” Event card on a “Flip-Flop” Event turn, both players switch sides if the High Tide marker is not on its Switch side. See rule 26.2.4 for the procedure.

This allows both players to be on the main attacking side (Allied) over the course of the game. Only the Standard Campaign Game uses that rule.

[7.5] War Status/Armistice Check
The Italian War Status Track is used to indicate the political mood in Italy vs. the ongoing war. The status marker starts the game in the “Viva il Duce!” box, German Balkenkreuz icon (++){. See rule 26.2.1 for the procedure.

[8.0] Strategic Phase
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).
B. German Card Draw/Discard Step: The German player does his Event Discards and Draws (see 5.1).
C. Allied Card Play Step: The Allied player must either:
   1. Play one Event card displaying a “Play during the Strategic Phase” icon [ ], a “Play Anytime” icon [!], or…
   2. Pass.
D. German Card Play Step: The German player performs the above step “C”, making one of those choices.

Ending the Card Step: Continue to alternate Card Steps until both players consecutively pass.

Example: The Allied player plays an Event and the German player passes. Then the Allied player passes, and that means both players have passed consecutively, so the Card Step ends immediately.

[8.1] Major Offensive
Only one “Major Offensive” Event can be active/played per turn. The first one played takes effect and stops any other from being activated.

IMPORTANT! The Allied player may not play an “Operation”-titled Major Offensive card for his event two turns in a row in the basic game except during Turn 22 (26.3.8).

The player who initiated the Major Offensive puts the Week Turn marker, his player-side up, on the Major Offensive Track to indicate the number of weeks the Major Offensive will last, depending on the Major Offensive Event card text and the following (see the TEC’s Weather Special Effect chart):

- In Dry Weather the base maximum length of a Major Offensive is 3 weeks.
- In Mud Weather the base maximum length of a Major Offensive is 2 weeks.
- In Sunny Skies increase by one week.
- In Rainy Skies decrease by one week.
- The maximum possible length is four weeks.

Exception: Some turns can have yet another extra “End-Run” weekly turn added when using advanced rule 27.6.

[8.2] Fortified Lines
Only one Line-titled Event card (e.g., Gustav Line) can be played per turn for the Fortification Event. Other Event cards adding Fort markers but not titled “Line” can be played in addition to the one “Line”-titled card.

[8.2.1] Fort Deployment: They are put on the map as per the Event card’s text; they cannot be deployed in EZOCs. Pick them from their draw cup, and deploy each, one by one, on its Untried (“?”) side, but after having looked at its hidden strength.

Exception: You cannot deploy Forts in City or Marsh hexes.

[8.2.2] Fort Construction Start: You may not build Forts before Game Turn 4 (see 26.2.2).
[9.0] Organization Phase

During this Phase, the Allied player performs the following steps (A-F) in order, followed by the German player:

A. Get Combat Markers: Receive your allotted number of Blitz!/Shock! and Target/Counterblow markers.

B. Improve Units: Discard cards to flip eligible units to their stronger side.

C. Rebuild Shattered Units: Move units from the Shattered Units Box to an Allied/German Reserves Box.

D. Rebuild Eliminated Units: Discard cards to move your units from the Destroyed Units or Surrendered Units Box(es) to your Reserves Box.

E. Reinforcements: Move this turn’s unit reinforcements to your Reserves Box.

F. Withdrawals: Remove this turn’s unit withdrawals from the game (some might come back later).

[9.1] Get Combat Markers

Receive your turn’s initial Combat markers.

A. The Allied player gets four or five Target/Counterblow markers, depending on his Leader abilities (25.0).

B. The German player gets three or four Target/Counterblow markers, depending on his Leader abilities.

C. The Allied player gets the use of his Combat Supply marker if he declared a Major Offensive this turn (Advanced rule, 27.1).

D. Both players get the number of Shock! (Allied) or Blitz! (German) markers as shown on the Game Turn Track for the current turn, the weather (24.0) and Air Cover (2.13.6).

These Support markers represent superior training, doctrine, tactics and leadership, plus airpower, artillery concentrations, logistical support, etc.

[9.2] Improve Units

Non-eliminated two-step round or square units on the map that can trace supply (12.1), or in the Reserves or Gar- risons Boxes can be flipped back to their higher-strength side for the cost of one card discard per counter.

Exception: A few Allied units have boxed “Turn of Improvement” numbers on their front sides, these cannot be improved before the indicated Game Turn.

[9.3] Rebuild Shattered Units

Square units in the Shattered Box are returned to the owner’s Reserves Box on their current strength side (do not flip them).

Put a Rebuilt, No Combat marker on these. Such a unit cannot voluntarily attack during the current Game Turn. Alternately, you may opt to not put that marker on the unit at a cost of one card discard.

[9.4] Rebuild Eliminated Units

A square unit in the Destroyed Units Box can be moved to its respective Reserves Box on its reduced side (or front side if the unit has only one step) at the cost of one card discard per unit. A square unit in the Surrendered Units Box can be moved to its respective Reserves Box at the cost of two card discards per counter.

Exception: Round units cannot be rebuilt using card discards (21.7-21.10).

Put a Rebuilt, No Combat marker on these. They will not be able to voluntarily attack during the current Game Turn. Alternately, you may opt to not put that marker on the unit at a cost of one card discard.

The Rebuilt, No Combat marker is removed at the end of the turn in the Final Supply Phase (see 17.2).

[9.4.1] Combat Effect of Rebuilt, No Combat Markers:

The following penalties apply during combat:

• When all defending units in a Battle are marked with a Rebuilt, No Combat marker, the Attacker gets one shift to the right on the CRT.

• Units marked with a Rebuilt, No Combat marker may not voluntarily attack.

[9.5] Receive Reinforcements

Units scheduled to arrive this turn as per the Reinforcement Track and their black reinforcement number are placed in their respective (Allied/German) Reserves Box.

[9.6] Make Withdrawals

Units scheduled to withdraw during the current Game Turn (as indicated on the Withdrawal
Track and by a white number printed on the back of the unit) are removed from play (6.1).
Withdrawn units are placed, full-strength side up, on the Reinforcement Track if they show two turn of Entry numbers, or per special rules/Events. If not, they are set aside as permanently removed from play.

[10.0] Deployment Phase

During this Phase, the players move their units to and from their respective Reserves Box.

A. Allied Reserve to Map Deployment: The Allied player may move any number of his units from his Reserve Holding Box to the map. They must be set-up in Supply within four hexes of an Allied-Controlled City or Town not adjacent to an Enemy unit, or on a Beachhead (even if adjacent to an enemy unit; if outside Air Cover see 13.6.6).

B. German Reserve to Map Deployment: The German player may move any number of his units from his Reserve Holding Box to the map. They have to be set-up in Supply within four hexes of a German-Controlled City or Town, not adjacent to an Enemy unit, or on a Fort marker (can be adjacent to an enemy).

C. Allied Map to Reserve Deployment: The Allied player may move up to three of his units from the map to his Reserves Box for free. Another three can be moved in the Allied Port Supply Phase (11.0), for a grand total of six free moves. They have to be in Supply when moved. Any extra units moved cost one card discard for each.

D. German Map to Reserve Deployment: The German player may move up to three of his units from the map to his Reserves Box for free. They have to be in Supply when moved. Any extra units moved cost one card discard for each.

Exception: Fascist Italian units can never go to the German Reserves Box this way.

E. Allied Port/Landing Box to Map Deployment: The Allied player may move any number of his markers from his Port/Landing Box to the map.

- Ports can move in a friendly-controlled Port hex, their front (Port) side up.
- During an Invasion turn (13.6), Landings markers can move to a LZ hex, “Landings” side face up, even if adjacent to an enemy unit.
- If landing in Mainland Italy, this could immediately trigger an Italian Armistice (26.2.1 B).

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.

This is the time for the Allied player to deploy his Landings markers to the map for his Naval Invasions. Units can move onto a LZ occupied by Landings markers during their Movement Phase.

[11.0] Allied Port Supply

This phase plays differently in the Regular and Advanced Games.

[11.1] Flip Ports

(Regular & Advanced Games) During this Phase The Allied player can flip Port markers in a friendly-controlled Port hex to their “Active” or “Port” sides.

Any Port marker flipped from “Active” to “Port” each awards one of the following bonus actions:
- Remove a “Rebuilt, No Combat” marker from one Allied unit.
- Move a supplied Allied unit from the map to the its Reserves Box for free.


(Advanced Game only) After flipping the Port, the Allied player pays for any declared Major Offensive, spends SPs to keep his units in Supply, and receives SP. The number of SPs available is indicated on the Allied Shipping Track on the player mat using the two Shipping markers. This rule is used only in the Advanced Game (see advanced rule 27.8).

IMPORTANT! Each marker flipped from “Port” to “Active” transforms it into a Supply Source (12.2).

[12.0] Supply Phase

During this Phase, both players check the supply status of each of their on-map units. The Phasing player’s units are checked first followed by the non-Phasing player’s units. Then both players discard the extra cards in their hand.
[12.1] Tracing Supply
A unit is in Supply if it can trace a valid Supply Line no more than four hexes in length (i.e., a maximum of three intervening hexes) from the unit tracing supply to a friendly Supply Source (12.2).

Blocking Supply Lines
A Supply Line cannot be traced:
A. Through a hex containing an EZOC (13.4) unless there is a friendly unit in that hex; that is, friendly units negate enemy Zones of Control for the purposes of tracing Supply Lines.
B. No more than four units per player can trace supply across all three Messina Strait hexsides (not four per hexside!).
C. Through Lake and Apennine hexes or across Apennine hexsides.
Exception: Commando and Mountain units can be supplied through Apennine hexsides.

Advanced Game: Note that the Allied player does not need to pay SPs again in this Phase.

[12.2] Supply Sources
A Supply Line must be traced to a Supply Source, which is a:
A. Friendly Map-Edge Hex (for the German player only). This is a map edge adjacent to a map controlled by your side (even if that map is not deployed on the table). At the start of the Campaign Game all maps are German-Friendly. A map only becomes Allied-Friendly when the Allied player controls all VP objectives on that map.
B. Supply Symbol Hex. For the German player only, exists on the Northern Italy map.
C. Active Port. For the Allied player only, this is a port with an “Active” Port marker.

IMPORTANT! Exception: Each Port marker can only give supply to units of one Allied Army (so either green or tan counters).

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.

F. Beachhead Marker. When checking Supply, each Beachhead marker can be a Supply Source for only two SPs worth of units of one army (green or tan). The cost is one SP per square counter, but two SPs if it displays an oil drum icon (§), as such units are vehicle-intensive.

In the Regular Game, use the two unused Shipping markers (11.2) on the Allied Shipping track to show available Beachhead supply.

[12.2.1] Supply Hexes: Certain units are always in Supply when in those hexes.
• Coastal Hex. Commando units are considered in Supply if on such a hex.
• Landing Zone (LZ) Hex. Allied units are considered Supplied if in a LZ hex.
• Paradrops. Allied Paratroop units are considered in Supply during the whole Weekly Turn they Paradrop or land on the map (13.6.7).

[12.2.2] Fascist Italian Units: They are in Supply only if it can trace a valid Supply Line to a friendly City.

[12.3] Lack of Supply Effects
When a unit cannot trace a Supply Line during the Supply Phase, place a No Supply marker on it. That unit suffers the following ill effects:

[12.3.1] Movement: Its Movement Allowance is reduced, if higher, to 3 MPs.

[12.3.2] Combat: The following penalties apply during combat:
• It does not receive an Armor Bonus (14.6.3).
• It cannot conduct multi-hex Advance After Combat (14.8.1, 14.8.2).
• When all defending units are Out of Supply in a Battle, the Attacker gets two shifts to the right on the CRT.
• When all of a player’s units are Out of Supply in a Battle, no Event cards or Combat Support markers can be used by that player in that Battle.
• If any Phasing player’s Attacking unit(s) is Out of Supply, the Defender receives one shift left on the CRT.

Exception: When a round unit is Out of Supply, it is immediately eliminated.
Round units are considered either too small or too brittle to survive for long without supply, and are eliminated right away.

[12.4] Event Card Hand Limit

Check that no player has more than six Event cards in his hand. Randomly discard any extra cards.

[13.0] Movement Phase

A player may move none, some, or all of his units. Each unit may move through any combination of hexes up to the limit of its Movement Allowance, paying the appropriate Movement Point (MP) cost to enter each hex.

A player may not move his opponent’s units. The opponent’s units are not moved during your Player Turn except as a result of combat or as instructed through the play of certain Event cards.

Procedure:

Units are moved one at a time, hex by hex, in any direction or combination of directions. A unit may continue moving until it has either spent all of its MPs for that Player Turn, or it moves adjacent to an enemy unit (where it must stop; 13.4.2), or the player simply desires to cease moving it. Half-hexes are sometimes present on mapboard edges. Such half-hexes are not playable until made whole by the addition/flip of a new mapboard.

Units cannot save up MPs between turns, nor can MPs be transferred between units.

Cases:


On Mud or Rainy Skies Game Turns (see the Game Turn Track) all units with a Movement Allowance greater than 3 have their Movement Allowance reduced to 3.

[13.2] Terrain Effects on Movement

The basic cost to enter an Open (i.e., clear) terrain hex is 1 MP. The cost to enter other hexes can be higher, as shown on the TEC. When entering a hex along a road’s path, you pay the road cost (½ MP), and it cancels river cost but see 13.6.4.

A unit can enter a hex only if it has sufficient MPs left to pay the cost.

Exception: A unit that has a Movement Allowance greater than zero can always move one hex regardless of MP cost considerations (but not EZOCs).

[13.2.1] Strait of Messina: Special rules for the Strait hex-sides on the Sicily map.

- A maximum of four units per player can trace Supply across the Strait of Messina (12.1.B).
- A maximum of four units per player can move across the Strait of Messina each Movement Phase.
- For a German player’s unit to move across the Strait of Messina, the unit must start its Movement Phase adjacent to a Strait of Messina hexside. There is no extra MP cost for the hexside.
- German units cannot attack across the Strait of Messina.
- For an Allied unit to move or attack across the Strait of Messina, one Landings marker for every two units must be available, and stay in, the Port/Landings Box. There is no extra MP cost or combat penalty for the hexside.
- You can retreat or Advance After Combat across the Strait of Messina normally.

These rules will not be used very often. Historically, the Germans were able to retreat across the Strait unimpeded, and the Allies crossed it without any opposition.

[13.2.2] LZ Hexes: Special rules for the Allied LZ hexes.

- Movement into a LZ hex (13.4.4) is allowed only if a Landings marker is present.
- Only an Allied unit can move into a LZ hex, but any unit can attack a LZ hex.
- Tanks cannot voluntarily attack out of a LZ hex.
- If a unit is in a LZ hex and no Landings marker is present at the end of the Final Supply Phase (17.2), put that unit in the Shattered Units Box.
- Allied units are always considered in Supply in a LZ hex (12.2.1).

[13.3] Stacking Effects on Movement

Friendly units can never enter hexes containing enemy units. Friendly units can freely enter and exit hexes containing other friendly units at no additional MP cost to do so. When multiple friendly units remain in the same hex at the end of any Phase or Step, it is called stacking.

[13.3.1] Stacking Limit: Usually both players may stack up to two square/round units per hex, plus one hex-shaped marker of each kind (Fort or Port or Beachhead).

Exception: Stacking limits are doubled in a LZ hex with two arrows.

Example: You could stack in a hex one square unit, one round unit, a Beachhead and a Port—or two square units, a Beachhead and a Port.
[13.3.2] Stacking Color Restrictions:

- 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.

- Allied 8th Army units (tan) and 5th/7th Army units (green) cannot stack together. They also suffer a penalty if they Attack together (14.6.10).

There was a notable lack of cooperation between those military entities during the Italian Campaign.

[13.3.3] Free Stacking: Units that have an asterisk to the right of their unit symbol or on their reverse side have special stacking considerations. One such unit can be added over the normal stacking limits in a hex, but still following color restrictions (13.3.2).

[13.4] Zone of Control (ZoC)

The six hexes on a map adjacent to a unit are called that unit's Zone of Control (ZOC). In the diagram at left these six hexes are shown shaded.

A unit's ZOC restricts the movement of enemy units only.

[13.4.1] Closing with the Enemy: A friendly unit must spend one additional (+1) MP to enter an EZOC.

[13.4.2] Stop: After entering an EZOC, a friendly unit must end its movement for that Player Turn.

[13.4.3] Infiltration: A unit cannot move directly from one hex in an EZOC to another. Instead, it would first have to move to a hex devoid of all EZOCs, after which it could move normally.

**IMPORTANT EXCEPTION:** A unit can move from one EZOC to another only if a friendly unit occupies the hex moved into. It then must stop as per rule 13.4.2.

[13.4.4] LZ Hex: Sea hexes with blue arrows are playable hexes but the German player’s units cannot move into them (they can attack into them and their ZOCs do enter them).

[13.4.5] Negating EZOCs: The presence of a friendly unit negates EZOCs for the purposes of tracing a Supply Line (12.1), when Retreating (14.7.5), but not for movement (but see 13.4.3).

**Remember:** Forts, Beachheads and Ports are markers, not units, and thus have no ZOC.

[13.5] Exiting the Map

Units may exit the map during a friendly Movement Phase through a friendly-controlled map edge (12.2.A). It costs that unit 1 MP to exit the map. Such a unit is put into the Shattered Units Box.

[13.6] Invasions

Allied units and Landings markers may enter the map from the Allied Reserves Box to LZ hexes. Invasions happen during Major Offensives if the Event card used for the Offensive has a ship icon (5.2.5).

[13.6.1] Invasion Event VP Cost: In the game turns after the Allied player uses a Major Offensive Event to make an Invasion of Mainland Italy (2.1), the German player gains one Event VP for each Landings marker that is used in a new Invasion.

The Allied High Command was very careful in the use of its precious amphibious unit assets, which were much needed on other, more "important" fronts. Note that Commando units do not need Landings markers (see 13.6.5).

[13.6.2] Landings Markers: Landings markers are deployed to LZ hexes from the Port/Landing Box during the Deployment Phase (10.0.E). One such marker can be deployed per arrow present in the LZ hex (13.3.1).
[13.6.3] Two Landing Zones Maximum: An invading player must abide by the following restrictions:

- He cannot invade more than two LZ during the same Game Turn.
- An LZ is a series of adjacent LZ hexes.
- Each LZ must be on the same Coastline unless it consists of only one Landings marker.
- Each LZ has to be located on the same Map.
- A Coastline is defined as being reachable by water without crossing any land hexes on the same map.

See the graphic below for all the possible coastlines, each noted by a different color.

[13.6.4] Invading Units: Each Landings marker in a LZ hex allows one Allied unit (unless under a “No Combat” marker) per Allied Movement Phase to move there from the Allied Reserves Box, paying the TEC movement cost for the LZ hex (3MPs). Allied units can move out from LZ hexes into beach hexes, or into any other hex if using advance after combat. An Invading unit cannot use the road movement rate of ½ MP per road hex.

**Exception:** Only American and British/Canadian units can invade. During the Invasion turn, half of the invading units (rounded up) must be from one group, and the remaining half from the other.

Because of political considerations, you must use a mixed (US + British/Canadian) Invasion force.

[13.6.5] Commando Units: 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.

You could land Commando units on a hex right between two enemies on Coastal hexes since EZOC do not extend to sea areas without a hex grid.

[13.6.6] Unsupported Landings: Each non-Commando unit (not Landings marker) moving to a LZ hex during an Invasion—or to a Beachhead or Landings marker during the Reserve Phase with No Air Cover (2.15)—must draw two cards and check the Unsupported Landing Table—using the German Balkenkreuz icon (✠) and British “roundel” icon (◉) appearing on the Allied Event portion of the cards for the result. Each drawn British “roundel” icon (◉) cancels one drawn German Balkenkreuz icon (✠). These cards are then discarded.

**Unsupported Landing Table**

- ✠✠ = to Shattered Box
- ✠ = One Step lost
- ◇ = Cancels one ✠

[13.6.7] Allied Paratroops Units: During an Invasion turn, one Allied Paratroop unit can be dropped (unless under a “No Combat” marker) per Allied Player Movement Phase in any land hex within three hexes of a LZ hex that contains a Landings marker, but not on top of an enemy unit. Its movement stops in that land hex.

[13.6.8] Opposed Paradrops: Each Paratroop unit landing outside Allied Air Cover (2.13), or in an EZOC hex empty of friendly units, must draw one card and check the Opposed Paratroop Table—using the German Balkenkreuz icon (✠) and British “roundel” icon (◉) appearing on the Al-
lied Event portion of the cards for the result. These cards are then discarded.

### Opposed Paradrop Table

- **+=** to Shattered box
- **(no icon)** = One Step lost
- **○=** Safe landing

*Remember: Paratroop units can only be dropped in the same time and area of an Invasion! Historically that Allied arm was still in its infancy and operations were limited to the support of amphibious operations.*

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**[13.6.9] German Mainland Invasion Reaction:** When the Allied player invades (13.6) the Italian mainland for the first or second time (i.e., any map but Sicilia), the German player receives the reinforcements indicated in the 1st or 2nd Mainland Invasion Box of his Strategic Map Display card if they are still available.

These reinforcements are put in the German Reserves Box at the end of the German player’s first Weekly Turn.

*Note that even if the Allied player invades two different Landing Zones during a single Game Turn (13.6.3), this counts as just one Invasion.*

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**[13.7] Strategic Movement Bonus**

During a turn when no Major Offensive is in progress, a unit that does not end its Movement Phase adjacent to an enemy unit can move at double its movement rate.

**[14.0] Combat Phase**

During a friendly Combat Phase, each unit may participate in one attack against an adjacent hex that is occupied by enemy forces. When a player initiates an attack between adjacent units, it results in a Battle (i.e., completing all of the steps in the Battle procedure). Roll the die, and consult the appropriate player’s CRT to resolve Battles.

*Exception: If the Weather is both “Mud” and Rainy Skies, there is no Combat during the turn: skip both Combat Phases.*

The player who is initiating an attack is called the “Attacker” and his opponent is called the “Defender” in that Battle (regardless of the overall situation).

**TYPES OF COMBAT**

At the start of the Combat Phase, the Phasing player must decide what type of Combat he’ll do for the whole Phase:

- **Battle:** A Battle uses a die roll for the resolution of each Battle (14.5). Both players must use this type of Combat in Major Offensives (2.12).

- **Attrition (Advanced Rule):** Attrition uses a faster sequence, where a unique die roll is used for the resolution of all combats (Advanced Rule 27.2).

*Battles are the game’s standard combat, while Attrition simulates less intense activity.*

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**Combat Phase Preparation**

A Combat Phase begins with the Phasing, and then the non-Phasing player, declaring all of the hexes that will be attacked, followed by each Battle’s resolution.

**[14.1] Declaring All Combats**

Before any combats are resolved, both players, as described below, must declare all targeted hexes.

Any hex containing forces of the non-Phasing player that is adjacent to one or more hexes containing forces of the Phasing player is a possible target hex. The attacking player puts a Target marker in each target hex he wishes to attack. Target markers cannot be placed in a hex that contains a Counterblow marker.

Each player has a maximum of five Target/Counterblow markers, green for the Allies and gray for the Germans: this is a game maximum. Thus a player cannot do more than five Attacks and five Counterblows per Player Turn, and often less.

**[14.1.1] Voluntary Attacks Step:** The Phasing player declares first, placing Target markers on all the target hexes that he intends to attack that Phase. Reveal the defender’s Untried units in hexes with Target markers.

- Units marked with a No Combat marker.
- Units/markers with a white Combat Strength.

**[14.1.2] Counterblows Step:** After the Phasing player has declared all his voluntary attacks, the non-Phasing player may declare additional hexes that must also be attacked by the Phasing player’s units during his own Combat Phase.

- The non-Phasing player must discard one card from his hand for each target hex he so designates, or use one of his free Leader Counterblows (5.5.5).

*Note that some special cards are worth two discards when used this way, and thus can be used to place two Counterblow markers (see 5.4).*

- The non-Phasing player’s white-strength or Untried units/markers cannot participate in a Counterblow,
but will follow all the Retreat results suffered by units stacked with it.

- Designate Counterblow target hexes with a Counterblow marker on hexes not already containing a Target marker.
- Any of the Phasing player’s adjacent units can respond to a Counterblow, including units with a No Combat marker, Untried units and units/markers with a white Combat Strength.

Units in Counterblow target hexes receive no terrain combat shifts on the CRT when attacked, but other effects or the non-terrain combat shifts listed under the red line separation on the TEC do apply.

Why pay to have your units attacked and forego terrain advantages? Opportunity or desperation; you may have unsupplied units trying to break out; want to draw off units from a nearby attack; or seek to punish a weak unit that ventured too close in hopes of seeing a “CA” combat result.

[14.2] Order and Types of Combat

- All Battles are resolved in any order the Phasing player desires. Each Battle must be completely resolved before the next Battle begins.
- In Attrition (Advanced Game) all combat is resolved by just one die roll, following the instructions of the unique Combat Result.

[14.3] Battle Conditions

Units are eligible for Battle as follows:

[14.3.1] Attacker’s Prerogative: The Phasing player decides which attacking units will attack which target hexes, in any combination he desires, as long as all declared Target- and Counterblow-marked hexes are attacked.

[14.3.2] Combining Units in a Battle: Attacking units in two or more hexes may combine their Combat Strengths and conduct a single Battle together. Battles may involve any number of attacking units and target hexes.

[14.3.3] Adjacency in a Battle: For an attack to be resolved as a single Battle, each of the attacking units must be adjacent to all of the target hexes.

[14.3.4] One Battle Per Unit: No unit may attack more than once per Combat Phase, and no target hex can be the object of more than one Battle per Combat Phase (not including Counterattack results; 14.7.3)

[14.3.5] Multi-unit Attacks: Attacking units in a single hex must attack all their target hexes in a single Battle.

If one or more such units attack, this does not obligate any of the other Phasing player’s units stacked with it to participate (but they will suffer Retreat results if any).

This is a change from the first game of the series where you could split your attacks (No Retreat!: The Russian Front). This change will be back-engineered to that other game in the reprint.

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

[14.4] Battle Strength Unity

A given unit’s Combat Strength is unitary; it may not be divided among different Battles during a single Phase.

IMPORTANT! Units that are stacked together must participate in the same Battle if they are attacking, all units in a target hex must defend together.

Note that in Attrition Combat the whole Frontline is one single large fight, so the only important distinction is if a unit is adjacent or not to a Target or Counterblow marker when combat is resolved.

[14.5] Steps in a Battle

Battles are conducted via the Battle Sequence. These Steps must be completed for each attack in the exact order listed below:

Battle Sequence

1. Strength Step: Total the Combat Strengths of (respectively) the attacking units and the defending units.

Advanced Rule: The Allied Attacker, if he declared a Major Offensive this Game Turn, can use his Combat Supply marker for each attack (see Advanced Rule 27.1).

2. Commitment Step: First, the Attacker (followed by a German Defender if the Combat’s hex is outside Allied Air Cover; 2.15) may commit one Combat Support (i.e., Blitz! or Shock!) marker to the Battle (if he has one available). Then the Attacker, followed by the Defender, may each play one eligible Event card before the die is rolled. Note that the Defender makes his decision after the Attacker, with full knowledge of the Attacker’s commitment decisions.

Exception: If all of a player’s units involved in a Battle are under a No Supply marker(s), he cannot commit...
any resources to the Battle. The Allied player is also limited when outside the Air Cover area (2.14 & 2.15).

3. **Initial Odds Ratio Step:** Divide the Attacker’s strength by the Defender’s strength and express this as an initial odds ratio (see the Combat Results Tables). Always drop fractions so that the math is rounded off in the Defender’s favor. Untried units are flipped over to their known (or tried/back) sides at this point.  

**Example:** 12 Strength Points attack 9; the ratio is 1.33 to 1, which rounds down for the CRT to a simple 1:1 odds ratio Battle. If the Attacker could have mustered 14 vs. 9, the odds ratio would have been 3:2. This simple odds ratio determines the initial odds column used on the Attacker’s CRT.

4. **Final Odds Step:** Shift the initial odds column determined above as called for by the TEC, weather, Support markers, Armor Bonus, or Event card(s) in play for that Battle to determine the final odds column used. All effects are cumulative and only the net odds shift is applied.

5. **Attacker Rolls Step:** The Attacker rolls a six-sided die and cross-indexes its result with the final Battle odds column as determined in Step 4 to obtain the combat result.

6. **Apply Result Step:** With the combat result known, it is now applied. This might result in repeating the above steps due to a Counterattack, a unit step loss or removal by either side, or Retreat followed by Advance After Combat.

**[14.6] Battle Odds Shifts**

When adjusting the final odds column (per Step 4, above), the following sub-cases apply (but see 14.6.9, zero-strength units):

**[14.6.1] Terrain Effects:** The shifts caused due to Terrain Effects are based upon the Defender’s hex or if all units attack across the hexsides listed on the TEC.

Forts and Beachheads are not considered Terrain Effects, as the effects below the red line on the TEC are not Terrain Effects.

**Example:** Attacking a Town (one shift left) on a Hill hex (one shift left) across a River hexside (one shift left) gives a total effect of three shifts to the left.

**[14.6.2] Support Markers:** When available to a player, a maximum of one German Blitz! or Allied Shock! marker may be committed to a Battle when that player is the Attacker (even in a Counterattack situation). Doing so provides one shift to the right.

If the German player is the Defender, and the units defending are outside of Allied Air Cover (2.13) he can use one Blitz! marker in defense. Doing so provides one shift to the left.

- Support markers cannot be used to assist an attack made exclusively by unsupplied units.
- Support markers do not remain on the map. They are put aside after their use.
- Support markers cannot be held back to be used during the next Game Turn.

**[14.6.3] Armor Bonus:** When an attacking force includes an armor-type unit and it is attacking most unit types in an allowable hex, the Attacker receives one shift to the right on the CRT. To find the terrain types allowing the Armor Bonus, check the TEC’s “Tank icon” column.

**Exception:** Armor attacks against armor, mechanized units or Fort markers do not receive this bonus.

- This bonus can only be applied once per Battle regardless of how many armor-type units participate.
- This bonus only applies when an armor-type unit is the Attacker in a Battle, never when it is the Defender (but it does apply when an armor-type unit is in a Counterattack situation).
- If this bonus applies and the Attacker takes any step loss, then at least one of the losses must be taken by an armor-type unit.
- This bonus does not apply during Mud or Rainy Skies weather turns (see TEC).

**Tanks will rarely be able to get their Attack bonus in the difficult terrain that covers much of Italy...**

**[14.6.4] Tenacious Defense Bonus:** When a defending force includes a unit with a red Combat Strength, the owning player can choose in the final odds step to use this bonus and receive one shift to the left on the CRT.

- This bonus can only be applied once per Battle regardless of how many Tenacious Defense eligible units participate.
- If this bonus is used, then “D” or “DR” result must be taken as a step loss by a Tenacious Defense unit instead of retreating.

**[14.6.5] Fort Defense Bonus:** When a defending force includes a Fort marker it receives a bonus of one shift to the left on the CRT. This bonus can only be applied once per Battle regardless of how many Fort markers participate.
[14.6.6] Odds Limits: Only the net shift is applied to the final column used on the CRT. Whenever an initial (before shifting) or final (after shifting) odds ratio exceeds 6:1, it is treated as 6:1. When less than 1:3, an initial odds ratio is not shifted and becomes an automatic “CA1” result, as do final odds ratios of less than 1:3.

Example: 24 Allied SPs attack a German unit worth only 2 SPs that is in a Mountain hex. The initial ratio would be 24:2, or 12:1, which becomes a 6:1 (the maximum column before shifting). That is shifted two columns to the left for the Defender’s terrain and the attack is resolved on the 4:1 column.

[14.6.7] Allied and German Shock-Target Bonus: These Shock-target markers can only be used in special conditions (22.4, 22.5).

• When used to attack a hex, it provides the Attacker one shift to the right.

• It might cause the Attacker extra combat losses (14.7.2).

[14.6.8] German Shock-Counterblow Bonus: This Target marker can only be used in special conditions (22.6). When in a hex containing that marker, it provides the Defender one shift to the left.

[14.6.9] Zero-Strength Units: Some Untried units have 0 SP on their Tried (i.e., known, or back) side. They are not automatically eliminated when revealed.

• A zero-strength unit can take a step loss, like other units.

• If attacked alone, and still defending at 0 SP, the combat result will be resolved on the 6:1+ column on the CRT; no Battle odds shifts (14.6) apply.

Note that you can play Combat Event cards to raise the SPs of a defending 0 SP unit!

[14.6.10] Allied Attack Coordination Problems: Whenever Allied 8th Army units (tan) and 5th/7th Army units (green) participate in the same attack (or Counterattack) the Defenders receive one shift to the left.

[14.6.11] Rainy Skies: The Defender gets one shift to the left on the CRT if the weather is Rainy (24.4).

[14.7] Battle Combat Results

Combat results are listed under each player’s respective Combat Results Table on the player aid cards. Applying those results is explained in more detail in the following box:

BATTLE RESULTS

CA1 = Counterattack: The Defender may launch an immediate Counterattack. Begin a new Battle sequence with a one shift to the right bonus, no terrain modifiers apply.

CA = Counterattack: The Defender may launch an immediate Counterattack. Begin a new Battle sequence; no terrain modifiers apply.

– = Indecisive Battle: No effect.

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. In other situations put a Counterblow marker on one of the Phasing player’s attacking hexes for that Battle. These will be resolved during other side’s Combat Phase (i.e., next Player Turn).

CR = Counterattack Required: The Defender must launch an immediate Counterattack or apply a D result.

EX = Exchange: Both sides lose 1 step. Neither side Retreats or Advances.

EX/CR = Exchange + Counterattack Required: Apply the Exchange (EX) result first, then the Counterattack Required (CR) result.

D = Defender Falls Back: Defender Retreats his unit(s) two hexes, or doesn’t Retreat and loses one non-white step; attacking units can Advance one hex if the defending units retreated.

DR = Defender Retreat: Defender Retreats his unit(s) two hexes, or doesn’t Retreat and loses one non-white step; attacking units can Advance.

DS = Defender Shattered: Defender Retreats his unit(s) two hexes, and if not destroyed, are placed in the Shattered Units Box. Attacking units can Advance.

DD = Defender Destroyed: Defender Retreats his unit(s) two hexes, and each defending unit loses one step. Attacking units can Advance.

FB = Final Counterblow: Attacker puts a Counterblow marker on one of the Phasing player’s occupied hexes.

Red Result = Second Combat Possible! If any eligible units Advanced, put a “Second Combat” marker on them, resolve after all Combats (see 15.0).

Player Turns can begin with some Counterblow markers already in place. Those enemy units must be attacked if friendly units remain adjacent to them during the Combat Phase.
Those adjacent friendly units will have to move away during their Movement Phase to avoid those Battles: the Counterblow then has no effect. This can be a big decision!

[14.7.1] Step Losses/Elimination: Certain results cause step losses and/or elimination to be suffered.

- When these occur, a full-strength two-step unit is reduced (flipped over) to its reduced-strength one-step side; a unit with only one step left is eliminated.
- Forts and Beachhead markers can be used to absorb one step loss if involved in the combat and are then eliminated.
- When there is a choice, the owning player determines which of his units in that Battle suffers a step loss, unless mandated otherwise by the rules.

Eliminated Units & Markers

- Most eliminated square units are placed in the Destroyed Units Box. Exception: Put an eliminated square unit in the Surrendered Units Box if marked with a “No Supply” marker.
- Eliminated Fascist Italian and German Kampfgruppe round units and Fort hex-shaped markers are placed back in their respective draw cups when eliminated. They are never put in the Surrendered Units Box.
- Eliminated Landings/Beachhead and Port hex-shaped markers are put on the Game Turn Track to appear as reinforcements three turns later.

Example: A Landings marker lost on Turn 2 will be put on the track’s Turn 5.

Watch out for those precious Ports and Landings markers: if eliminated these are gone for a long time!

Surrendered Square Units VP Award

- A square unit counter that had a No Supply marker on it at the time of its elimination is placed in the Surrendered Units Box (this gives the enemy player one Event VP if the face-value of the unit is 3 Strength Points or more; 20.2).

- A square unit counter that has been eliminated for failure to Retreat because of a red-colored combat result (14.7.5) is placed in the Surrendered Units Box (this gives the enemy player one Event VP if the face-value of the unit is 3 Strength Points or more; see 20.2).

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 are also put in the Surrendered Box.

[14.7.2] Marker-Caused Step Losses: Certain markers will cause extra losses when involved in combat as explained on the CRT:

- If a Fort marker is defending in the combat, the combat will cause at least one Attacker step loss on a black-colored combat result.
- If the Attacker uses a Shock-Target marker, the combat will cause at least one Attacker step loss if the Defender did not retreat out of the attacked hex.
- All these conditions are checked and put in effect after any Counterattack combats and CB Table combats are done, if any.

IMPORTANT! Both conditions above (Fort on a black result + Shock-Target and no retreat) are not cumulative, so they will not cause more than one Loss in a combat.

Example: A Fort is part of the defending force and a black-colored “EX” result is rolled. The Attacker would only take a step loss from the “EX” result. If the Attacker also used a Shock-Target, he would not have to take more losses. If the result was instead “DR” and the Defender took a step loss instead of retreating, the Attacker would also suffer only one step loss.

[14.7.3] Counterattacks: A CA result means that the Defender may treat the Battle outcome as “No Effect” and end it there or conduct a Counterattack.

If the Defender Counterattacks, remove any Support marker and discard played cards for that Battle and go back to Step 1 in the Battle procedure; i.e., start a new Battle repeating all of the Steps. This new Battle must include the exact same units as in the initial Battle, only this time, the Counterattacking player becomes the Attacker and no terrain CRT shift modifiers are used (although other Terrain Effects that negate armor shifts and multi-hex advance still apply, and non-terrain modifiers also).

- Unengaged units: It could happen in such Battles that only some units/markers in a hex are being (counter) attacked, but not others. That is allowed: only the participating units are affected by all combat results; stacked unengaged units will suffer only the Retreat results.

- Counterattack: A Counterattack can lead to another Counterattack, and so on until some other outcome takes place. They, too, are conducted as per this rule.

Note that if Support markers were used in the first combat, they cannot be used again in a subsequent Counterattack, you have to use new Support markers.

[14.7.4] Counterblows (Involuntary Counterattacks): A non-Phasing player’s Counterblow (14.1.2) requires a
Phasing player’s involuntary Counterattack in response and is similar to a regular Counterattack in that the Defender (i.e., the non-Phasing player) receives no terrain shift modifiers, but:

- The Phasing player is the Attacker and the Target hex is the one denoted by a Counterblow marker (14.1.2).
- White Combat Strength units and markers can participate in these Counterblows, but can never Advance After Combat (14.8) if victorious.
- Remember that a Counterblow Combat Result called for by the CRT will be resolved during the next Player Turn; you flip the Target marker to its Counterblow side (if no Counterblow side, treat as a “—” Indecisive Battle Combat Result instead), and place it on one of the Phasing player’s attacking hexes for that Battle, owner’s choice (even if happening due to a Counterattack).

Counterblows placed by card discards are diversions made by the Defender, forcing the Phasing player to attack. Those placed by a “CB” result on the CRT (thus resolved next turn) are partial advances made by the Attacker, which will force the other player to either cede the adjacent ground (so as not to start the Combat Phase adjacent), or deal with the threat by attacking it.

[14.7.5] Retreats: When required to Retreat, the Defender must move his units two hexes further away from the Battle (i.e., they cannot zigzag and end up retreating only one hex further away), toward a friendly Supply Source if possible. Within these restrictions:

- Units cannot retreat into hexes containing an enemy unit, across prohibited hexsides, or off the map.
- Units cannot retreat into hexes in an Enemy ZOC unless there is a friendly unit in that hex. (Friendly units negate EZOCs for retreat purposes.)
- Units can pass through and end their retreat stacked with friendly units, but if an overstacking situation occurs, it must be resolved at the end of the Retreat (13.3.4).
- Retreating expends no MPs; you just count hexes.
- Red Combat Strength (“Tenacious Defense”) units that used their defense ability cannot retreat on “D” or “DR” results (14.6.4) and will have to take a step loss instead, as per the CRT results instructions.
- A white Combat Strength (“Brittle”) unit or Fort cannot be used to take a step loss to cancel a retreat on a “D” or “DR” result. Another Defender must instead be used for that purpose (21.13).

- Forts, Ports and Beachhead markers may not retreat. A Fort or Beachhead is eliminated if an enemy unit enters its hex. They are markers, not units (14.8.1).

If a unit must retreat but is prohibited from doing so by the rules, it is eliminated instead (14.7.6), unless retreating off a friendly map edge, in which case it is put it in the Shattered Units Box (including on a DS result).

**Remember:** Forts, Landings/Beachhead and Ports markers and Static units are immobile and cannot retreat.

[14.7.6] Shattered Retreat: Units suffering a DS result must retreat before being put in the Shattered Units Box. If they are unable to do so, they are eliminated instead of being placed in the Shattered Units Box.

[14.8] Advance After Combat

Following the retreat / removal from the map of defending units after the application of a D, DR, DS, or DD combat result, if the Target hex was completely vacated, the attacking units may Advance After Combat. This means that the attacking units may move into the Defender’s newly-vacated hex and possibly beyond.

- Advance After Combat expends no MPs, nor do EZOC affect it in any way; you just count the hexes.
- White-strength units, Forts and Beachheads cannot Advance After Combat.
- On a “D” combat result, you can advance only if the hex was vacated by retreat, not by unit elimination (14.7).

[14.8.1] Multi-Hex Advance: Although the first hex advanced into must be a Defending unit’s just-vacated hex, units may further advance a second hex within the following restrictions:

- Units cannot make a multi-hex advance into hexes containing an enemy unit, across Prohibited hexsides, off the map, or during Mud weather, or across Rivers in Rainy Skies (see the Terrain Effects Chart).
- Units can pass through and end their multi-hex advance stacked with friendly units, but cannot be overstacked at the end of the advance.
- Multi-hex advancing units need not follow the Defending units’ retreat path. After occupying the just-vacated Defender’s hex, multi-hex advancing units are free to go to any adjacent hex that is not otherwise prohibited.

**IMPORTANT:** A unit must cease its Advance after Combat upon entering/crossing any terrain type that stops an advance (see the TEC’s “Stops Advance?” column).
Example: If the Defender’s just-vacated hex is a Mountain hex, then no multi-hex Advance After Combat can take place. Advancing units would have to stop their advance in that hex.

[14.8.2] Armor Advance Bonus: On a red-colored combat result, any armor- or Allied mechanized-type unit whose Advance After Combat has not been stopped in its second hex due to terrain considerations, may—during Dry weather turns only (not Rainy Skies or Mud)—continue on and advance a third hex (but they will not be able to do a Second Combat (see 15.1).

[15.0] Second Combat Phase

During a friendly Combat Phase (only), on red-colored combat results, some advancing units will have the opportunity for a second attack.

Exception: There is no second combat possible during Mud weather.

[15.1] Who Can Attack

Only units under a Second Combat marker can attack in this Phase. The owning player can put that marker over any of his armor- or (Allied) mechanized-type units that advanced after combat on a red-colored combat result, with the following conditions:

- If the Advance stopped in a hex with a TEC “Stops Advance?” column which reads “NO”.
- The Advance was not three hexes long (14.8.2).

In other words, there was nothing in the TEC that could stop the unit advancing an extra hex after combat if it had the means to do so.

- There is a game limit of one marker for the German player, and two for the Allied. You cannot displace an already-used marker onto another set of units during the phase.

There is only one set of Second Combat markers. If you roll a red combat result again, you do not get the chance to place the Second Combat marker again during this Phase.

[15.2] Combat Resolution

One Battle (14.3) can occur for each stack under a Second Combat marker.

- Each stack must attack separately and can attack only one defending hex.
- You do not use a target marker to mark the battle.

IMPORTANT! The non-Phasing player cannot place any Counterblow markers.

IMPORTANT! There is no Commitment step (14.5-2); i.e., no Combat Support Marker or Event card can be played.

The rapidity of the follow-up second combat precludes the use of significant new support assets in that exploitation battle.

[16.0] Reserve Phase

The Phasing player may deploy units from his Reserves Box to the map, then move his Landings markers from a LZ hex to its Beach hex.

[16.1] Deploy Reserve Units

Units moving onto the map from a Reserves Box have to be set up, in supply:

- within four hexes of a controlled City or Town, not adjacent to an enemy unit (if Allied it must also trace supply to an Active port), or
- on a BeachHead or Landings marker (Allied units only, if No Air Cover see 13.6.6), or
- on a Fort marker (German units only).

[16.2] Advance Landings Markers

A Landings marker in a LZ hex can be moved to that LZ’s Beach hex (as indicated by the pointing arrow in the hex) and flipped to its Beachhead side.

It will be very important to convert these Landings markers into Beachheads so as to keep your invading units in supply.

[17.0] Final Supply Phase

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 into their draw cup.

[17.1] Resupply / Surrender

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. Any unit that still cannot trace a valid
supply path is eliminated and placed in the Surrendered Units Box. Each unit that can now trace a supply path remains on the map; remove its “No Supply” marker.

If some Allied units start without Supply due to Beachhead limits (12.2.F), they will probably not be eliminated since only they check and are counted against the Beachhead limit, not the units without a No Supply marker.

[17.2] Landings and No Combat Marker Removal
If there is no Major Offensive Continuation (18.0), all No Combat markers are removed from the map and holding boxes and all Landings markers still on a LZ hex go back to their Port/Landings Box. Units on a LZ hex are put in the Shattered Units Box.

[18.0] Major Offensive Continuation
If a Major Offensive was declared, the Player Turn is repeated a set number of times. You cannot decide to end it earlier.

A. Week Turn Marker: Lower the Week Turn marker one box on the Game Turn Track. The offensive ends if the marker is in the “0” box unless it’s an End-Run Weekly Turn (see 27.6). If so, it will last one more turn. If it continues, make a Weekly Preparation (19.0).

B. Markers: All unused Shock!, Blitz!, and Target/Counterblow markers are considered spent.

[19.0] Weekly Preparation
If a Major Offensive is continuing, repeat the following segments to prepare for a new set of Player Turns.

The Allied player, then the German player, draws one Event card each. They both can also spend available Reserve Points to draw more cards if so desired, provided they do not go over their hand limit of six cards (12.4).

IMPORTANT! Note that there is no Strategic Phase (8.0) in a Weekly Turn. This can affect Event card play.

[19.2] Weekly Organization Segment
Both players complete the following Steps, in order, as was done during the Organization Phase:

A. Get Combat Markers: Receive your allotted number of Blitz!/Shock! and Target/Counterblow markers, same as received at the start of the turn (9.1).

B. Improve Units: Discard cards to flip eligible units to their stronger side (9.2).

C. Recover Shattered Units: Move units from the Shattered Units Box to their Reserves Box (9.3).

D. Rebuild Eliminated Units: Discard cards to move units in your Destroyed Units or Surrendered Units Box(es) to their Reserves Box.

[19.3] Weekly Turn Segment
Play goes back to the Sequence of Play - Procedure - III. The Allied Player Turn, starting with the Supply Phase (12.0), and going on from there.

IMPORTANT! The German Player Turn is first if the German player initiated the Major Offensive (see 2.12).

[20.0] How To Win
VP scoring and the different victory types are described in detail below, plus the special Initiative Switch Phase.

VP Scoring: Players earn VPs for control of certain map hexes, by causing enemy units to surrender, by the play of some cards or by Game Turn Events.

[20.1] Map VPs
Players earn Map VPs by controlling Map Objectives (2.11); i.e., Cities, Towns and Airfields identified on the map with red names. Control of each VP Objective hex is worth one VP for the player with the Strategic Advantage.

• Only the player with the Strategic Advantage (2.4) scores Map VPs.
• Such a hex is controlled by a side if its units were the last to pass through or occupy it (2.10). Use an appropriate Control marker to indicate ownership.

At the start of the Campaign Game, all Objectives are considered German controlled (for a total of 25 objectives).

• Scenarios indicate who controls which Objective.
• Map VPs are indicated on the Victory Point Track by using the round Map Points marker, scoring side showing (German or Allies).

• The maximum score on the track for this marker is 25 VPs.
• In each Sudden Death turn the currently controlled Map VPs total is adjusted using the Map Points marker.
[20.2] Event VPs
Players earn Event VPs in three ways:

- By sending square-shaped enemy units to the Surrendered Units Box. Each unit with value of 3 Strength Points or more on its front side that is put in the Surrendered Units Box is worth one VP for your side.
- By the play of some Event cards. The text of each card explains how the VPs are gained.
- Some Game & Historical Events earn players VPs (6.2 & 6.3).
- When some Invasions are made (see 13.6.1).
- When a Leader is replaced (see 5.6.E).
- Sometimes during a Sudden Death Check (20.8).

Both players score Event VPs and that score is cumulative. If one player has Event VPs, the other player’s VPs gained will be subtracted from that total until he gets a point advantage: he then flips the Event Point marker with his player-side up.

Event VPs are indicated on the Victory Point Track by using the round Event Points marker, scoring side showing (German or Allies).

IMPORTANT! The maximum score on the track for this marker is 12 VPs.

Example: The German player has a three Event VPs advantage, the Event VP marker is thus on the “3” box of the VP Track, German side showing. If the Allied player scores an Event VP, you will lower the marker to the “2” box of the track. If the Allied player then scores another three Event VPs, the marker will be flipped to the Allied side and placed in the “1” box.

[20.3] Total VPs
The sum of the Map and Event VPs are shown at all times for the player having the Strategic Advantage by using the round German/Allied VP Total marker.

Example: Continuing the previous example, the German player has the Strategic Advantage. The Map VP marker is in the “15” box (German side showing), and the Event VP marker is in the “1” box (Allied side showing). The VP Total marker will be put in the (15 VP – 1 VP) “14” VP box.

[20.4] Working the VP Markers
The Map Points VP and VP Total markers always reflect the current score of the side with the Strategic Advantage.

This is an important concept. When the German side is face-up, they reflect only the German’s score; when the Allied side is face-up it reflects the Allies’ score.

The Event Points VP marker is used to reflect the current net score of VPs affecting Events and the loss of surrendered units. The value of the Event Points VP marker added to (or subtracted from) the Map Points VPs earned for controlling hexes should always equal the total shown by the VP Total marker.

[20.5] Objective Hexes Capture Bonus
Red-named Cities, Towns and Airfields award the player capturing or losing it some advantages:

A. Allied Player Capture: When the Allied player captures such a hex, he is awarded a number of Reserve Points equal to the number printed in the Objective hex’s green box. He receives tan RPs when an 8th Army unit captures the hex (these units are also tan-colored), and green RPs when a 5th Army unit (green-colored) does the capture.

B. Allied Player Loss: When the Allied player loses such a hex he is awarded the number printed in the Objective hex’s green box minus one. He receives tan RPs if a British Control marker was in the hex, and green RPs if an American Control marker was in the hex.

C. German Player Capture/Loss: When the German player captures or loses such a hex he is awarded a number of Reserve Points equal to the number printed in the Objective hex’s gray box.

Yes, you get Reserve Points for losing an objective! Your High Command is sending some extra resources to help you hold the front. Be grateful they don’t sack you instead!
[20.6] Initiative Switch
The Strategic Advantage belongs to the German side through Turn 11. During the Game Turn Event Phase of Turn 12, the following things happen:

A. German Sudden Death: The German player adds his Total VPs (20.3), and checks if he has won the game by Sudden Death (7.1, 20.8).

B. High Tide: Put the High Tide marker on the Victory Point Track on the square occupied by the German VP Total marker plus an eight VP bonus, as a reminder of his maximum score attained. If that total is higher than 30 VPs, the German player has won an Automatic Victory (20.7).

C. Initiative: The Allied player is considered to have the Strategic Advantage for the rest of the game. This will affect card play (5.2.3).

D. Reset VP Markers: The Event Points marker is reset to zero. Then flip the Map VPs marker to its Allied side and reset it to the number of Map Points he controls, then do the same with the Total VPs marker.

E. Allied Sudden Death: The Allied player now adds his Total VPs (20.3), and checks if he has won the game by Sudden Death (20.8).

Note that the High Tide marker is flipped to its Change Sides face if players exchange sides in a Flip Flop as a reminder of this change (see 7.4).

Victory Types
By gaining VPs, a Campaign Game can be won in three different ways:

• by Automatic Victory,
• by Sudden Death Victory, or
• by an end-of-game Operational Victory.

Scenarios have their own listed Victory Conditions.

[20.7] Automatic Victory
During any Victory Phase, if the player with the Strategic Advantage (2.4) has his VP Total or High Tide marker in the “Automatic Victory!” square of the Victory Point Track he automatically wins (i.e., the total VP score is greater than 30 VPs).

Exception: If the Allied player controls all three hexes of Rome, he cannot lose by Automatic Victory.

Note that the Map VP marker cannot go higher than 25 VPs, so to win you’ll need to score at least six Event VPs on the Victory Point Track.

[20.8] Sudden Death Victory
During Sudden Death turns (indicated by a Death’s Head [💀] icon on the Game Turn Track), a player with the Strategic Advantage might immediately win.

Note that during the Sudden Death Phase of Turn 12, the Strategic Advantage passes from the German to the Allied player. On this turn, both players check for a Sudden Death Victory (see 6.4).

A. Sudden Death Check: Check the Victory Point Track; the player with the Strategic Advantage immediately wins the game:

• if a player has more total VPs than the number shown by his side’s symbol for the current Game Turn, and
• if the opponent’s Main Leader was Replaced, and
• if you control all 3 hexes of Rome.

If not, see below:

B. Main Leader Not Yet Replaced: If a Sudden Death Check was not successful because the opponent’s Main Leader (5.5.3) was never replaced, the game continues. In this case the player without the Strategic Advantage replaces his Main Leader for the Replacement Leader. Contrary to a change due to a Leader Replacement Check (see 5.6) the new Replacement Leader is free of any VP cost.

C. No Rome: If a Sudden Death Check was not successful because the player with the Strategic Advantage does not Control Rome, the game continues.

D. Both Conditions: If the game continues because both conditions B (Main Leader) and C (No Rome) apply, condition B takes precedence and is applied.

E. Game Continues: If the game continues, the player without the Strategic Advantage loses two Event VPs. This represents a breakdown in leadership and ability to cope with the situation on the ground. You are demoted from command and spend the rest of your days trying to blame Hitler or Churchill for your failures...

Example: It is Sudden Death of Turn 8 and the German player has the Initiative and 22 Map VPs. Montgomery has been in command for the Allies since the start of the game and the Event VPs is at 3 points in the Allies’ favor (i.e., the marker is Allied side up), thus the VP Total marker is in the 19 VP box (22 German Map VPs minus 3 Allied Event VPs).
Finding the “T8” (Turn 8) notation in the “18” box on the Victory Point Track, the German player has enough Total VPs (19) but the Allied Main Leader was never replaced, and the Allies control one hex of Rome, so the German player does not win outright.

Since both “saving” conditions apply, the Allied player must replace Montgomery by Clark, and he loses 2 VPs. The Event VPs marker is placed in the “1” box, Allied side up, and the Total VPs marker is placed in the “21” box (22 German Map VPs minus 1 Allied Event VP).

Thus if you still have your initial Leader it saves you from losing the game by Sudden Death once. And as long as you control one Rome hex you will not lose outright either. Alas, the VP Total will change in your opponent’s favor, so in the long run you’ll be worse off, but it beats having the game end in a humiliating Sudden Death defeat!

[20.9] End of Game Operational Victory

If neither of the above ways to win has been achieved by the end of Turn 22, an Operational Victory Check is made:

Compare the box on the Victory Point Track of the Axis High Tide against the current box containing the Allied VP Total marker (if the High Tide marker is on its Switch face, just flip it over):

• If the High Tide marker is in a higher VP box than the Allied VP Total marker, the German player wins.
• If the Allied VP Total marker is in a higher VP box than the High Tide marker, the Allied player wins.
• If both markers are in the same box, the player with Event VPs wins. If neither player has any Event VPs, the owner of the game wins; if neither player owns the game, please buy a copy!

This represents a military campaign victory, but the other side will be able to lay some claims to have somehow won this Battle, too... The game historically ended with an Allied win by a 4 VP margin.

[21.0] Special Units

Review and summary of the effects of some special units and unit types.

[21.1] Armor/Panzer Units

These represent large tank formations. They receive the following advantages in Battle:

• A one shift to the right when attacking (or Counterattacking) infantry type units in favorable terrain or weather (14.6.3).
• Second Combat (15.0) or an extra hex of Advance After Combat on a red-colored combat result (14.8.2).
• It cannot voluntarily attack across an Apennine hexside or from a Landing Zones.

Remember, Forts are markers, not units, so tanks do not get a bonus shift against them.

[21.2] Mechanized Infantry Units

These are motorized formations with extra anti-armor capabilities, and/or with large attached armored units.

• When defending in combat, the Attacker does not receive the armor bonus (14.6.3).
• Allied mechanized units get a Second Combat (15.0) or an extra hex of Advance After Combat on a red-colored combat result (14.8.2).

[21.3] Mountain Infantry Units

These are formations trained for mountain and rough terrain operations; they are often more lightly equipped than normal infantry units.

• When a Mountain unit attacks an enemy units in a Mountain or Swamp hex, or across an Apennine hexside (alone or in concert with other non-Mountain units), the Defender gets one less terrain combat defensive shift. If this bonus applies and the Attacker takes any step loss, then at least one of the losses must be taken by a Mountain unit.
• When moving a Mountain unit into a Mountain or Swamp hex, or across an Apennine hexside, it pays reduced MP costs (see TEC).
• A Mountain unit’s supply path can cross Apennine hexsides.
[21.4] Allied Commando Units

These are highly trained and motivated light infantry units used in raids and surprise attacks.

• It has the same advantages as Mountain units (21.3).
• It is always considered in supply when in a Coastal hex (12.2.1).
• During an Invasion, a Commando unit can be landed near an invaded LZ hexes without the need for a Landings marker (13.6.5).
• The US Commando unit starts on its reduced side and cannot be Improved (9.2) before Turn 5, as its boxed turn of entry indicates.
• It costs two cards to be Improved back to its front side (see 9.2).

[21.5] Allied Paratroop Units

These are units trained to be airdropped in support of major Invasion operations.

• An Allied Paratroop unit is in Supply the weekly turn it lands (12.2.1).
• During an Invasion an Allied Paratroop unit can be landed near a LZ hex (13.6.7).
• It costs two cards to be Improved back to its front side (see 9.2).

[21.7] German Kampfgruppe Units

These represent the small ad-hoc “Battlegroups” the German Army was able to create from parts of several units to hold the line and give them more tactical flexibility.

• It has a 4 MP Movement Allowance (2.3).
• It is eliminated if in No Supply (12.3).
• When eliminated/shattered it is returned to the draw cup.
• It cannot be rebuilt like other units by using card discards.
• When drawing it you may not look at its Tried side. Such is revealed only in the Combat Phase; once revealed it stays Tried-side up until returned to the draw cup.

[21.7.1] KG Improvement: When a reduced German unit stacks with a Kampfgruppe, it can be immediately Improved (9.2) for free to its full-strength side. Return the Kampfgruppe to the draw cup.

[21.7.2] KG Breakdown: At the start of your Movement Phase you may flip one (only) full-strength “Robust” (21.6) German unit to its reduced side; pick up a Kampfgruppe from the draw cup and stack it with the newly-reduced unit.

Obviously, the KG units will be very useful to give a quick “step” replacement to German units, or to create stopgap detachments to cover areas of the frontline.

[21.6] German Robust Units

These are the larger and more experienced units of the German Army in Italy, which can absorb more Battle punishment.

• It has a white-boxed “KG” notation on its counter back.
• When eliminated in combat, and without a No Supply marker, it can be replaced by a round Kampfgruppe counter randomly picked from the draw cup (if available), the round KG unit completing the combat results, if any.
• It costs two cards to be Improved back to its front side (see 9.2).

This ability can be very useful for some combat results if you want to hold your ground instead of retreating, as the KG counter will occupy the defending hex if the “Robust” unit was eliminated to cancel a Retreat result, thus stopping the attackers from advancing after combat.

[21.8] Italian Fascist Units

These represent what was left of Mussolini’s Army in Italy in 1943, as well as the “Republic of Salò” units that were created later in the German-occupied parts of the country.

• It has a 4 MP (2.3).
• It cannot move in the Reserves Box in the Deployment Phase (10.0.D).
• Cities are the only Supply Sources for such a unit (12.2.2).
• It is immediately eliminated if in No Supply (12.3).
• When eliminated/shattered it is returned to the draw cup.
• It appears in the game as a free Reinforcement if Mussolini is still in power (7.5), or by card Events.
• You cannot rebuild it like other units by using card discards, except for a 2-step units which can be improved to its full-strength sides (9.2).
• When drawing it you may not look at its Tried side. Such is revealed only in the Combat Phase; once revealed it stays Tried-side up until returned to the draw cup.

[21.9] Italian Allied Co-belligerent Units

These represent the Italian Corps of Liberation and Co-belligerent Army that fought for the Allies following the Italian Armistice.

• It has 4 MP.
• The CIL (Corpo Italiano di Liberazione) unit starts on its reduced side and cannot be Improved before Turn 11, as the boxed turn of entry on the counter’s front indicates.
• On Turn 19 you permanently remove the CIL unit, and replace it (even if already eliminated) with the four round Italian co-belligerent army units.
• It is eliminated if in No Supply (12.3).

[21.10] Allied Round Units

Beside the Italians there is also one Japanese American (the 442th Regiment) unit, and one Greek/Jewish Allied unit.

• It has 4 MP.
• It may stack for free (13.3.3).
• It is eliminated if in No Supply (12.3).

So for round one-step units and the CIL until it has two steps, they will be out of the game if taking a step loss.


These are units that have better defensive capabilities due to a greater willingness than regular troops to take extra losses for the ground held.

• It has a red Combat Strength.
• When defending in combat, the owning player can choose in the final odds step to use this bonus and receive one shift to the left on the CRT.
• If this bonus is used, then “D” or “DR” results must be taken as a step loss by a Tenacious Defense unit.

Thus, this special ability comes at a risk of higher losses. Make sure that you can afford the cost in your soldiers’ blood before ordering “No Retreat!”

[21.12] German “Group Names”

These are units that are grouped together mostly for turn of entry identification purposes. A German unit with a yellow name indicates that the unit is associated with a specific Leader card.

• Rommel: If not yet Withdrawn, these units are released to the German Reserves Box if Rommel is the Main Leader in use, or if the Allies enter Rome (see card #50 and rule 2.10.1), or when the Northern Italy map is deployed (7.3).

• Model: If not yet withdrawn, these units are released to the German Reserves Box if Model is the Main Leader in use (see card #51), or when the Northern Italy map is deployed (7.3).

• North: These units are garrisoning Northern Italy and are released to the German Reserves Box when the Allies land in Mainland Italy (13.6.9), or on the Northern Italy map when that map is deployed (7.3).

• OKW: These units are part of the German Army Strategic Reserve and are released to the German Reserves Box when a second mainland Invasion occurs (13.6.9), or later in 1944 (26.2.5).

• LW: These are Luftwaffe (German Air Force) ground units. They come back into play cheaper if your Main Leader has the LW ability (25.0).

It could happen that some Rommel or OKW units appear in the game ahistorically if the Northern Map is deployed. It is assumed here that the German High Command is “emergency sending” these units back to shore up the crumbling Italian front.

[21.13] Brittle Units

A counter with a white strength factor is considered “Brittle”. These units or markers do not have the strength, doctrine or morale to take a loss instead of retreating.

• A white-strength factor unit or Fort cannot be used to take a step loss to cancel a Retreat on a “D” or “DR” result.
• A white-strength factor unit or Fort cannot Advance After Combat (14.8).
[22.0] Special Markers

Review and summary of the effects of the special markers.

[22.1] German Fort Markers

These represent the numerous fortified lines the Germans built across Italy to slow the Allied onslaught.

- A Fort arrives only as reinforcements in the Strategic Phase with Event card play (mostly the line-titled cards), and usually one card per turn (8.2).
- When eliminated/shattered it is returned to the draw cup.
- It is a markers, not a unit, and cannot defend by itself or retreat. It has no ZOC and adds its strength to friendly units stacked with it. If caught alone in a hex by moving or advancing enemy units it is eliminated.
- You cannot attack a hex containing only a Fort marker.
- It cannot voluntarily attack (it has a white SP value) or Advance After Combat (14.8).
- It gives a one shift to the left bonus to the Defender on the CRT and lowers the Attacker’s Attrition number (27.4.3).
- It may also cause more Attacker casualties in Battle (14.7.2).
- 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.
- When received as a reinforcement, the German player picks it randomly from the draw cup one by one. Place it on its Untried (front, or “?”) side after having looked at the SP value. It cannot be placed in an EZOC, City or Marsh hex.

Each card title is the historical name of a German fortified line in Italy. These Fort markers are critical to German long-term defensive success in the game.

[22.2] Allied Landings/Beachhead Markers

These represent the Allied landing craft and support ships needed for a naval Invasion.

- They are needed in the LZ hex for the Allied units to be allowed to move there from the Allied Reserves Box and invade (13.6.4).
- They do not use normal movement, but move in the Deployment Phase (10.0) and the Reserve Phase (16.0).
- On their Beachhead side they can take one step loss in combat, and add two Strength Points to Allied units in their hex. They may not advance after combat (14.8).
- They are markers, not units, and cannot defend by themselves or retreat. They have no ZOC and add their strength to friendly units stacked with them; if caught alone in a hex by enemy units moving or advancing they are eliminated.
- When eliminated they come back as reinforcements three turns later (14.7.1).
- Each Beachhead marker is a supply source to two SPs worth of units within a four-hex range (12.2.F).
- You cannot attack a hex containing only a Landings/Beachhead marker.

GMT’s C3i magazine, issue #28, includes a dozen optional Supply counters that can be used as reminders for the number of units each Beachhead marker has provided for so far.

[22.3] Allied Port Markers

These represent the Allied ports and support apparatus needed to keep their units in operation.

- They do not use normal movement, but move in the Deployment Phase (10.0).
- They are markers, not units, and cannot defend by themselves or retreat. If caught alone in a hex by moving or advancing enemy units they are eliminated.
- When eliminated they come back as reinforcements three turns later (14.7.1).
- In the Advanced Game the Allied player receives SPs when they are on their Active sides in a Port hex (12.2.C).
- The Allied player receives a bonus action when flipping a Port to its “Port” side (11.1).
- They cannot be attacked if alone in a hex.

[22.4] Allied Shock-Target

This marker represents increased aggressiveness in the attack and extra tactical resources the US Army used in Italy.

- The Allied player receives this marker when Clark or Alexander is in command (25.0).
- It can be used only when all of the attacking units are from the US 5th Army (i.e., green-colored counters).
- It gives the Attacker one shift to the right on the CRT (but might also cause extra losses to them; 14.7.2), and acts as a Target marker.
[22.5] German Shock-Target

This marker represents better tactical acumen in the attack and a willingness to take extra risks.

- The German player receives this marker when Rommel is in command (25.0).
- It gives the Attacker one shift to the right on the CRT (but might also cause extra losses to them; 14.7.2), and acts as a Target marker.

[22.6] German Shock-Counterblow

This marker represents the experienced German Army’s superior counterattack skills.

- The German player receives this marker when Rommel is not in command (25.0).
- When in a hex containing that marker, it gives the Defender one shift to the left, and acts as a Counterblow marker.

[23.0] Reminder Markers

These “Reminder” markers are used to help players remember certain future or ongoing game conditions.

- The two variable Sunny/Rain markers are put on the Game Turn Track as per Event cards instructions to note that condition.
- The Control markers indicate which player has ownership of the Map Objectives or the Italian War Status.
- The Reserve markers indicate how many extra card draws each player has (5.1).
- The Second Combat markers indicate that the Phasing units under it can attack a second time (15.0).
- The High Tide marker indicates the Total VPs earned by the German player when Initiative Switches (20.6).
- The two Shipping markers are used to show available Port supply in the Advanced Game (11.2) or Beachhead Supply (12.2.F) in the Regular Game.

[24.0] Weather / Skies

Weather will affect many factors in the game from movement to combat. Dry and Mud weather are fixed for each turn (see the Game Turn Track). Rainy and Sunny Skies come into play automatically by the play of certain Event cards and are represented by markers. 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.

[24.1] Dry Weather

It represents good ground and climate conditions—perfect fighting weather!

- Represented by a yellow-colored turn box on the Game Turn Track.
- Major Offensives last three weeks.

[24.2] Mud Weather

It represents wet ground and cold climate conditions: awful weather to wage war.

- Represented by a brown-colored turn box on the Game Turn Track.
- Major Offensives last two weeks.
- There is no Second Combat Phase.
- All units have a maximum of 3 MPs and cannot be Paradropped (13.6.7).
- There is no multi-hex Advance After Combat.
- Event cards with an aircraft icon (🩹) cannot be used this turn.

[24.3] Sunny Skies

It represents exceptionally clear skies, perfect for flying warplanes and Major Offensives.

- Represented by a Sunny marker put on the Game Turn Track.
- Major Offensives will last one extra week.
- The Allied player gets one extra Shock! marker for each of his Player Turns.

[24.4] Rainy Skies

It represents miserable fighting weather.

- Represented by a Rainy marker put on the Game Turn Track.
- Major Offensives will last one less week.
- The Allied player gets one less Shock! marker for each of his Player Turns.
- All units have a maximum of 3MPs and cannot be Paradropped (13.6.7).
• Event cards with an aircraft icon (✈️) cannot be used this turn.
• There is no Advance after Combat across Rivers.
• The Defender’s force gets a one-column shift to the left on the CRT.

[24.5] Mud Weather & Rainy Skies
There is no Combat Phase during a turn with both Mud Weather and Rainy Skies happening at the same time.

[25.0] Leader Abilities

The following section reviews and summarizes the effects of the various Leader special abilities.

**German Leaders**

- **FD - Fort Defense:** A player gets one extra Fort marker when he plays a LINE-titled card for its Fort Build Event.
- **LW - Luftwaffe:** An eliminated “LW” unit is put on its full-strength front side when moved to the Reserves Box during the Organization Phase (see 9.0d); one-step units are moved for free.
- **PZ - Panzer:** Each tank counter gets a +1 Strength Point bonus when Attacking (or Counterattacking).
- **SC - Shock-Counterblow:** You gain use of the Shock-Counterblow marker (22.6).
- **RT - Recycled Targets:** All the Target markers you use in your Combat Phase become Counterblow markers (not Shock-Counterblow) that you can freely use during the next Allied Player Turn.
- **XT - Extra Target:** You gain use of the Rommel Shock-Target marker (22.5).

**Allied Leaders**

- **AB – Attrition Bonus:** You get one shift to the right when you use Attrition Combat.
- **DA – Discard Ability:** You may discard and re-draw the first non-red Event card drawn in the Strategic Phase (8.0).
- **NA – No Attrition:** You cannot use Attrition Combat in Dry Weather or Sunny Skies.
- **RP – Reserve Point:** You gain one extra Reserve Point at the start of each Dry Weather game-turn (not Weekly Turn!).


ST - Shock-Target Marker: You gain the use the Allied Shock-Target marker (22.4).

There is a Leader Special Abilities Table summarizing these effects on the TEC/CRT player aid card.

[26.0] Event Listings

Following are detailed explanations of each Game Turn Event. You do not have to remember all of these and can just refer to these on a turn-by-turn basis.


These historical Events are printed in green or red text on the Game Turn Track. Use the following rules to resolve each. Players remove units and resources from the game. For each unit to be withdrawn that is already eliminated (or surrendered), the owning player must pay a 1 RP penalty (if he has any).

- **[26.1.1] Turn 3, Corsica:** From now on, if not already invaded during Turn 1 or 2, Corsica/Sardinia will become Allied-controlled at the end of the turn an Armistice is declared (26.2.1-C).

- **[26.1.2] Turn 4, Africa:** Five Allied divisions and two Landings markers are withdrawn from the game.
  - If the “Rommel” units are in play the three American units are withdrawn only on Turn 6: Overlord (26.1.4).
  - If the “Model” units are in play the two British units are withdrawn only on Turn 6: Overlord (26.1.4).

- **[26.1.3] Turn 5, Russia:** The 2nd FJ German unit is withdrawn and one German Reserve Point lost unless there is at least one Allied unit within four hexes of Rome; if not withdrawn, the event is delayed until Turn 7.

- **[26.1.4] Turn 6, Overlord:** Two Allied divisions and two Landings markers are withdrawn, plus any Allied units that had their removal delayed on Turn 4.

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Those units are leaving to prepare for the June 1944 invasion of Normandy.

[26.1.5] Turn 7, Poland: One German Panzer division is withdrawn, plus the 2nd FJ if it had its removal delayed on Turn 4.

The Soviets are now in Poland. Hitler’s empire is crumbling fast...

[26.1.6] Turn 8, Anvil: Two Landings markers are withdrawn from the game.

Those markers are leaving in preparation for the landings in the south of France. That invasion historically occurred in August 1944 (Turn 14 in this game).

[26.1.7] Turn 9, Egypt: Two Allied divisions are withdrawn and the 46th Infantry put back as a reinforcement for Turn 19.

These units were moved to the Near East for rest and garrison duties.

[26.1.8] Turn 11, England: One tank brigade is withdrawn from the game.

That unit is leaving to prepare for the June 1944 invasion of Normandy.

[26.1.9] Turn 12, D-Day: Three German Panzer divisions are withdrawn from the game.

They are leaving to react to the D-Day Normandy invasion. There is a good possibility that some of these units never appeared on the map.

[26.1.10] Turn 13, Dragoon: Nine Allied units are withdrawn from the game.

Most are leaving to prepare for next turn’s south of France invasion.

[26.1.11] Turn 14, Falaise: One German Panzer and three Panzer Grenadier divisions are withdrawn from the game.

Some are leaving to shore up the Western Front in France after Normandy’s Falaise Gap disaster.

[26.1.12] Turn 18, Bulge: Three German infantry divisions are withdrawn from the game. The German player also loses three Reserve Points. **Note:** The reinforcements the German player gets this turn are two random draws from the Italian Fascist unit cup.

The RP resources are leaving to participate in the upcoming German last-ditch surprise offensive in the Ardennes.

[26.1.13] Turn 19, Veritable: Seven Allied units are withdrawn from the game.

Most are leaving to participate in the Operation Veritable offensive in the Netherlands and Germany.

[26.1.14] Turn 20, Hungary: Three German divisions are withdrawn from the game.

Most are leaving to fight a losing battle in Hungary, where that country’s capital, Budapest, is surrounded by Soviet Armies.

[26.2] Black Game Rules Events

These Game Events are printed in black text on the Game Turn Track. Use the following rules to resolve each.

[26.2.1] Turn 2, Start Armistice Checks: Beginning this turn, the Events on the Italian War Status Track are acted upon.

**IMPORTANT!** Although you start moving the marker on the track on Turn 1, its effects will not be checked for its effect before the “Start Armistice Checks” Event happens on Turn 2.

Historically, Mussolini was ousted from power at the end of July 1943, and an Armistice was declared in September.

A. **War Status Table:** Each time an Event indicated on that table happens, move the status marker on the Track as instructed. It starts on its Axis Italy side, in the “Viva il Duce!” box. There is a copy of this table on the Allied Strategic Map Display sheet.

• **Allied City Capture:** When the Allied player captures a City Map Objective controlled by the German player (2.11), move the German Control marker one square to the left.

• **Allied Mainland Invasion:** When the Allied player invades Mainland Italy (13.6) with at least four Landings markers for the first time, move the marker one square to the left.

• **German Unit Eliminated:** When an Allied attack eliminates a German square unit, move the marker one square to the left.
• **German City Capture:** When the German player captures a City Map Objective controlled by the Allied player, move the marker one square to the right.

• **Allied Unit Eliminated:** When a German attack eliminates an Allied square unit, move the marker one square to the right.

**B. Italian War Status Track Events:** Each square on that Track has a different game effect, applied only when the War Status/Armistice Check is done, unless otherwise noted in the rules.

• **Viva il Duce!** - The German player picks two random Fascist Italian units from the draw cup and puts them into the German Reserves Box.

• **Finito Benito!** - The German player picks one random Fascist Italian unit from the draw cup and puts it into the German Reserves Box.

• **Viva il Re!** - The Fascist Italian units cannot voluntarily attack anymore.

  The King ousts Mussolini from power. Marshal Badoglio takes command.

• **Armistizio!** - The German player must move all his units off the Sicilia map (i.e., including the Italian “toe”) by the end of the turn. Any remaining units are put into the Shattered Box (Surrendered Box if Out of Supply, or into the draw cup if Italian). Fascist Italian units can no longer voluntarily attack or be moved.

  The Italian Government starts secret Surrender negotiations with the Allies. Hitler withdraws his troops in preparation for Operation Alaric, the forced disarming of the Italian Army.

• **Armistizio! + Allied-side Control Marker** - Next time the Allied player gets to move the Control marker to the left, flip it to its Allied side, the Armistice immediately takes effect when the Allied player declares he will invade the Italian Mainland (see 10.0.E and 13.6) with at least 4 units, or when he has four units in Mainland Italy.

  The Armistice could take effect without a Large Major Invasion of the mainland by the Allied player moving units across the Messina Straits.

**C. Armistice:**

• Eliminate all Fascist Italian units on the map (they go back to their draw cup).

  The Armistice takes effect.

• The German player gains two Reserve Points.

• The War Status Track marker will stay in the “Armistizio!” box for the rest of the game.

• The Corsica/Sicily box becomes Allied-controlled at the end of the Turn (see Scenario Booklet rule 0.0-A).

• The Allied player gains two Event VPs.

**D. No Armistice:**

• If no Armistice was declared by the start of Turn 6 (26.2.3), remove the Control marker from the Track and put the round Allied-Italian “Fol” unit in the “Finito Benito!” box, flipped to its reverse “picture” side. The new marker stays in that box as long as the German player controls all three Rome hexes.

  The picture on the counter depicts sharpshooter Vincenzo DeCiccio, 8th Bersaglieri Regiment, in late 1943 (Velox ad Impetum!). He was the grandfather of Danny Pancaldi, my esteemed wargame opponent.

  If Mussolini can hold on that long it’s considered that he was able to foil the plot to oust him and that a significant part of the Italian Army kept fighting for the Axis cause.

• The German player gains two Event VPs.

**E. Rome Captured:** If the Allied player captures at least one Rome hex, the Armistice conditions take effect (26.2.1.C) immediately, and the German player might receive some reinforcements (2.10.1).

  As soon as the Allies enter Rome, the Italians will surrender.

**[26.2.2] Turn 4, Start Fort Builds:** Starting this turn the German player is allowed to build Fort markers (using his “Fort” cards, one card per turn maximum). When built, he randomly picks a Fort from a draw cup, one at a time, and sets it on the board as per the card instruction, Untried side face up, after having looked at its strength (22.1). Kesselring built extensive fortification lines in Italy, and these are critical to the success of the German player in this game.

**[26.2.3] Turn 6, End Armistice Checks:** If “Armistice” was not declared yet, it will not happen for the rest of the game. Green-colored Italian units stay in play as long as the German player controls all three hexes of Rome (7.5).

**[26.2.4] Turns 9 and 14, Flip-Flop Check:** If a player drew a “Flip-Flop” Event card (i.e., displaying ○) dur-
ing the Event card draw at the start of those Game Turns, players will switch sides (i.e., not a Weekly Turn!).

**Exception:** If both players drew their respective cards (#08 LILI MARLENE and #20 KILROY WAS HERE), or if the High Tide marker is already on its Switch side, nothing happens.

1. **Flip-Flop Exchange:** Both players switch their roles in the game.
2. **Event Cards:** Both players keep their old card hand.
3. **Event VPs:** Flip the Event VP to its other side (i.e., the player with Event VPs keeps them when changing sides).
4. **Map VPs:** Adjust the Event VP marker as follows:
   - **Turn 9 Switch:** If there are more than 14 Map VPs, the German player loses 3 Event VPs; if there are equal or less he gains 3 Event VPs.
   - **Turn 14 Switch:** If there are more than 14 Map VPs, the Allied player loses 3 Event VPs; if there are equal or less, he gains 3 Event VPs.
5. **High Tide Marker:** Flip the High Tide marker to its Switch side to indicate that a switch occurred and cannot be tried again during the game (even if it is not on the Victory Point Track squares yet).
6. **Flip-Flop Lull:** If a side Switch occurs, no combats can be declared this turn, skip both players’ Combat Phases.

   This allows both players to be on the main attacking (Allied) side over the course of the game. Don’t use this rule if you dislike it.

[26.2.5] **Turn 10, OKW Reserves:** If still in the German Garrisons Box, OKW-labeled units are put into the German Reserves Box. The German player also gets two Reserve Points.

   These Strategic Reserves were released by the German High Command after the Anzio landings, but would have eventually been sent to Italy.

[26.2.6] **Turn 16, OB Süd Reserves:** If still in the German Garrisons or Destroyed Units Boxes, the OB Süd-labeled units are dropped onto the table and put into the German Reserves Box on the side they land on. The German player also gets two Reserve Points.

   Those troops represent garrisons released from northern Italy and the Balkans to replace withdrawn high-quality mobile units.

[26.3] **Gray Historical Events**

   These historical Events are printed in gray text on the Game Turn Track. Use the following rules to resolve each.

[26.3.1] **Turn 1, “Operation Husky”:** On Turn 1 the Allied player receives a free automatic and card-less 3-week Major Offensive (Invasions allowed): Operation Husky.

   The Allied attack on Sicily can be argued to have been the largest seaborne invasion of World War II because of the number of divisions making the initial landing.

[26.3.2] **Various Turns, “Operations”:** These Events are used in the scenarios for the Allied Event card hands and for the “End-Run” Advanced Rule (27.6).

   These are the historical dates for the various Allied Major Offensive Card Events.

[26.3.3] **Turn 5, Germans in Leros:** If the Italian Armistice has been declared (26.2.1), for each step of his “LW” (Luftwaffe) or Mountain units the German player choses to eliminate (maximum of two), the Allied player loses one Reserve Point. The German player gains one Event VP for each step he eliminated.

   This simulates the surprise German counter-offensive against the Greek islands that were recently captured by the British. Note that since the 2FJ Division is to be withdrawn this turn, it could be a golden opportunity for the German player to make a quick Event VP.

[26.3.4] **Turns 12, 13, 18, Allies in Rome/Livorno/Ravenna:** If the Allied player controls all hexes of that turn’s named Town/City at the start of the turn, he gains one Event VP for each hex not in a German ZOC. If the Allied player does not control all hexes of the named Town/City, the German player gains one Event VP for each not in an Allied ZOC.

   Timely capture or defense of those politically important locations gives the victorious commander extra influence vs your High Command requests.

[26.3.5] **Turn 17, Allies in Greece:** For each Reserve Point spent by the Allied player (maximum of three), the German player must chose to eliminate one step from a unit in the German Reserves Box, or put one step of units in the German Garrison Box, or lose one Reserve Point.

   The Germans are responding to a higher Allied troop commitment in Greece.

[26.3.6] **Turn 19, Soviets in Budapest:** 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 any more.

Withdraw any units from the game still in the German Garrisons Box.

From this turn on, both players draw only three cards instead of four during the Strategic Phase (5.1), and cannot keep more than four cards in their hand (12.4).

The Italian Front is taking a definite second place to the critical battles up north, with both sides getting less and less military resources.

[26.3.7] Turn 21, Spring Awakening: For each German Robust unit (21.6) the German player withdraws from the game this turn, he gains one Event VP, up to a maximum of two Event VPs.

The Germans are sending extra units to help the last-ditch “Spring Awakening” counter-offensive in Hungary.

[26.3.8] Turn 22, Operation Grapeshot: The Allied player may always declare a Major Offensive (8.1) on Turn 22—even if one was previously declared on Turn 21.

At this late stage of the war the Allied Combat Operations tempo accelerated; a race to the “finish line” was in progress vs. the Soviets, while the German armies in Europe were finally disintegrating, losing their will to fight.

[27.0] Advanced Rules

These advanced rules are optional and add more detail (and playing time) to the game. If desired, only some can be used.

I strongly recommend using the Attrition Combat rules.

[27.1] Allied Combat Supply Marker

This marker represents extra war supplies accumulated before a Major Offensive, and extensive attack planning. This rule should only be used with Advanced Rule 27.8 Port Supply.

• You can use this marker in each voluntary attack (14.1.1) during the Strength Step (14.5), but only when an Allied Major Offensive turn is in progress, not during a regular Battle or Attrition turn.

• If the attacking force is stacked in one hex only, you can add one Strength Point to its attack at the cost of one SP.

• If the attacking units are stacked in two or more hexes, you can add two Strength Points to their attack at the cost of two SPs.

• This marker cannot absorb step losses and is never eliminated.

[27.2] Attrition Combat

Attrition Combat uses a faster Sequence, where a unique die roll is used for the resolution of all combats.

• Attrition can only be used in non-Major Offensive turns.

• Since only one die roll is made, all the units of both armies attack together without any penalties, contrary to regular Battles (14.6.10).

The following units are eligible for Attrition Combat:

[27.2.1] Attackers: All the Phasing player’s units adjacent to enemy units are considered participating in Attrition Combat, unless marked with a No Combat marker.

[27.2.2] Defenders: All the non-Phasing player’s units and Fort markers adjacent to enemy units and in his Reserve Units Box are considered participating in Attrition Combat.

During Attrition Combat the whole Frontline is basically one large Battle.

[27.3] Steps in Attrition

Attrition combat resolution is conducted via the Attrition Sequence. These steps must be completed for each attack in the exact order listed below:

Attrition Sequence

1. Strength Step: Total the number of all the Supplied non-white strength Attacking units adjacent to an enemy unit.

2. Commitment Step: The Attacker may announce his commitment of any number of available Combat Support (i.e., Blitz! or Shock!) markers to the Battle. Such Support markers are not put on the map but are just discarded as used. Then the Attacker, followed by the Defender, plays any number of Attrition Event cards to be used during that Attrition Combat, before the die is rolled.

Note that the Defender cannot use any Support markers, even if part of the front is out of Allied Air Cover.
3. **Initial Column Step:** Determine the initial Attrition column corresponding to the total number of Attacking units and Support markers on the Attrition CRT, subtracting the number of adjacent forts and Counterblow markers.

4. **Final Odds Step:** Shift the initial Attrition column determined above as called for by the weather, special bonuses, or Event card(s) in play for that Battle to determine the final column used.

5. **Attacker Rolls Step.** The Attacking player rolls a six-sided die and cross-indexes its result with the final Attrition column as determined in Step 4 to obtain the combat result for the whole front.

6. **Apply Result Step.** With the combat result known, it is now applied. This might result in rolling a few Target/Counterblow markers like dice.

### [27.4] Attrition Column Modifiers

When adjusting the final column (per Step 4, above) the following sub-cases apply:

- **[27.4.1] Terrain Effects:** There are no table shifts caused due to the TEC in Attrition Combat.

  **Exception:** The only combat shift is one column to the left caused by “Rainy” weather.

- **[27.4.2] Combat Support Markers:** Each Blitz! or Shock! marker is worth one attacking unit. Support markers are not put on the map. Just put them aside as used after they are added to the unit’s total.

- **[27.4.3] Fort Markers:** Each Fort marker in a hex with a Target marker subtracts one from the number of attacking units. It will also affect the combat resolution (27.5).

- **[27.4.4] Counterblow Markers:** Each Counterblow marker in a hex adjacent to a Target marker subtracts one from the number of attacking units.

**Example:** +12 Allied units attack the German frontline. The Allied player is also using +3 Shock! markers, while the German player has −1 Counterblow and −1 Fort markers on units adjacent to Allied units. The total is thus 13, so the die is rolled on the 13-15 column. If the Allied player decides to play two Attrition Event cards (i.e., card #46 CARPET BOMBING and card #47 ROLLING GUN BARRAGES), the table would be shifted three columns to the right to the 22-24 column.

### [27.5] Attrition Combat Resolution

When the Attrition Combat result is obtained, it must be applied following the procedure below.

- For the “EX” Attrition result, both sides lose one step on a unit or Fort involved in the combat.

- For a # (e.g., “2”) result, the Phasing player choses the same number of Target/Counterblow markers he can use in the game (see 22.4, 22.5 and 22.6 for the exceptions) and throws them on the table like dice.

**Example:** Continuing the 27.4 example, the Allied player rolls a “2” on the 22-24 column, giving a “4” Attrition result. Thus four Target/Counterblows are used. If Alexander or Clark is not the Allied Leader, the Allied player cannot use the Allied Shock-Target marker (22.4).

- Check each marker’s displayed side and follow the results on the Attrition Table, in the order the Attacker choses.

- It could happen that there are less Target/Counterblow markers available than the Attrition result number, ignore the excess.

---

**ATTRITION RESULTS**

- **Target:** The non-Phasing player (Defender) takes one step loss on any unit or Fort involved in the combat.

- **Counterblow:** The Phasing player (Attacker) puts the Counterblow marker on a hex occupied by one of his units involved in the combat or takes one step loss on one of his units and inflicts a “D” result on an adjacent Defender’s hex of his choice.

- **Shock Target:** Each side loses one step on a unit involved in the combat.

- **Shock Counterblow:** The Phasing player (Attacker) loses one step on a unit and puts the Counterblow marker on a hex occupied by one of his units involved in the combat.

- **Other Marker Sides:** No effect.

**Example:** Continuing the 27.5 example, the Allied player has “Clark” in command, so chooses to throw three Target/Counterblow markers and his Shock-Target marker. The marker roll is:

The Defender must lose two steps. The Attacker chooses to put a Counterblow marker on one of his units, and the last marker has no effect.
Attrition simulates less intense skirmishes occurring when the frontlines are pretty much “all quiet” and no major operations are undertaken, or when the weather is too bad for a regular military offensive to have much success. This is a mildly pro-German rule.

[27.6] End-Run Weekly Turn
If the Operation Card of the same event name is played for a Major Offensive that turn, the offensive can last one extra week (the “0” End-Run week) at the immediate cost of two Allied Reserve Points.

**Example:** If Event card #34 (Operation Grapeshot) is played by the Allied player for the Major Offensive event on Turn 22—the Game Turn that has Operation Grapeshot as an Historical Event (26.3.2)—then the Allied player may play the extra “0” Turn.

This simulates the historical increased Allied build-up and preparation and is a pro-Allied Advanced Rule.

[27.7] Unlimited Major Offensives
Contrary to the Basic Game, you are not limited to one Major Offensive every two turns anymore (see 8.1); as long as you have enough supply, you can declare one.

This rule limits the Allies a bit in the early game, but after a good part of Italy is taken, and enough ports are in operation, the number of available SPs will not be a problem anymore. This rule is pro-German in the first half, then very pro-Allied.

[27.8] Allied Port Supply Phase
The Allied player must now manage SPs to get supply to his units, declare Major Offensives, and to get Combat Supply markers.

[27.8.1] Spend SPs for a Major Offensive: If the Allied player declares a Major Offensive this turn, he must spend five SPs for each week of Operations. If he does not have enough points to pay for all weeks, or does not wish to spend that much, he may lower the length of the Major Offensive to make it cheaper.

[27.8.2] Spend SPs for Units: The Allied player must spend SPs for his square units on the map that can trace a Supply Line (12.1). The cost is one SP per square counter, but two SPs if it displays an oil drum icon, as such units are vehicle intensive.

**Exception:** You do not need to pay SPs for units in the Reserves Box.

The “free” units in the Reserves Box are considered to be in non-combat situations or to have their own independent Supply sources.

[27.8.3] Remove Unsupported Units: If there are not enough SPs to pay for all the units, those in excess are immediately put into the Shattered Units Box.

If he can, the Allied player should probably move such excess units into his Allied Reserves Box during the Deployment Phase.

[27.8.4] Add SPs: The Allied player adds the number of SPs equal to the Supply Capacity of the Allied “Active” Ports.

Ports are “Active” if stacked with a Port marker on its orange-colored “Active” backside (and not in an EZOC). The blue circle next to the Port City shows its Supply Capacity.

**Example:** The port of Napoli would earn the Allied player 25 SPs.

Beachheads do not give you SPs, but can be used as a Supply Source (see 12.2.F).

Note that the Allied player pays for Supply before getting the turn’s allotment of SPs, thus using SPs accumulated in the previous turn.

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**DEDICATION**

This game is dedicated to the soldiers of the II Polish Corps that battled in Italy during 1944-45, where they suffered heavy losses helping to capture the formidable Monte Cassino position defended by Germany’s elite Fallschirmjäger.

Written on the Gates of the Cassino Polish War Cemetery:

*We Polish soldiers
For our freedom and yours
Have Given our souls to God
Our bodies to the soil of Italy
And our hearts to Poland.*

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