

ANOTHER BLOODY ATTACK

Scenario Designer: Randy Yeates

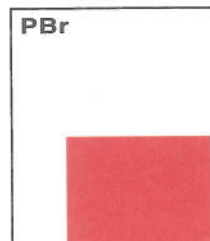


ASL SCENARIO J96



PRIMOSOLE BRIDGE, SICILY, 15 July 1943: Despite a spirited defense of the Simeto Bridgehead by elements of Alastair Pearson's 1st Airborne Battalion of the 1st Airborne Division, the Germans had retaken the bridge and established a bridgehead of their own south of the Simeto River with two companies of Captain Paul Adolff's 1st Parachute Pioneer Battalion. The spearhead of the British 50th Northumbrian Division had arrived too late on the 14th to try to push the Germans back to reestablish the British bridgehead. After a night of preparation, a counterstroke was launched the morning of the 15th by the 9th Durham Light Infantry supported by elements of the 44th Royal Tank Regiment at 0800. The attack was preceded by a bombardment and then a smoke screen was laid for the attack.

BOARD CONFIGURATION:



(Only hexes ≥ 18 in hexrows G through X are playable)

BALANCE:

- ✚ Add one 7.5cm LG 40 RCL and one 2-2-8 to the German OB.
- ⊙ In the British OB replace one 9-1 leader with a 9-2 leader and four 4-5-7s with 4-5-8s.

VICTORY CONDITIONS: The British win at game end if they Control hexes N21, N23, and all non-river/non-bridge hexes adjacent to these hexes *and/or* have 12 CVP north of the Simeto River [EXC: vehicles, crews, and prisoners do not count]. The Germans win immediately if they amass ≥ 30 CVP.

TURN RECORD CHART

✚ GERMAN Sets Up First [172]	⊙	1	2	3	4	5	6	END
⊙ BRITISH Moves First [176]								



Elements of the 1st Parachute Pioneer Battalion [ELR: See PBr SSR 5] set up ≥ 3 hexes of the south map edge hexes (see SSR 6): {SAN: 3}

4 ² -6-8	2-2-8	9-1	8-1	8-0	7-0	LMG E: 1 3-8	FT E: 1 24-1	DC E: 1 30-1	Radio E: 1 8	? 7 morale
12	2					2		2		6
AT M11 2 *4OLL	RCL M11 1 75* _{OH}	1+5+7	Trench OVR, OBA: +4 Other: +2							
		3	2							



Elements of the 9th Durham Light Infantry and A and B Squadrons of the 44th Royal Tank Regiment of the 50th Northumbrian Division [ELR: see PBr SSR 5] enter on Turn 1 along the south edge of the playing area: {SAN: 2}

4 ² -5-8	4 ² -5-7	2-4-7	9-1	8-1	8-0	LMG E: 1 2-7	MTR E: 2 51 [2-11]	PIAT E: 1 8-3	14 8 2/4
4	12		2			3	3	3	4

SPECIAL RULES:

1. All PBr SSR are in play.
2. The German player receives a module of 80+mm OBA (HE only).
3. There is a Mist LV Hindrance DRM (E3.32) of +1 at ≤ 6 hexes, increased by +1 for each multiple of 6 hexes thereafter (7-12 hexes = +2, 13-18 hexes = +3, etc.).
4. All eligible German Infantry may set up in foxholes.
5. After set up, but prior to the start of play, all German infantry units, buildings, and in some cases SW/Guns must make a Bombardment MC (C1.82). After the bombardment occurs, the British player places up to 8 shellhole

counters. After each shellhole counter is placed, the German player may move the counter up to two hexes, but it must be placed in a hex which could have a shellhole created in it during a Bombardment (C1.823). No shellhole counter may be placed adjacent to a present shellhole counter, in a hex already containing a shellhole counter, or in a hex containing a German unit.

6. The Guns must set up north of the Simeto River and at least six German squad equivalents must set up south of the river. A pillbox must be placed in hexes M23, O20, and O27. A trench counter must be placed in hexes Q26 and P27.
7. Place Burnt-Out Wrecks in hexes O19, N20, N21, and N23.

A NICE MORNING FOR A RIDE



ASL SCENARIO J97

Scenario Designer: Randy Yeates



PRIMOSOLE BRIDGE, SICILY, 16 July 1943: After the night assault seized the bridge and a thin lodgement north of the Simeto, problems were experienced communicating to follow on units that the bridge had been captured. As the companies holding the lodgement began to come under increasing pressure the message finally got through—carried by a military reporter on a bicycle. Elements of the 44th Royal Tank Regiment and the 6th Durham Light Infantry Battalion rushed forward to exploit the opening and prevent the Germans from retaking the bridge. As the lead elements of this force reached the north end of the bridge, a previously undetected “88” opened up and quickly brewed up two Shermans.

VICTORY CONDITIONS: The British win at game end if they Control all hexes on/between hexrows K through O numbered ≥ 19 as long as the Germans do not inflict ≥ 40 CVP.

BOARD CONFIGURATION:

BALANCE:

☙ Add one FT to the German OB.

⊙ The British OB is considered Elite (C8.2) for Ammo Depletion purposes.



(Only hexes in hexrows H through V numbered ≥ 8 are playable)

TURN RECORD CHART

☙ GERMAN Sets Up First [208]	1	2	3	4	5	6	7	END
⊙ BRITISH Moves First [0]								

Elements of the Fallschirmjäger Pioneer and Fallschirmjäger Signal Battalions with attached support elements of Kampfgruppe Schmalz of the Hermann Goering Division [ELR: see PBr SSR 5] set up north of the Simeto River ≥ 3 hexes from the British set up area (see SSR 2): {SAN: 3}

8	8	3	2	1	2	3	2	2	6
2	1	2							

Elements of A and D Companies, 8th Durham Light Infantry, 50th Northumbrian Division [ELR: see PBr SSR 5] set up in hexrows J through O in hexes numbered ≥ 18 (see SSR 2): {SAN: 2}

9	1	2	1	1	1	3	3	8	4
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Elements of 8th Durham Light Infantry and A Squadron, 44th Royal Tank Regiment (see SSR 6 for entry):

9	1	1	1	1	3	3	5
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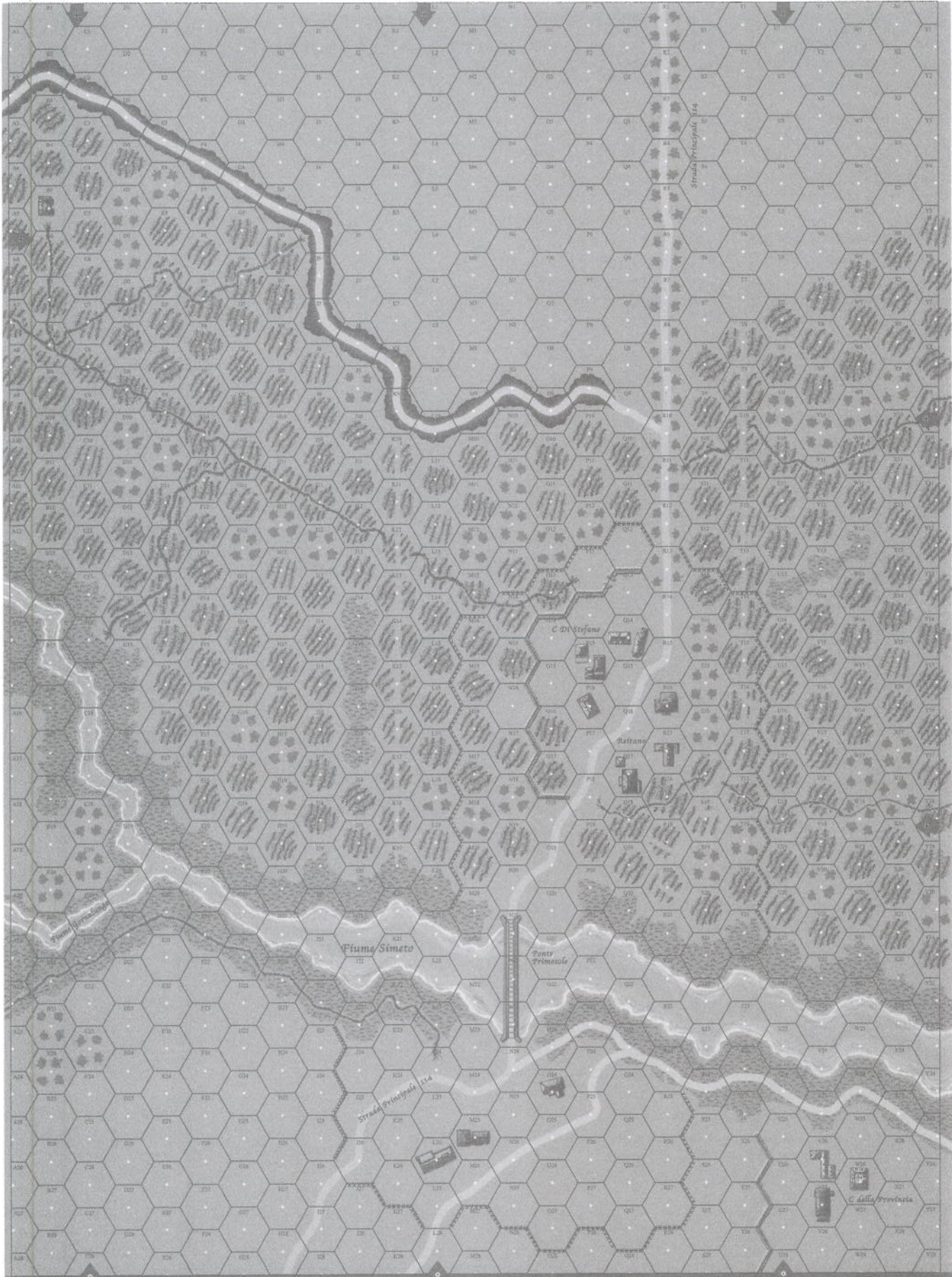
SPECIAL RULES:

- All PBr SSR are in play.
- The Germans may use HIP for two squads (and any SMC/SW stacked with them). All British and German units may conceal during setup regardless of terrain. The British Hero must set up in hex N20.
- Due to the morning fog there is a Mist LV Hindrance DRM (E3.32) of +1 at ≤ 6 hexes, increased by +1 for each multiple of 6 hexes thereafter (7-12 hexes = +2, 13-18 hexes = +3, etc.).
- All German units in eligible terrain may set up entrenched.
- The British may place up to 8 Shellhole counters on the map in any hex where OBA could create a Shellhole and that does not contain a German unit.
- The British hero has an inherent bicycle and is treated as if a tank under recall. If the hero successfully exits off the south edge of the map while riding the bicy-

cle on Turn 1, the British reinforcements enter on Turn 2 otherwise the reinforcements enter on Turn 3.

7. Place Burnt-Out Wrecks in hexes N20, N21, N23, and O19; 1+5+7 Pillboxes in hexes M23, N16, O20, and O27; and a Trench in P27 and Q26.

AFTERMATH: As the British Light Infantry and support tanks attempted to push forward and clear the vineyards north of the river, they faced stiff opposition from the German fallschirmjägers. The “88” by the bridge accounted for three more Shermans before the day was out and the vicious game of hide and seek in the vineyards stymied the British attempts to expand their bridgehead.



CG SCENARIO TURN RECORD CHART

1	2	3	4	5	6	7	8	9	END
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The Primosole Bridge

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Z

Earlier pages in Chapter Z are found in other official MMP products and are not required to play this CG or any of its accompanying scenarios.

PBr 13.1

Z. PRIMOSOLE BRIDGE CAMPAIGN GAME

PRIMOSOLE BRIDGE SCENARIO SPECIAL RULES

PBr1 EC & WIND: EC are moderate and there is a mild breeze from the southeast [EXC: no wind at night]. For the 16th AM CG Date there is a Mist LV hindrance of +1 at ranges ≤ 6 hexes and increased by +1 for each multiple of six hexes (or fraction thereof) beyond. At night the initial NVR is 3 with Scattered Clouds and a Half Moon. Kindling Attempts are NA.

PBr2 OFF-MAP TERRAIN & ROADS: Any road exiting a map edge of the PBr map is considered for the purposes of A2.51 to extend beyond that map edge either along the same lettered hexrow (if north or south), or in hexes of the same coordinate (if east or west), as that edge hex (depending on the configuration of the map's hex grid). The off-map road is considered to be the same (un)paved type as the on-map road hex it connects to. All on-map terrain that is not in play in a given scenario remains in effect for "off board" movement/entry purposes during that scenario.

PBr3 FRIENDLY BOARD EDGE(S): The south map edge is the friendly British board edge. The north map edge is the friendly Axis Board edge.



PBr4 BURNT-OUT WRECKS: A burnt out wreck cannot be scrounged, set ablaze or removed from play as per D10.4. A burnt out wreck is a LOS Hindrance exactly like a normal wreck.

PBr5 ELR: Each nationality uses the ELR assigned by the following chart for each type of unit in its OB. In the event of a Massacre, all effects of A20.3-4 are applicable for the remainder of the CG or scenario. These ELR are not reduced at night. Half-squads have the same ELR as their corresponding squad.

NATIONALITY	UNIT TYPE	ELR
GERMAN	4-3-6, 4-4-7	3
	4-6-7, 4-6-8	4
	5-4-8, Leaders	5
ITALIAN	All	0
BRITISH	4-3-6, 4-4-7	3
	4-5-7, 4-5-8, & non-Airborne Leaders	4
	6-4-8 & Airborne Leaders	5



PBr6 BRITISH AIRBORNE INFANTRY: All British Infantry units in a scenario with any 6-4-8 are Airborne Infantry. All British Airborne Infantry units may roll for ATMM (C13.7); placement of one, however, adds only a -2 DRM to CC resolution.

PBr7 BORE SIGHTING: Bore Sighting is NA [EXC: Eligible SW MG may Bore Sight at night].

PBr8 ELITE UNITS: All Good Order Elite German and British Infantry are Stealthy. British Airborne units and Germans are Elite for special ammunition depletion (C8.2).

PBr9 PRISONERS: No Good Order unit of either side may refuse Surrender (A20.21) of an enemy unit, nor conduct Massacre (20.4).

PBr10 ARMORED ASSAULT¹: In order for a combined British AFV/Infantry stack to use armored assault to enter a Vineyard or Olive Grove hex, the AFV must pass a TC (Morale 9 if CE, Morale 7 if BU). Failure of this TC leaves the stack where it is having spent 1 MF for the Infantry and 2 MP for the AFV. The stack may try again as many times as MF/MP permit.

PBr11 BRITISH RADIO CONTACT²: All British initial radio contact and maintenance values are reduced by 1.



PBr12 IRRIGATION DITCH

PBr12.1 Irrigation Ditches represent narrow, shallow, water-filled channels. Any hex containing one or more solid blue lines is an Irrigation Ditch hex. Hexes P26 and Q25 are examples of Irrigation Ditches. Irrigation Ditches are *not* Water Obstacles.

PBr12.2 Irrigation Ditches are neither an obstacle nor a Hindrance to LOS.

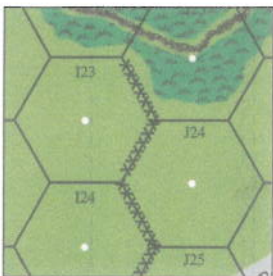
PBr12.3 TEM: An Irrigation Ditch has a conditional TEM of +1, which is never cumulative with any other possible TEM. Only Infantry may utilize this conditional TEM [EXC: Infantry manning/Manhandling Guns never receive the protective TEM benefits of an Irrigation Ditch].

PBr12.4 MOVEMENT: Infantry may enter an Irrigation Ditch hex at the COT of the other terrain in the hex, or it may expend that COT and one additional MF. If it only expends the COT of the other terrain to enter an Irrigation Ditch hex, it may (barring other terrain in the hex) be subject to FFMO (or Interdiction in the RtPh) in that hex during that MPh until Pinned. If an Infantry unit either starts the phase already in an Irrigation Ditch hex or it expends the additional 1 MF when entering the hex, it is considered to be taking cover in an Irrigation Ditch and may claim the conditional +1 TEM (thereby avoiding any FFMO penalties).

PBr12.41 Guns may be Manhandled into an Irrigation Ditch hex across a non-road hexside at a cost of 2 MF plus COT.

PBr12.42 Wheeled vehicles may not enter/exit an Irrigation Ditch hex across a non-road hexside. Tracked vehicles may enter an Irrigation Ditch hex across a non-road hexside by expending 2 MP plus the COT of the other terrain in the hex, and making a Bog Check; they must also make a Bog Check if changing VCA while not in a road hex. Additionally, a tracked vehicle that exits an Irrigation Ditch across a non-road hexside must pay 2 MP and make a Bog Check in the hex being exited [EXC: if the vehicle already expended those MP, and made the Bog Check, for entering the hex or if it sets up in that hex].

PBr12.5 Entrenchments cannot be placed in an Irrigation Ditch hex.



PBr13 BARBED-WIRE FENCES

PBr13.1 A barbed-wire fence is depicted by a series of small black Xs overlaying a hexside (EX: I23-J24). Barbed-wire is neither an obstacle nor a Hindrance, provides no TEM, does not negate the FFMO/FFNAM DRM, and cannot be Cleared or eliminated in any way.



PBr 13.2

PBr13.2 MF COST: Infantry must pay one MF + COT to cross a barbed-wire-fence hexside, unless using Armored Assault or moving within a trench (in which case only the COT applies). No currently-CX Infantry may cross a barbed-wire-fence hexside. All barbed-wire-fence hexside MF costs are doubled at night. A Straying unit required, but unable, to cross a barbed-wire-fence hexside becomes TI instead.

PBr13.21 TEMPORARY BREACH: A non-Straying, Good Order Infantry MMC neither beneath an Entrenchment/Pillbox nor above a Wire counter may create a temporary breach in one barbed-wire-fence hexside of its hex by expending two MF in its MPH while at ground level in (but not IN) that hex. Place the top edge of the MMC counter over the selected barbed-wire-fence hexside and mark the unit TI. For as long as that MMC remains TI, unpinned, and in Good Order, it is considered to be using Hazardous Movement but that hexside's barbed-wire cost for Infantry [EXC: if broken, berserk, Manhandling, or part of a Human Wave] becomes 1/2 MF. (A vehicle crossing that hexside would still be subject to Bog as per 13.3, but would not affect that hexside's temporarily-breached status.) Creating a temporary breach in barbed-wire is a concealment-loss activity (A12.141).

PBr13.3 MP COST & BOG: Barbed wire has no effect on MP costs. Each vehicle that enters a new hex by crossing a barbed-wire-fence hexside must undergo a Bog DR, in addition to any other Bog Check required for entry of the Location. If it Bogs, it is left in the hex it was attempting to enter. (If it Bogs twice, due to both crossing a barbed wire-fence hexside and other terrain in the hex, mark it with a Mired-not a Bog-counter.) The only DRM that can apply to a barbed-wire Bog Check are:

- +1 Vehicle is not fully-tracked;
- +2 Vehicle has Truck-type MP expenditure.

PBr13.4 BYPASS: The barbed-wire-fence artwork (i.e., the small black Xs) along such a hexside has no effect on a unit's normal ability (if any) to Bypass along that hexside.

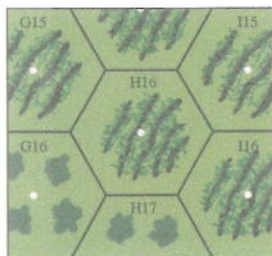


PBr14 RIVER³

PBr14.1 All waterways on the PBr map are fordable rivers (B21.12, B21.41-.43) with a slow current flowing east, but with the following difference: entry of a river hex costs 5 MF and may be done in the APH.

PBr14.2 A unit entering a river hex with ≥ 3 river hexsides must take a TC. Failure of this TC results in Unit Replacement or Disruption per A19.12-.13 (or Casualty Reduction for heroic or unarmed units).

PBr14.3 Primosole Bridge (N21-N23) may never be destroyed.

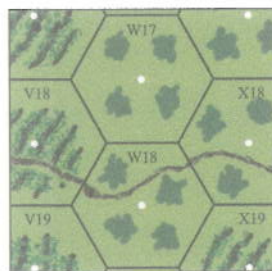


PBr15 VINEYARDS

PBr15.1 Vineyards represent plantings of low growing viney crops such as grapes. Any hex containing parallel brown squiggly lines outlined in dark green on a light green background is a Vineyard hex. Hex H16 is an example of a Vineyard.

PBr15.2 A vineyard hex is treated as brush (including having some paths; B13.6) except as stated otherwise. A vineyard hex is Inherent Terrain (B.6) and a Bog hex, but is not Burnable Terrain (B25.1). Ambush may occur regardless of the presence of concealed units. A 5/8" Parachute landing in a vineyard must immediately take a NMC as per E9.42.

PBr15.3 Entrenched units treat vineyard hexes as half-level obstacles⁴.



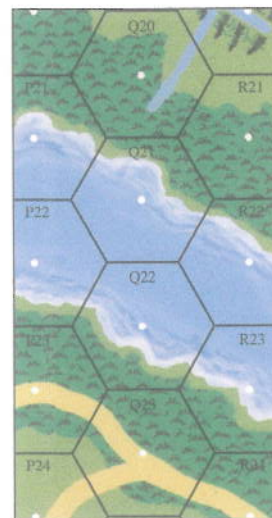
PBr16 OLIVE GROVES

PBr16.1 All orchard hexes are olive grove hexes instead. All orchard rules apply except as stated otherwise. An olive grove has a +1 TEM, its MF/MP costs are double those of an orchard, it is never out of season, and it is not Burnable Terrain (B25.1); vehicles may gain WA (B9.32) in an olive grove hex. Ambush may occur regardless of the presence of concealed units. A 5/8" Parachute landing in an olive grove must immediately take a NMC as per E9.42.

PBr16.2 An olive grove hex crossed by a thin brown line (e.g., W18) contains a path that allows entry of that hex through the path hexside at a cost of one MF instead of two MF

PBr17 COMBINATION TERRAIN

PBr17.1 TERRAIN COMBINATIONS: Some hexes on the PBr map contain combinations of two terrain types that are not normally found in the same hex. For these combinations, all rules for both individual terrain types apply normally. The existing rules for these situations are further clarified below.



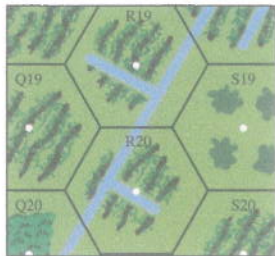
PBr17.2 RIVER-BRUSH: Hex Q21 is an example of a river-brush hex. A river-brush hex is treated as a normal level -1 river hex (see B21.1) [EXC: the brush depiction is treated as being at level zero for Hindrance (only) purposes].

PBr17.3 BRUSH-ROAD: Hex Q23 is an example of a brush-road hex. Footnote R on the Chapter B Terrain Chart applies to all entrance costs, and A4.132 applies unchanged.

PBr17.4 IRRIGATION-DITCH BRUSH: Hex Q20 is an example of an irrigation-ditch-brush hex. Infantry that enters an irrigation-ditch-brush hex and wishes to claim the conditional TEM must expend 3 MF.



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PBr17.5 IRRIGATION-DITCH VINEYARD: Hex R19 is an example of an irrigation-ditch-vineyard hex. Infantry that enters an irrigation-ditch-vineyard hex and wishes to claim the conditional TEM must expend 3 MF. Vehicles entering an irrigation-ditch-vineyard hex only take 1 bog check as per the irrigation-ditch rules; however, this bog check is subject to a +3 DR modifier in addition to any other modifiers which may apply.



PBr18 PILLBOXES: Each pillbox has a 360° CA; i.e., it has no NCA and no designated CA (thus allowing its occupants to fire out in any direction—except into its own hex). Its TEM vs Indirect Fire is +7, and vs other types of fire is +5. Its occupants can be Encircled. No Gun may occupy a pillbox. Field of Fire (A9.21) applies. All other pillbox rules apply unchanged.



PBr19 TRENCHES: All trenches are considered to “connect” (as per B30.8) to all ADJACENT sunken road locations. Infantry entering such a sunken road Location need not pay an extra MF to leave the trench in that location. Infantry leaving such a sunken road Location need not pay an extra MF to enter a “connecting” trench if the Infantry and Trench Counter belong to the same sides OB and/or the unit’s side Controls the Trench Location.

3.0 PRIMOSOLE BRIDGE CAMPAIGN GAMES

3.1 INTRODUCTION: The Primosole Bridge (PBr) Campaign Game offers two or more players a series of interrelated scenarios dealing with the fighting that occurred near the Primosole Bridge on the island of Sicily in July of 1943. Using this system a variable number of scenarios are played, each simulating a portion of the actual battle.

3.11 BETWEEN SCENARIOS: Between each of the scenarios, players make use of a special CG phase called the Refit Phase (RePh) wherein each side takes stock of what has happened and prepares for further combat in the next scenario. The British and Axis players may purchase RG using Campaign Purchase Points (CPP).

3.12 CASUALTIES: Casualties suffered in a CG scenario, as well as those suffered in the ensuing RePh through CG-Scenario End (defined in 3.2), should be tallied since amassed Casualty VP (A26.2) totals are used to determine CG Scenario Loss Points (3.6162).

3.13 CG ROSTER AND RG PURCHASE RECORD: The enclosed printed copies of the PBr “CG Roster” and “RG Purchase Record” should be photocopied and used by players to record important CG information.

3.2 DEFINITIONS:

Barbed-Wire-Fence Compound: The area north of the river bounded by the barbed-wire fences from M20-M14-Q12-T14-T21 and the area south of the river bounded by the barbed wire fences from J23-J26-L27-M26-O27-P27-R27-R24.

CG: Campaign Game.

CG Date: Each CG Date consists of the calendar date plus an AM, PM, or Night reference (e.g., “15 AM”). One CG scenario may be played per CG Date—hence up to three CG scenarios may

be played per calendar day: one in the morning (AM), one in the afternoon/early-evening (PM), and one at night (N).

CG End: The CG-Scenario End (see definition below) that occurs after the last CG Date of a CG, if one side concedes CG victory, or if one side meets its CG Victory Conditions.

CG Roster: The sheet used to record information for each CG Date. During the RePh, one line is filled out for each CG Date. Players are urged to photocopy the one provided herein.

CG-Scenario End: Occurs when both the CG scenario being played and the ensuing RePh step 3.603 have been completed.

Coy Cmd (Company Command): A CG RG organization type.

Coy (Company): A CG RG organization type.

CPP (Campaign Purchase Points): Used for purchasing RG in RePh step 3.617.

Depleted: A RG received at < Full Strength (see definition below).

Eligible: The status of an Entry Area enabling its use by a side for entry (and numerous other) purposes; see SSR CG4 (3.4).

Eliminated: Units/Equipment/Fortifications/RG “Eliminated” in a CG are removed from that side’s OB (i.e., are not Retained). A vehicle/(Burnt-Out) wreck that is Eliminated while on-map is removed from the map.

Enterable: A hex/Location that the unit in question could enter (disregarding its occupation by a Fortification/enemy-unit) during a hypothetical MPh/APh. If defined in relation to a Setup/Entry Area (or to a “path” of hexes drawn to/from/between such), the hex Location must be Enterable along that path. A terrain-Blaze hex is not Enterable.

Entry Area: Each map-edge hex that contains a large arrow with a red background color, plus each edge-hex within four hexes of that hex. The Nationality symbol(s) in the arrow indicate(s) if the Entry Area is British/Axis. See SSR CG4 (3.4).

Equipment: Any SW/Gun/Vehicle that can be part of a side’s OB. Any counter that can be Portaged, driven, and/or Manhandled about on the map.

Escape: The RePh process by which a unit attempts to exit an Isolated Location, No Man’s Land, an enemy Setup Area, or Uncontrolled Territory that it cannot remain in, to a friendly Setup Area or Eligible Entry Area; 3.606.

FPP (Fortification Purchase Points): Used to purchase Fortifications in RePh step 3.619.

Front-Line Hex: A Setup-Area hex that shares ≥ one hexside with ≥ one hex of an enemy Setup-Area/No-Man’s-land/Uncontrolled-Territory hex.

Full Strength: A RG received *in toto*.

Holding Area: The off-map portion of an Entry Area (see 3.2). It is used for holding all units/Equipment that are Retained (including those that Shift/Escape/Exit to), as well as those that will enter play as reinforcements via, that Entry Area.

Idle Date: A CG Date in which both sides have picked an Idle chit (meaning that no scenario is played); 3.6212.

Initial Scenario: The first scenario of a CG. A CG’s Initial Scenario gives each side’s setup/entry restrictions, starting OB (possibly including predetermined RG, units, and a pool of CPP/FPP to spend on additional RG/fortifications), and SSR applicable only to that Initial Scenario.

Isolated: A unit/Weapon in a friendly Setup-Area Location from which it cannot trace a path of contiguous, Enterable, Uncontrolled-Territory/friendly-Setup-Area Locations to a friendly Entry Area. See 3.6052, 3.6056, and 3.6221.



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3.2

No-Man's Land: A non-Strategic Location within two hexes of both friendly- and enemy-Controlled Strategic Locations; 3.6051.

OB (Order of Battle): All units, Equipment, Fortifications, and RG of a side eligible to participate in the next CG scenario.

Objective Hex: Each initial-OB-given or purchased Coy size RG allows the owning side to secretly designate an Objective Hex prior to all setup. An Objective Hex remains a *potential strategic* Location even if not revealed on the CG Date it was designated. As soon as (but never before) such an Objective Hex is controlled (as per A26.11-.12; even if during setup) by *Infantry* of the *designating* side, its identity must immediately be revealed to the opponent and it becomes a permanent Strategic Location. Once revealed, use a Control marker of the controlling side to mark the hex. Any non-river hex that contains a terrain feature (EX: road, vineyard, olive grove, etc.) may be designated as an objective hex.

PBr: Of, or pertaining to, the *Primosole Bridge* Historical ASL Module.

Pltn (Platoon): A CG RG organization type.

RePh (Refit Phase): The series of steps performed after each CG scenario. All Chapter Z rules beginning with 3.6 are PBr CG RePh rules/steps.

Reserve: Axis "I" and "G" type RG may be purchased in reserve by spending 20% less than the CPP cost printed in the Axis purchase chart. If purchased at this cost this RG must be set up in Reserve status (SSR CG6; 3.4) or held off map on the CG Date of purchase.

Retained: All units, Equipment, and RG in a side's OB that are available for setup/entry in the next CG scenario; i.e., all Initial-Scenario OB-given/purchased units/Equipment (or all units/Equipment remaining available from the previous scenario of the CG), all RG purchased, and all reinforcements received since the previous (if any) scenario of the CG. In PBr, such a unit/Equipment is required either to be set up in the Setup Area it was Retained in [EXC: *Shift*] (3.613) or to enter at an Eligible Entry Area if Retained off-map; e.g., a unit ending a CG scenario in a friendly Setup Area must begin the next CG scenario in that same Setup Area.

RG (Reinforcement Group): Usually a number of units/Equipment purchased, as a group, for use in the CG as additions to a side's OB. Also includes FPP.

RG Purchase Record: The sheet used to record the units-in/information-for each CG RG type (see 3.6179). One line is filled out for each RG purchased. Players are urged to photocopy the one provided herein.

Setup Area: Each Strategic Location Controlled by a side, plus each *non*-Strategic Location within two hexes of such a Strategic Location but not within two hexes of an *enemy*-Controlled Strategic Location (i.e., not a No-Man's-Land hex; 3.6051). Each such *non*-Strategic-Location hex must also be Enterable by *Infantry* from \geq one Strategic Location of that Setup Area [EXC: *Non-bridged river hexes are never part of a setup area and are not considered enterable for the purposes of setup area determination*]. Friendly Setup Areas that touch/overlap are treated as a single Setup Area, provided that \geq one of the touching/overlapping hexes is Enterable by *Infantry* from the other Setup Area. For an Initial Scenario, see also 3.5. See also 3.6179.

Shift: The RePh process by which a Retained unit attempts to exit its current Setup/Entry Area to another friendly Setup Area or Eligible Entry Area; see 3.613.

Strategic Location: Each building/rubble/bridge/British Controlled Axis Entry Hex/Objective Hex/Pillbox/entrenchment and each Location occupied by a non-Abandoned Immobile vehicle

with functioning MA, by an unhooked non-malfunctioned Gun, and/or by a glider is a Strategic Location.

Strength: Each "I", "V", or "G" type RG is received at Full or Depleted Strength; see 3.6181.

Troop: A CG RG organization type.

Uncontrolled Territory: All non-No-Man's-Land hexes that are part of *no* Setup Area; i.e., are > 2 hexes from all Controlled Strategic-Location hexes.

Weapon: Any SW/Gun/Vehicular-armament which uses the IFT/TH tables to cause damage to the opponent.

3.3 THE CG SCENARIOS: The parameters of the CG Scenarios are given in 3.5-.53. The CG continues until the CG End (3.2). Each side's initial Setup Area(s) for a non-Initial CG scenario is determined by the Strategic Locations Controlled by both sides at the previous CG-Scenario End.

3.31 CG BALANCE PROVISIONS: Should each player wish to play the same side in CGI or II (A26.5), the following Balance is used throughout each CG:

☛ ☛☛ The Axis receives an additional attack chit and may declare Fanaticism for a second CG Date (CG SSR 16).

⦿ The British receive an additional attack chit.

Should each player wish to play the same side in CGIII (A26.5), the following Balance is used throughout the CG:

☛ ☛☛ The Axis may declare Fanaticism on one CG Date (CG SSR 16).

⦿ Depletion is NA for all British RGs, and add two 6-4-8 squads to the British reinforcements entering at an eligible entry area on or after Turn 1.

3.4 PRIMOSOLE BRIDGE SPECIAL RULES: The following CG SSR apply only in the PBr CG scenarios and RePh:

CG1. MAP: Each CG Scenario uses the entire PBr map.

CG2. PBr SSR: All PBr SSR are in effect except as amended below.

CG3. CG NIGHT SCENARIOS: The side(s) selecting the Attack chit in a night Assault scenario (3.6213) is considered the Scenario Attacker (El.4; *despite* usually having units available to set up on-map); a side selecting the Idle chit is the Scenario Defender (El.2). The Scenario Defender in a CG night Assault (3.6213) scenario has *automatic* Freedom of Movement (following any enemy attack besides a successful Ambush; El.21) for his *two* best non-Reserve leaders. The Scenario Attacker may use normal Cloaking (El.4-.43) for his *Infantry*, even if they set up on-map. (Axis Cloaking counters must be a different color than those used for any Reserves [SSR CG6; 3.4].) Cloaking-counter HIP is NA. On map Cloaked SW need not be dm. Scenario Defender reinforcements Retained off map may enter at an Eligible Entry Area only following a RPH reinforcement dr of $<$ the current Game Turn number, or automatically once any Scenario Defender unit has been attacked by other than OBA/Sniper or has seen a Known enemy unit. A reinforcing AFV with a radio releases other friendly AFV with radio as per El.21.





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Mobile British Tanks are not available during Night Scenarios⁵. Any non-Isolated Tanks from the previous CG scenario as well as any newly purchased Tanks are retained for use in the next non-night CG scenario. During a Night Scenario, a non-Immobilized, abandoned British Tank that is re-crewed is immediately Recalled. During AM scenarios, British Tanks may not set up on board. They enter on or after Turn 1.

CG4. ENTRY AREAS: A large red arrow denotes the center hex of each nine hex wide Entry Area. If it is a British Entry Area, the arrow contains a British roundel. If it is an Axis Entry Area, the arrow contains a cross. The Axis Entry Areas on the East map edge may only be used on or after the July 14th PM CG Date. The Axis may never set up units in a British Entry Hex and the British Entry Areas are always eligible for British Unit Entry. The Axis entry hexes are only eligible so long as the British player did not Control (A26.11-.13) the entry hexes at the end of a CG Scenario. Once a Axis entry hex is controlled by the British at the end of a CG scenario this hex ceases to be part of an eligible entry area [EXC: All Axis Entry hexes remain eligible regardless of control up to and including the 15th AM CG Date].

CG5. RG SETUP/ENTRY: Each RG/unit listed in an Initial Scenario's OB is available for on-map-setup/entry as specified below. If set up on-map, units/Equipment of a RG must be set up in the friendly Setup Area they are Retained in (or as defined by Initial Scenario setup restrictions). All other units/Equipment enter on/after turn 1; if they set up off-map during the RPh (A2.51), but do not enter that same Player Turn, they are unavailable for use during the remainder of the current CG Scenario. Such units are, however, Retained for the next CG Scenario. All units/Equipment of the same RG must *initially* either be set up in the same Setup Area or enter at any hex(es) of the same Entry Area. Equipment of a just purchased RG must *initially* be possessed by a unit of that RG. On the July 17 PM CG Date of CG I and II no Axis units may enter⁶ after Turn 2. For set up purposes RG must be able to trace a path (of any length) of contiguous, Enterable (by all units of that RG) friendly-Setup/Uncontrolled-Territory Locations from its Setup Area to an eligible Entry Area. This path may not cross any non-bridge river hexes [EXC: For "I" type RG the path may cross river hexes which are not subject to the TC provisions of SSR PBr14.2].

CG6. RESERVE RG: Each Axis "I" or "G" type RG purchased for 20% less (FRD) than the listed CPP cost may be set up on map only if set up in Reserve using the principles of Cloaking (E1.4; see also below), even when the Axis is the Scenario Attacker/Defender at Night. If unable to be set up in Reserve, such a RG is instead Retained in the holding area of any Axis-Entry-Area and may enter on/after Turn 1. If the Axis player elects to not set up on map a RG purchased in Reserve, that RG may not enter until Turn 1 of the Following CG Date. For each Reserve RG purchased, the Axis receives one Reserve Cloaking counter (i.e., a 1/2 "?" of any unused nationality) for each MMC that will set up as Infantry, plus one for each vehicle, in that RG. Each Reserve RG purchased may, at its owner's option, also automatically include one Reserve Dummy Cloaking counter (usable in a day/night scenario). Each Reserve Cloaking counter may represent a maximum of one vehicle (plus its PRC and towed Gun or trailer) or one unit/stack (and its possessed Equipment), and must be set up at ground level in a non-Isolated, friendly-Setup-Area Location \geq eight hexes from all British Setup-Areas and all British Entry Area hexes and \geq four hexes from all river hexes. Reserve Cloaking-counter HIP is NA. The pertinent CA/CE status information of each Reserve vehicle must be recorded (each Reserve is considered CE unless noted otherwise by the owning player; see also CG8). The Cloaking counter of a Reserve vehicle in Bypass is set up *in* the hex in the normal manner rather than straddling its hexside, but that and the vehicle's CAFPP must be

recorded. Reserves cannot Deploy/Recombine, and are ignored for the purposes of Deployment/HIP/"?" limits. During a CG scenario, each Reserve unit/stack must remain cloaked and may conduct no action whatsoever until an enemy ground unit is in its LOS within six hexes, or until subjected to an *enemy* attack (including bombardment/WP/Sniper) that results in loss of the Cloaked Reserve unit's/stack's concealment, at which time its owner may (or must, if the Reserve Cloaking counter was so attacked or was revealed by Detection as per A12.15) reveal a Reserve Cloaking counter's contents (if any) by placing them on-map unconcealed. In general, the contents (if any) of a Reserve Cloaking counter are considered to not exist until they are revealed. The following apply to Reserve Cloaking:

- A Reserve Cloaking counter is ignored for all over stacking, concealment loss/gain, and Interrogation and Control purposes;
- A non-Cloaked Dummy stack and a Reserve Cloaking counter may neither set up, nor end a phase, together in the same Location;
- A Reserve Cloaking counter is an ineligible Sniper target (A14.22);
- A Reserve Cloaked leader may not use his leadership benefits for any purpose;
- If a Flame/Blaze occurs in a Location that contains a Reserve Cloaking counter (even a Dummy), that counter may move/advance once to an ADJACENT non-Blazing Location-provided it is not moving closer (in hexes) to an enemy ground unit regardless of LOS. If it cannot do so, its owner may at that time place it anywhere within three hexes of its current hex, though he may not place it closer to an enemy ground unit and must otherwise abide by the rules pertaining to Reserve setup.

Each Dummy Cloaking counter is Eliminated at the end of play (3.602).

Each RG unit/Equipment piece that is still Cloaked at scenario end is revealed (3.602) and Retained (CG19).

CG7. OPTIONAL VEHICULAR EQUIPMENT: Optional AAMG [EXC: Jeep(a)], Gyrostabilizers, and Schuerzen must be rolled for individually (HI.41 and 1.42). If so equipped, no additional CPP cost is assessed.

CG8. STATUS MARKERS: During its setup, each side may opt to secretly record the BU, CE, TCA, bogged, Immobilized, abandoned, malfunctioned, and/or disabled status of its vehicles/Guns in lieu of placing the appropriate marker(s) on them. Place the actual marker(s) when the piece is non-concealed and within 16 hexes of any enemy ground unit which has LOS to it.

CG9. CONCEALMENT: Each Infantry unit (and its possessed Equipment) setting up in concealment terrain may be set up concealed, regardless of enemy LOS. Vehicles may not be concealed unless out of enemy LOS. Such "?" need not be purchased; i.e., each is placed freely. Otherwise, A12.12 applies in the normal manner. Eligible units may be concealed prior to the opponent viewing the setup. For purposes of "?" placement, all Locations outside the LOS of all opposing Setup Area Locations are considered concealment terrain. "?" purchased in the RePh and those received at night (E1.2) are used as Dummies.

CG10: BORE SIGHTING AND GUNS: Bore Sighting is NA [EXC: Eligible SW MG may Bore Sight at night]. A12.34 applies in the normal manner. Each non-vehicular Gun that ended the last CG scenario on map must be set up within three hexes of the Location in which it ended that scenario [EXC: 81 mm MTR; 76 mm MTR; Escape (3.606); Shift (3.613); if at the start of setup RePh



CG10

step 3.622) it is hooked up to a Mobile Vehicle; if a CG Idle Date has been generated; instead it may set up anywhere in its current Setup Area, regardless of whether it will be set up (un)hooked]. If repositioned, none of the intervening hexes may be river hexes unless containing a bridge.

CG11: SNIPERS: Each side must use two Sniper counters. Each Sniper counter must be set up initially as per the first two sentences of A14.2, but with ≥ 10 hexes between them (or as far apart as possible if they cannot set up ≥ 10 hexes apart); when a Sniper attack can occur, make a dr to randomly determine which one actually attacks (assign numbers so that each has an equal chance). The SAN is never altered by the presence of > one friendly Sniper in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects all friendly Snipers. See also 3.6122.

CG12: TERRAIN CHANGES: Each alteration of printed terrain that occurs during a CG is permanent, barring subsequent Clearance/removal (as applicable). All Fortifications, Rubble, Breach, Trail break, Shellhole, and (Burnt Out) Wreck counters are left on-map from scenario to scenario (unless removed due to a Blaze or falling rubble, etc.; for Wrecks, see also the 3.2 definition of "Eliminated"). Each terrain Blaze is resolved in RePh step 3.609-.6095. No Wreck is removed from play due to being in a terrain Blaze, it remains on-map (still treated as a LOS Hindrance), and in RePh step 3.6091-.6093 it becomes/remains a Burnt-Out Wreck [EXC: 3.6095]. Whenever a vehicle is Immobilized, Abandoned, and all of its present Inherent Weapons are disabled (or it has no Inherent Weapons), it is immediately replaced by a Burnt-Out Wreck. Whenever a non-Burnt-Out Wreck is Scrounged (if it had any Scroungable Weapons), it is immediately replaced by a Burnt-Out Wreck. Regardless, vehicles which have no Wreck depiction can never turn into a (Burnt-Out) Wreck.

CG13: MAP EXIT: Each Personnel/Equipment piece that exits the map via a Friendly Entry Area during play cannot re-enter the map during that scenario but is Retained for use during the next CG scenario. However, each such broken Personnel unit must take a NTC (a Good Order leader's DRM can apply) immediately upon exiting; failing this NTC causes Casualty Reduction (if it is Eliminated, so is its possessed Equipment). Everything exited at any other location during play is Eliminated.

CG14: GAME END: A Turn Record Chart is printed on the map. Each CG scenario has a variable Game Turn Length. At the end of each Player Turn of Turn 5, and at the end of each Player Turn thereafter, the ATTACKER makes a Game End dr; if the result is ≤ the circled number in the current Turn's box on the CG Turn Record Chart, the scenario ends immediately. Additionally, a CG scenario ends immediately if both the ATTACKER and DEFENDER agree to end the scenario. There is a +2 drm to the CG Scenario End dr for the July 13 Night CG Scenario. In any 2 CG Scenarios the British Player may declare prior to the first Wind Change DR that there will be a +1 drm to the CG Scenario End drs for that CG Scenario.

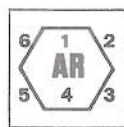
CG SCENARIO TURN RECORD CHART

1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	9 ^⑨
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CG15: WEAPON/CREW REMOVAL: A retained carrier may begin (i.e., set-up/enter) a CG scenario with any/all eligible armament Removed (D6.631). A Retained vehicle may begin a CG scenario abandoned. Such a removed-weapon/crew counter must begin that CG scenario in the same Setup/Entry Area as the vehicle it came from.



CG16: GERMAN FANATICISM: For one CG scenario, on or after the July 15th AM CG Scenario [EXC: if using the German Balance in CGIII], the Axis Player may declare all of his German Personnel Fanatic for the entire scenario (including vs Bombardment). This must be declared immediately upon the conclusion of all on-map setup.



CG17: OBA: Each side's available OBA is limited to a maximum of two modules per CG Date [EXC: This limit does not apply to a Bombardment; a Bombardment is not an OBA module]. For the purposes of this rule, "available" means having the module's radio in play (or using its off board observer) at any time during a CG scenario. A radio counter (and its associated OBA module) is immediately eliminated when its OBA is exhausted, or in the RePh (3.6046) if its OBA was "used" as per SSR CG 19 in the previous scenario. On an OBA RG's CG Date of purchase, its radio is placed in any non-Isolated Setup/Entry Area. See also SSR CG19. Note: All Axis OBA is considered to be German, and only German leaders can operate radios.

CG18: AMMO SHORTAGE AND REMOVAL: During the July 14th PM and N CG Scenarios, all British MMC and SW are subject to ammunition shortage for the duration of the scenario.

When a Good Order Infantry unit suffering from Ammunition Shortage due to Isolation (3.6052) begins a friendly player Turn in the same Location as an armed, Good Order friendly Infantry MMC that is itself not suffering from Ammunition Shortage and whose US# is ≥ that of the other MMC, its Ammunition Shortage ceases to exist at the end of that player turn provided that both units become TI and remain Good Order throughout that Player Turn. A MG SW's Ammunition Shortage is removed whenever it is possessed by an armed, Good Order friendly MMC that is not suffering from ammunition shortage. All Weapons and units suffering from Ammunition Shortage lose that status by ending a CG scenario non-Isolated.

CG19: RETAINED RG: Regardless of whether it was used during a CG scenario, each purchased/OB-given RG (or part thereof, including each radio assigned to an OBA RG, even if that radio counter was Eliminated during play), is retained until Eliminated/Recalled in a CG scenario or its subsequent RePh. For purposes of this rule, an OBA RG is considered to have been used (and thus will be eliminated in the next RePh; SSR CG 17) if ≥ one FFE:1 counter from that module was placed during the previous scenario. If Retained, an OBA's Draw Pile (C1.2110) is restored to the number of red and black chits it had at the start of the previous scenario, and its radio is restored (to any Eligible, non-Isolated entry area or setup area) if it was Eliminated. A FB RG is considered to have been used if ≥ one of its FB made a sighting TC DR; once so used, the entire FB RG is Eliminated at the end of the scenario. Each un-entered RG (or part thereof) is retained in the Holding Area of its Entry Area [EXC: if shifted 3.613].

CG20: SELF RALLY: Each side is allowed to attempt to self rally 2 non-Disrupted MMC, provided (as per A18.11) each such attempt is carried out before other friendly MMC Rally attempts.

CG21: INTERROGATION: Interrogation (including civilian) is in effect [EXC: Fallschirmjäger and British airborne units may not be interrogated]. Axis (even Italian) are considered in a hostile country and British are in a friendly country.

CG22: CONTROL: A side controlling a hex at CG Scenario end containing an unoccupied pillbox is assumed to control the pillbox location as well for purposes of future setup.

3.5 INITIAL SCENARIO: The special information needed to play the Initial Scenario for CGI, CGII, and CGIII is provided in



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3.51, 3.52, and 3.53, respectively. For each Initial Scenario, players begin with RePh step 3.617 (Purchasing Reinforcements) and complete RePh steps 3.617-.623 (these steps are preceded by a "!" in the RePh Sequence; 3.6). In each initial scenario the side moving first is considered the attacker. No attack chit expenditure is necessary for the initial scenario.



3.51 PBr CAMPAIGN GAME I: "Who Are These Devils?"

CG LENGTH: A CG Scenario is played for twelve CG Dates in this CG (July 13 Night, July 14 AM, PM, Night, July 15 AM, PM, and Night, July 16 AM, PM, and Night, July 17 AM and PM).

CG VICTORY CONDITIONS: The British player wins at Game End if there are no unbroken Axis MMC within 5 hexes of any Paved Road hex and the Axis Control \leq 25 olive grove, vineyard, building, and/or rubble locations.

ATTACK CHIT LIMITS: Axis 3; British 5.

INITIAL-SCENARIO SETUP SEQUENCE: Italians set up first; British move first.



INITIAL AXIS OB:

Elements of the 372nd Coastal Defense Battalion of the 213th Coastal Defense Division of the Italian XVI Corps [ELR: PBr SSR 5] set up on or adjacent to at least one Paved Road Hex in a building or fortification with \leq 1 MMC per hex [EXC: See SSR I-8]: {SAN:2}

1 3-4-6	2-2-7	2	2	2 M2 4-10	3 LMG 1 2-5
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2

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24 Mines	4 AT Mines	16 T10 OPP	2 AT M12	4 1+5+7	2 Trench OVR, OBA: +4 Other: +2
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24

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2

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Elements of the Hermann Goering Division [ELR: See PBr SSR 5] enter on turn 5 in Convoy (E11) on hex R1 (See SSR I-7):

2 2-3-7	2-2-8	28 T7 ZIPP	24 T2 ZOPP	AA M(4) 88L A5/4/3/4
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INITIAL BRITISH OB:

Elements of the 1st Parachute Battalion, 1st Airborne Division [ELR: See PBr SSR 5] enter by Paratroop Landing (E9.) on Turn 1 (See SSR I-3 and I-5): {SAN:2}

I2 x2

Elements of 1st Airlanding Anti-Tank Battery, 1st Airborne Division [ELR: See PBr SSR 5] enter by Glider (E8.) on Turn 1 (See SSR I-3):

G2 x2

Elements of the 1st and 3rd Parachute Battalion, 1st Airborne Division [ELR: See PBr SSR 5] enter at an eligible entry area on or after Turn 1 (See SSR I-4 and I-6):

I2

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply during the Initial Scenario

I-1 See PBr SSR.

I-2 Night Rules are in effect (CG SSR3).

I-3 For the purposes of the paratroop and glider landing the wind is assumed to be coming from the southeast (although there is no wind).

I-4 At the start of each British Player turn (prior to the Wind Change DR if any) a reinforcement dr is made. On a dr of \leq the current turn the British player may enter reinforcements.

I-5 A paratropped weapon which does not land in a hex with a British MMC may only be recovered on a final dr of 1. Each platoon drops as a wing. Contrary to E9.11 the British player may have more than one Wing consisting of less than 5 sticks. Each wing must be lined up in the direction of the wind. If a wing contains an even number of units the extra is placed on the downwind side of the drop point. If a Wing fails to land in its pre-designated Drop Point make a Random Location DR (with the white die halved, FRD), measuring from the pre-designated Drop Point. The Randomly Determined Location is the actual Drop Point.

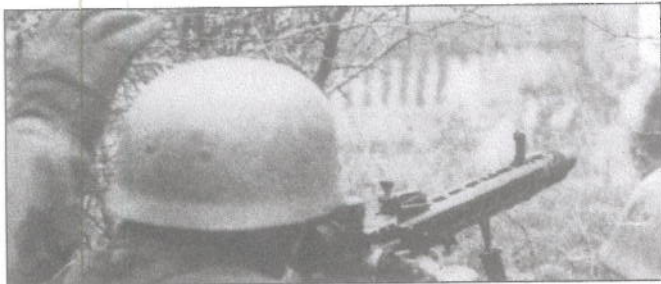
I-6 Non-paratropped/airlanded British Reinforcements may enter using the principles of cloaking.

I-7 The Axis Turn 5 reinforcements must move as a Convoy (E11.) following the paved road and attempt to exit along the South edge from Hex H28. All personnel units/weapons must enter and remain as passengers or in tow. Cloaking is NA. The Convoy may only enter road hexes and must move as far as possible each turn. Once the requirements of E11.251 are met, the Axis player is freed from this requirement and the PRC may (un)load normally. Any unit(s) exiting via hex H28 (whether still in Convoy or not) are removed from play, but do not count as CVP for the British player.

I-8 The Autocarretta must be set up on a paved road. A Pillbox must be placed in Hex N16, M23, O20, and O27. A Trench counter must be placed in hexes P27 and Q26. Mines must be placed in non-road hexes, outside the barbed-wire fence compound, and south of the river(s).



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3.52 PBr CAMPAIGN GAME II: "Paying The Devil's Bill"

CG LENGTH: A CG scenario is played for eight CG Dates in this CG (July 15 AM, PM, and Night, July 16 AM, PM, and Night, July 17 AM and PM).

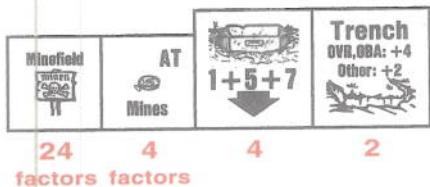
CG VICTORY CONDITIONS: The British player wins at Game End if there are no unbroken Axis MMC within 5 hexes of any Paved Road hex and the Axis Control ≤ 25 olive grove, vineyard, building, and/or rubble locations.

ATTACK CHIT LIMITS: Axis 1; British 4.

INITIAL-SCENARIO SETUP SEQUENCE: Axis sets up first; British moves first.

 INITIAL AXIS OB:

Elements of the Fallschirmjäger Pioneer Battalion, 1st Fallschirmjäger Division, with attached support elements of Kampfgruppe Schmalz of the Hermann Göring Division [ELR: See PBr SSR 5] set up in hexes numbered ≤ 27 (See SSR I-2 and I-3): {SAN:4}



RG I1
RG O3
RG G4
31 CPP
20 FPP

 INITIAL BRITISH OB:

Elements of the 9th Durham Light Infantry and 44th Royal Tank Regiment, 50th Northumbrian Division [ELR: See PBr SSR 5] enter on/after Turn 1 at their designated Entry Areas: {SAN:2}

RG V1 x2 RG B1 52 CPP

INITIAL-SCENARIO SPECIAL RULES:

The following SSR apply during the Initial Scenario

I-1 See PBr SSR.

I-2 All Axis Guns must set up north of the river(s). No more than 6 Axis MMC may set up south of the river(s).

I-3 Mines must be placed in non-road hexes, outside the barbed wire fenced compound, and south of the river(s). A Pillbox must be placed in Hex N16, M23, O20, and O27. A Trench counter must be placed in hexes P27 and Q26.

I-4 Place Burnt Out Wrecks in hexes N20, N21, N23, and O19.

I-5 The Axis player has an I4 RG retained, but this RG may only enter play per the provisions of 3.60742. This RG is subject to depletion and suffers a +1 DRM on its Depletion DR.



3.53 PBr CAMPAIGN GAME III: "When Devils Collide"

CG LENGTH: A CG Scenario is played for three CG Dates in this CG (July 13 Night, and July 14 AM, PM).

CG VICTORY CONDITIONS: The Axis win at game end if they 1) Control all building/rubble and pillbox locations north of the river(s) or 2) Control ≥ 4 building/rubble hexes within 2 hexes of Q16 and 2 Strategic Locations south of the river(s).

ATTACK CHIT LIMITS: Axis 2; British 0.

INITIAL-SCENARIO SETUP SEQUENCE: Italians set up first; British move first.

 INITIAL AXIS OB:

Same as CGI

 INITIAL BRITISH OB:

Same as CGI

INITIAL SCENARIO SPECIAL RULES:

Same as CGI

3.6 REFIT PHASE: The following steps (3.601-3.623) are performed simultaneously by each side during the RePh, which occurs after each CG scenario. Each step (and sub-step) must be carried out in the numbered/lettered order given; those not applicable to the current situation may be omitted (e.g., if there are no Flames/Blazes on the map, skip RePh step 3.609). Those steps listed below preceded by "!" are the only steps to be completed before setting up to play a CG Initial Scenario. Those preceded by ">" are the only steps necessary to achieve CG-Scenario End after the last Player-Turn CCPH.

RePh Sequence

- > 3.601 Conclusion of Melee
- > 3.602 Marker Removal
- > 3.603 Rally and Unloading
- 3.604 Encirclement, Minefields, Bog, Shock, Forging, and Used OBA RGs
- 3.605 Setup Area Determination
- 3.606 Escape
- 3.607 Equipment Possession, Hidden Fortifications, and Unit Withdrawal
- 3.608 Prisoners
- 3.609 Extinguishing Flames and Blazes



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- 3.610 Wounded Leaders
- 3.611 Recombining and Battle Hardening
- 3.612 New CG Date and SAN Adjustment
- 3.613 Shift
- 3.614 Equipment Repair and Replenishment
- 3.615 Ammunition Shortage
- 3.616 CPP Replenishment
- ! 3.617 Purchasing Reinforcement Groups
- ! 3.618 RG Strength, Weapons, and Leaders
- ! 3.619 Purchasing Fortifications
- ! 3.620 Purchasing Reconnaissance
- ! 3.621 Initiative Determination
- ! 3.622 Unit Set Up
- ! 3.623 Scenario Commencement



3.601 CONCLUSION OF MELEE: All opposing units in the same Locations are now assumed to be in *Melee*, and must undergo an (unlimited) number of *Melee* rounds until no more CC attacks can be made.

Such units are free to perform any/all normal CCPh activities associated with *Melee* (i.e., attack, Capture, Withdrawal, etc.). Consider the side that moved first in that scenario to be the **AT-TACKER**. Following the conclusion of the first round of *RePh* *Melee* in a Location, each still-hidden/concealed unit therein is revealed, each pinned unit therein becomes unpinned, each CX counter is removed, each vehicle currently in *Motion* therein has its *Motion* counter removed, and each *Stun* counter on a vehicle therein is flipped over to its "+1" side (the vehicle is still subject to *Recall*, if applicable, and may be marked as *CE* if so desired). Resolve all *Melees* in alphanumeric sequence (e.g., A1, then B16, then B17, then C19, etc.).

3.602 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time (*Right of Inspection* does not apply to revealed stacks):

- a) SR, Barrage, and FFE counters;
- b) SMOKE counters;
- c) Acquired counters;
- d) DM, Disrupted, Fanatic, Berserk, Wall Advantage, HD markers, Dummy Stacks, Dummy Cloaking Counters, and "?";
- e) CX, *Motion*, *CE*, *BU*, and Labor markers;
- f) All hidden/Cloaked units, entrenchments, and Equipment are placed on-map in their present Location (other still-hidden Fortifications need not be revealed at this time);
- g) Sniper counters;

3.603 RALLY AND UNLOADING: All currently broken units of both sides automatically rally, even if *Disrupted*. No *DR* is made. All *Passenger/Rider* Personnel and Equipment are then unloaded [*EXC: Guns hooked up to conveyance need not unhook*] into their vehicle's Location (a unit unloading into an A-P minefield is not immediately attacked, but 3.6042 will apply). When step 3.603 has been completed, CG-Scenario End has occurred.

3.604 ENCIRCLEMENT, MINEFIELDS, BOG, SHOCK/UK, FORDING, and USED OBA RGS



3.6041 ENCIRCLEMENT: Each Encircled unit [*EXC: prisoner*] must take a separate *1TC* (leadership *DRM* may apply if present and at owner's choice). If it passes its *1TC*, it remains in the present Location (Encircled markers are not removed until 3.6062). Failing the *1TC* results in the unit's immediate *Elimination* [*EXC: Encircled Vulnerable PRC of an Immobile vehicle are Eliminated, leaving the vehicle abandoned*]. Each prisoner that an *Eliminated* Encircled unit was *Guarding* must, if possible, be claimed by another unit in that Location friendly to the *Eliminated* unit. If the prisoner is not claimed, it is considered *Rearmed* (A20.551) and may automatically possess any Equipment dropped by its *Eliminated* Guard. Otherwise, any Equipment that an *Eliminated* Encircled unit possessed is left in the Location unpossessed.



3.6042 MINEFIELDS: Each Mobile vehicle (and its *Vulnerable Inherent* crew, if required; B28.43) in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if it is attempting to exit the minefield Location [*EXC: if the crew breaks, it is unloaded in Good Order into the minefield's Location*]. Each Infantry unit in an A-P minefield hex (including a crew that just unloaded due to a minefield attack) must take a *NTC* (leader's *DRM* can apply); failure of the *TC* causes *Casualty Reduction*. [*EXC to both: A unit theoretically able to exit the minefield hex without being attacked by the mines and without having to enter a minefield/enemy-Controlled Location need not take the NTC.*] In all cases, each surviving unit must remain in its respective Location in that minefield hex until its *Setup Area* is determined in 3.605-.606.



3.6043 BOG: Each non-abandoned, bogged/*Mired* vehicle must undergo ≥ one *Bog Removal* attempt (D8.3) until it is either unbogged or immobilized (*MP* expenditure is immaterial). If *Vehicle Note L* applies to the vehicle, one squad-equivalent (as explained in the *Note*) in its *Setup Area* may be used to claim the -2 (-1 per crew or *HS*) *drm* to the colored *dr* of its *Bog Removal* *DR*.



3.6044 SHOCK/UK: Each Shocked/*UK* AFV must undergo ≥ one *recuperation* attempt (C7.42) until either the marker is removed or the AFV is *Eliminated*.

3.6045 FORDING: All currently *Fording* infantry units must determine the shortest route to a non-enemy occupied non-river/non-river-brush hex. Each such infantry unit must take a *TC* and suffer any consequences as detailed in *PBr* SSR 14.2 for each river/river-brush hex in this route (not including the unit's current location) to which such *TC* would apply.

3.6046 USED OBA RGS: If an *OBA* *RG* has been used (See *CG* 17 and *CG*19) remove its radio.

3.605 SETUP AREA DETERMINATION: Each side now determines its *Setup Area*(s) for the next *CG* scenario. Each side may, at any time during/after a *CG* scenario, place a friendly *Location Control* marker in a *Strategic Location* that it currently *Controls*, especially if that *Location's* *Control* might become disputed at some later point. A *Control* marker must be removed (or flipped over) if the *Controlling* side loses *Control* of that *Location*. A non-*Strategic Location* may still be *Controlled* (as per A26.11-.12), but does not receive a *Control* marker. A *Setup Area* may currently contain no units, but can also have friendly units *Shifted* into it unless it is *Isolated*.

3.6051 NO MAN'S LAND: As each side determines its *Setup Area*(s), there will be portions of the map where two opposing *Setup Areas* "overlap." A non-*Strategic Location* within two hexes of both friendly- and enemy-*Controlled* *Strategic* *Loca-*



3.6051

tions is a No-Man's-Land hex. A No-Man's-Land hex can never be part of a Setup Area. A Strategic Location can never be No-Man's-Land (though it can be Isolated). Each manned, Immobile vehicle without functioning MA in No-Man's-Land becomes abandoned, and its crew (if any) must attempt Escape as per 3.606. See also 3.6056 and 3.6072.

3.6052 ISOLATED UNIT: An Isolated unit/Weapon is one in a friendly-Setup-Area Location from which that unit (or, for a Weapon only, a hypothetical Infantry MMC) would be *unable* to trace a path of contiguous, Enterable, Uncontrolled-Territory/friendly-Setup-Area Locations to an Eligible Entry Area. See 3.606 for Escape requirements and 3.6221 for setup restrictions and penalties. See also 3.6056.

3.6053 UNCONTROLLED TERRITORY: Uncontrolled Territory refers collectively to all hexes that are neither No-Man's-Land nor part of either side's Setup Area (i.e., \geq three hexes from all Controlled Strategic Locations). Each Personnel/Mobile-vehicle in an Uncontrolled-Territory hex at scenario end is Retained into the nearest (along the shortest path of contiguous, Enterable, Uncontrolled-Territory hexes) friendly Setup Area (even if Isolated) or Eligible Entry Area; unit owners choice of Area if equidistant. Each Personnel/Mobile-vehicle unable to trace such a path is required to attempt Escape (3.606). Each Immobile vehicle without functioning MA becomes abandoned, and its crew (if any) is then either Retained (if it can trace such a path) or required to attempt Escape. See also 3.6056 and 3.6072.

3.6054 SURROUNDED HEXES: Each Uncontrolled-Territory, and each *unoccupied* Strategic Location that is currently completely enclosed within a Setup Area of only one side becomes part of that Setup Area [EXC: a Location vacated later due to the escape of an enemy unit; 3.6131].

MARKING THE MAP: Included in the PBr module is a reduced-size map. Each side should now record its Setup Area(s) on a new photocopy of the reduced-size map. Both sides outline (using different color pens, but on the same photocopy) each Strategic Location Controlled by them. Other Strategic Locations can be marked by an appropriate letter inside a square; e.g., "E" for Entrenchment, "F" for Fortification, "G" for a functioning Gun, "V" for a manned, Immobile vehicle with functioning MA.

Once all Strategic Locations have been indicated, mark all No-Man's-Land hexes using another color (suggestion: a yellow "highlighter"). Next, each side draws its Setup-Area boundaries, enclosing all non-Strategic Locations within two hexes of each friendly-Controlled Strategic Location (excluding No-Man's-Land).

After all Setup Areas have been determined, each side should record (on the reduced-size map) an ID for each one. Subsequent changes in the status of (potential) Strategic Locations (e.g., Blazing wooden rubble turned to shellholes [3.6092], a manned, immobilized vehicle with functioning MA that becomes Mobile [3.6141b], etc.) do not alter or otherwise affect either side's Setup Area(s) in any way; once all Setup Areas have been correctly marked, they remain thus until the start of the next CG scenario.

Personnel/Mobile-Vehicle:

in enemy Setup Area	must attempt Escape (3.606)
in No Man's Land	must attempt Escape (3.606)
in Uncontrolled Territory	is Retained into the nearest friendly-Setup/Eligible Entry Area or must attempt Escape (3.6053)
if Isolated	may attempt Escape or remain in place [EXC: if Overstacked]; 3.606

Abandoned (but otherwise Mobile) Vehicle-or Unpossessed Non-Vehicle Equipment other than Functioning Gun:

in enemy Setup Area	is Captured or Eliminated (enemy's choice; 3.6071)*
in No Man's Land	is left in place unpossessed (3.6072)
in Uncontrolled Territory	is left in place unpossessed (3.6072)
if Isolated	is Retained by the Controlling side (3.6071)

Crewed, Immobile Vehicle without Functioning MA:

in enemy Setup Area	is Captured or Eliminated (enemy's choice; 3.6071) *
in No Man's Land	is Abandoned; the crew (if any) must attempt escape (3.6051)†
in Uncontrolled Territory	is Abandoned (3.6053); the crew (if any) is Retained into the nearest Friendly-Setup/Eligible Entry Area or must attempt Escape (3.6053)†
if Isolated	is Retained by the Controlling side (3.6071)

Crewed, Immobile Vehicle with Functioning MA-or Functioning Gun

in Bypass of enemy-controlled Strat. Loc.	is Captured or Eliminated (enemy's choice; 3.6071)*
in any other Location	becomes a Strategic Location

*Capturing/Eliminating side may Remove/attempt-to-Scrounge allowed Weapon(s) and/or turn vehicle into (Burnt-Out) wreck.

†Abandoning crew may Remove allowed Weapon(s) and/or turn vehicle into (Burnt-Out) wreck.

3.6055 IN FRIENDLY SETUP AREA: Each unit/Equipment currently in a friendly Setup Area is Retained therein.

IMPORTANT: Each Gun must (for now; see SSR CG10 [3.4] and 3.613) remain in its *current* Location, due to setup restrictions.

3.6056 NOT IN FRIENDLY SETUP AREA: Use the chart above to determine what happens to on-map units/Equipment that do *not* end a CG scenario non-Isolated inside a friendly Setup Area. Note, however, that the actions listed are to be implemented in their proper RePh order (3.6).

3.606 ESCAPE: Each Personnel/Mobile-vehicle unit ending a scenario in No-Man's-Land, or in an enemy Setup Area, or in Uncontrolled Territory from which it is required to attempt Escape (3.6053), must attempt Escape. Each Personnel/Mobile-ve-



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hicle unit ending a scenario Isolated may attempt Escape [EXC: each such Isolated, Overstacked unit must attempt Escape (or be freely moved to another Location within that same Isolated Setup Area) until the Location is not Overstacked]. If > one Personnel unit in the same Location wishes to Escape, they may combine into one or more stacks; each stack then makes its own DR on the Escape table. When attempting to Escape, each MMC may portage ≤ five PP and each SMC may portage ≤ two PP [EXC: a wounded SMC can portage nothing]. Each squad stacked with a leader may freely Deploy. Prior to its possessor's Escape attempt, each SW/Gun may (must, if the unit exceeds its allowed portage limit) be dropped or freely Eliminated/Transferred/dismantled if possible. A non-dm Gun can never Escape.

ESCAPE TABLE

Final DR	Final Infantry	Mobile Vehicle
≤ 8	Escapes ¹	Escapes
9	Escapes; Replaced ^{2,3}	Abandoned; ^{4,5} crew (if any) Escapes
10	Escapes; Casualty Reduced ³	Eliminated; ⁶ crew (if any) Escapes
11	Escapes; Replaced then Casualty Reduced ^{2,3}	Abandoned; ⁵ crew (if any) is Eliminated
≥ 12	All units and Equipment Eliminated	Eliminated; crew (if any) is Eliminated

¹ An Original 2 DR results in Escape and Heat of battle for an eligible unit (A15.); use Random Selection to determine the unit(s) affected in a stack [EXC: Any result other than Hero-Creation/Battle-Hardening results in Elimination of the unit(s).].

² A crew, or unit that would become Disrupted is Eliminated instead.

³ Use Random Selection for a stack.

⁴ The surviving crew (if any) may turn the vehicle into a (Burnt-Out) wreck in its current hex.

⁵ In current hex and VCA; the surviving crew (if any) may attempt to Scrounge the vehicle/wreck.

⁶ The surviving crew (if any) may attempt to Scrounge the vehicle prior to its Elimination.

ESCAPE DRM:

- 1 If lone, unwounded SMC
- 1 If a CT AFV
- 1 If current CG Date is Night*
- 2 If adjacent to a friendly Setup Area (-1 If two hexes away from a friendly Setup Area).
- +x (Armor-)Leader/Hero DRM (NA to Personnel Leader/Hero if alone)
- +1 If in enemy Setup Area, or if it must trace a path through ≥ one enemy Setup-Area hex to its intended area of Retention
- +1 Per HS-equivalent > one HS using the same Escape DR*
- +1 Per PP > IPC being carried (unit with most excess PP determines this DRM for a stack; a stacked non-wounded leader may combine to increase a MMC's IPC)*
- +1 If unarmed or Wounded
- +1 If a Captured vehicle
- +1 If stunned

+2 If Encircled*

+2 If isolated

*NA to vehicle Escape attempt

3.6061 ESCAPE RESULTS: If a unit survives the Escape attempt, it and all Equipment it took with it are Retained into a friendly Setup Area or Eligible Entry Area-whichever is nearest in a path of contiguous, Enterable, Uncontrolled Territory/enemy-Setup-Area Locations (Escapee's choice if ≥ two such Areas are equidistant but always using as few enemy Setup-Area Locations as possible). If a unit is Eliminated by the Escape attempt all Equipment it took with it is Eliminated on a subsequent dr of ≥ 4; on a dr of ≤ 3 the Equipment is left in the Eliminated unit's last-occupied Location. See also 3.6131.

3.6062 ENCIRCLED MARKER REMOVAL: All Encircled markers are now removed.

3.607 EQUIPMENT POSSESSION, HIDDEN FORTIFICATIONS, AND UNIT WITHDRAWAL

3.6071 IN SETUP AREA: Each piece of Equipment in a Setup Area is Retained (as Captured, if applicable) therein by the side Controlling that Setup Area. At its (new) owner's option, each such non-vehicle piece may be Eliminated by any Personnel (even an Abandoning crew) Retained in that Setup Area, and each such vehicle may be Abandoned, etc. exactly as per 3.61423. The Inherent crew of each now-Captured Immobile vehicle with no functioning MA is also Captured. Each unpossessed/abandoned Equipment piece in a Setup Area may remain unpossessed/abandoned (in which case it retains its present CA), or may be automatically repossessed/remanned and operated (as per A21.11-.13, A21.21-.22, D5.42 or D6.631) by Personnel Retained in that Setup Area. Each Immobile vehicle must remain in its present Location and VCA until such time that it becomes Mobile.

3.6072 NOT IN SETUP AREA: All unpossessed/ abandoned Equipment in No Man's Land or Uncontrolled Territory must remain in its present Location (and vehicle/Gun CA) until Eliminated or repossessed/remanned in (or after; 3.6071) a subsequent scenario. Each Immobile vehicle must remain in its present Location and VCA until such time as it becomes Mobile.

3.6073 HIDDEN FORTIFICATIONS: Each still-hidden Fortification within a Setup Area of the purchaser's opponent is placed on-map. Each such minefield is marked by placing a Minefield counter to reveal its presence but not its strength/type. Each on-map Fortification (i.e., from previous CG scenarios) is controlled by the side (if any) Controlling its Location.

3.6074: UNIT WITHDRAWAL

3.60741 BRITISH UNIT WITHDRAWAL⁷: During the RePh following the July 14 PM CG-scenario, if the Axis player controls all stone buildings and pillboxes north of the river(s), or Controls ≥ 3 building/rubble hexes within 2 hexes of Q16 and has any Good Order units south of the river(s) in hex rows D through Y, the British player must remove all personnel and possessed support weapons and guns [EXC: Isolated (3.6052) units instead surrender and count as CVP]. Further, control of all strategic locations immediately reverts to the Axis player. In the event the Axis Control all strategic locations, in the subsequent CG Date no more than 6 MMC and no Guns may set up south of the river(s). Regardless of the above, after the 14N CG Scenario the British player must remove any remaining personnel and possessed support weapons and guns [EXC: Isolated (3.6052) units instead surrender, but do not count as CVP]. Removed units are not retained for future use.



3.60742

3.60742 GERMAN UNIT WITHDRAWAL⁸: When British units are removed pursuant to 3.60741 the Axis player must remove all remaining elements of RGs I4 and I5 (and any captured support weapons and vehicles, captured Guns may be retained in eligible setup and entry areas) [EXC: *Isolated portions of these RGs are exempt from withdrawal*]. Withdrawn Axis units (and any captured support weapons and vehicles in the possession of these units) are retained by the Axis off map and may be returned to play after a CG Date ends with the British player in control of ≥ 5 hexes North of the river(s), at which time they become eligible for entry at an eligible entry area in the next CG Scenario [EXC: *No more than three leaders, nine squad-equivalents of MMC, and one non-captured support weapon may be retained in this fashion; any excess units, owners choice, are removed from play without the award of CVP to the opponent*].



3.608 PRISONERS: Each prisoner guarded by a non-Isolated unit is Eliminated. An Isolated Guard may retain possession of his prisoner(s), freely transfer them to another friendly unit (capable of being a Guard) in the same Isolated Area, or free them. If freed, a prisoner is automatically Retained (by the side friendly to it) into the nearest (in shortest path of contiguous, Enterable Locations) friendly Setup/Eligible-Entry Area (of the Unarmed-unit side's choice if ≥ 2 such Areas are equidistant). An unarmed MMC is Replaced by a Green/Conscript MMC of the same size: a freed SMC is Replaced by the original SMC type.



3.609 EXTINGUISHING FLAMES AND BLAZES: Each building/rubble Location currently marked with a Flame/Blaze counter is considered fully consumed by the fire. Players must remove each Flame/Blaze counter and make the appropriate terrain alterations when performing the following sub-steps (3.6091-3.6094):

3.6091 BURNING WRECK: Each Burning Wreck has its Blaze marker removed [EXC: *if that wreck is in a building/rubble non-Bypass Location, move the Blaze marker to the building/rubble so that it is now a terrain Blaze*]. Replace the wreck with a Burnt-Out wreck.



3.6092 WOODEN RUBBLE: Remove both the Rubble and Flame/Blaze marker, and place a shell-hole counter in the hex. All other previous terrain in the hex is eliminated (each vehicle/wreck in the hex becomes a Burnt-Out wreck).



3.6093 STONE RUBBLE: Remove the Flame/Blaze marker. The stone rubble still exists (each vehicle/wreck in that Location becomes/remains a Burnt Out wreck), and the Location may catch Fire again in a later scenario.

3.6094 BUILDING: Place the correct Rubble counter in all ground-level Locations of each building that has at least one Flame/Blaze in any of its Locations, removing each Flame/Blaze marker. Such rubble may catch Fire again in a later scenario.

3.6095 ELIMINATIONS: All Fortifications/Equipment in what were (as per 3.6092-.6094) building/rubble Flame/Blaze Locations (including all building Locations just rubbled as per 3.6094) are Eliminated. All (Burnt-Out) wrecks in buildings just rubbled as per 3.6094 are Eliminated. All Isolated units/Equipment that would have been confined to setting up in Locations (/rubbled-buildings; 3.6094) from which a terrain Flame/Blaze has just been removed are Eliminated.



3.610 WOUNDED LEADERS: Each side makes a dr on the following table for each currently wounded Retained leader:

WOUNDED LEADER TABLE

Final dr	Result
≤ 1	Retained unwounded
2-4	Retained wounded
≥ 5	Eliminated (evacuated)

drm:

+1 if Isolated

-1 if Heroic

-1 if part of British Airborne RG

3.611 RECOMBINING AND BATTLE HARDENING:

3.6111 RECOMBINING: All Retained same-class HS with the same Strength Factors within the same Setup/Entry Area must now recombine (A1.32) so that no more than one of each HS type is retained in that Area [EXC: *each side may retain one HS per SW MTR Retained even if that SW is currently malfunctioned*].



3.6112 HEROS & MMC: On each side, each Retained Hero [EXC: *Heroic Leader; 3.6113*] is Eliminated; however, each such Elimination enables that side to Battle Harden one non-crew MMC of the owner's choice within the same Setup/Entry Area as that hero [EXC: *if no MMC are available to Battle Harden the hero is Retained in that Setup/Entry Area*]. Elite MMC that Battle Harden become Fanatic (but only for the duration of the next CG Scenario). No MMC may Battle Harden > once per RePh.

3.6113 LEADERS: On each side, each Retained heroic leader Battle Hardens and loses his heroic status [EXC: *a heroic 10-3 loses his heroic status with no additional effect*].



3.612 NEW CG DATE AND SAN ADJUSTMENT

3.6121 NEW CG DATE: Each passage of this RePh step represents the start of a new CG Date. Wind direction and force reverts to a mild breeze from the southeast if any change has occurred [EXC: *No wind if N CG Date*].

3.6122 SAN ADJUSTMENT: Each side must determine if the SAN of their side must be reduced for the current CG Scenario. A side whose SAN is currently < 2 has it automatically raised to 2 (no CPP expenditure is necessary). If a side has a SAN ≥ 4, a SAN adjustment dr must be made with a +drm equal to the current SAN minus four. A Final dr ≥ 5 immediately reduces that sides SAN by two.

3.613 SHIFT: A Personnel/Mobile-vehicle unit (or group of such) Retained in a Setup Area may attempt to Shift to another friendly Setup Area, or Eligible Entry Area. A Personnel/Mobile-vehicle unit (or group of such) Retained in an Entry Area may attempt to Shift to the next Eligible Entry Area, or to a non-Isolated friendly Setup Area. A unit/group that wishes to Shift from a Setup Area must be able to trace a path (of any length) of contiguous, Enterable (by all units of the Shifting group), Uncontrolled-Territory/friendly setup-Area/Eligible-Entry-Area hexes from any friendly-Controlled hex of that Setup Area to any hex of the Area to which it is attempting to Shift. Each MMC may portage ≤ five PP and each SMC may portage ≤ two PP [EXC: *a wounded SMC can portage nothing*]. Prior to its possessor's Shift (attempt), each SW may (must if the unit exceeds its allowed portage limit) be dropped or freely Eliminated/transferred/dismantled-if-possible. A Gun can not be Shifted. Each squad stacked with a leader may freely Deploy. Make a separate Secret DR on the following table for each unit/group attempting to Shift [EXC: *no DR is required if a unit/group Retained in a Setup Area wishes to Shift to an Eligible Entry Area that is part-of/adjacent-to that Setup Area; i.e., such a Shift is automatically successful*].



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3.61423

Only one Shift attempt may be made per unit/group per CG Date, and all units attempting to Shift from the same, and to the same new, Entry or Setup Area must do so as a single group. In addition, if shifting through River hexes [EXC: If a path of Bridged River Hexes is available] each unit must take the appropriate task checks for each River hex entered and any results indicated applied to those units.

SHIFT TABLE

Final DR	Result
≤ 8	Shifted safely
9-10	No Shift*
11	Shifted with Casualties†
≥ 12	All units, Inherent crews and Equipment Eliminated

DRM:

- 1 If that entire path can be traced on road hexes‡
- +1 Per five (FRD) Uncontrolled-Territory hexes along that path between the current Setup/Entry Area and the desired new Setup/Entry Area‡

* Unit/group cannot Shift (the orders were not received or could not be carried out). It may not attempt to Shift again until the next CG Date, and must remain in its current Entry Area (if Retained off-map) or Setup Area (if Retained on-map), though it may participate normally in the next CG scenario.

† Each Personnel unit suffers Casualty Reduction on a subsequent dr of ≥ 4. Each vehicle is Eliminated on a subsequent dr of ≥ 4; if it is Eliminated, make a CS DR for its inherent crew (if any; Casualty Reduction is NA). Roll separately for each unit.

‡ Not applicable to a Shift from one Entry Area to another.

3.6131 VACATED SETUP AREA: If the last unit in a friendly Setup Area is Eliminated or successfully Escapes/Shifts elsewhere, each Location of that Setup Area remains Controlled by the last Controlling (i.e., by the vacating) side.

3.614 EQUIPMENT REPAIR AND REPLENISHMENT

3.6141 VEHICLES: Each side performs the applicable step(s) below for each vehicle in a friendly-Setup/Eligible-Entry Area.

- a) **ABANDONED:** Each abandoned vehicle may remain abandoned, or may be remanned and operated (as per A21.22 or D5.42/D6.631) by Personnel Retained within the same Setup Area.
- b) **IMMOBILIZATION REPAIR:** Each non-captured, non-abandoned, immobilized vehicle must make a dr on the following table to determine if the immobilization is repaired:

IMMOBILIZATION REPAIR TABLE

Final dr	Result
≤ 2	Become Mobile*
≥ 3	No change

drm:

- +1 if Isolated
- +1 if only Non-Qualified Use (A21.13) possible
- +1 if in a Front-Line hex

* And is Retained in its current Setup Area.

c) **AFV RECALL:** Each Mobile, non-Isolated Retained AFV under Recall is Eliminated. If Mobile, under Recall, and Isolated, such an AFV begins the next scenario under Recall (as well as suffering Ammunition Storage; A19.131).

d) **STUNNED:** A side Retaining a vehicle suffering the results of a stun (small stun; D5.34) must make a dr on the following table to determine if the vehicle recovers from the stun result:

VEHICLE STUN RECOVERY TABLE

Final dr	Result
≤ 2	Recover, remove stun
3-5	Retain stun
≥ 6	Eliminated

drm:

- +1 if Isolated
- +1 if German

3.6142 WEAPON REPAIR: Each side now makes a separate dr on the table below for each malfunctioned, non-captured, Retained weapon in each friendly Setup/Entry Area that contains Personnel (or, for a vehicular Weapon, an Inherent crew in that vehicle):

WEAPON REPAIR TABLE

Final dr	Result
≤ 1	Repaired
≥ 2	Eliminated*

drm:

- 1 if vehicular-mounted
- x (Weapon Repair Number)
- +1 if only Non-Qualified Use (A21.13) possible
- +1 if Isolated

* If vehicular-mounted, the Weapon is disabled; if MA, the AFV is immediately Recalled (3.6141c applies).

3.61421 VEHICULAR-MG EXCHANGE: A disabled, non-captured, vehicular MG may be automatically repaired (even if disabled in step 3.6142) by Eliminating a friendly functional SW LMG. In all cases, the MG to be Eliminated must be Retained within the same Setup/Entry Area as the AFV.

3.61422 CAPTURED EQUIPMENT: Each side makes a separate dr for each functioning, captured, Retained Weapon in each friendly Setup/Entry area that contains Personnel; if ≥ 4 it is Eliminated (disabled if vehicular). Each already-malfunctioned Captured Weapon is Eliminated (disabled if vehicular). Disablement of MA by either means does not cause Recall. At its captor's option, a captured vehicle may remain in play if it has any functioning Weapon (even if MA is disabled); otherwise it is turned into a (Burnt-Out) wreck as per 3.61423.

3.61423 ABANDONING, SCROUNGING, & REMOVAL: At the Controlling player's option ≥ one non-Recalled vehicle in each friendly Setup Area may be Abandoned and/or turned into a (Burnt-Out) wreck. Likewise, he may attempt to Scrounge ≥ one non-Recalled vehicle/non-Burnt-Out-wreck in each friendly Setup Area. [EXC to all: Such actions are NA unless ≥ one Personnel unit (even an abandoning crew) is Retained in that Setup Area.]



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3.61424

3.61424 SPECIAL AMMO: Each non-captured, non-Isolated weapon [EXC: *British weapons prior to July 15 AM CG Date*] which has some form of depleted ammunition type may make a dr on the following table for each type of special ammunition which is depleted in order to attempt to resupply that type of special ammunition for that weapon:

SPECIAL AMMO RESTORATION TABLE

Final dr	Result
≤ 3	Restores special ammunition type
≥ 4	NA, weapon still depleted for next CG Date

3.61425 LOW AMMO: Each Low Ammo marker on each non-captured, non-Isolated vehicle is removed.

3.61426 BRITISH TANKS AT NIGHT: If this is a Night CG Date, all remaining mobile non-Isolated British tanks are retained in the closest (in MP, player's choice if equidistant) British Entry Area (See CG4); all mobile Isolated British Tanks must now attempt Escape.



3.61427 FT/DC: Each non-captured FT/DC removed from play during the preceding CG scenario is retained by the owning player if the usage DR resulting in its removal was ≤ 10. Neither player may retain in this manner for each Setup/Entry Area more than 1 FT/3 elite squads and 1 DC/elite squad.

3.615 AMMUNITION SHORTAGE: See CG 18.

3.616 CPP REPLENISHMENT: CPP are replenished according to the following formula: the CPP Base # (3.6161) plus CG Scenario Loss Points (3.6162) equals the final amount of CPP replenished. [EXC: *On the July 14 PM date of CG III the British player may fore go all or a portion of the allotted CPP. The number of CPP fore gone is subtracted from the Axis CPP base.*]

3.6161 CPP BASE NUMBER: The CPP Base # is given below for the current CG Date:

CG Date	Axis CPP Base	British CPP Base
July 14 AM	39	17
July 14 PM	29	12
July 14 N	42	4
July 15 AM	30	80
July 15 PM	30	65
July 15 N	44	65
July 16 AM	25	62
July 16 PM	25	60
July 16 N	31	18
July 17 AM	12	16
July 17 PM	12	16

3.6162 CG SCENARIO LOSS POINTS: If the Casualty Victory Points (CVP) lost by a player for the prior CG scenario (only) are ≥ two times, and ≥ 8 more than, the CVP lost by the other Player, that player may make a dr and add this value to the CPP Base Number for the total amount of CPPs replenished.

3.617 PURCHASING REINFORCEMENT GROUPS: Each player now secretly allots CPP for the purchase of RG. All CPP expended are subtracted from the current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all be kept secret. The player consults the RG chart for the different

types of RG historically available, the CPP cost of each, the number of each that may be purchased during the course of the CG, and any applicable notes. As each RG is selected, record its ID (and the CPP expended to purchase it) in the "RG Purchased" column on the line for the current CG Scenario on the CG Roster. After all the RG are selected, write the total CPP expended in the "spent" column of the CG Roster for the current CG Date; then write the number of CPP remaining, even if zero, in the "Left" column for the current CG Date. Any CPP remaining may be used to purchase further RG in any subsequent RePh step 3.6171-.6178 [EXC: *Any CPP remaining after this step on the 14 PM date are lost*].

The RG chart contains the following columns:

3.6171 ID: Provides an alphanumeric identification for each RG.

3.6172 GROUP TYPE: Lists the name of the RG. This name and its ID are secretly recorded on the RG Purchase Record (3.6179).

3.6173 FULL/DEPL: List the number of units received in each RG.

3.6174 UNIT TYPE(S): Lists the type(s) of units that each RG contains.

3.6175 CPP COST: Lists the CPP cost of the RG (regardless of its later-determined Strength). This is the number of CPP that must be subtracted from the current CPP total in order to receive that RG. If an Axis "I" or "G" type RG is purchased for 20% less (FRD) than its printed value the RG must be set up on-map in Reserve (SSR CG6; 3.4). If an Axis or British RG is purchased for its printed value it enters play during the course of the scenario (SSR CG4 and CG5). The Axis or British player may purchase "I" type RGs for Standard On-Map Setup by spending 20% more (FRU) than the printed value. Unless otherwise prohibited, each RG purchased for Standard On-Map Set Up may be set up on-map in a friendly, non-Isolated Setup Area in a scenario played on the same CG Date that it is purchased. An Axis RG purchased for Standard On-Map Setup is *not* set up in Reserve—and, if it can use an Eligible Entry Area, may instead be Retained in that Entry Area's Holding Box to enter as a reinforcement (see SSR CG4; 3.4). A British RG may be purchased for Standard On-Map Setup only if there is ≥ one Set Up Area on the Map. For set up purposes RG must be able to trace a path (of any length) of contiguous, Enterable (by all units of that RG) friendly-Setup/Uncontrolled-Territory Locations from its Setup Area to an eligible Entry Area. This path may not cross any non-bridge river hexes [EXC: *For "I" type RG the path may cross river hexes which are not subject to the TC provisions of SSR PBr14.2*].

3.6176 CG DATE MAX: Lists the maximum number of RG of this type that may be purchased per CG Date.

3.6177 CG MAX: Lists the maximum number of RG of this type that may be purchased during the course of the CG. The player must keep a written record (using the 3.6179 RG Purchase Record) of each RG purchased during the CG in order to know if additional RG of that type are still available for purchase. RG given during any CG Scenario never count against this maximum.

3.6178 NOTES: Special restrictions or comments about the RG.

3.6179 RG PURCHASE RECORD: After all RG for the current CG Date have been selected and CPP expended for them, the RG Purchase Record must be updated. One line of this sheet must be filled out for each RG purchased in order to keep track of the number purchased thus far in the CG. If preparing for a CG Initial Scenario, one line is also filled out for each RG given in the Initial Scenario OB (but these latter do not apply towards RG purchase limits; 3.6176 -.6177). The following listing explains how each column of the RG Purchase Record is used.



Z

3.6179

GERMAN/ITALIAN REINFORCEMENT GROUP CHART								
ID	Group Type	Full/Depl	Unit Type(s)	CPP Cost	CG Date Max	I	CG Max II	III
F1	FB42	2	FB42 ^a	1 (2)	1	1	1	0
I1	Fallschirmjäger Pioneer Coy	12/9	4-6-8 ^{bckm}	21	1	3	2	0
I2	Fallschirmjäger MG Pltn	2:2 ^f	MMG;HMG ^{cdgk}	8	1	4	4	0
I3	Fallschirmjäger Pioneer Alert Coy	12/9	4-6-8 ^{bckmn}	16	1	1	1	0
I4	Fallschirmjäger Signal Coy	12/9	4-6-7 ^{bclm}	15	1	1	0	1
I5	Alert Infantry Coy	12/9	4-4-7 ^{bclm}	14	2	2	0	2
I6	Fallschirmjäger Coy	12/9	5-4-8 ^{bcom}	17	1	1	1	0
I7	Italian Infantry Coy	12/9	3-4-6 ^{bcm}	12	1	3	3	0
I8	Italian MG Pltn	2:2 ^f	MMG;HMG ^{cdg}	6	1	1	1	0
I9	Italian MTR Pltn	3/2	45mm MTR ^{cdg}	6	1	2	2	0
I10	Italian Blackshirt Coy	12/9	3-3-6 ^{bcm}	8	1	1	1	0
G1	RCL Section	2/1	75 LG 40 RCL ^{cegk}	4	1	3	3	0
G2	INF Section	2/1	75* IeIG 18 INF ^{cegk}	6	1	2	2	0
G3	MTR Section	2/1	81* GrW 34 MTR ^{cegk}	7	1	4	4	0
G4	AA Section	2/1	88L FlaK 18 AA ^{cehg}	10	1	1	0	0
G5	AT Section	2/1	40LL IePaK 41 AT ^{cegk}	5	1	4	4	0
V1	StuG Pltn	2/1	StuG III ^{bc}	12	1	2	2	1
O1	Bitn Mortar	80+mm mortar OBA Module ^{fgk}		7	1	3	3	0
O2	Lgt Arty	70+mm OBA Module ^{fgk}		6	1	3	3	0
O3	Med Arty 1	80+mm OBA Module ^{fg}		8	1	2	1	1
O4	Med Arty 2	100+mm OBA Module ^{fgk}		9	1	2	2	0
M1	Sniper	SAN Increase +1		2	1	8	6	2
M2	Recon	3.620 ^r		1 (2)	2	6	4	2
M3	Fortification	20 FPP		1	5	20	19	1

NOTES:

- Determine arrival turn and presence/lack of bombs as per E7.2-.21 (all bombs are HE). If purchased for 2 CPP the player receives a -2 drm to the arrival dr.
- SW and Leader types are determined as per 3.6182 and 3.1683, respectively.
- Each of these unit types are subject to depletion (See 3.6181).
- Each German MG is accompanied by a 2-4-8 HS. Each Italian MG and MTR is accompanied by a 1-3-6 HS.
- Each Gun is accompanied by a 2-2-8 crew.
- Each OBA module comes with a radio. O1 may fire HE, IR, and Smoke. O2, O3, and O4 may only fire HE.
- Available for on-map setup on CG Date of purchase at no extra cost.
- Each gun obtained with the purchase of this reinforcement group is accompanied by an *Sdkfz 7*.
- Receives a -2 DRM on its Radio Maintenance DR (C1.22).
- Each gun obtained with the purchase of this reinforcement group is accompanied by an *Sdkfz 2*.
- Only eligible for purchase after July 14 PM.
- Only eligible for purchase before July 14 N.
- A total of no more than two coy type RG may be purchase on any given CG Date. Further, no more than 4 coy type RGs may be purchased on a given calendar day.
- May not be purchased until all I1 RG have been purchased.
- Only eligible for purchase after July 16 N.
- If purchased for 2 CPP the player receives a +5 drm to the Recon dr.

CG Date: The CG scenario the RG is purchased.
RG ID: The RG's alphanumeric ID.
Group Type: The RG's name.
#P (Number Purchased): The total number of friendly RG of this Group Type purchased thus far during the CG.
#R (Number Remaining): The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG's #P column from the number listed in the "Maximum" column (for that RG for that CG) in the RG Chart.
Str: The RG's strength, as determined in RePh step 3.6181. Record "F" for a Full, "D" for a Depleted, RG.
#Units: The number of units received in that RG of the Unit Type listed in the respective RG Chart and the unit type.

SW Received: As each SW for that RG is determined (RePh step 3.6182), record the number of each Weapon type received.
Leader(s): As each eligible RG's (armor) leader(s) is determined (RePh step 3.6183) record his A10.7/D5.4 Strength Factor.
Objective Hex: Record the Objective Hex of each Coy size RG (see 3.2).
Setup/Entry Area ID: On its CG Date of purchase, each RG must have a friendly, non-Isolated Setup Area or Eligible Entry Area recorded for it. Use the hex coordinate of each Entry Area's center (arrow) hex as the ID for that Area. For set up purposes RG must be able to trace a path (of any length) of contiguous, Enterable (by all units of that RG) friendly-Setup/Uncontrolled-Territory Locations from its Setup Area to an eligible Entry Area. This path may not cross any non-bridge river hexes [EXC: For "I" type RG the path may cross river hexes which are not subject to the TC provisions of SSR PBr14.2].



3.6179

NOTES:

- a. Determine arrival turn and presence/lack of bombs as per E7.2-.21 (all bombs are HE). If purchased for 2 CPP the player receives a -2 drm to the arrival dr.
- b. SW and/or Leader types are determined as per 3.6182 and 3.1683, respectively.
- c. Each of these unit types are subject to depletion (See 3.6181) [EXC: RG entering play via paratroop are not subject to depletion].
- d. Each Gun is accompanied by a 2-2-8 crew. Each MMG and HMG is accompanied by a 2-4-8 HS.
- e. Each OBA module comes with a radio. Use as a creeping barrage increases the cost of a module by 50% and is not convertible. Each Creeping Barrage must have east-west hex grain alignment (E12.11-12.2). All OBA modules may use HE. In addition, O1 may fire IR, O1, O2, and O3 may fire S, and O1 and O3 may fire WP. No more than 1 O4 may be in a sides OB at any given time.
- f. Available for on-map setup on CG Date of purchase at no extra cost.
- g. Each gun obtained with the purchase of this reinforcement group is accompanied by Lloyd Carrier.
- h. Receives a -2 DRM on its Radio Maintenance DR (C1.22).
- i. When the British player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it. To resolve each bombardment, after all on-map setup is completed he places an AR counter in the Pre-Reg hex and makes a C1.31 error DR (with the white dr halved; FRU) to determine the bombardment Center Hex. He then places a FFE:C counter in that center Hex. All hexes with the same numbered coordinate and any hex ≤ 2 hexes from these hexes now undergo Bombardment as per C1.82-.823. There are no "spared hexes". After the Bombardment has been fully resolved, its FFE:C is removed and that Bombardment RG is Eliminated. Each Bombardment is fully resolved before conducting another bombardment (if any). The maximum number of Bombardments useable per CG scenario is equal to the number of new CG Dates since the last CG-Scenario End (e.g. if one Idle Date occurred between scenarios, no > two Bombardments may be conducted for the current scenario). No Bombardment is resolved on an Idle Date. Throughout Game Turn 1 of any CG Date just prior to a bombardment has been conducted there is a LV hindrance for the remnants of the smoke and dust raised by the pre-attack bombardment which is equivalent to heavy rain (E3.51) (e.g. +1 LV Hindrance DRM at ranges ≤ 6 hexes, +2 LV Hindrance DRM at ranges ≥ 7) for any units firing into, through or out of the bombardment area.
- j. Off board observer is at level 2 in any friendly entry area board edge hex. Secretly record the hex prior to German setup. Cost is per module. Each Off board Observer is retained as long as the module he is assigned to is retained.
- k. May only be purchased on or before July 14 PM.
- l. A total of no more than two coy type RG may be purchased on any given CG Date. Further, no more than 4 coy type RGs may be purchased on a given calendar day.
- m. If depleted make a Secret dr for each Carrier as if a SW per 3.6182.
- p. May only be purchased on or after July 14 N.
- q. Each Gun obtained with the purchase of this reinforcement group is accompanied by a Jeep (a) and a British Glider.
- r. If purchased for 2 CPP the player receives a +5 drm to the Recon dr.
- s. If depleted 1 less of each squad type is received.

BRITISH REINFORCEMENT GROUP CHART									
ID	Group Type	Full/Depl	Unit Type(s)	CPP Cost	CG Date Max	CG Max I	CG Max II	CG Max III	
F1	FB42	2	FB42 ^{ak}	1 (2)	1	1	0	1	
I1	Lgt Inf Rifle Coy	12/9	4-5-8; 4-5-7; 4-4-7 (4/3 each) ^{bcpsl}	18	4	12	12	0	
I2	Airborne Pltn	4/3	6-4-8 ^{bck}	7	2	2	0	2	
I3	Lgt Inf Assault Pltn	3/2	4-5-8 ^{bcp}	7	1	3	3	0	
I4	Airborne Coy Cmd	2/1	6-4-8 ^{bck}	4	1	1	0	1	
I5	MG Pltn	2;2 ^c	MMG;HMG ^{cdpf}	7	1	3	3	0	
G1	Lgt Inf AT Pltn	3/2	57L OQF 6-Pounder AT ^{cdgpf}	8	1	6	6	0	
G2	Airlanding AT Pltn	2/1	57L OQF 6-Pounder AT ^{cdq}	8	NA	0	0	0	
G3	Mtr Pltn	2/1	3" MTR ^{cdfp}	6	1	1	1	0	
V1	Med Tank Troop	3/2	Sherman III(a) ^{bcp}	12	4	15	13	0	
V2	Carrier 3" Mtr Pltn	2/1	Carrier 3" MTR ^{cp}	7	1	1	1	0	
V3	Carrier Pltn I	3 ^m	Carrier A, Carrier B, Carrier 2" Mtr ^{cp}	6	2	6	6	0	
V4	Carrier Pltn II	3 ^m	Carrier C, Carrier B, Carrier 2" Mtr ^{cp}	6	2	6	6	0	
V5	AC Pltn I	3/2	Daimler AC ^{cp}	4	3	3	3	0	
V6	AC Pltn II	3/2	AEC I ^{cp}	5	1	1	1	0	
O1	Btln Mortar	70+mm	OBA Module ^{efp}	7	1	8	8	0	
O2	Lgt Arty	80+mm	OBA Module ^{efp}	8	1	4	4	0	
O3	Med Arty	100+mm	OBA Module ^{efp}	10	1	4	4	0	
O4	Offboard Observer		Offboard Observer ^{ep}	1	1	4	4	0	
B1	Bombardment		Pregame Bombardment ^{ip}	3	1	8	7	0	
M1	Sniper		SAN Increase +1	3	1	4	3	1	
M2	Recon	3.620 ^r		1 (2)	2	6	6	0	
M3	Fortification	20 FPP		2	1	5	4	1	



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3.618 RG STRENGTH, WEAPONS & LEADERS

3.6181 RG STRENGTH: Each RG whose ID begins with "I", "V", or "G" is subject to Depletion. For each such RG the player has just purchased (as well as for each such RG he receives in an Initial-Scenario OB), the player must make one Secret DR on the RG Strength Table to determine whether it is received at Full or Depleted Strength [EXC: RG entering via Paratroop]. A Full-Strength "I", "V" or "G" RG contains the number of specified units/Guns listed to the left of the "/" in the Full/Depl column of the RG chart, while such a Depleted RG contains the number listed to the right of the "/". For the support weapons of these RG see 3.6182.

RG STRENGTH TABLE

DR	RG Strength
≤ 9	Full Strength
≥ 10	Depleted

DRM

- 1 "G" and "V" type RG [EXC: British Airlanding]
- 1 Non-Airborne/Airlanding British
- +1 British Airlanding/Airborne⁹

3.6182 SUPPORT WEAPON ALLOTMENT: Each Full-Strength "I" RG receives all SW/Personnel counters listed for it. If Depleted (3.6181), the player makes a Secret dr for each listed SW; an Original dr of ≤ 3 results in that SW being received (with its attendant HS); if ≥ 4 that SW (and its respective HS) is forfeit [EXC: Each Full Strength British RG I2 and I4 only receives its allotted SW on a dr of ≤ 3; each Depleted British RG I2 and I4 only receives its allotted SW on a dr of ≤ 2; each Axis RG I2 and I8 and each British RG I5 must receive a minimum of two SW, if less than two are received, re-roll for the entire RG until at least two are received].

AXIS INFANTRY-TYPE SW CHART¹⁰

Unit	LMG	DC	FT
Fallschirmjäger Pioneer Coy	3	6	3
Fallschirmjäger Pioneer Alert Coy	1		
Fallschirmjäger Signal Coy	1		
Fallschirmjäger Coy	3		
Alert Infantry Coy	1		
Italian Infantry Coy	1		
Italian Blackshirt Coy	1		

BRITISH INFANTRY-TYPE SW CHART¹

Unit	LMG	DC	FT	51mmMTR	PIAT
Lgt Inf Rifle Coy	3			2	1
Airborne Pltn	1			1	1
Lgt Inf Aslt Pltn		2	1		
Airborne Coy Cmd	1				

3.6183 LEADER ALLOTMENT: For each purchased/OB-Given "I" or "V" type RG, make one Secret DR [EXC: Each RG specified as a coy may roll three times on the leader table] on the appropriate column of the following leader tables to determine the type of leader received by that RG. Each leader must setup/enter with a unit of his respective RG during the first

(only) CG Scenario in which he participates [EXC: if Retained off-map for an entire Scenario].

LEADER TABLE

Final DR	Personnel Leader	Armor Leader
≤ 2	10-2	10-2
3	9-2	9-2
4-5	9-1	9-1
6-7	8-1	8-1
8-9	8-0	—
10-11	7-0	—
≥ 12	6+1	—

DRM

- +1 Alert Coy RG
- 4 1st Signal Coy RG Leader Roll
- 1 Airborne/Fallschirmjäger RG
- 1 Coy Cmd RG
- +1 Depleted RG
- 1 German "V" RG
- +2 British "V" RG
- +2 Italian RG

3.619 PURCHASING FORTIFICATIONS: Fortifications, which are obtained by spending FPP, may be purchased on each CG Date if the player has the requisite FPP (purchased in 3.617). All FPP unspent upon completion of this step are forfeit. As Fortifications are selected, the specific type must be recorded in the "FORTIFICATIONS" area of the CG Roster.

FORTIFICATION PURCHASE TABLE

Fortification Type	FPP Cost
Foxhole	3/2/1(c)
Roadblock	10(f)
"?"	1
HIP (a,b)	5/3/2/1
Trench (e)	10
AT Mines (d)	3/factor

- a) Listed cost is per 5/8"-Counter/Squad/HS/SMC. SW may setup with a HIP unit up to the legal IPC of that unit (leaders may lend their IPC to a MMC) or one 45mm or 51mm MTR SW per MMC.
- b) No more than 10% (FRU) of a side's Retained Infantry squads may use HIP in a daytime Scenario.
- c) 3S/2S/1S Foxhole costs.
- d) May only be purchased by the British when ≥ 1 airborne MMC is currently retained. No more than 6 AT mines may be purchased during any CG.
- e) A trench may only be placed in a hex which contained a foxhole on the previous CG date. When the trench is placed the foxhole is removed.
- f) The Axis can purchase no more than 5 roadblocks during the course of any CG.

3.620 PURCHASING RECONNAISSANCE: Each side may now make a Recon dr, provided it first expends the required CPP



3.620

for this purpose and the players are not preparing to play an *Initial Scenario*. If Recon can be purchased, that side deducts one (or two, for a beneficial *drm* on its Recon *dr*) from its current CPP total in the CG Roster's "Left" column, and records the new total in the "Start" column of the *next* CG Date. (The number in the "Start" column shows the side's CPP total at the start of that CG Date.) If a side cannot or opts not to use Recon, its current CPP total is simply copied in the "Start" column of that next CG Date.

A Recon Final *dr* is the number of *Locations* in which the opponent will have to reveal units and Fortifications, if he has in fact set up in them; see 3.6223. The Recon *dr* is modified by +5 if the purchaser spent 2 CPP for Recon.

The number of *Locations* that may be reconnoitered (3.6223) per CG Date is recorded on the CG Roster in the "Recon" column of the current CG Date line. The number recorded for each Idle CG Date is cumulative with the number recorded for each succeeding CG Date, but not beyond the next CG scenario.

3.621 INITIATIVE DETERMINATION: Each side selects its Initiative for the current CG Date, either to "Attack" or stand "Idle," representing its desired tactical plans.

3.6211 ATTACK-CHIT LIMIT: Each CG (3.51-.53) lists the maximum number of Attack Chits (3.6212) each side may select during the course of that CG. (There is no limit otherwise on selecting Attack Chits on consecutive CG Dates.) For purposes of this rule, neither side is considered to have selected an Attack Chit for an Initial Scenario.

3.6212 PROCEDURE: Each side takes its respective Initiative Chit and secretly places it on the playing area, hidden from the opponent's view, with the chit's face-up side displaying the side's Initiative selection (i.e., either an Attack Chit or an Idle Chit) for the next CG scenario. The counters are then revealed simultaneously and cross-indexed on the following matrix to determine if a new CG scenario is generated and, if so, what type it will be.

Chit Selected	British Attack	British Idle
Axis Attack *	Dual Attack ¹	Axis Attack ¹
Axis Idle	British Attack ¹	Idle ²

* The Attack Chit cannot be selected by the Axis player if the British player currently has no on-map Retained units.

- 1 Scenario generated; consult proper scenario type below for further information.
- 2 No scenario generated for this CG Date; each side repeats RePh steps 3.612-.6212.

3.6213 SCENARIO TYPES

- DUAL ATTACK:** Represents a CG Date when both sides have planned offensive action. The British player makes a *dr* to determine which side sets up first: if ≤ 3 the British do; otherwise the Axis does. The side moving first however, is not determined until after all setup is complete (step 3.623).
- NIGHT DUAL ATTACK:** If both sides choose Attack for a Night CG Date, both are considered Scenario Attackers. Both sides may use Cloaking as per SSR CG3 (3.4). Neither side is restricted by the use of No Move counters (El.21), and neither side receives the benefits/penalties of a Scenario Defender (El.2; El.22). The side moving first is still determined in step 3.623. See also SSR CG3.

- AXIS ASSAULT:** On this CG Date the Axis side is attacking. The British set up first and the Axis moves first.
- BRITISH ASSAULT:** On this CG Date the British side is attacking. The Axis sets up first and the British move first.

3.6214 SCENARIO VICTORY CONDITIONS: In PBr, each individual CG Scenario does not have Victory Conditions. The CG Scenarios serve instead to position the players for the overall CG Victory Conditions. Neither side "wins" or "loses" a CG scenario, only the CG itself.

3.622 UNIT SETUP

3.6221 ISOLATED UNIT SETUP: The side that sets up first (3.6213) in a given CG scenario now sets up all of its Retained units, Equipment, and new Fortifications which will go into an isolated Location, after which the other side does likewise. Each Isolated unit/Equipment piece may be set up only in its current Setup Area [EXC: in its current Location and VCA, if an Immobile vehicle; 3.6071]. Each unit/Equipment piece set up in an Isolated Location is affected by Ammunition Shortages (A19.131) for the duration of the CG scenario. These units should be recorded to distinguish them from others not suffering the same penalties.

3.6222 NON-ISOLATED UNIT SETUP: The side which sets up first now sets up the remainder of its Retained units, Equipment, and new Fortifications in eligible Locations of the Setup Area each is Retained in [EXC: each Immobile vehicle must remain in its current Location and VCA (3.6071)]. Record the hex coordinates of new Fortification setup Locations on the CG Roster, in the appropriate line(s) and column(s) under "FORTIFICATIONS." See also SSR CG3, CG4, CG5, CG6, CG8, CG9, CG10, CG13, and CG15. Once the side setting up first has completed its setup, the other side follows the same (3.622) procedure.

3.6223 RECON INSPECTION: After all setup is complete (but prior to Bombardment, if any), each side may declare the Location(s) they wish to reconnoiter (3.620), if any. Each reconned Location must be within six hexes of a friendly Setup/Eligible-Entry Area hex. The sides take turns declaring one Location at a time, with the British declaring first. Each hidden unit/Equipment in a reconned Location is placed on-map concealed, and all hidden Fortifications in the Location are revealed. All concealed (including Cloaked/Reserve) units/Equipment therein then lose their "?" (Eliminating Dummies) and the opponent receives Right of Inspection vs the Location (A12.16), regardless of LOS. All units/Equipment in Concealment Terrain in the Location then immediately regain any "?" (but not HIP) they previously had, regardless of LOS [EXC: all Reserve units/Equipment regain their Cloaked Reserve counter (and status), even if not in Concealment Terrain].

3.623 SCENARIO COMMENCEMENT:

Players are now ready to begin the CG scenario. Each side announces its current SAN. If this is an Assault scenario, the side setting up second always moves first. If this is a (day/night) Dual Attack scenario, the side that will move first is determined by the British player making a *dr* on the following table:

dr	Moves First
≤ 3	British
≥ 4	Axis



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Credits

PRIMOSOLE BRIDGE FOOTNOTES

1. **PBr10 ARMORED ASSAULT:** British infantry and armor found it difficult to act cooperatively in the vineyards and orchards north of the river.
2. **PBr11 RADIO CONTACT:** The British found it difficult to maintain radio contact with their artillery support. This was such a problem that at times it was necessary to go in person to the battery to coordinate support.
3. **PBr14.1.-2 FORDING:** The river was crossed at several points during the battle, although a number of British soldiers drowned during these crossings. The only safely fordable section was a bit up stream from the bridge, although even this area was not suitable for vehicles to pass. This crossing site was a key factor in the British Army's ability to capture the bridge itself.
4. **PBr15.3 VINEYARD LOS:** First hand accounts indicate that ground-level vision when prone in the vineyards in this area was extremely restricted.
5. **CG3 LEAGUER:** British tactical doctrine at this time (in fact throughout the war) was that tanks did not remain at the front at night. This cost the British dearly on the evening of the 14th when, if the British armour and infantry support would have pushed forward in the late evening, they could have controlled at least the south side of the river and possibly even been able to retake the bridge.
6. **CG5 GERMAN ENTRY:** This restriction prevents the German Player from "gaming" the CG end. Without such a restric-

tion the German player can keep reinforcements off map until late in the final CG Scenario and then enter them just prior to the CG Scenario End DRs into the area the British must have clear at game end.

7. **3.60741 BRITISH WITHDRAWAL:** The British airborne troops had depleted most of their ammunition by late in the day on the 14th. They were forced to withdraw when finally pushed back across the river by the Germans and did not return to the fight to recapture the bridge.

8. **3.60742 GERMAN WITHDRAWAL:** The German forces which recaptured the bridge from the British were withdrawn when the Fallschirmjäger pioneers arrived. Subsequently the Fallschirmjäger signal company was reintroduced to the fight when things got desperate.

9. **3.6181 AIRBORNE RG DEPLETION:** The British airborne landings went horribly awry. Among other problems the transports were badly shot up on their approach by their own fleet, and initial force sizes have been concomitantly reduced. To help represent the widely scattered landings, British airborne RG are more likely to be depleted than are leg infantry RG.

10. **5.6182 SUPPORT WEAPON ALLOTMENT:** By this point in the war the *5cm leGrW 36* mortar had been pretty much replaced by the *kz 8cm GrW 42* "Stummelwerfer" (German Ordnance Note 2) in Fallschirmjäger units. Because this mortar is classified as a Gun (rather than a SW), it has been split out of the companies for separate purchase in its own platoons.

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PRIMOSOLE BRIDGE CREDITS

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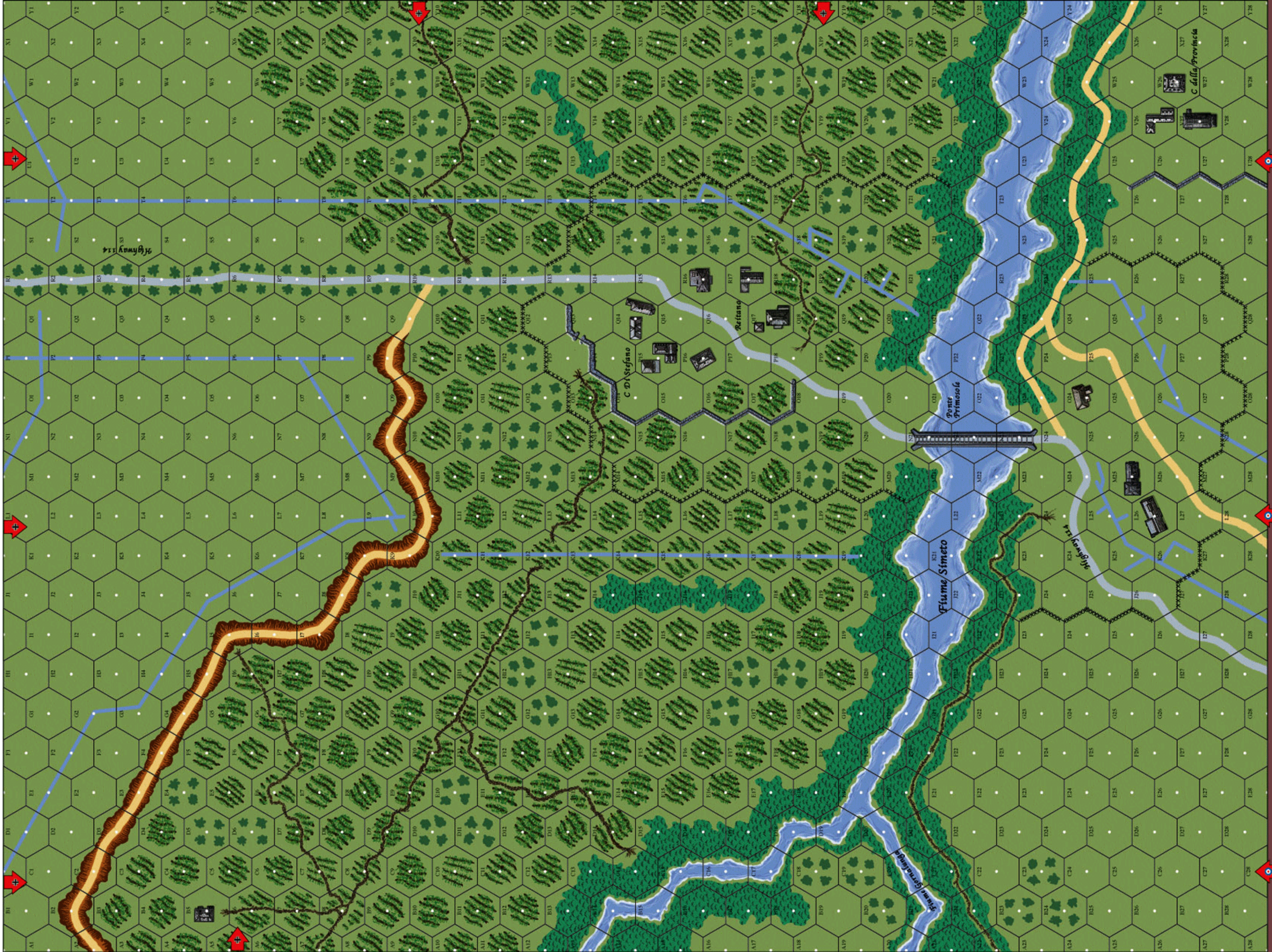
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The Primosole Bridge