



# ANZIO

## The Struggle For Italy - 1943-1945

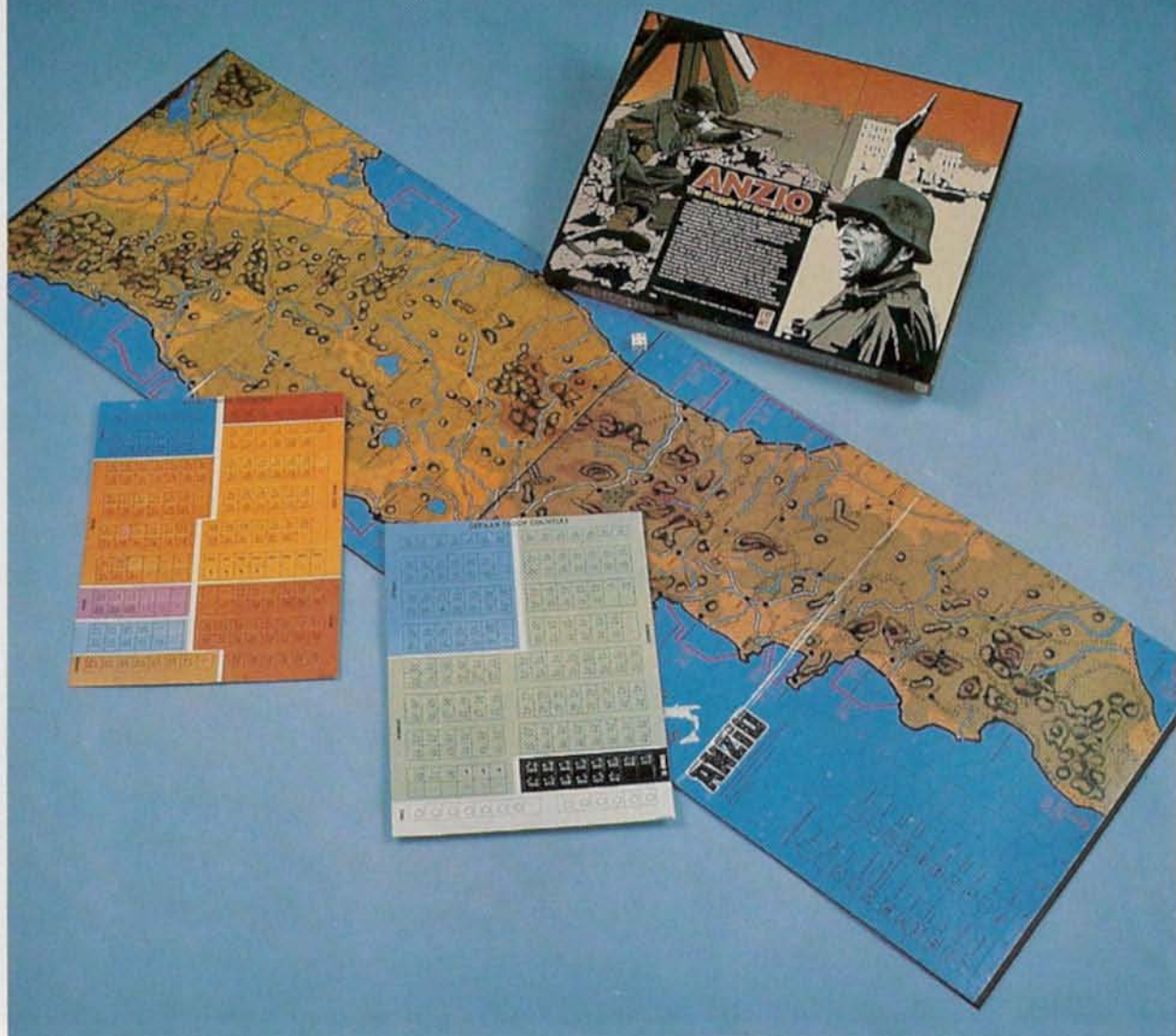
The battle for Italy was a grueling affair whose strategic importance lay in the effect it had on the timetable for the coming D-Day invasion. To the Allies, **ANZIO** was to be the bold strike to break the back of the impregnable Cassino Line defenses. To the Germans it became the largest self-sustaining prison camp in Europe!

Whatever it was, it became the symbol for the most bitter defensive struggle in World War II. Now, YOU take the role of Theatre Commander and attempt to break the stalemate on the Italian peninsula. Every division, brigade, and battalion that took part in the original campaign is at your command. Every detail is as it was then, except YOU are in command to win or lose this decisive battle. Perhaps you, as German General Kesselring, can accomplish the impossible and throw the Allies back into the sea. Or maybe, as Allied General Montgomery, you can break through the German mountain defenses to strike at the heart of Nazi Germany. Discover for yourself what it takes to win a war. Put down your history book and see if you could have done it.

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# ANZIO

**Complexity Rating—Basic Game 4  
Advanced Games 7-10**  
**Playing Time—Two Hours and Up**

Few games have been kept up to date as much as ANZIO has. Revised and revised again, a good game has gotten better and better. Played on a 44" x 14" mapboard of Italy, the game recreates the Allied amphibious invasions and campaigns to secure the peninsula leading to the heart of Europe. The Allies face not only the German and Italian armies, but some of the most varied terrain in the world.

Unit counters represent American, British, Greek, Canadian, Polish, French, Indian, German, and Italian forces. Order of Battles are available for a variety of mini-games and the campaign game, pro-

viding a highly versatile game of almost any duration and complexity.

The twenty-four page rulebook is divided into a basic game and several advanced versions. Each advanced version adding more and more rules, complicating while making the game more realistic and adding the feel of the actual problems, decisions, and actions of the campaign.

Game features include unit step reduction, nava bombardment, tactical airpower, paratroopers, limited intelligence, breakthrough combat, supply, stacking values, special terrain effects, and fortifications. A gem for the hardcore gamer. Players can select their own combination of playability and realism. Probably the most underpublicized and under appreciated game around. A silent "Classic"

## GREAT BRITAIN

5 Cdn	3 SR	1 18
5-5-12	3-4-12	1-1-12

## UNITED STATES

5 Cdn	4 10	1 82 C 504
7-7-12	3-4-8	1-1-12

## FRANCE

3 Fr	3 410r
3-4-8	2-3-8

## CANADA

3 Cdn	5 Cdn
5-6-12	6-6-12

## LUFTWAFFE

3 Luft	3 Luft
6-10-12	5-9-12

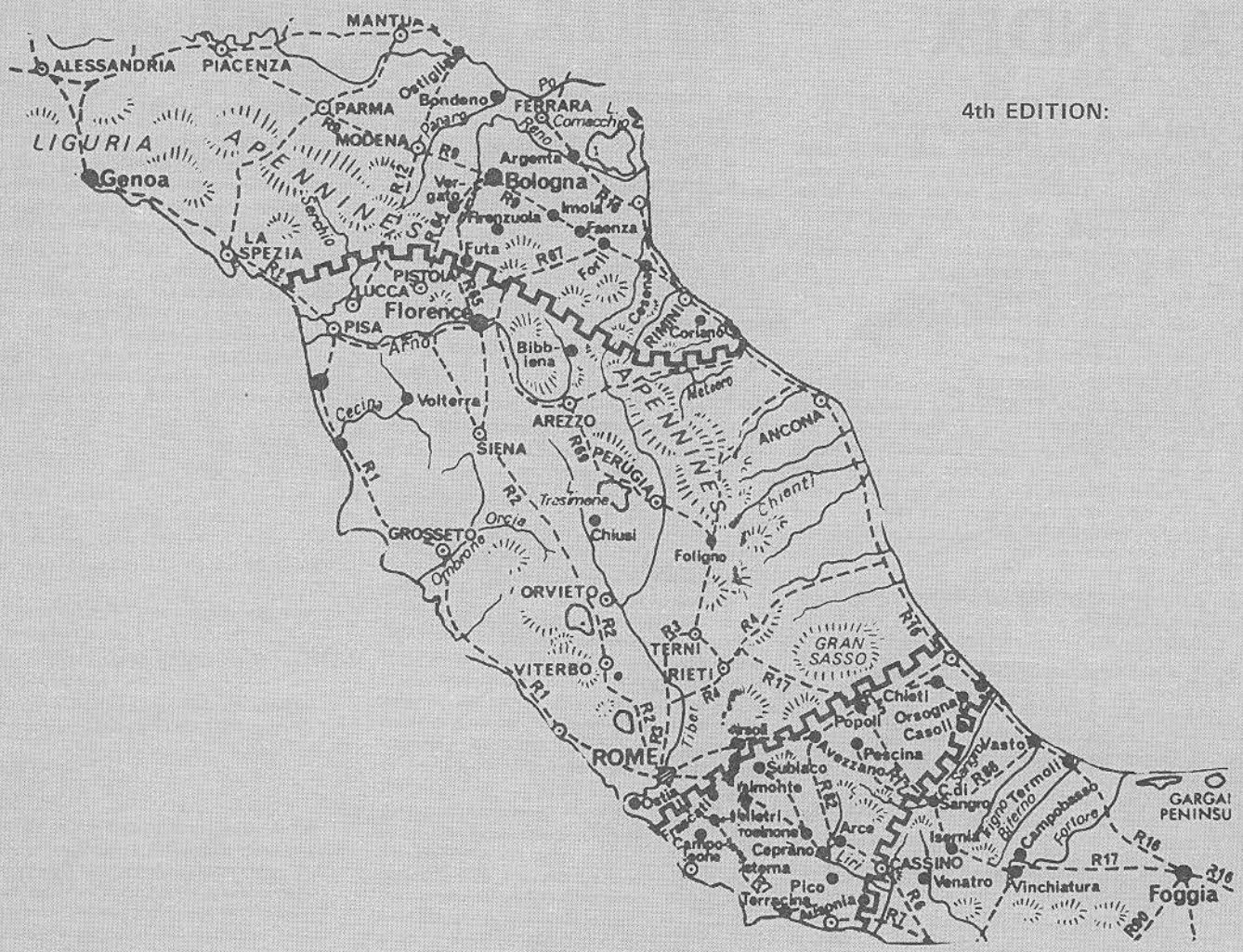
## PANZER

3 Panzer	0 TIGER 508
5-6-12	2-2-12

## PARTISAN

0 P	0 P
1-1-8	1-1-8

4th EDITION:



# ANZIO

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#### DESIGN CREDITS:

HISTORICAL RESEARCH & ORIGINAL DESIGN: Dave Williams  
REDESIGN & REORGANIZATION: Tom Oleson  
GAME COMPONENTS: Tom Oleson, Tom Shaw, Donald Greenwood  
PLAYTESTING: Pete Menconi, Joel Davis, Richard Plock, Paul O'Neil, Interest Group Baltimore.

#### REPLACEMENT PARTS

For current replacement parts price list, send a stamped self-addressed envelope to: Parts Dept., The Avalon Hill Game Company, 4517 Harford Rd., Balto., Md. 21214.

#### 4th EDITION:

Players should note that this version of ANZIO is much different from its predecessor. When playing by mail or with a new adversary, be sure to ascertain which edition of the rules you are playing under. This 4th edition is now the official Avalon Hill rules for ANZIO.

# B. FUNDAMENTAL RULES

## 1. INTRODUCTION

Anzio is a small port 35 miles south of Rome. War has a way of making history in obscure places, like Guadalcanal, Stalingrad, Waterloo, and Anzio. Anzio is also the name of Avalon Hill's strategy game which makes it possible for you to recreate not only that famous invasion, but the entire campaign, one of the most controversial of World War II.

Should Rommel have released the powerful garrison in North Italy to push the Allies back into the sea? Did Mark Clark blunder in repeatedly attacking what military texts call the strongest defensive position in Europe? The unsurpassed realism of Anzio permits you to explore the answer to these, and many other questions.

Your Anzio game includes:

1. The Mapboard
2. The Allied and German troop counters
3. The Step Reduction Table (SRT)
4. The Time Record Card (TRC), for the Advanced Game
5. Two Unit Organization Cards, one for each side, for the Advanced Game
6. Two Order of Battle Cards (OOB), one for each side, for the Advanced Game
7. There are Game Record Cards for each side, for the Basic Game on the back of the OOB cards

## 2. THE MAPBOARD

### A. Area shown

That part of Italy which figured importantly in the 1943-45 campaign is depicted. A hexagon (hex) grid has been overprinted to determine movement. To precisely locate each hex, the columns running north and south have been lettered A through Y. The rows running northwest to southeast are numbered 1-80. Examples: Napoli is K57, Bologna Q15.

### B. Terrain affecting both combat and movement

1. Rough Terrain — dark ochre, for example, hex K13.
2. Plain Terrain — light gold (Q12)
3. High Apennine — reddish brown (D12).
4. Swamps — olive green (F51).
5. Rivers — blue flow lines passing through the sides of a hex, or entering the sea. These may be interrupted by bridges, but the river still exists (E22).
6. Headwaters — blue flow lines at the start of rivers which cross only one hex side, and do not enter the sea (D14). These are not river hexes.

### C. Terrain affecting combat only

1. Mountains — hexes containing black slope contours (D12).
2. Air Bases — the cities of Pisa, Foggia, Napoli, and Roma (each of its 3 hexes is a separate base).

### D. Terrain affecting movement only

1. Major roads — gray lines outlined in black (B14).
2. Minor roads — parallel black dashed lines (B12).
3. Bridges — indicated by roads passing over rivers (E22), or implied, where a major or minor city, such as Roma or Ostiglia (S9), is bisected by a river. There is no functional difference. Fiumicino (D45) is not a bridge.
4. Major cities — gray areas bordered and cross-hatched in black, such as Roma. Cities do not interrupt movement if a road traverses them. They may also represent an extension of the road. For example, Firenze is an extension of the major road No. 2.

5. Minor cities — black dots such as Ostiglia.
6. Ports — coastal cities, such as Napoli, or Salerno, with red Capacity (Cap) and Build-Up (BU) figures noted nearby.
7. Beaches — coastal hexes containing at least some plain terrain bordering on the sea (B14).
8. Coast — hexes bordering the coastline but with no plain terrain on the sea (C15).
9. Invasion Zones — beach hexes contained between red lines (A14-B14).

### E. Terrain features not affecting combat or movement

1. Route numbers — in diamonds (B14).
2. Place names — roads, cities, rivers, lakes, etc.
3. Minor lakes — small blue areas such as Lago di Vico (G40).
4. Seas — blue areas surrounding Italy.
5. Coastline — thick black lines between sea and land. Many coastal hexes are only part land, but they are playable with some exceptions. See appendix.

### F. Non-playable terrain

1. Major lakes — the 2 main hexes of Lago di Garda, 1 main hex each of Valli di Comacchio, Lago di Bolsena, and Lago di Bracciano, and the 3 main hexes of Lago di Trasimeno are all intraversable. Exception: units may use the roads through two of the Lago di Trasimeno hexes, but not stop there.
2. Land board edge hexes — the partial hexes on the south edge containing grid numbers 71-72-73-74, the partial north edge hexes containing grid letters A, C, E, etc., and the 3 west edge hexes in the A column are playable, just as though they were complete. All other partial hexes, such as those all along the east edge of the board, are not playable. The two armies may not enter them.
3. Coastal hexes — a few are too small to be used. See appendix.
4. Promontories — certain peninsulas are playable, but with the restriction that no combat or movement is allowed from them directly to certain adjacent land hexes, because to do so would pass directly through hex sides all sea, or sea and coastline.

Example: movement is not allowed directly from J58 to I58, nor could a German unit at J58 attack an Allied unit next to it at I58. The barrier hex sides are in the appendix.

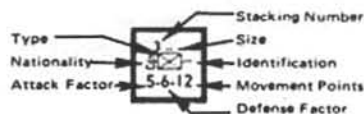
### G. Miscellaneous

1. Sicilia — Although not on the map, it is frequently referred to in the rules. Allied troops "in Sicilia" can be kept in any convenient sea area of the mapboard, or next to the board. Note that all Anzio place names are in Italian.
2. The Anzio mapboard is one of the most detailed and realistic available, but there can be differing interpretations about the terrain in certain hexes, and its effect on the game. See appendix for questions that may arise.

## 3. THE AXIS AND ALLIED ARMIES

The Italian campaign was the first in history including troops from every inhabited continent. These are accurately represented by the two sheets of counters included. Punch these out carefully. A sharp instrument may help. Arrange them on the organizational cards provided, which you may wish to mount on cardboard. On the mapboard there is a table of symbols appearing on the unit counters. The units vary greatly in strength, size, and other charac-

teristics. The symbols on the counter explain the nature of each unit, which must be known to play the game. Many units are represented by more than one counter: these "extra" counters are the same unit, but at different levels of strength.



Size: XX = division, X = Brigade, III = Regiment  
Attack Factor is a unit's basic strength when attacking; Defense Factor is a unit's basic strength when defending; Movement Points measure a unit's movement capability. Stacking Number is a precise measure of a unit's size. If the stacking number is in the upper right hand corner, the unit is *not* at full strength. If in the upper left hand corner, it is at full strength.

Certain units have special capabilities. Mountain units are indicated by underlining. Commandos by a small letter c in the upper right-hand corner.



## 4. BASIC FUNCTIONS

### A. Introduction

The Anzio units have 3 basic functions:

1. Moving on the mapboard through the hex grid at a speed governed by their movement points, weather, and terrain.
2. Stacking with other units on the same hex, governed by their stacking number.
3. Combat, as determined by a comparison of their attack and defense factors.

### B. Turn Order

1. Each game-turn represents one week, and consists of two player-turns, first the Allies, and then the Germans.
2. Each player-turn consists of two phases; first movement, and then combat.
3. Movement is voluntary. Either player may choose to move any, none or all of his units during his turn.
4. Combat is also voluntary, in that the player whose turn it is may choose not to move next to any enemy unit(s). However, once a unit is in a combat situation, as explained later, combat is no longer voluntary, but must occur.
5. Movement after combat, and second and subsequent combat(s) are also voluntary, in the sense explained above. They are also conditional on the results of any first combats.

### C. Movement

1. The first part of each player-turn is the movement phase.
2. At the start of the movement phase, replacements and reinforcements enter the game, if any are called for on that turn.
3. During the movement phase you may move all, any, or none of your units, for all or part of their movement points.
4. They may move in any direction, or combination of directions.
5. The movement phase must be fully completed before any combat occurs.

6. During combat, additional movement may be allowed, as explained later.
7. Movement can not be transferred between units, nor saved from turn to turn.
8. The movement capability of each unit is expressed in points. It costs a certain number of these points to move from one hex into an adjacent hex.
9. When a unit moves from one hex into an adjacent hex, it crosses the line between the two, called the hex-side. The terrain through which this hex-side line is drawn determines the movement point (MP) cost to cross it, *not* the terrain within the hex itself.
10. Many hex-sides cross more than one type of terrain, for example, rough and plain. The MP cost is that of the most advantageous type of terrain (least costly in terms of MPs). The most advantageous terrain in a hex-side, including roads, may also be used retreating, or when there is an effect on combat.
11. MP cost to cross a hex-side containing:
  - a. 1 MP – any plain terrain.
  - b. 2 MP – all rough terrain, or rough terrain and High Apennine.
  - c. All MPs – all High Apennine and/or swamp. Since swamps and High Apennine are functionally identical for both movement and combat, they will both be referred to as High Apennine. Note that the cost to cross a High Apennine side is the same regardless of the MP a unit has, and since all MPs are expended, no other movement is possible in that movement phase, before or after crossing.
  - d. 1/2 MP – a hex-side which is traversed by a major road, regardless of the other terrain crossed by the hex-side.
  - e. 1 MP – a hex-side traversed by a minor road, regardless of the other terrain in the hex-side.
  - f. Note that in order to use the road MP rate, the road must be in the hex-side crossed, not at another point within the hex, or another side of the hex.
  - g. All types of terrain, on and off roads, may be traversed in one turn, so long as the unit has enough MPs.
  - h. *Except for rivers*, terrain costs are calculated on the basis of hex-sides. A unit entering a hex pays the terrain cost of the side crossed entering. If the unit has enough movement points, it may then exit the hex at the terrain cost of the side exited, regardless of the terrain features within the hex.
12. Rivers
  - a. The movement penalty in crossing a river is not calculated in MP. Therefore, when crossing a hex-side containing a blue river flow-line, ignore it for the purpose of calculating the MP cost. For example, the north-east side of the hex containing Littoria (F50) is considered all swamp, even though the hex-side is also crossed by the Canali Mussolini.
  - b. Units may enter a hex containing a river, and move along that river on the same side they first entered, subject to the MP costs already explained. They may not in that same turn move off the river hex into an adjacent hex on the other side of the river. In order to do this, i.e. cross the river, they must end their turn on a hex containing the river they wish to cross. At the start of the next turn, they may then move off on either side of the river. Once such a unit has moved away from a hex containing the river, it would have to again return and end its turn on the river hex if it wanted to move off on either side the next turn.
  - c. Rivers may be crossed at bridges without this delay.
  - d. Rivers may also be crossed in combat without

delay. If an attacking unit on a river hex destroys or causes to retreat a defender on the other side of the river, the attacker may immediately occupy the vacated hex, without the usual wait until the next turn. If the vacated hex were a river hex, occupying it would not result in crossing that river.

13. Only the Allies may move by sea.
14. Strategic Movement
  - a. Strategic Movement gives a unit twice its usual MPs, i.e. if the unit had 8 MP, it would have 16, if 12, then 24.
  - b. Units of both sides that don't start their turns next to enemy units (referred to as being in enemy "zone of control") and don't fight that turn, may use this special movement rate.
  - c. Allied units just disembarking may not use Strategic Movement.
  - d. Note that even when using Strategic Movement, crossing an all High Apennine hex-side costs all available MP, regardless of the exact number.
15. Examples of movement appear in the Appendix.

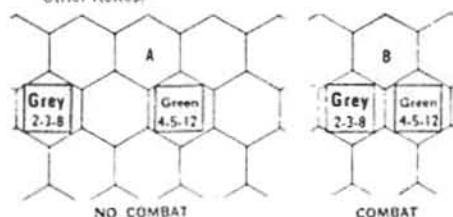
#### D. Stacking

1. Each unit has a stacking point number. Each side may place up to 8 stacking points maximum on one hex, regardless of terrain.
2. This limit does not apply while moving, or retreating. Any number of units can traverse a hex while moving, provided that no more than 8 points stop on one hex.
3. If for any reason you are forced to stack over 8 points, you must immediately destroy enough units to reach the limit. The stacking player chooses which units to eliminate.
4. Units of opposing sides can never stack together, with one exception. This occurs during an Automatic Victory, as explained later.

#### E. Initiating Combat

1. After the first (movement) phase of each player-turn, is the second (combat) phase.
2. The 6 hexes around a unit are its zone of control. When you move next to an enemy unit, you enter its zone of control, and therefore you must immediately stop, and then fight, after the movement phase is ended.
  - a. There are only 2 exceptions to this requirement: terrain rule, B2F4, and certain weak units which do not have a zone of control.
  - b. As explained above, a unit ending its turn on a river hex can not move off the other side of the river until the next turn. Nonetheless, its zone of control still extends to all 6 adjacent hexes, even those which are on the other side of the river.
3. The player moving is the attacker, regardless of the battle odds. The attacker may first bring up as many units as he wishes before resolving combat. No combat occurs until the attacker has moved all the units he wishes, causing as many or as few battles as he chooses.
4. The attacker then resolves each battle with a separate die roll, one at a time, in any order he chooses. The consequences of each individual battle, such as casualties, advances and/or retreats, if any, are decided *before* proceeding to the next battle. These consequences are discussed in detail in the next section.
5. Determine battle odds by comparing the attacker's attack factor against the defender's defense factor. This ratio is reduced to an odds comparison found on the Step Reduction Table (SRT). Uneven ratios are always rounded off in favor of the defender, i.e., 26 to 9 is 2 to 1, not 3 to 1. Attacker may choose to attack at lower than actual odds.
6. Often many units will be involved attacking and defending. Attackers on the same hex need not all fight in the same battle, if they are next to defenders which are on more than one hex. Some

of the attackers could attack defenders on one hex, while some attack defenders on one or more other hexes.



In example A, there is no battle, though zones of control overlap no unit is actually in an enemy zone of control. In example B, there *must* be a battle. If Grey is attacking, odds are two-to-five (2-5) which breaks down to one to three (1-3). If Green is attacking, odds are four-to-three, which becomes one to one (1-1) on the SRT.

7. Units from more than one hex can attack defenders on one hex, if they are all next to it.
8. Units stacked in one hex must be attacked as a group, not individually, as in some other games. They combine their defense factors into one total defense factor. The attacker combines his attack factors into one total, and then the two are compared.
9. Of course, many battles do not involve many units. The attacker may divide combat in any way he wishes, so long as all his units in enemy zone of control fight some adjacent enemy unit, and also so long as all adjacent enemy units are fought. An exception is discussed under *Second Combat*.
10. The attack or defense factor of *one* unit may never be divided among battles.
11. Unless a Second Combat occurs, as explained later, a unit only attacks or defends once each turn. (See Second Combat – C14)
12. Attacks may be made voluntarily at odds as poor as 1-4. If for any reason units would have to attack at worse odds, and they are unable to withdraw from enemy zone of control, they would be automatically eliminated before any battles are fought.
13. Units starting their turn next to the enemy have four options: withdraw; stand and fight; bring up reinforcements and fight; withdraw and attack from another direction.
14. It is not allowed to move directly from one enemy zone of control to another, even if the two zones of control belong to different enemy units. There must be at least one intervening hex which is not in enemy zone of control.
15. There is one exception to the above rule. If the defender's hex is vacated because all the units there were eliminated, or forced to retreat, then the attacking units may advance into the vacated hex. This is allowed even if it means moving directly from one enemy zone of control to another. The usual stacking limit governs the number of units able to advance into the vacated hex.

#### F. Combat Resolution

1. Resolve battles in sequence by rolling the die once for each one, and comparing the result with the Die Roll column at the left edge of the SRT. This indexes with the battle odds, from 1-4 up to 9-1.
2. There are 6 possible results for each odds column, depending on the die roll. The upper left triangle is the attacker's result. The lower right triangle is the defender's result.
3. Casualties are taken in *steps*, which is a unit by which the strength of each troop counter is measured.
4. The presence of a number indicates steps lost. Remove the number of steps shown in your triangle. For example, reflect the loss of 1 step to the German 1 Para division by removing the full-strength 6-10-12 counter, and replacing it

- with the 5-9-12 counter which has the same unit identification. It is the exact same unit, only one step weaker. Loss of one step may mean the loss of more than one combat factor.
- The full-strength counter is not destroyed. Leave it on the Unit Organization Chart for later use, if and when the weaker counter is able to build back its strength by combining with a replacement counter. The method by which depleted units recover their strength is explained later.
  - Only the attack and defense factors change when a unit loses steps. At all strength levels, the stacking value and the movement points remain the same.
  - Reductions must always be made by specific unit. Replacing a unit with a counter of the right strength, but from another unit, is not allowed. Nor can more than one counter of a given unit be on the board simultaneously.
  - When a unit is reduced to its weakest counter, it can still lose 2 steps. Inverting it counts as 1 step lost. Removing the inverted counter is worth 1 more step. This means that the unit is destroyed, and permanently out of the game. An inverted counter can only result from first stepping-down a unit to its weakest face-up counter, and then inverting that.
  - Many smaller units only have 1 counter even when they are at full strength. They can still be inverted, and removed, if necessary.
  - If more than 1 unit is involved in a battle where steps are lost, the player may apportion the lost steps as he wishes, subject to certain priorities explained later.
  - Only at the end of your turn, you may voluntarily destroy any of your units.
  - In each combat, both losses and retreats are taken in this order: (a) side retreating; if no retreat, then (b) attacker; (c) defender.
- G. Retreats**
- When an "R" appears in your triangle on the SRT, you must retreat the unit(s) involved.
  - Subject to certain restrictions explained below, the retreating player may remove his units 1 or 2 hexes, whichever he prefers, in the direction or directions he prefers. It is allowed to retreat "forward", e.g. toward the enemy front. It is also allowed to retreat one hex, and then back to a hex next to that from which the retreat began. It is not allowed to end a retreat in the hex it started from.
  - Terrain effects on retreats:
    - If a unit is forced to retreat out to sea, it is destroyed.  
Exception: If Allied units are able to evacuate out to sea, as explained later, they would not be destroyed.
    - A unit retreating across a river is destroyed. It is usually clear which side of the river the unit can retreat to, but to make it clearer, examples 1-4 below are permitted retreats (not crossing a river). Example 5 is not permitted (crossing a river).
      - Crossing at a bridge, example T26-T25-T24.
      - Retreating from a river hex to the headwaters hex of that same river, and then in any direction, example S25-R25 any adjacent hex but S25.
      - Retreating from the headwaters hex of a river to the adjoining hex of that river, and then in any direction, example S27-T26 any adjacent hex but S27.
      - If a unit retreating from a river hex: (a) did not move that turn, (b) only moved on hexes of the river, or (c) the last hex from which it approached that river was its headwaters hex, then the unit can retreat to either side of the river, or along it, without crossing. Examples: (a) move stayed on T26—retreat to any adjacent hex, (b) movement phase U26 to T26—retreat to any adjacent hex, (c) movement phase S27 to T26—retreat to any adjacent hex.
- (c) movement phase S27 to T26—retreat to any adjacent hex.
- If movement during its turn, in the movement or combat phase, took a unit to a river, from a hex not part of that river, or its headwaters, the unit can only retreat along that river, or to the side from which it approached. Example: U27 to U26 in the movement phase, can then retreat to any adjacent hex but U25, which would be a cross-river retreat. Example: U27 to U26 as the first retreat hex, then second retreat hex could be any adjacent hex but U25.
  - A unit may not cross an all High-Apennine hex-side in retreat if an alternate route is available, i.e. one that would not mean immediate destruction. If the only feasible retreat is through an all High-Apennine hex-side, then the retreating unit may cross it, but its retreat is then ended. It may not retreat the usual second hex. Nor is it allowed to retreat 1 hex through a non-High Apennine hex-side and then retreat the second hex through an all High Apennine hex-side. In such a situation, only the first hex would be allowed; the unit would then have to stop.
  - With the single exception of considering together all retreats a unit may undergo during a given turn for the purpose of determining whether the unit has crossed a river, each retreat after each combat is considered a new retreat. For example, a unit could be attacked, and then retreat through a High-Apennine hex-side as described above, then be attacked again, and again retreat through a High-Apennine hex-side, provided rule c. above is observed.
  - Other types of terrain do not affect retreats, i.e. plain, rough, and the two types of roads. The 1 or 2 hexes allowed are the same through any of these four types of terrain listed above. The only exception is that roads allow passage thru rough terrain, High Apennine, and across rivers.
4. Other effects on retreats:
- The 1 or 2 hexes allowed are the same regardless of weather.
  - If a unit is forced to retreat into, or through, an enemy zone of control, it is destroyed.
  - If unit(s) must end their retreat in such a way that over-stacking results, the retreating player chooses which unit(s) to destroy in order to alleviate the over-stacked situation. It need not necessarily be the retreating unit(s).
- If several units are involved in a retreat, and more than one path is possible, they may retreat along separate paths.
  - Sometimes, one (or both) side(s) does not lose steps, nor have to retreat.
  - If the defender retreats, or is destroyed even without combat, thereby vacating his hex, the attacker *always* has the option of occupying the vacated hex. The only attacking units allowed to exercise this option would be those involved in the attack, or destruction, should any survive. Their advance into the vacated hex is subject to the usual stacking limit.
  - The above advance may be done even if it violates the usual prohibition on passing directly from one enemy zone of control to another. It is also allowed despite terrain restrictions which would ordinarily prevent such movement, such as crossing a river, or a High-Apennine hex-side.
  - The defender does *not* have the above option if the attacker retreats or is destroyed. Of course, if the hex is still vacant when the attacker's turn ends, then the defender could occupy it under the usual movement rules.
- H. Other Terrain Effects on Combat**
- Terrain can double or triple a unit's defense factor, and halve a unit's attack factor, or both. Cities by themselves do not double defenders.
  - The defense factor of a unit is doubled on a mountain hex, even if its attacker is also on a mountain.
  - The defense factor of a unit is doubled if all its attackers are on river hexes, even if the defender is on a headwaters hex. This advantage is lost if even one of its attackers is not on a river hex. Bridges do not negate the doubling effect of rivers.
  - If the defender is on a mountain hex, and all its attackers are on river hexes, then the defender is tripled.
  - There is one instance in which all attackers may be on river hexes, and yet the river advantage is lost to the defender. This occurs if the defender is also on a hex of the same river as any of its attackers. These hexes need not be adjacent along the course of the river, so long as both attacker and defender are on the *same* river. If the attacker and defender are both on river hexes, but different rivers, the defender is still doubled.
  - Some hexes contain two rivers. If both attacker and defender are on the same river, but because of two rivers in a single hex, the attacker is *also* on another river, while the defender is not, then the defender is doubled.  
Some examples of hexes with two rivers are H20, J36, J38, L39 and V25.
  - The attack factor is halved when the hex-side between attacker and defender is all High Apennine. The strongest possible defensive position is a mountain behind a High Apennine hex-side, and also behind a river. The defender would be tripled, and the attacker halved.  
If a unit attacks a multiple hex defense in which a defender is behind a High Apennine hex-side, and another is not, the attack factor isn't halved. The defense factor of the High Apennine defender is doubled. Were it already doubled or tripled, it would be doubled again.
  - When halving the attack factor, do not drop fractions. For example, a 5 attack factor attacking through a High Apennine hex-side would equal 2-1/2 factors.
  - If the defense factor of even one defender in an attack is doubled or tripled, losses to the attacker are double (never triple) the amount indicated on the SRT, as explained below. High Apennine hex-sides by themselves do not double attacker's losses (inclusive of the special case discussed in rule 7 above).
- I. Addenda**
- Examples of combat are given in the Appendix.
  - Further exceptions to the Fundamental Rules are noted in pertinent sections of the text below.

# C. BASIC GAME

## 1. ALLIED GAME RECORD CARD

### A. OOB

1. The units shown *At Start* the second week of September, 1943, are available to invade.
2. The other units, which are reinforcements, enter the game in Sicily on the dates shown. They may immediately transfer to the mainland subject to port or Second Invasion rules explained later.
3. Starting Sept II, the Allies get 2 replacements per week in Sicily.

### B. Time Track

1. This is a calendar with one section for each of the 15 weekly game-turns.
2. All turns have good weather, except those marked "M", for mud, as explained later.
3. "2P" means that the Allies start the turn so indicated with 2 port counters, for a total of 4 for the entire 15 turns. The use of port counters is explained later.
4. You may indicate the current turn by placing a blank counter in the appropriate box.

### C. Unit Organization Chart

Space is provided to set up all the counters needed in the Basic Game.

## 2. GERMAN GAME RECORD CARD

### A. OOB

1. Location of the units available Sept II is shown. Only the 16th Panzer division may be placed wherever the German player wishes. After the Allies start the game by invading, the Germans are free to use these fourteen units freely.
2. The other units (reinforcements), enter the game on the dates shown, on any north, northwest, or northeast board edge hex. The first hex counts against their movement factor, but it may be at the road rate, if along a road.
3. If and when the Allies invade for a second time, the Germans get reinforcements, as shown. They enter the game just as the other reinforcements do.
4. Starting Sept III, the Germans get a variable number of replacements, as shown on the Time Track. These enter at any major city in German control, as explained in the section on replacements.
5. The initial entry hex for German reinforcements and replacements can't be in Allied zone of control. Entering Germans can use strategic movement.

### B. Time Track

1. As explained in the Allied section, each turn and its weather is shown.
2. The number shown indicates the replacements which the Germans get that turn. A "1" means one infantry replacement unit. A "2" means one infantry, and one armor.

### C. Unit Organization Chart

Space is provided, to set up all the counters needed in the Basic Game.

## 3. WEATHER

Mud changes MP costs as follows:

- 2 MP - hex-side with any plain terrain
- 4 MP - hex-side which is all rough terrain, or rough terrain and High Apennine.

All other terrain MP costs are unchanged. The 1 or 2 hex retreat allowance is not affected by mud.

## 4. FRIENDLY TERRAIN

A hex is considered to be friendly to a player if his unit was last to occupy that hex, even if it was at that time, or since, in enemy zone of control. A hex could be friendly to the Germans, for example, if they attack from it, even if they have to retreat. Only if the Allies were subsequently to occupy that hex would it then be friendly to them, and no longer to the Germans. It would then remain so unless and until retaken by the Germans. At the start of the game, all Italy is considered friendly to the Germans.

## 5. SEPT II INVASION

### A. The First Turn

1. The Allies must start the game by selecting a number of units from those available Sept II, and moving them ashore. This is defined as invading.
2. An invasion may be made only at one of the six areas which are *entirely* south of the middle map fold, which is just north of Roma. Note that this excludes the Roma invasion area, since part of it is north of the fold.
3. Only British and/or US units can ever invade.

### B. Terms pertaining to Invasions and Amphibious Movement

1. Beach hex - hex with any plain terrain bordering the sea.
2. Beachhead - all friendly beach hexes within an invasion area.
3. Initial Lift (IL) - the size of the forces which may come ashore over beach hexes in an invasion area on the first turn of any invasion.
4. Build-UP (BU) - after the Initial Lift turn, the force which can come ashore through friendly beachhead and/or port hexes in one turn.
5. Capacity (CAP) - the maximum force which can be supplied through a particular beachhead or port. For a beachhead, capacity can apply to any or all friendly beach hexes at the discretion of the Allies, so long as total supply traced to all hexes doesn't exceed the indicated capacity for the beachhead.
6. IL, BU, and CAP are not given in numbers of units, but in stacking points. They can not be transferred from one beachhead or port to another.

### C. Invasion Turn Movement

1. Initial Lift units do not have their usual MP total. Instead, they all have 3 MP, regardless of their usual MP rating. Mud doesn't affect Initial Lift movement.
2. The first hex ashore always counts 1 MP, because all of the Invasion Zone hexes are beaches.
3. After that, MP costs as follows:
  - 1 MP - hex-side with any plain terrain
  - 2 MP - hex-side all rough terrain, or rough terrain and other non-plain terrain, except roads.
  - 1 MP - hex-side traversed by a major or a minor road. Note the change from the usual MP cost, since Initial Lift units are not considered prepared to take full advantage of major roads.
4. Initial Lift units are not allowed to cross all swamp hex-sides, and do not have enough MP to reach High Apennine areas.
5. The 3 MP limit does not deprive Allied units of movement after combat, if they are able to achieve any, as explained later. During such movement they could cross swamp and/or High Apennine hex sides. Movement after combat is the same for invading units as for units on any other turn, and is affected by mud.
6. The Allied player can bring invading units ashore in any way he wishes within the above rules. Within the limits of the stacking points shown in red on the board near the invasion zones, Initial

Lift may consist of any British and/or US units available.

### D. Invasion Turn Combat

1. If a unit enters an enemy zone of control, it must stop immediately, and then fight a normal battle, once the movement phase of the turn is over.
2. Unlike some other Avalon Hill games, units can not fight from or occupy sea hexes.
3. Zones of control do not extend out to sea.

### E. Invasion Turn Supplies

Initial Lift units do not need supplies, on that turn only.

### F. Ports

1. The Allies lacked men and material to activate all the ports and beaches, so the Allied player is limited in the ports and beachheads he can use for Capacity and Build-Up.
2. A port counter is needed to activate a port or beachhead. As shown on the Allied Time Track, the Allies start the game with 2 port counters, which they can use for the Sept II invasion. At the start of their Nov I turn, they get 2 additional port counters, which they may use for a Second Invasion, or to activate any port and/or beachhead friendly to them. The Allies must name any port or beachhead zone under construction during the turn of construction.
3. To show that a port or beachhead is operating, put a port counter on the port hex, or at sea near an invasion area's red figures.
4. Port counters may be placed in friendly ports and beachheads the turn *after* they are made friendly, but only if on the turn of construction, the port is out of German zone of control. Example. Allies invade Sept II and declare port construction at the end of their turn. Sept II is the turn of construction. Before the Allied movement phase Sept III, the port counter is placed and operable.

If during their turn the Allies make friendly a hex on which they could construct a port, even if that hex has been occupied by or in the zone of control of a German unit that same turn, that turn could be counted as the turn of construction.

5. The Germans may destroy a port counter used to activate a port city in two ways. If, on the turn of construction, the port being constructed is put in German zone of control, it is destroyed. After the construction turn, just German zone of control is insufficient. The Germans would have to make the port city hex friendly to them to destroy its port counter.
6. The Germans may also destroy a port counter used to activate a beachhead zone in two ways. If on the Initial Lift turn, all beachhead hexes are put in German zone of control, the beachhead port counter would be destroyed. After that, German zone of control is insufficient. The Germans would have to make or keep friendly to them all of the beachhead zone coastal hexes in one turn.
7. So long as any one beachhead port hex is friendly to the Allies, after the Initial Lift turn, they can re-expand their beachhead to part or all of its full size, within the red lines. This would still be with the original counter.
8. If an operating beachhead or port is destroyed, the Allies can reactivate it, but only if they have another counter which they have not yet used.
9. On the invasion turn, the Allies must expend a port counter to make their beachhead operable, even if they intend to capture and activate a port city.
10. An operable port city is never required. If the Allies wish, they need only use one of their two port counters available Sept II, but this would



restrict their Capacity and Build-Up.

11. Port counters can not be moved from one place to another.
12. The Allies can activate ports and beachheads which they have captured by land, if they have a counter.
13. No port counters are needed for Sicilia, Taranto, or Messina.
14. Not all coastal towns are ports, capable of being activated with a port counter, just those with BU/CAP figures near them.

#### G. Build-Up and Capacity

1. Many port cities are also within the beachhead zone. Beachhead Build-Up could enter through a hex containing a port, even if the port were not operating, provided the hex was in the beachhead zone. In this case, Build-Up would be at the beachhead rate, not the port rate. If the port were also operative, both Build-Ups could enter through that one hex.
2. While only British and/or US units may invade, Build-Up may include any Allied units.
3. Build-Up must come ashore through an operating port or beachhead. In either case, they must be friendly hexes.
4. If the first hex ashore for a unit arriving under the Build-Up rules is in German zone of control, the arriving Allied unit must stop immediately on that first land hex. It would then fight the adjacent German unit(s) in the combat phase of the turn.
5. After the Initial Lift, Allied units do need supplies, and must be able to trace a supply line to a friendly port or beachhead outside German zone of control. The Allied units must also not exceed the capacity of their supply sources. Supply is discussed in detail later.
6. Build-Up may be accumulated wholly or partially for one turn, never more. On the following turn, up to double the normal Build-Up may be brought on. This can be repeated as often as the Allies wish, but only from one turn to the next. The Allies must record Build-Up carried forward.
7. Capacity or supplies may never be accumulated, nor can the Allies bring in more units than they can supply. Circumstances may reduce the supply available to units which they already have brought in, but they may not voluntarily overload their supply capacity.

#### 6. SECOND INVASION

- A. The Allies can invade once more as they did in the real campaign. All of the rules governing the Sept II invasion still apply, with the differences listed below.
- B. The second invasion may take place on any turn from Nov I through Dec IV 1943, inclusive. The Allies may also choose not to invade a second time.
- C. The Allies may save and use one of their two Sept II port counters for the second invasion. They also get two extra counters at the start of their Nov I turn.
- D. The invasion zones allowed are the same as for the Sept II invasion, with the addition of the entire Roma zone. The second invasion could occur at a zone with one or more hexes already open with a port counter. A new port counter would be needed for the zone invaded, but despite the use of more than one counter for one zone, the total BU/CAP for the zone would be unchanged, to be divided among all zone beachhead hexes.
- E. Only 75% of the indicated Initial Lift is permitted. For example, the second Invasion Initial Lift at the Pescara invasion zone would be 11 stacking points (75% of the Pescara Initial Lift of 14 is 10 1/2, with the fraction rounded up to 11, in favor of the Allies).
- F. Units comprising the second invasion Initial Lift must start their turn in Sicilia, Messina, or

Taranto (if opened by the Allies, as explained later), and/or any activated port or beachhead. Their movement out to sea is subject to Build-Up limits as explained below under Amphibious Transfer.

#### 7. SEA MOVEMENT

##### A. Introduction

After the Sept II invasion, the allies may still transfer units by sea. The Germans never move by sea.

##### B. Amphibious Transfer

1. This is considered to be a normal movement not under combat conditions.
2. During the Allied movement phase, they may move among the following points:
  - a. Sicilia, and once opened, Messina and Taranto. No port counters needed.
  - b. Beachheads and ports, with counters. If they do not have a counter or are in German zone of control, amphibious transfer is not allowed.
3. In order to transfer a unit by sea, just withdraw it and take it to its destination.
4. Strategic Movement can never be used by a unit in any turn when it moves by sea in any way, including just arriving in the game.
5. Apart from Initial Lift units, there is no other movement loss. A unit can move to the port, move by sea to another port, move inland, even fight, if it has enough MPs to do so.
6. MP cost of the first land hex when arriving by amphibious transfer is one, regardless of weather or terrain, since it is a port.
7. The number of units which can be withdrawn out to sea under an amphibious transfer is limited by the Build-Up (BU) number, expressed in stacking points. For example, 12 points could exit from Salerno, but only 8 from Pescara. There is no BU limit in Sicilia.
8. The same Build-Up limit is usable both in and out on the same turn. Eight points could leave Pescara, and 8 points could enter, all during the same movement phase of the same turn.
9. If the Allies exceed the Build-Up limit in an amphibious transfer, the units over this limit are not considered to be participating in an amphibious transfer, but in an evacuation, as explained

##### C. Evacuation

1. This is not considered to be a normal movement, but a movement either under combat conditions, or beyond the normal Build-Up limits, whether voluntary or forced.
2. An evacuation starts from any beach hex in or out of German zone of control, *without* a port counter. Alternatively, it may be from any friendly port and/or beachhead, *with* counters, but in German zone of control. A port city (examples: Napoli, Ancona) without a counter is treated as a beach for evacuation.
3. The Allies can not evacuate from "coast" hexes (see Terrain rule B2D8).
4. Allied units which have moved out to sea by evacuation enter again at any of the amphibious transfer destinations, as explained in that section.
5. An evacuation can occur at 3 different times:
  - a. During the Allied movement phase.
  - b. During the Allied combat phase, should the units wishing to be evacuated have to fight or retreat to reach the beach, perhaps taking casualties first.
  - c. During the German combat phase, should the Allies defend on a hex from which they could evacuate, or be forced back to one. In this case, the only possible destination for the evacuated units is Sicilia. The Allied player may evacuate his units as soon as they reach a hex from which it is allowed, temporarily interrupting the German turn.
  - d. Evacuating units must first suffer any combat loss.

6. Evacuated units all either are, or become inverted counters. Therefore, units which cannot be used as inverted counters cannot be evacuated (see below).
7. There is no limit to the number of units which can be evacuated through one hex, although they must obey Build-Up limits at their destination.

#### 8. MESSINA AND TARANTO

- A. The Italian peninsula was too long for the Germans to defend the southern extremities. The port of Taranto is on the "heel" off the southeast edge of the board. The port of Messina, Sicilia, is just across from the "toe", off the south edge of the board. Either or both of these ports may be opened by the Allies during the movement phase of any Allied turn.
- B. This is not considered an invasion.
- C. Subject to the red port figures at the bottom of the mapboard, any Allied units can enter these ports. The units entering must be designated by placing them near the red arrows pointing to these place names. Zones of control do not extend off the board edges, nor do stacking limits apply in Messina and Taranto.
- D. One turn later they enter the board. Units from Messina enter anywhere along the south edge. Units from Taranto enter from hex Y60 to Y65, inclusive, Sept III; Y56 to Y65, inclusive, Sept IV; thereafter Y46 to Y65, inclusive.
- E. Units entering these points may not use Strategic Movement the first turn on the board.
- F. Allied units may also withdraw off the edges defined in paragraph D above. They may then return by the same edge they exited, on the next turn or later. They may do so voluntarily, or retreating. They do not have to return via the hex they exited.
- G. Units exiting the board to Taranto and/or Messina must end their turn there. Only in the next turn could they re-enter the board, or transfer amphibiously between these two ports, or others.
- H. German units may not exit these edges. If forced to retreat off the edges, they would instead be destroyed.

I. Although the Allies can't enter all of the Y46-Y65 zone until Oct. I, they could withdraw through the entire zone starting Sept III.

J. Although Taranto would be shown as a major city if it were represented on the board, German replacements cannot start there.

K. The Allies cannot enter the board from Messina and/or Taranto directly into a German zone of control. Thus the Germans can prevent entry with a line of units and zones of control. See also rule F.10.B.

#### 9. ISOLATION AND SUPPLY

##### A. In General

1. A unit is isolated if it can not trace a supply line from its hex back to its supply source.
2. This supply line must be at least one hex wide. It may follow any route, no matter how devious.
3. The supply line, and the supply source hex it leads to, must be free of enemy zones of control, although it could be traced through hexes which are friendly to the enemy.
4. If the unit itself is in enemy zone of control, it may still be supplied so long as its supply line is free of enemy zone of control.
5. Isolated units retain their full combat and movement factors.

6. Isolated units may combine with replacements as explained in that section.
7. Isolated units are destroyed after 2 consecutive turns of isolation. For example, if the Allies isolate a German unit during the Allied Oct I player-turn, the German player must re-establish a supply line before the movement portion of the Allied Oct III player-turn. Otherwise, the German unit would be destroyed.
8. If an isolated unit is resupplied in time, its status is identical to a unit which had never been isolated.
9. Isolation can be lifted not only in the isolated unit's player-turn, but in the enemy player-turn, for example, by an enemy unit destroyed or retreated by combat. However, if during the enemy movement phase, his units move so as to temporarily open a supply line before completion of his movement phase, this in itself would not lift isolation.

#### B. Germans

The Germans may trace their supply line to any playable hex on the northwest, north or northeast edges of the board. The supply hex or hexes may change from turn-to-turn, nor need all German units trace supply to the same source.

#### C. Allies

1. Unlike the Germans, who could supply their entire army through one hex, the Allies are limited in the number of units they can supply. Printed next to ports and beachheads, in red, are capacity figures. These figures, in stacking points, are the total strength the particular port or beachhead can supply, not the number of units. For instance, in the Basic Game, Napoli would solve the Allied supply problem if it were activated, and the entire Allied army could trace a supply line to it. Its capacity of 100 stacking points would supply all the Allied units in the game.
2. If there is a second invasion, the invading Allied units may be isolated from the ports and/or beachheads they have already opened. Therefore, they would have to depend on the supply capacity of their new beachhead and port, if any.
3. Since the Allies have several port counters, it is conceivable that their army could be separated into several different groups, each drawing supplies from a different port or beachhead.
4. The Allies may also use Taranto and/or Messina as supply points, if they can trace a supply line to the entry points corresponding to these ports.
5. Units do not need to continue to trace their supply line to their original entry point. They may use whatever supply point they prefer, provided they have access to it.
6. Allies may not bring in further units under the Build-Up rules if to do so would overload their supply capacity. These units must wait until there is enough capacity for them, and only then enter.
7. Remember that Initial Lift units do not need supplies, on that turn only.
8. Allied units may become isolated in either one of two ways:
  - a. The same way as Germans.
  - b. Allied units may be able to trace a supply line to a supply source, but the capacity of that source may be insufficient for all Allied units wishing to use it. In this case, all Allied units in excess of capacity are considered to be isolated, just as though they could not trace a supply line. When this situation occurs, the Allied player must immediately stipulate exactly which units are over the supply capacity, and therefore isolated. This designation cannot be changed to other units. The units designated as over capacity must be resupplied in one of two ways. They must

either be withdrawn to Sicilia, which has an infinite supply capacity, or the Allies must increase the supply available to these units, for example, by gaining access to another operating port or beachhead.

9. During the movement phase of the second consecutive Allied player-turn during which a given unit is unsupplied for either reason, the Allied player must withdraw it to Sicilia, or an area with sufficient supply so that the limit is no longer exceeded. The only other alternatives are for other Allied unit(s) to be destroyed or to take a chance on reopening a supply line during the combat phase of the turn.
10. If the Allied player does not, or cannot, do this, then at the end of the combat phase of the second turn, the isolated units are destroyed.
11. Note that the 2 turns of isolation need not be for the same reason (a - can't trace a line, b - overcapacity). It could be one turn each for either reason.

## 10. INVERTED COUNTERS

### A. General

1. All Anzio units in the Basic Game may be divided into two types:
  - a. Combat units, which have an inverted counter form, as already explained.
  - b. Replacement units, which do not have an inverted counter form.
2. The process by which combat units are reduced in strength to inverted counters is described under "Combat Resolution" section B4F.
3. If an inverted counter must be removed in order to lose one step, then that unit is destroyed and may never again be used in the game.
4. Inverted counters are subject to isolation and supply just like any other unit.
5. Inverted counters retain their original movement and stacking points, as shown on the face of the counter.
6. Whenever an inverted counter is created, it may retreat if feasible, even though not in enemy zone of control.

### B. Attacking

1. Since inverted counters no longer have an attack or a defense factor, they are not intended for combat, but they may become involved.
2. Inverted counters are never allowed to enter the zone of control of a unit with a defense factor. If an inverted counter can't withdraw from a stack which must attack, it is destroyed prior to the attack, since it can't attack.
3. Inverted counters do not have a zone of control. Therefore, a German inverted counter can not destroy a port, except by occupying the port hex(es).
4. An inverted counter cannot destroy another unit, even another inverted counter.
5. If an inverted counter is adjacent to an enemy unit which does not have an attack factor, such as another inverted counter, or a replacement unit, nothing happens. As usual, such enemy units can not stack together.
6. An inverted counter can be removed as a step lost in combat. It could be taken before or after other units, at the discretion of the player losing steps. This can occur only if the attacking unit did not enter the battle as an inverted counter, which is not allowed. The inverted counter would have to be created by the battle results.
7. Inverted counters are never allowed to remain in the zone of control of an enemy unit with an attack factor, unless they are stacked with other friendly units which have a defense factor. Example: an attacking stack finishes a battle with all inverted counters, because it has lost steps. Neither side retreats, therefore the inverted counters in the attacking stack are in the

defender's zone of control. These inverted counters are allowed to retreat under the usual retreat rules, even though no retreat was mandated by the SRT. Of course, inverted counters must also retreat when called for by the SRT.

8. In the above example, even if the attacking stack still contained one or more units with a defense factor, the attacker still has the option to retreat only his inverted counters, in order to withdraw them from the front. This is done under the usual retreat rules.

### C. Defending

1. Inverted counters do not have a defense factor. They have no way to defend themselves unless they are stacked with a unit which does have a defense factor. This is true of a single inverted counter, or several stacked together.
2. If a defending stack includes both units with a defense factor, and inverted counters, an attack against it would be resolved under the SRT. The inverted counter could be removed as a step lost, before or after other units, in the order desired by the defending player.
3. An attack against unprotected inverted counters is not resolved under the SRT. All that is necessary to destroy an inverted counter, when not stacked with another unit with a defense factor, is for it to be in the zone of control of any enemy unit with an attack factor.
4. To destroy an inverted counter, the attacking unit need only pass next to it. It does not have to stop.
5. Since inverted counters do not have a zone of control, they do not impede enemy movement in any way. Enemy units may use Strategic Movement passing next to, or through, inverted counters, if otherwise feasible.
6. Any one unit with an attack factor can destroy as many unprotected enemy inverted counters as it can place in its zone of control.
7. Enemy units cannot stack with inverted counters, since they would destroy them first.
8. Inverted counters are never allowed to remain in enemy zone of control, unless they are stacked with other units with a defense factor. Example: a defending stack finishes a battle with all inverted counters because of lost steps. Neither side retreats, therefore the inverted counter(s) in the defending stack are in the attacker's zone of control. These inverted counters are allowed to retreat under the retreat rules, even though no retreat was called for on the SRT. Of course, inverted counters must also retreat when retreat is stipulated on the SRT.
9. In the case explained above, even if the defending stack still has one or more units with a defense factor, the defender still has the option to retreat only the inverted counters, in order to withdraw them from the front. This is done under the usual retreat rules.
10. If the defender's hex is vacated because of inverted counters voluntarily retreating, the attacker has the same option to advance which he would have in the case of a forced retreat.
11. The Allies can invade right through an inverted counter, destroying it as described above.
12. Units advancing, or even retreating, after combat, can destroy unprotected inverted counters. For this reason, inverted counters should be retreated 2 hexes, if possible. Even so, as explained later, advancing attackers may possibly move adjacent to them.

## 11. REPLACEMENTS

### A. General

1. As units fight basis the SRT, their strength may be depleted. Combining them with replacement counters enables them to recover their strength partly or fully.

2. Both sides start the game with a certain number of replacements, and receive more as shown on the Time Tracks. Do not confuse these replacements with the reinforcements shown on the OOB.
  3. Each replacement equals one step.
  4. After combining with depleted units, they return immediately to the replacement pool, for re-use when again received.
  5. Besides this, they are the only units re-usable if destroyed by isolation or combat.
  6. To take a replacement, a unit must end the movement phase of its turn stacked with a replacement counter. The two must be at least 3 hexes from any enemy unit, even an inverted counter. There must be at least 2 intervening hexes not enemy occupied.
  7. The depleted combat unit and its replacement need not move together. They must only end their movement phase together.
  8. Even if a depleted unit is stacked with more than one replacement counter, it can never recover more than one step per turn.
  9. A unit may never be stronger than the maximum strength counter provided for it.
  10. Subject to stacking limits, combat and replacement units may stack freely together, whether combining or not.
  11. At the end of the movement phase, but before combat, just remove both the replacement counter, and the depleted combat unit counter from the board, replacing them with the latter's next strongest step.
  12. Replacements need not enter the game when received, even if not all the counters provided are on the board. They may be saved to enter later. Even if all the replacement counters provided are on the board, replacements are not lost. They may be accumulated by keeping a record of their number, until counters to replace them are turned back to the replacement pool, if the player then wishes to use them.
  13. Accumulated replacements can not be used to build up depleted units. Actual replacement counters must be used, stacked with the depleted units.
  14. When a unit takes a replacement, that same replacement counter may not re-enter the game until the next turn.
  15. A destroyed unit can never be revived with replacements.
  16. Replacement counters do not have an upside down (inverted counter) step.
  17. If a depleted unit and a replacement are isolated together, they may combine, if far enough from the enemy.
  18. Replacements have a stacking value of 1. This must be considered when calculating stacking totals, just like any other unit.
- B. Allied**
1. In addition to the 6 replacements with which they start the game, the Allies get 2 per turn. They start in Sicilia, and may immediately enter the game, subject to the usual entry rules.
  2. The 6 Allied replacement counters (0-0-12) may be used with any depleted Allied unit, regardless of nationality.
  3. Allied replacements have no defense factor, so they cannot defend alone. They would be destroyed, just like inverted counters, if not stacked with another unit with a defense factor. If at the end of the Allied turn, an Allied replacement is left unprotected in enemy zone of control, it may retreat, if it has not already done so, as may any unit on either side lacking a defense factor, at the end of its turn.
  4. Allied replacements have no attack factors, or zone of control, therefore they cannot destroy inverted counters, or other replacements.
5. If a stack is attacked which includes both Allied replacements, and other units which do have a defense factor, the replacements can be taken as steps lost. First, however, all other units in the defending stack, including inverted counters, must be removed. Only then could any Allied replacements originally present in the defending stack be removed as steps lost.
  6. In the above example, if any Allied replacements survive after all required steps have been lost, they may retreat, even if not obliged to. If they did not retreat, they would be destroyed by remaining unprotected in the zone of control of enemy units with an attack factor, just like inverted counters.
  7. Like inverted counters, Allied replacements are never allowed to enter the zone of control of a unit with a defense factor.
  8. Again like inverted counters, Allied replacements do not hinder the movement of enemy units in any way.
  9. Allied units in Sicilia may take replacements, but only if they are stacked with a replacement counter, just as if they were on the board.
- C. German**
1. The Germans start the game with 4 replacements, after which they get a variable number, as shown on their Time Track.
  2. German replacements start in any major city friendly to the Germans, and not isolated from their supply, nor in Allied zone of control.
  3. German replacements are referred to as ersatz units. There are 3 armor, and 6 infantry.
  4. Armor can rebuild any depleted unit.
  5. Infantry can rebuild any unit, including panzer-grenadiers, except armor. "Pure" armor, as shown by the counter symbol, can only rebuild with armor replacements.
  6. When their Time Track shows 1 replacement for the Germans, it is infantry. When it shows 2, the second is armor.
  7. German replacements (0-1-8 infantry, 0-1-12 armor) do have a defense factor of one. Unlike Allied replacements, or inverted counters of either side, they may defend alone, just like a combat unit. They may also join in defensive stacks with other units. When defending, they can be removed as steps lost in the order preferred by the German player. They would not have to be taken first in a stack, although they could be.
  8. German replacements do not have an attack factor, and are not allowed to attack. In this respect, they are like inverted counters or Allied replacements.
  9. German replacements do have a zone of control. Therefore, they stop enemy movement just like a combat unit. However, since they do not have an attack factor, they can not destroy inverted counters, or Allied replacements. Since they can make hexes friendly, they can destroy ports in the usual way.
- 12. AUTOMATIC VICTORY**
- A. This is a term used to describe an overwhelming attack. There are 2 types:
    1. The attacker has at least 7-1 odds against the defender. In this case, the defender(s) are destroyed when the attack is resolved, even if the SRT does not call for loss of all their steps.
    2. The attacker is strong enough to be certain to destroy in any way all the steps on the defender's hex, including inverted counters and/or replacements. Examples:
      - a. 4-1 attack on German ersatz counter defending alone, certain to destroy its one step.
      - b. If an inverted counter were stacked with the ersatz counter, 6-1 would be required to be sure of destroying the defender's two steps.
  - c. A 5-1 attack ensures retreat. If for any reason the defender can't retreat, it would be destroyed, so an automatic victory results, regardless of the number of steps. Note that evacuation does count as a retreat. If an automatic victory depends on units blocking retreat, they couldn't move until the automatic victory was resolved.
  - d. If an attack is sure to produce only inverted counters unable to withdraw from enemy zone of control, they would be destroyed, producing an automatic victory. If the inverted counters can withdraw, it is not an automatic victory. Enemy units could not pass through the defender's hex in their movement phase, even though an inverted counter would be sure to result there. Only a certain automatic victory permits the attacker to insert combat results into the movement phase.
- B.** With either type of automatic victory, for the rest of the movement portion of the attacker's turn, he ignores the defender and its zone of control. The defender is not yet removed, but it is treated like an inverted counter. It does not hinder the movement of other units not involved in the automatic victory. They could even use Strategic Movement, if feasible. The original attacking units must maintain their attack positions, but other attacking units could end their turn, even attack different enemy units, from the original defender's hex. After an automatic victory is achieved, units not yet deployed may pass through it to join in that same attack, if feasible. These might increase the odds against the defenders, but they couldn't deprive them of any terrain benefit against the original attackers. Units traversing an Automatic Victory (AV) to join in that same attack, could also stack in the defeated unit's hex.
- C.** As described above, the defending unit could be stacked with enemy units after the automatic victory has been established. This is the sole exception to the prohibition on stacking with enemy units. It is subject to the usual stacking limit, but only the attacker's stacking points are considered.
- D.** Only when the attacker finishes his entire movement phase is the automatic victory battle rolled, to determine steps lost. The automatic victory battle, like any other, is rolled in the order the attacker prefers.
- 13. BREAKTHROUGH**
- A. Whenever the SRT calls for the defender to lose more steps than he has available, the excess loss is converted to MPs (movement points). Each excess step equals 2 MPs. For example, the SRT calls for the loss of 5 steps, but the defender only has 2, including destruction of the inverted counter. There is deficit of  $5 - 2 = 3$  steps. This, multiplied by a factor of two, becomes the extra MPs granted to the attacker:  $3 \times 2 = 6$  extra MPs.
  - B. This extra movement is in addition to the normal one hex advance into the defender's vacated hex. After the attacker advances into the vacated hex, he still has the breakthrough bonus movement. It also is in addition to the usual movement phase of the turn. As soon as attackers advancing enter enemy zone of control, they must stop, even if they lose breakthrough movement. They can't enter enemy zone of control, then withdraw to continue their advance. Breakthrough movement is taken before proceeding to the next combat, if any.
  - C. Extra breakthrough MPs may result from regular combat, and also automatic victory.
  - D. Breakthrough movement does not result from the destruction of Allied replacement counters, or inverted counters, when these are not stacked with other units with a defense factor. If the defending stack contains both inverted counters or Allied replacements, and with a defense factor, then a breakthrough bonus could occur.

E. Breakthrough movement is treated like a new movement phase, with the usual terrain costs, and the usual prohibition on direct passage from one enemy zone of control to another, with these exceptions:

1. 1 MP to cross a hex-side with a minor or a major road, not 1/2 for the latter, as would be usual.
  2. As usual, all MPs are used to cross one all High Apennine hex-side, but this total must be at least 8 MPs. A unit with 8 or more MPs can cross one such side, and stop. A unit with less than 8 MPs could not cross at all.
  3. Since Breakthrough movement occurs after the usual 1-hex advance, even if that advance crossed an all High Apennine hex-side, yet another could be crossed during the Breakthrough, as explained above.
  4. During a mud turn, the usual penalties apply. The cost to cross a High Apennine side is unchanged (minimum 8 MP).
  5. No Strategic Movement allowed.
  6. Allied air interdiction (rules in section D) does not affect breakthrough movement, as it takes place during the combat phase.
  - F. The Breakthrough movement phase is distinct from the usual 1-hex advance, as stressed above. Nonetheless, for the purpose of calculating stacking limits, more than the 8-point maximum may traverse the first hex, and then fan out in Breakthrough movement. Only when such movement ended would the stacking limit apply.
- G. Should a second or subsequent combat result because of a Breakthrough (or the initial hex advance), the process described above could be repeated as many times as additional combat situations develop, and the attacker wishes to take advantage of them...

#### 14. SECOND COMBAT

- A. After a battle in which the defender is destroyed, or retreats, the victorious attackers involved in that battle may elect to:
1. Not advance, in which case they cannot fight again that player-turn, even if subsequent action puts them in enemy zone of control, and the adjacent enemy units are attacked. See paragraph 14D.
  2. Advance, even into enemy zone of control, but not attack. See paragraph 14D.
  3. Advance into enemy zone of control, and attack again that turn.
- B. Advances are made by individual units right after each battle, before proceeding to the next battle, if any.
- C. The decision whether to fight again need not be made until the entire first round of combats finishes, since a subsequent first round combat may change the situation.
- D. If the advancing player decides to have second combat, certain rules must be observed:
1. All of his units which advanced after combat into the zones of control of the units which he wishes to attack must take part in the battle.
  2. If several attackers and defenders are involved, combat may be divided in the usual way, just as in a first combat.
  3. Other units which advanced would not have to attack, but only if they entered the zone of control of other enemy units not involved in any second combat, or did not advance into enemy zone of control.
  4. Units which did not advance cannot attack even if they are in the zone of control of enemy units under attack from other friendly units which did advance.

E. The defender may have to fight more than one battle per turn. All first combats are resolved before any second combats occur. Then second combats are all resolved before any third combats occur, and so forth. Each wave of combats may have automatic victories, breakthroughs, and all the facets of the first combat phase. In theory, units may fight after every advance, if they can maintain contact with the enemy, and wish to do so.

#### 15. VICTORY CONDITIONS

- A. The following is a list of important points in central and southern Italy which figured in the early stages of the campaign: Salerno, Foggia, Napoli, Termoli, Cassino, Terracina, Pescara, Anzio, and Roma.
- B. When the Germans finish their last turn, Dec 1V 1943, the Allies have won if any 5 of these 9 cities are in Allied supply and friendly to them. Any one Roma hex suffices to fulfill the requirement for that city. More than one Roma hex does not count extra. Remember that a friendly hex can be in enemy zone of control, if that hex could trace a supply line free of enemy zone of control, it would still be in supply. Six of the victory points are ports. Note that if a port with a counter is in German zone of control, even though friendly to the Allies, it is *not* in supply, unless a supply line could be traced from it to another supply source.
- C. If the Allies fail to meet their victory conditions, the Germans win, provided they can meet one additional requirement. At the end of the game, if the Allies can trace a line of hexes from any one of their port counters (as constructed on the board), to a German board-edge supply hex, and this line is free of German unit(s) and/or their zones of control, then the Allies win. To put it another way, the Germans must maintain their front line through their final player-turn. In order to meet this requirement, the Germans could use combat units, replacements, and their zones of control, but not inverted counters. For purposes of this alternate victory condition, a German supply hex is still considered such even if in Allied zone of control, or occupied by an Allied unit.

#### 16. BEGINNING THE GAME

- A. Now that you have read the rules, you are ready to begin.
- B. From the Basic Game Record Cards you will notice that only some of the unit counters supplied with the game are used in the Basic Game. These are the counters appearing in the organizational section of the Basic Game cards.
- C. Germans set up their units on the board, as specified on their Game Card.
- D. The Allies then select an invasion force from among the British and/or US units available Sept II, and move first — making their initial invasion.
- E. Although there are many similarities between the Basic Game, and the Advanced Game, it is recommended that you become familiar first with the former.

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# D. BASIC GAME

## SUPPLEMENTARY RULES

### 1. INTRODUCTION

If further realism is desired, any or all of the following rules may be added to the Basic Game.

### 2. AIR SUPERIORITY

A. Pisa, Foggia, Napoli and each of the three Roma hexes are considered major air bases.

B. Unless and until the Allies make friendly any 1 of these 6 hexes, Allied air cover comes from Sicilia, and does not extend above the bottom map fold, which is just south of Napoli.

C. Until the Allies make friendly a major air base, Axis units which are on hexes completely north of this fold attack 1 column higher on the SRT, even if they are attacking units which are all or partly south of the fold. For example, a German attack of 1-5, which ordinarily would be disallowed, would become an allowable 1-4, while 3-1 would become 4-1, and so forth. For an attack to have air superiority, at least half of the participating Axis units, regardless of size, must have air superiority.

D. The Germans lose this advantage at the start of their player-turn after the entire game-turn during which the Allies capture a major air base. For example, if the Allies were to capture Napoli Sept II, the Germans would still have air superiority during all their Sept II turn. They would only lose it at the start of their Sept III turn, presuming they did not successfully counterattack to recapture Napoli. During mud turns, Germans don't have air superiority.

E. The Germans may retake air superiority immediately by again making friendly all of the 6 hexes. For example, if on their second attack of their Sept III player-turn they retake Napoli, if they had a subsequent attack, it would immediately be 1 column higher on the SRT, as would all attacks Sept IV.

F. Due to air support from Sardinia and Corsica, starting the Allied Oct II, 1943 turn, even if they haven't captured an airbase, they get air superiority over all hexes West of and including column M, besides any other areas they would get otherwise. If the Germans still retained air superiority over the area north of the bottom fold, and east of column M, they could still attack one column higher within or from this zone, as explained above.

### 3. SUPPORTING FIRE (NAVAL & AIR)

#### A. In General

1. There are 7 naval or air unit counters, 4 Allied, 3 German. Naval guns (Allies only) and tactical airpower (both sides) are represented by counters with the number 1 on them.

2. These counters should be placed atop units being assisted by supporting fire, to so indicate.

3. Supporting fire factors are added to the attack or defense factors of the units being assisted.

4. When used to assist an attack, the supporting combat factor may be added at any time during the attacker's turn, including second or subsequent combats. The decision to use supporting fire need not be made at the start of the turn, but whenever the attacker sees fit.

5. All or part of the support factors available for a given player-turn, if not used attacking, may be added to the defense factor of selected units during the succeeding enemy player-turn.

a. This allocation must be made known to the opposing player before the start of his turn, not during the turn.

b. Therefore, it is possible that the defense factor may not be used, if there is no enemy attack.

c. The supporting defense factor may be used just once during any combat depending on when the assisted unit is attacked, if at all.

6. Support factors may assist a unit only once in a given player-turn, therefore if a unit is involved in more than one battle, it can only use the support factor once, whenever the attacker wishes, or on defense, the first time the unit assisted is attacked.

7. Provided sufficient factors are available, a given unit can benefit from attack support during its turn, and then defensive support during the succeeding enemy turn.

8. If a support factor is not used in your turn attacking, or in the succeeding turn defending, it is lost, i.e., these factors can not be saved from one friendly player-turn to the next friendly player-turn.

9. In order not to exaggerate the importance of supporting fire compared to the troop counter's

combat factors, in a given combat, regardless of the number of units involved, only one factor may be used by the defender, only one by the attacker.

a. Furthermore, at least one defender must have a defense factor in order to use a supporting fire defense factor; at least one attacker must have an attack factor to use a supporting fire attack factor.

b. A given unit can not be assisted by more than 1 support factor. Of course, it could still be assisted by an attack factor, and then in the next (enemy) player-turn, a defense factor, if available.

10. Although the Air Superiority rule may be used independently of the Supporting Fire rule, the opposite is not true. If Supporting Fire is used, Air Superiority must also be used.

#### 11. Supporting Fire and terrain:

a. Supporting Fire does not negate the effect of rivers, mountains, or High Apennine.

b. It is not doubled or tripled as an ordinary combat factor may be. If the unit assisted is doubled or tripled, then the single supporting factor would be added after the terrain multiplication, if any.

c. It is not halved by High Apennine.

12. Supporting Fire has no effect on the number of steps in the unit assisted, i.e. it only augments the attack or defense factor.

#### B. Naval Guns - Allies

1. Allow the Allies 1 combat factor per Allied player-turn, throughout the game, except on turns when they invade.

2. It may be added to the attack factor of any unit attacking an Axis defender which is in a hex next to the coastline. Examples - B33 and B34. The attacker need not be on the coast, but the defender must be.

3. Only Allied units which are in hexes next to the coastline may be assisted defensively by naval gunfire. This is true even if they are attacked by an Axis unit which is not on the coast.

4. Allied units cannot benefit from the naval factor during any part of invasion turns.

#### C. Tactical Air Support

1. Both sides get extra combat factors representing tactical air power. This is used in a manner

similar to naval guns, but in any hex.

2. The Allies get 3 factors per Allied player-turn, throughout the game.

3. Until they capture a major airbase, the Allies can use these factors only to assist their units which are on hexes where they have Air Superiority.

4. The Allied air factors begin to be usable anywhere on the board only on the Allied player-turn after the turn in which they attain Air Superiority. For example, if they make friendly a major air base Sept II, they could use their 3 factors anywhere during the Allied Sept III player-turn. Of course, they could use them south of the bottom fold from Sept II onward, and West of and including column M from Oct II onward.

If the Germans recapture Air Superiority, in the following Allied player-turn they would again be restricted.

5. The Germans may allocate 1 air factor defensively as part of their initial placement, before the Allies invade. In effect, this factor is held over from "Sept I."

6. Then on their half of the Sept II invasion turn, the Germans get 3 air factors. As usual, these may be used wholly or partially in attacks, or saved for defensive use during the next Allied (Sept III) player-turn, and so forth.

7. The Germans also get 2 air factors during their first player-turn immediately following the Allied second invasion, and 1 per German player-turn for the rest of 1943. Note that the extra invasion-reaction allocations only follow the invasions. The regular allocation is just one factor per good weather turn.

8. Neither side may use air factors during bad weather (mud). Therefore, the Germans cannot save factors for defensive use during a mud turn. Germans get tactical air support even if they lack air superiority.

#### D. Allied Air and Naval Interdiction

1. At the end of the Allied player-turn, any air or naval factors not used attacking, nor allocated for use defensively during the next German player-turn, may be used for interdiction during the next German player-turn. This may be done in either or both of two ways, depending on the number of factors available:

a. The Allies may attempt to hamper the movement of German units.

b. The number of factors needed to do so varies with the size of the German unit: one factor for each German stacking factor. Therefore, all three would be needed to interdict a panzer division, for instance, but just one for a brigade.

c. After their turn ends, the Allies indicate which German unit(s) they will try to interdict. They then roll the die, and compare it to this table:

1, 2 - German unit not allowed Strategic Movement, also allowed only half its normal MPs.

3, 4 - No Strategic Movement, no other effect.

5, 6 - No effect.

d. Note that if a German unit has half its normal MPs, it could still cross a High Apennine side by expending all of that half remaining to it.

e. Any other units in the same hex as the unit under interdiction would not be affected.

2. Interdiction may also be directed against a hex containing a bridge, for example. In this case, the

Allies would indicate the hex they will try to interdict. They then roll the die, and compare it to this table:

1, 2, 3 — Any and all German units passing through that hex on the following German turn may not use Strategic Movement during the turn. There is no other movement penalty. Units starting their turn in the interdicted hex aren't affected.

4, 5, 6 — No effect.

3. The effects of a given interdiction only last one German player-turn. Of course, the Allies could then repeat the process on following turns.
4. If an attempted interdiction fails, or in the case of interdiction directed against a unit, fails partially, the Allies may not try again against that same target that same turn, even if they still have unused factors.
5. There is no German air interdiction.
6. Allies may attempt air interdiction inside and outside their air superiority zone. Naval interdiction is possible only against a unit or hex on a beach, coast, or port.

#### 4. ARMOR

A. The special capabilities of armored units may be reflected in 2 ways:

1. Armor attacking through hexsides which are all rough terrain, or High Apennine, loses 1 attack factor, even if not at full strength. The penalty applies even if not all the hexsides through which the attack is made are rough terrain or High Apennine. For example, an armored brigade with two attack factors attacking through a rough terrain hexside would count as only one attack factor. Or, an armored division with 7 attack factors, through High Apennine, would be equal to  $3(7-1 = 6 - 2 = 3)$ . Through High Apennine, the attack factor is first reduced by one, then the remainder is halved. Note that this rule could reduce an attack factor of one to zero.
2. If armor is involved in a breakthrough movement factor bonus, after using as much of the bonus as desired, then only the armor units may move 1 additional hex.
  - a. In good weather, the hex-side traversed must contain either a road, or some plain terrain.
  - b. In mud, it would have to be along a major or minor road. Otherwise, the 1 hex bonus would not be allowed.
  - c. The usual prohibition on movement directly from one enemy zone of control to another applies to this special armor movement.
3. For the Axis, these rules govern pure panzer and panzer parachute units, as shown by the counter symbols, not panzer grenadiers. For the Allies, the units affected are armor, armored infantry, and armored engineers.

#### 5. COMMANDOS

- A. Only the Allies have commando units. These are the British 2SS, the US/Canadian 1SSF, and the US 6615 Rgr and 504 Para regiments. They are distinguished from other units by a letter C on the counter.
- B. Commandos have special invasion capabilities:
  1. As part of an invasion, they can land on any type terrain, on the same coast (West or East) against which the main invasion is directed. The Golfo di Taranto may be considered part of either coast.
  2. In the Basic Game, no commando landings are allowed north of the middle map fold, even as part of the second invasion.

The only exception to this is that commandos could land anywhere in the Roman invasion zone as part of the Second Invasion.

3. Even though commandos may choose not to invade within, or even adjacent to, the main landing zone, they count against its Initial Lift total.
4. Invading Commandos have 4 MPs, not the usual 3, on the Initial Lift turn.
5. They must pay the usual terrain costs. For example, landing on a wholly rough terrain coastal hex side would cost 2 MPs. Landing on a coastal hex all swamp would cost all 4 MPs.
6. Like other invading units, *once ashore*, they may then travel through a hex along a major or a minor road basis one MP per such a hex-side traversed.
7. Commandos do not need supplies, therefore they do not count against Capacity, and cannot be destroyed by isolation.
8. If a commando unit invades within the beachhead zone of the main invasion, it would make that hex friendly just as any other Allied unit would, and subsequent build-up could enter through that hex. However, if a commando unit invaded a beach hex *not* part of the main landing zone, build-up could not come through that hex unless the Allies expended a port counter to open that beachhead zone as well.
9. Commandos can make friendly a port outside the invasion zone, which then could be made operable if the Allies wish to expend a port counter to do so. Build-up could then arrive through that port.
- C. Commandos may also make raids apart from their participation in invasions:
  1. In the Basic Game, these raids cannot occur north of the middle map fold.
  2. On any non-invasion turn, just 1 commando unit per turn can invade any permissible beach, coast, or port hex.
  3. This is not considered to be a second invasion, therefore the Germans do not get reinforcements nor extra air factors.
  4. Since raids are not part of an invasion, there is no reference to Initial Lift.
  5. A commando raider could open a port, if feasible under the usual rules. Regular units could Build-up through a port opened in this fashion, under the usual rules, without this counting as an invasion.
  6. Commando raiders must start their turn as if they were invading (see Basic Game invasion rules). Their movement is governed as though the raid were an invasion (4MP). A raider's Initial Lift movement isn't affected by mud, but any Breakthrough movement would be.

#### 6. FORTS

##### A. General

1. Only the Germans may build and use forts in order to improve their defensive capabilities.

##### B. Construction

1. In the Basic Game a fort may be built during each of the first 3 German player-turns of October, November, and December, for a total of 9 forts.
2. Forts are built during the movement phase of the German turn, before combat.
3. Forts may be built on any playable hex which is not in Allied zone of control, and which has been friendly to the Germans at least since the end of the preceding Allied turn.
4. The only exception is that forts cannot be built on major city hexes.
5. The German player need only indicate which hex he is building a fort on. No German unit need

occupy that hex during construction, or at any time.

6. Forts may be occupied and used the same turn they are built.
7. Forts cannot be moved.
8. In order to destroy a fort, an Allied unit with an attack factor must pass through its hex. No loss to movement is involved.
9. Allied units without an attack factor may pass through fort hexes, but without effect on the fort.
10. Since the Allies can never use forts, they cannot capture them, but only destroy them.

##### C. Defending From Forts

1. German units in forts never are obliged to retreat, even when so stipulated on the SRT. Whether attacking or defending, they may choose to obey a retreat result, but they do not have to.
2. Apart from this, there is no other defensive advantage conferred by a fort. The fort itself does not double the defense factor of units defending on its hex, although any terrain advantage pertinent to the hex in question would still apply. Nor do forts protect their occupants from enemy zone of control.

##### D. Attacking From Forts

1. German units attacking from forts use special, advantageous rules.
2. Defending Allied units do not get any terrain advantages, such as doubling or tripling of their defense factor. The Allied defense factor would always be basic. Nor do attacking German units suffer any terrain penalties whatsoever.
3. Nor would German casualties be doubled if the Allies were on terrain that would ordinarily give such a result.
4. The usual German attack factor remains unchanged for attacks from forts, with this exception: attacks worse than 1-4 are permitted, using the 1-4 column. Of course, attacks at higher odds are also allowed, as usual.
5. If an attack from a fort hex is assisted by other units attacking any of the same defender(s) but from a non-fort hex, or hexes, all fort benefits would be lost for the German units involved in that battle.

#### 7. ALLIED UNITS NOT US OR BRITISH

The special logistical problems posed by the polyglot Allied army may be reflected in 2 ways:

- A. If an Allied stack contains more than one nationality, the stacking limit is reduced to 7 points from the usual 8. British, Canadian, and US units are also considered nationalities distinct from each other.
- B. During the first turn that these units enter the mapboard, they count double against Build-Up. For example, the Canadian infantry division would count 6 points against Build-Up, not the usual 3. This penalty does not apply to Messina and/or Taranto. Remember that these units can never invade, although they can enter the mapboard by first moving ashore at Messina and/or Taranto.

#### 8. MOUNTAIN UNITS

##### A. General

1. Units specially trained in mountain movement and combat played a key role in the Italian Campaign, because of the difficult terrain. These units may be identified by underlining at the bottom of the counter.
2. Allied mountain units in the Basic Game are the

2 French units, and the US/Canadian 1SSF. The latter unit is allowed to invade, as though it were a purely US unit, but also allowed to stack with either US or Canadian troops without any stacking penalty.

3. German mountain units in the Basic Game are 5Mtn and 3+4 (which enter Nov II).

#### B. Movement Costs for Mountain Units

1. 1 MP to traverse a hex-side with any plain terrain and/or any rough terrain. Mountain units treat plain and rough terrain identically.
2. 2 MP for the above, during a mud turn.
3. 1/2 all MP to traverse an all High Apennine hex-side. Therefore, a mountain unit could traverse 2 all High Apennine sides, or just one, with half its MP left for movement through other terrain. If a German mountain unit has only 1/2 its normal MP to begin with because of Allied Air Interdiction, it would still pay only 1/2 of that half to cross a High Apennine side. Example: a German mountain unit with 8 MP is reduced to 4 by interdiction. It can cross 2 High Apennine sides, or it can cross only 1 such side, with 2 MP left for other movement, before or after crossing.
4. Breakthrough MP costs, where different from usual: 1/2 all MPs to cross an all High Apennine hex-side, with a minimum of 4, in any weather. A mountain unit with 4 Breakthrough MPs could only cross 1 such side. With 8 it could cross 2 sides, or 1 side with 4 MPs for other movement.
5. When retreating, mountain units may cross High Apennine hex-sides at will, subject to the usual 1 or 2 hex retreat movement.
6. In all other respects, such as movement along roads, or crossing rivers, mountain units are the same as other units.
7. The movement costs explained in this section apply to mountain units participating in an invasion.

#### C. Combat Through High-Apennine Hex-Sides

1. Normal units attack at half-factor through such sides, under all circumstances (except for German units in a fort). Mountain units do not suffer this penalty. They attack through High-Apennine sides at full-strength.
2. Units defending against an attack by mountain troops would not lose any other terrain advantage their position might afford them.

### 9. RETREAT THROUGH ZONE OF CONTROL

- A. This is a method by which units may escape destruction when they are forced to retreat through or into enemy zones of control.
- B. If a unit is entirely surrounded either by enemy units with defense factors, and/or terrain into which it cannot retreat, such as the coast for German units, or coast (non-beach) hexes for Allies, a retreat still means immediate destruction.
- C. However, if at least one hex side is not blocked by an enemy unit with a defense factor, or impassable terrain, then units obliged to retreat are not automatically destroyed, but may retreat into and through enemy zones of control. Whether attacking or defending, if such a situation occurs, the retreating player uses this table:

Die Roll	Map Direction	(Assume that the hex column running lengthwise actually runs north and south)
1	N	
2	NE	
3	SE	
4	S	
5	SW	
6	NW	

- D. The retreating player follows this procedure:

1. Roll the above table for each stack forced to retreat through an enemy zone of control. A player could roll for each unit in a stack, or group units together, but it would not be advantageous.
2. If the direction called for by the die roll does not contain an enemy unit, and is not otherwise impassable, the retreating unit(s) move to that hex.
3. If the direction rolled does contain an enemy unit, or is impassable, the retreating unit cannot move.
4. In either case, only 1 step is lost from the retreating stack, regardless of the number of units it contains. The retreating player chooses the unit to lose a step.
5. The procedure is repeated until the retreating stack has moved 2 hexes. Note that the final location could be the same hex from which the retreat originally started, if the retreating units moved away, and then back. It could also still be in enemy zone of control.
6. Every time the die is rolled, a step is lost.
7. If the defender must retreat through zone of control, but lacks enough steps to start the retreat, or finish it as *at least* an inverted counter free of enemy zone of control, the attacker gets at least two movement points of breakthrough movement, more if the SRT stipulates.
8. During the retreat through zone of control, the retreating units, if they still possess an attack factor, could destroy inverted counters and/or units without a defense factor, if they came next to them, but without gaining the right to advance into the vacated hex, which only attacking units may do.
9. If a German unit is forced to retreat in a direction that would take it out to sea, or into other impassable terrain under this procedure, it is not destroyed. It does not move, and a step is lost, then the die rolled again.
10. If an Allied unit were forced to or able to retreat out to sea, it could elect to do so under the evacuation rule, if from a suitable hex. This would end the retreat through zone of control at that point, even if the unit had not retreated 2 hexes. Such an evacuation would not be obligatory. However, if chosen by the Allied player, it could be done in a retreat taking place in either player's turn.

#### E. The Attacker

1. Only when the retreat is done can the victorious player advance into the originally vacated hex, but only if it is still vacant. (The retreating unit might move away, and then back.)
2. Only if there is such an advance, and the advancing unit(s) enter the zone of control of enemy units, even those having just retreated, another combat is allowed. Then the entire process may be repeated.
3. If the attacking units are next to, or advance next to, inverted counters, or units without defense factor, these would thereby be destroyed.
4. It is possible that a unit retreating under this procedure could end its retreat stacked with a friendly unit which is yet to undergo attack in that same combat sequence, i.e., enemy units have moved next to the friendly unit but not yet attacked. In this instance, the retreat must continue, under the rules explained above, until the originally retreating unit moves off the still-to-be-attacked unit, which could then be attacked as usual.

- F. The option to retreat vulnerable units such as inverted counters, and units without a defense factor, doesn't apply after completing a retreat through zone of control, or a normal retreat. That would be a double retreat. Only one retreat per combat phase is permitted.

- G. The retreat through zone of control rule affects automatic victory possibilities. A 5-1 ensures retreat, certain to cost three steps (1 on the SRT plus at least 2 retreating). A 6-1 in this situation is sure to cost four steps.

### 10. PLAY-BALANCE

- A. Obviously, not all of the optional supplementary rules benefit both sides equally. Therefore, particularly if only some of them are used, attention must be paid to possible changes in play-balance. In fact, players may intentionally use these rules to handicap a superior player. Although some of the rules may have a different effect depending on the course of the game, their *probable* effect on play-balance is listed below.

#### B. Favorable to the Allies:

1. Supporting Fire
2. Commandos

#### C. Neutral

1. Mountain Units
2. Retreat through Zone of Control
3. Armor

#### D. Favorable to the Germans:

1. Air Superiority
2. Forts
3. Allied Units not US or British

# E. ADVANCED GAME

## 1. INTRODUCTION

A. The Advanced Game includes 3 versions each dealing with a different aspect of the Italian Campaign, and a different geographical goal:

1. Southern Italy — covering the same time span as the Basic Game, through the end of December, 1943.
2. Roma — ending about the same time the Allies historically won the battle for central Italy, June III, 1944.
3. The Po Valley — including the entire 79-week campaign through April, 1945.

B. Like the Basic Game, all 3 advanced versions begin with the Sept II invasion, but each advanced game has an appropriately different OOB, and victory conditions. Both players may choose from various OOB alternatives, the combination of which fixes the game length, and the victory conditions.

C. All of the Fundamental Rules apply to both versions of Anzio, Advanced and Basic.

D. All of the Supplementary Rules to the Basic Game should be used in the Advanced Game.

E. Most of the Basic Game rules apply to the Advanced Game, as well, with 2 types of exceptions:

1. Cases where the advanced rules are essentially similar, but more extensive, as in the case of invasions.
2. Cases where the advanced rules replace the basic rules, as in Basic Game sections 1 and 2, covering the Game Record Cards, usable only with the Basic Game.
3. Wherever necessary, the relation of the advanced rules to the basic rules is spelled out.

## 2. TIME RECORD CARD

A. This summarizes a number of factors which may vary from turn to turn, as well as providing space to record the progress of the game. From top to bottom, its features are:

1. A calendar of each of the weekly game-turns.
2. The number of weekly replacements for each side. Whenever the Germans receive two, one of these is armor.
3. A reminder of reinforcements and withdrawals for each side. Since there are variations possible in the Advanced Game OOBs, not every check applies to each OOB. It is simply a reminder to consult the detailed OOB Card to verify if it applies to the version being played. **Errata:** There should be a check for a German reinforcement Feb I, 1944 (98th). There should *not* be a check for reinforcements Jan II, 1944.
4. Weather. This is not fixed, as in the Basic Game. Instead, at the start of each Allied turn during the months of October through April, the Allied player rolls a die to see whether there is mud during that week. The numbers shown indicate which rolls mandate mud. For example, a 1 or a 2 for the first two game-turns in October, or a 1 through 5 for any November week.
5. Forts. Again, this is not entirely fixed, as it is in the supplementary Basic Game rules. Every turn indicated by an "X", the Germans may build a fort. In addition, in 1943 there are 6 turns indicated by the numbers 1-2. At the start of the German part of each of these turns, the German player rolls a die, and may build a fort if either number appears. Forts destroyed in any way, including voluntarily, may be received again under the Time Record Card, although the Germans may never have on the board simultaneously more than the 13 forts provided in the

game.

6. Ports. As in the Basic Game, the Allies always start with 2 ports. They get 1 more each Allied player-turn indicated.

7. The invasion section indicates with an "X" the Allied player-turns when invasions are permitted during each of the 3 games, as well as showing when each game ends.

8. As in the Basic Game, replacements are not forfeited if sufficient counters to represent them are not available, or if the player wishes to retain them off the board. Therefore, sections are provided in which to note accumulated replacements, if any.

9. Space is also provided to note the passage of each game-turn.

## 3. UNIT ORGANIZATION CARDS

A. All of the units needed in the Advanced Game may be placed here.

B. The Sept II location of all Italian units which may defect to the Allies is located on the Allied Unit Organization Cards.

C. Seven German divisions are shown not only in divisional form, but with alternate regimental counters, as explained later.

## 4. ALLIED OOB CARD

A. The Allied OOB is divided into 4 sections:

1. Southern Italy (Game I).
2. Central Italy (Game II). This *also* includes all Game I units.
3. Northern Italy (Game III). All the units on the card are included.
4. The special replacement bonuses for capture of Napoli and/or Roma, which apply to any Advanced game version. These bonuses do not apply to the Basic Game. They are credited to the Allies at the start of the turn after the cities are made friendly, even if they are retaken by the Germans. Each bonus may be won only once.

5. **Errata:** The Polish 3 Carp. division shown Jan I 1944 should be a 3-4-12. If a substitute withdraws Mar III for the 46th or 56th, it returns July II. The French 1st division shown June IV 1944 should be a 4-5-12. The two Polish divisions shown Feb II 1945 should be 4-5-12's.

B. The Basic Game only includes units available Sept II, 1943, plus reinforcements, while the Advanced Games also include withdrawals.

1. Except for Italian partisan units (see below) Allied reinforcements arrive in Sicily on the Allied player-turn indicated, and may enter the game immediately, subject to the port rules from the Basic Game.

2. Units shown in red, such as the 3 units shown for Nov III, 1943, must be withdrawn on the date indicated, during the movement portion of that Allied player-turn, before combat.

a. If the unit is not isolated, it should be removed from the board directly from its current location, not moved to a port and out. Nonetheless, it must be counted against the Build-Up of any port to which it could trace supply. If the unit could not trace a supply line to a port with sufficient Build-up, it would have to evacuate as an inverted counter, if feasible, resulting in a replacement deficit.

b. If the unit is isolated, then substitutes are indicated underneath the unit on the OOB card. Using again the Nov III, 1943 example, if the British 1 Para were isolated or destroyed, then, as

indicated, the 5th, 46th, or 78th divisions must withdraw instead. The Allied player would decide which.

c. If the indicated unit and all substitutes are either isolated or destroyed, then a number of replacements equal to its full-strength number of steps must be withdrawn, even if one of the stipulated units subsequently escapes isolation.

d. Allied units able to reach a beach hex, but unsupplied, are not isolated, since they could be evacuated. On a coast hex this would not apply.

e. If a unit, or substitute, is withdrawn below full strength, a replacement deficit is created. This must be made up either by immediately withdrawing the proper number of replacement counters, if available, and/or drawing down any accumulated replacements. If neither is available, a replacement deficit is created which must be cancelled before any replacements enter the game.

C. The players should decide by mutual agreement which Allied OOB will be used. This fixes the length of the game, and in combination with the German OOB choice, its victory conditions.

## 5. GERMAN OOB CARD

A. Although the German OOB is not divided into 3 chronological sections, as is the Allied, it is understood that the German player will have available those units corresponding to the game version indicated on the Allied OOB. For example, if the Allied OOB is that of Game II, the last German unit available would be the 356th infantry division, June III, 1944.

B. The German OOB is divided into 3 sections in ascending order of strength:

1. The Standard OOB, which is the weakest.
2. The Reinforced OOB, which also includes all the Standard OOB units.
3. The Maximum OOB, which includes all the German units available in the game

C. These OOBs have nothing to do with the length of the game (I, II, or III). The German player may select any of the 3 OOBs for use in any of the 3 games, using only those units which correspond to the game length.

D. Besides the basic division by strength, there are other categories within the German OOB:

1. Kesselring's Command. The 14 units shown at start, including 4 replacements, are free to enter the game right after the initial Allied invasion. Just as in the Basic Game, 16th Pz. may be put on any playable hex exclusive of those occupied by Italian units which may defect (see below). The Herman Goering division may be divided into its 3 regiments, as explained in that section, and stationed in 1 or more of the 3 indicated hexes. The location of the other Kesselring units is as shown.
2. Rommel's Command. During the war in Italy, many German units were tied down garrisoning the industrial centers. Some of these units may enter the game. The rules governing garrison units are discussed separately.
3. Second Invasion Reaction. Just as in the Basic Game, the German get additional units when and if the Allies invade a second time. Although there may be subsequent invasions after the second, no German reaction is provided.
4. Ligurian and Adriatic Commands. These are units stationed off the map, as explained in detail below.
5. Other units. Besides the units listed under Kesselring and Rommel Sept II, 1943, the



invasion reactions, and off-board commands, there are many other reinforcements. As in the Basic Game, these may enter on the date shown above them, or later, if the German player wishes.

- a. German reinforcements, with an exception noted under Garrison Units, enter on any hex to which supply can be traced, as explained in that section. Replacements may also enter in the same manner, or in friendly major cities, as in the Basic Game, at the German's option.
  - b. The same distinction between the Kesseling units (free for use), and the Rommel units ("frozen" on garrison duty), continues to apply to the reinforcements as they arrive. Garrison units may be noted by the city indicated above them. For example, under the Standard OOB, the 162nd (Turcoman) infantry division enters the game Oct I, 1943, but must move directly to Bologna. It is not released to the front until July I, 1944.
  - c. Sometimes the stronger (Reinforced and Maximum) OOBs contradict the Standard OOB. For example, in the Maximum OOB the Turcoman division cited above enters the game much earlier (Sept IV, 1943), for use freely by the German player. The indication of the stronger OOB always takes precedence, provided the German player has selected it.
6. Units printed in red, such as the 356th infantry division indicated Jan III, 1945, must be withdrawn. The same procedure as explained for Allied withdrawals is followed, except:
- a. German units can not be evacuated by sea.
  - b. If a German ("pure") armored unit is withdrawn understrength, the resulting deficit is only in armored replacements, not infantry. However, if the Germans have a deficit of more than 2 armored replacements, they must also use infantry replacements to reduce the armor deficit to a maximum of 2.
7. Some German units may withdraw at varying times, for example the 6 strong "pure" armor divisions. Details are given in a separate section.
- E. After the Allies finish their Sept II turn, and any Italian defections have been determined, the German player may freely select which of the 3 OOBs he prefers. Only then does he take his first move. The victory conditions for each of the 3 Advanced Game versions vary according to the comparison of Allied and German OOBs.

## 6. GERMAN GARRISON UNITS

### A. These are in 2 categories:

1. Those that are on the board Sept II – Rommel's Command,
  2. Those that arrive as reinforcements during the course of the game. These latter units move down from their entry point to the garrison city specified.
- B. In either case, garrison units may be used in the following ways:
1. They may have to remain at their garrison point during the entire game.
  2. If a date is shown beneath them, they are picked up and removed from the game during the movement phase of that turn. For example, the 24th Pz. Firenze garrison leaves the game Nov II, 1943.
  3. Sometimes a unit may first be used to garrison a city, and later released into the game. An example is the 65th infantry division, which starts the game garrisoning Parma. It is released to the front, from Parma, Oct II, 1943, for use as the German player sees fit.
  4. If a defecting Italian unit (see section E10) is within 10 hexes of a garrison unit, that unit is released to move within the ten hex radius of its garrison point. It need not attack the triggering unit. After the Italian unit is eliminated, or

withdraws beyond the ten hex radius, the garrison unit would have to return immediately to its garrison point.

5. If a non-Italian Allied unit approaches within 10 hexes of a garrison hex, the unit stationed there is free to enter and stay in the game. For example, the Firenze garrison would enter the game if the Allies take Rimini.
  - a. A garrison unit may be triggered into the game by non-Italian allies approaching within 10 hexes of its garrison point, even if it is away combatting Italians. In such a case, it would enter from its present location, without having to return to its garrison point.
  - b. There are only 3 units which do not have a 10-hex "reaction radius". These are discussed later. Reaction radius is measured directly, even through non-playable hexes such as lakes, from the closest point traversed by a triggering unit during its move. A unit can't avoid triggering a reaction by entering and then exiting the reaction radius.
  6. If a garrison unit reacts into the game (except to fight Italians), then the withdrawal date printed beneath its garrison city is cancelled. Such a unit might be subject to a later withdrawal date, however. That withdrawal would still stand. For example, the Firenze garrison (24th Pz.), under the standard OOB, would withdraw from the game Nov II, 1943. This date is printed under the Firenze OOB indication. If for any reason 24th Pz. reacts into the game, that withdrawal date would be cancelled. Or to put it another way, 24th Pz. is no longer on garrison duty, and therefore the garrison withdrawal date no longer applies. Note, however, that this unit may also be subject to withdrawal Jan I or May I, 1944, if it should still be in the game. Those withdrawal dates would still apply. Variable withdrawal dates such as these are discussed separately.
- C. The 2 units arriving at Livorno Sept IV are a special case. They were transferred from Corsica and Sardinia.
1. For them to appear Sept IV in Livorno, it must be friendly and in supply to the Germans.
  2. If it is not, they may enter the game at Genova or LaSpezia.
  3. If none of these 3 ports is friendly and in supply to the Germans, these units would enter via any supply hex Oct I, 1943. If they do not enter at Livorno, the two units would be free to use as the German player wishes.
  4. If these units do enter at Livorno, and the Allies are not within 10 hexes, then they garrison Livorno as explained above.
  5. If because of Allied proximity, these units can enter the game Sept IV, they could not use Strategic Movement that turn. If because all three allowable ports are blocked, these units enter via any supply hex Oct I, then they are treated like any other Axis reinforcement, and can enter using Strategic Movement.
  6. The SSRF brigade is the cadre for the 16 SSRF division. Unless it is isolated, replace it with the divisional counter Dec I. Just remove the brigade, and replace it with the division, which is then free to enter the game. Should the brigade be isolated, the division could not enter until it was relieved, or destroyed. In the latter case, the division would still enter via any supply hex, but 2 steps reduced in strength. Under no circumstances can both units be simultaneously on the board.
7. ALLIED OOB – SPECIAL FEATURES
- A. The British 50th and 51st divisions cannot be used as inverted counters: they have no upside-down step. They enter the game as though they were non-British/US units (see supplement to Basic Game, D7). After that, they are used as any other British unit. They can invade, and stack

with other British units as one nationality. Since they do not have inverted counter status, they cannot be evacuated.

- B. From Poles in Allied countries, and former "Axis" troops captured at Normandy, an extra brigade was formed for each of the two Polish divisions in the game. Feb II, 1945, the Allies get 2 extra replacement steps to reflect this development. Prior to this, the maximum strength of these units is 3-4-12, with a stacking value of two. If the Allies use the extra Feb II steps to increase the strength of the Polish divisions, from this week onward their maximum strength is 4-5-12, with a stacking value of three.
1. From Feb II, 1945 onward, these Polish divisions retain their new stacking value of 3 regardless of their strength level, i.e. even if they are depleted.
2. Although the Polish units may always use any Allied replacement to rebuild, prior to Feb II they may not build higher than their 3-4-12 counter.

## 8. GERMAN OOB – SPECIAL FEATURES

### A. The Herman Goering (HG) division.

1. If prior to the German Jan II, 1944 player-turn the Allies make their second invasion, or come within 15 hexes of Livorno, HG stays in the game until July IV, 1944, when it is withdrawn.
2. In the absence of either of the above conditions, HG becomes the Livorno garrison, subject to the usual garrison rules. During the German Jan II, 1944 player-turn, HG is removed from wherever it is on the board, and placed in either Livorno hex. Note that all withdrawals are immediate, unlike units entering, which move onto the board through the grid.
3. If HG garrisons Livorno, it is then withdrawn during the German Feb II, 1944 turn. Erratum: The German OOB card should show this alternate withdrawal of HG.
4. If during the period when HG is the Livorno garrison the Allies make their second invasion, or come within 15 hexes of Livorno, HG returns to the game, and may be used freely until July IV, 1944, when it is withdrawn.
5. If HG is isolated when required to withdraw to Livorno (or later), substitutes are indicated. The substitute unit would then follow the HG OOB indications, even if HG itself escapes isolation.
6. HG division and the HG/HG regiment are pure armor. Only the two panzer grenadier regiments are able to build up with either type replacement.

### B. The 2Para Division

1. This unit is the Roma garrison (any or all 3 hexes).
2. Jan I, 1944 it is removed from the game, and 4 Para is put in its place. If 2 Para is lost fighting Italians, as a garrison unit, without entering the game, 4 Para enters Jan I, 1944, full strength. If 2 Para is lost any other way, 4 Para wouldn't enter the game at all.
3. If at any time prior to the German Jan I, 1944 turn, Allied units come within 11 hexes of Roma, 2Para enters the game. In this case, it does not have to withdraw Jan I, nor is 4Para brought on.
4. The initial location of this unit is near Roma, at Practica di Mare. On the Sept II turn it moves to Roma. As discussed later, there may be Italian units friendly to the Allies in the Roma area, and 2Para may have to combat them in order to reach Roma.

### C. The Genova Garrison

1. 135th infantry moves to Genova Sept I, 1944.
  2. Its reaction radius is 5 hexes.
- D. SS Panzer division withdrawals (1 Lah, 2R)
1. Apart from temporary duty fighting Italians one

- or both of these units may enter the game permanently in 2 ways: (i.e., not on garrison duty).
- a. By Allied units approaching within 10 hexes of their garrison cities.
  - b. If the Germans select an OOB which includes either or both units.
2. If these units remain garrison units, then they are removed Nov II, 1943, as shown on the OOB Card.
  3. If they are released under the Standard OOB, which could only be by Allied proximity, they are withdrawn Dec I, 1943.
- a. In the above case, if the Allies make their second invasion no later than their Dec I, 1943 player-turn, then their withdrawal is postponed to the German Jan I, 1944 player-turn. For this reason the divisions are shown as withdrawing twice on the OOB. Of course, if they withdraw Dec I, the Jan I withdrawal is ignored.
  4. The Germans may elect to use either or both of these divisions beginning Sept II, 1943, if they select one of the two stronger OOBs.
  - a. In the above case, the unit(s) entering Sept II no longer must withdraw Nov II, since this applies only when they are on garrison duty.
  - b. Even in the stronger OOBs, the SS Panzer divisions are still subject to withdrawal Dec I or Jan I, as explained above.
- E. Wehrmacht Panzer Division Withdrawals (16, 18, 24, 26)**
1. 16th and 26th Pz. are part of Kesselring's Command, and therefore available for use at start.
  2. 18th Pz.
  - a. Mantova garrison under the Standard and Reinforced OOBs.
  - b. Enters the game Sept IV under the Maximum OOB.
  3. 24th Pz.
  - a. Firenze garrison under the Standard OOB.
  - b. Enters the game Sept II, 1943 under either stronger OOB.
4. Withdrawals
    - a. The two Pz. divisions which may remain on garrison duty are withdrawn Nov II, 1943, if they did not enter the game.
    - b. Any of the four Pz. divisions which enter into the game are withdrawn in one of three ways:
      1. As substitutes for other units, for example, the SS Pz. divisions, or HG.
      2. Jan I, 1944. Note that there are different withdrawal schedules for these units pertinent to each OOB.
      3. If the Allies invade again on or before their Jan I, 1944 player-turn the Wehrmacht Pz. divisions do not have to withdraw until May I, 1944. Here again, in the stronger OOBs, some of these divisions do not have to withdraw at all.
- F. Panzergrenadier Withdrawals (3, 15, 60 Pzgr.)**
1. All 3 divisions withdraw during the August-September 1944 period, under the Standard OOB.
  2. The 15th is retained under the Reinforced OOB.
  3. None of the 3 divisions need withdraw under the Maximum OOB.
- G. Coastal Commands (Sept/Oct 1944)**
1. The 9 units shown are stationed in land areas directly adjacent to those shown on the map-board. The Ligurian Command is off-the-west edge, the Adriatic Command off the east edge.
  2. Starting Sept I, 1944, the Germans may transfer units from the board to these commands, and vice-versa.
3. Ligurian Command units enter at A13 or the next nearest board edge hex from A13 to Brescia, inclusive, free of Allied zone of control.
  4. Adriatic Command units enter at Y7, or the next nearest edge hex from Y7 to Y-zero, inclusive.
  5. Transfer is not allowed via a hex in Allied zone of control.
  6. If the Allies can seal off a Command entry area for 2 consecutive German turns, the units in the Command are destroyed, after which the Germans would no longer need to maintain units there, they would just cease to exist.
  7. Any Axis unit may be in the Commands, but only units with at least a defense factor count towards the 8 stacking point minimum which must be kept in each Command, while in existence. Ersatz units and Axis Italian combat units, even that with a zero attack factor, count vs. this limit. Inverted counters and Republican replacement units do not.
  8. Command units may take replacements over and above the replacement counters available. That is, all replacement counters could be on the board, and units in the Commands could build up without using actual counters, if the Germans get extra replacements on the TRC.
- H. Non-German Axis Replacements**
1. These are Czech, Slovak, or Italian.
  2. They can only be used once, unlike German ersatz units, which can be re-used, when they again enter on the TRC. Once they are used to rebuild a German combat unit, or are destroyed in any other way, they do not re-enter the game. Italian units never take replacements, even Italian replacements.
- I. Ersatz Divisions**
- Each of the three ersatz divisions (Schl, Wild, Ost) may be exchanged starting any German turn for three infantry replacements if at full strength, two if the divisions are inverted counters. Remove the division, replacing it with the replacements, which enter as usual, not where the division left, unless also an entry point. If the division is isolated, exchange isn't allowed. This exchange isn't reversible.
- 9. GERMAN REGIMENTAL COUNTERS**
- A. In the Advanced Game, 7 German divisions may be used in either one of two forms: as a division, or as 2 or 3 regiments.
  - B. These 7 units are indicated by a gray over print on the Unit Organization Card.
  - C. Both regiments and divisions have the usual complement of counters representing weaker strengths. Just as 2 counters of different strength, but from the same unit, can never be on the board together, only the regimental counters, or the divisional counter, may be on the board at one time, never both.
  - D. At any time during the movement portion of his turn, the German player may exchange the regimental counters for the division counter, provided all the regimental counters stack together at any time during movement.
    1. They may move part of their movement factor, stack, and then proceed as a division (one counter).
    2. Conversely, at any time during the movement phase, the single divisional counter may be exchanged for its regiments, which may then independently use any remaining movement factor.
    3. This exchange has nothing to do with reinforcements, i.e. it takes place wherever the counter or counters are. The unit or units in changed form do not have to come down from an entry hex.
4. Changing from division to regiments, or vice-versa, is not allowed during the combat part of the German player-turn, or any part of the Allied player-turn.
  5. By the end of the movement phase of the German turn, they must decide whether they want a unit to be in division or regimental form until their next turn movement phase.
- E.** Neither regimental counters, nor the divisional counter, need be at full strength to substitute. In such a case, it is not always possible to exchange regimental counters of reduced strength for a division counter which has the same number of combat factors, or vice-versa. Therefore, you must take the next weakest counter(s). So long as no combat factors or steps are gained just by switching, except from taking replacement(s) during the same turn, depleted units may freely change back and forth from regimental to divisional form.
- F. Units with substitute counters may combine with replacements and also be swapped for the other form of the same unit, all during the same movement phase. This may make an even exchange of factors possible.
  - G. A division could only take one replacement per turn, but its regiments could each take one, if in regimental form.
  - H. A depleted division may be exchanged for less than the full number of regiments provided.
    1. If a division in regimental form must withdraw, and part is able to, and part isolated, the free part withdraws immediately, the isolated part when able. If the latter are destroyed, this would create a replacement deficit at that time.
- J. Substitute Units and Inverted Counters:**
1. It is possible to rebuild a full strength division from just one surviving regimental inverted counter.
  2. The inverted regimental substitute counter does not count one step in combat. It cannot be removed as a step lost attacking or defending. It is just a shell, a cadre usable only for the purpose of rebuilding the unit. In all other respects, it is exactly like other inverted counters. If a regimental substitute counter loses more steps than it has, its inverted counter is lost, even though it doesn't count one step. Breakthrough movement would be calculated not counting the lost inverted cadre counter as a step.
  3. This does not apply to the division inverted counter, nor to regiments which are not substitute counters for a division. They do have the usual inverted counter which is worth 1 combat step.
  4. Note that divisions with regimental counters have 1 or 2 more steps when used in divisional form, than when used in regimental form.
- K. Examples of division/regiment exchanges are in the appendix. Note that the full strength regiments constituting a division may be exchanged for it, even though such an exchange can result in the gain of a step.**
- 10. THE ITALIAN ARMY**
- A. In General**
1. There are four different Italian OOBs, all colored dark orange. Specific unit identification must be checked with the OOB to determine the allegiance of any particular unit.
  2. Combat:
    - a. When involved in combat, whether attacking or defending, Italians are always first to take casualties.

- b. Italian units can never be revived with replacements, even in the case of the Italian replacements which the Germans receive.
  - c. Italians do not have an inverted counter status. They only have one (face-up) step.
3. Italians are named after places, events, and Roman Gods. The names do not indicate placement on the board, even if they correspond to cities.

#### B. Fascists

1. This includes all Italian units on the board At Start.

a. Of these units, only the 185th regiment stays with the Germans, and may be moved and used by them starting Sept II. This unit is treated just like any other Axis unit, with the differences explained in 10A above.

b. All other units either disband, and are removed immediately and permanently from the game, or defect to the Allies. The location of these units At Start is given on the Allied Unit Organization Card.

2. Defections to the Allies are determined by the location of the Allied invasion, and a die roll. After the Allies invade, but before any combat, they roll a die *individually* for each potential defector. Below are the die rolls which release Italians to the Allies, per invasion site:

a. Salerno or east coast – all units disband except Roma garrison, which defects on rolls of 1-4, inclusive.

b. Napoli, Mondragone, Terracina – Roma garrison defects on rolls of 1-5, all others 1-2.

c. Roma, or north of Roma on the west coast – Roma garrison all automatically defect, all others 1-4.

d. Roma or Civitavecchia together with an Allied paratroop drop on Roma by the 82nd airborne division (see E12) Sept II – all Italian Fascists, except 185th, defect to the Allies. None disband.

e. At the end of any Allied turn, they may voluntarily disband (destroy) Italians.

3. Sept II Allied Italians cannot move, unless they are obliged to retreat.

#### 4. Combat

a. Defecting Italians may or may not attack adjacent Germans, at the choice of the Allied commander, by individual unit. This option applies only to Sept II. Using it, if an Italian attacks a German, all Germans in its zone of control must be attacked. Other Italians uninvolved in this combat, and not in the zone of control of Germans attacked by *Italians*, could ignore adjacent Germans.

b. On the German Sept II, 1943 player-turn, they treat these Italians just like any other Allied unit. They may attack, or withdraw. German units starting their turn in Italian zone of control are deprived of strategic movement.

c. Invading Allied units may move right through Italians, even fight atop them, subject to stacking rules. Italians may or may not join in such attacks, by individual units.

d. After Sept II, Italians no longer have the above option. They must attack or withdraw if in enemy zone of control, with the usual exception of an advance after combat.

e. Sept II, 1943 all Italy is considered friendly to the Germans, even Italian-occupied hexes, and despite the fact that the Germans can only stack with the 185th Sept II. Only hexes traversed by invading Allied units become friendly to them on the first turn. From Sept III onward Allied Italians can make hexes friendly to the Allies.

f. Throughout the game, Allied Italians, whether Fascists, Monarchists, or Partisans, cannot open ports or beachheads, trigger the two replacement bonuses, or capture airbases.

g. As discussed under German Garrison Units, these

units are free to combat Italian units within a 10-hex radius of their garrison point, and then return.

h. Except during an Automatic Victory, Germans may never stack with Allied Italians.

i. Since the Italians cannot capture air bases for the Allies, if the Germans have air superiority, they can use it under the usual rules against Italians, even in air base hexes.

j. All Italian units with a defense factor, but not an attack factor, are governed by the combat rules pertaining to German ersatz counters.

#### 5. Supply

a. The 185th is supplied like any German unit.

b. Italian Fascists defecting to the Allies are in supply the first turn, and thereafter can be supplied in any number from any major Italian city to which they can trace a land supply line, and which is friendly to them, or to other Allied units.

c. If necessary, Italians may be included in, and counted against, regular Allied Capacity, for example if no Italian city is friendly to the Allies.

#### C. Monarchists

1. An army was raised to represent that part of Italy under Allied control.

2. These units form in Sicilia and enter the game when called for on the OOB like any non-British/US unit. They are supplied like any Allied unit, and cannot use strategic movement the first turn on the board.

#### D. Partisans

1. Two of the most famous Garibaldi partisan brigades are included in the Allied OOB.

2. When called for in the OOB, they appear any place on the board as desired by the Allies, even behind enemy lines, except on an enemy-occupied hex.

3. Partisans do not have a zone of control, and may ignore enemy zones of control.

4. They never can use road movement rules, even to negate terrain effects, i.e. when traversing High Apennine along a road, they move as though no road existed.

5. They do not need supplies.

6. They attack and defend under the SRT.

7. If destroyed, a new unit reappears at the start of the movement phase of the first Allied player-turn of each month starting Nov I, 1944, and also the 3rd Allied player-turn of every month starting Feb III, 1945.

8. The presence of a partisan unit can block normal German movement, but not German retreat. Germans can retreat right through partisans, if need be taking an extra hex in order not to stack with them.

9. Partisans cannot destroy forts, even when empty, nor end their turn on a fort hex. They could traverse an empty fort hex.

10. Partisans can undouble river defenses in the usual way.

11. If they end their turn within 3 hexes of a German garrison unit, i.e. 2 intervening hexes, that unit may approach and attack the partisan its next turn, under the same rules which govern German units moving out from garrison to attack non-partisan Italians within a 10-hex radius. Even if this brings the German within 10 hexes of non-Italian Allies, they are not released, since the release radius is always with reference to the garrison hex.

#### E. Republicans

1. After his overthrow, Mussolini created a north Italian state called the Republic of Salò, with its capital near Lake Garda, and with a small army under the German OOB.

2. These units enter and are supplied like German units.

3. The 2 Republican replacements which are part of the Second Invasion reaction only do not appear again once they have been used. They may build up any German non-armor unit. They are governed by the same rules which pertain to Allied replacements, should they become involved in combat. Like them, they have no combat factors.

## 11. MOUNTAIN UNITS

A. The Basic Game Supplement also applies to the Advanced Game, the only difference being the number of mountain units included in the OOB.

B. Allied – 10US, 1SSF, GK, 52Br, Italian AG and P units, and all French units with 8 movement factor.

C. German: 3+4, 5Mtn, and Doehla brigade.

D. Every effort has been made in Anzio to accurately identify the units included in the OOB, which means that some units have the mountain symbol, but not the capability, and vice-versa. These apparent discrepancies are historically accurate. Apart from consulting the list above, all mountain units are identified by the line at the bottom of the counter.

## 12. ALLIED PARATROOPS

A. The only paratroop action allowed is an airdrop on Roma during the movement phase of the Allied Sept II player-turn by all 3 regiments of the US 82nd airborne division.

B. Such a para drop may only accompany an Allied invasion at Roma or Civitavecchia.

C. Place 1 of 3 regiments on each Roma hex. They may then move 1 additional hex after dropping. They may also attack.

D. The 3 stacking points of the 82nd division do not count against the Initial Lift permitted invading Allied units *if* these units are para-dropped. Should they be used as infantry invading, they do count against the Initial Lift.

E. The optional Advanced Game rules discussed later permit greater scope for paratroops by both sides.

## 13. SUPPORTING FIRE

A. These rules are identical to the Basic Game Supplement, except for the extension in time into 1944-45.

B. The same Allied weekly supporting fire allocation is continued, except during Air Strikes (see E14).

C. The Germans receive the following Tactical Air factors:

1. 1 per month through June III, 1944 (end of Game II).

2. Only 1 for the entire remainder of 1944 (Game III).

3. Only 1 for all of 1945 (Game III).

4. Exactly when these factors are used is at the option of the German player, subject to the usual rules. Mud is never sure in the Advanced Game, so if the Germans chance retaining a defensive air factor, and the turn is mud, it would be lost.

5. The Germans still get their invasion reaction extra air support allocation. In the case of the Second Invasion, they would lose it if it were a

mud turn.

- D. For the purposes of air interdiction, German units with zero stacking factor are treated as though they had a stacking factor of one.

#### 14. AIR STRIKES

- A. Once on a good weather turn in the April/May period of 1944, and once again in April, 1945, the Allies may mount a major air strike, as they did historically. Each Air Strike takes place during one Allied player-turn.
- B. During an Air Strike the Allies do not have tactical air support, whether offensively in their turn, or defensively in the following German turn. They do have the naval factor unless they also invade.
- C. During the entire Air Strike game-turn(s), the Germans lose all benefit from forts, whether defending or attacking, although the forts are not removed from the map unless destroyed in the usual way. On the next game-turn, the usual fort rules apply again.
- D. During the Air Strike, Allied battle odds are increased 3 columns. A 1-2 becomes a 3-1, etc. Therefore, the worst possible attack would be a 1-4 (1-7 increased 3 columns).
- E. First through fourth combats are allowed during Air Strikes, but fifth and subsequent combats are not.
- F. If the Allies have not captured an air base by the turn in which they would have to call their Air Strike, they could only use its advantages attacking hexes where they have air superiority.

#### 15. INVASIONS

- A. The rules governing invasions in the Advanced Game are basically similar to those in the Basic Game, with the differences listed below.
- B. There is no geographical restriction on invasions. The first, and subsequent, invasions, may be at any of the 13 invasion areas delineated in red on the board.
- C. The First Invasion is identical to that in the Basic Game, except for the wider scope permitted.
- D. Each of the 3 versions of the Advanced Game has a different time-table of second and subsequent invasions, as indicated on the TRC. As in the Basic Game, there are variations in permitted Initial Lift:
1. Game I — one Second Invasion permitted, with 75% of the Initial Lift shown in red on the board, as in the Basic Game, which covers the same period.
2. Game II —
- a. During the period from Nov III, 1943 to February III, 1944, inclusive, two invasions are permitted, one using 100% of Initial Lift, the other 75%.
- b. During the last 2 weeks of Game II, June II — III, 1944, one additional invasion is permitted, with 50% of Initial Lift.
3. Game III —
- a. During the period from Nov III, 1943 to March II, 1944, inclusive, two invasions are permitted, one with 100%, the other with 75% of Initial Lift.
- b. From July III, 1944 to the end of the game, an additional two invasions are permitted, with 75% and 50% of Initial Lift.
- E. As in the Basic Game, Initial Lift reductions do not apply to Build-Up and Capacity, which remains as per the map.

- F. Invasions must always be 6 weeks apart. For example, if the second invasion is Dec I, 1943, the next possible invasion would be Jan IV, 1944.
- G. Where more than one invasion is permitted in a given time span, at different Initial Lifts, their order is the choice of the Allied player. The greater Initial Lift could be used first, or second.

#### 16. PORTS

- A. Port rules are basically unchanged from the Basic Game, except that in Game III the total of ports called for on the TRC exceeds the number provided (8) in the game. Port counters cannot be moved from place to place, but they can be voluntarily dismantled by the Allies (or destroyed by enemy action). Therefore, in Game III, the Allies may wish to dismantle a port already constructed in order to reconstruct it elsewhere when the TRC calls for them to get another port. The Allies are never allowed to have more than 8 ports in use simultaneously, nor to accumulate more than the 8 port counters provided, as they can accumulate more replacements than the counters provided.

#### 17. COMMANDOS

- A. Basic Game rule D5B2, restricting commandos to the southern half of the map, no longer applies.
- B. Commando raids are not limited by the usual 6-turn separation for invasions. A commando raid could occur in a turn when an invasion is not permitted.
- C. All other Basic Game rules apply.

#### 18. SEA MOVEMENT

- A. Consider the coastline of Italy to be divided into 3 sections:
1. Genova south to J58 west coast)
2. Napoli to N74, Sicilia, and Messina
3. Golfo di Taranto, Taranto, and Y46 north to Y13 (east coast)
- B. Movement in one turn from a point in area 1 direct to area 3, and vice-versa, is *not* allowed, whether amphibious transfer, evacuation, or invasion.
- C. Movement in one turn from a point in area 2 to area 1 and/or area 3 is allowed, and vice-versa. For example, a unit wishing to move from Genova to Rimini by sea must first go to any point in area 2, and from there on the next turn to Rimini.
- D. All other Basic Game rules apply.

#### 19. MAPBOARD EDGES

- A. As in the Basic Game, the Allies cannot enter the board via Messina and/or Taranto directly into the German zone of control. Therefore, the Germans can seal off both southern entry points. Note that although ersatz units would serve this purpose, inverted counters and/or Italian replacements would not, because they do not have a zone of control.
- B. Off the northwest, north, and northeast edges, it is the German who can move or retreat; returning on their next player-turn at any entry hex not in Allied zone of control. Off these edges, Allied units are destroyed if forced to retreat.

#### 20. ISOLATION AND SUPPLY

- A. Beginning June IV, 1944, the area to which the Germans trace supply changes from the northwest, north, and northeast edges to any north

edge hex which is entirely east of the Oglic River, i.e., 05 to Y-zero to Y12.

- B. Since reinforcements enter on any board edge hex also usable as a supply source, the above change also reduces the area through which reinforcements may arrive, except for the Coastal Commands, which remain as explained in E8G
- C. Genova, and the northwest area of the board, as well as the Ligurian Command, could be isolated from supply. The units there could then be destroyed, even without the Allies blocking all entry hexes, since the Allies could cut off the northwest section of the board from the restricted supply area after June IV.
- D. All other Basic Game rules apply.

#### 21. VICTORY CONDITIONS

- A. The Germans never had more than a relatively small percentage of their army in Italy. As the Allies began to prepare to invade France, this was also increasingly true of them. Units were often transferred from other fronts to Italy, and vice-versa. With some exceptions, both sides regarded Italy as of secondary importance, and therefore withdrew strong units that local commanders wished to retain. There also was no unanimity on either side about the best strategy. Allied goals fluctuated. The Germans changed their mind about where to make a stand. In Anzio, you make these decisions. As Allied commander you decide your strategic goal, with a force appropriate to it. As German commander, confronted by the Allied invasion, you decide how much of your strategic reserve to commit. As in real warfare, the better commander is the one who best uses his available force in comparison to the enemy strength.
- B. As explained earlier, before starting the game, the Allied player (or both players mutually) decides his strategic goal from among several options historically considered:
1. Secure the southern third of Italy, including the port of Naples and the air base at Foggia, by the end of 1943.
  2. Capture Roma and central Italy by June III, 1944.
  3. Capture northern Italy by April IV, 1945.
- C. Each of these goals has an appropriate OOB drawn from units which did, or could have served in Italy. As each of the 3 games differs in length, each has a different invasion schedule and OOB.
- D. All games start with the Sept II, 1943 invasion. As explained earlier, before starting his turn, the German player chooses his OOB from the 3 available options, using it only up to the last turn of the game version fixed by the Allied choice.

E. The exact victory conditions depend on a comparison of the Allied and German OOBs. The details of each combination are:

1. Game I — The same victory conditions as the Basic Game are used, as it covers the same period. The only change is in the number of cities the Allies need to win:

German OOB	Number of victory cities Allies must capture
Standard	5 — same as the Basic Game
Reinforced	4
Maximum	2

2. Game II — The same basic procedure is used, but the 9 cities forming part of the victory conditions are: Napoli, Cassino, Pescara, Roma (1, 2, or 3 hexes still count as one victory point), Perugia, Ancona, Livorno, Firenze, and Rimini

German OOB	Number of victory cities Allies must capture
Standard	7
Reinforced	5
Maximum	3

3. The Basic Game requirement for the Germans to maintain a front line through their final player-turn is also part of Advanced Games I and II. It is *not* part of Game III. The Front line requirement makes Genova a particularly vulnerable point for the Germans.

#### 4. Game III

German OOB	Allied victory requirement
Standard	Capture all major cities on the board except Brescia and Vicenza, which must at least be in Allied zone of control.
Reinforced	All major cities except Piacenza, Brescia, Vicenza, and Genova. Genova must also be at least isolated from supply.
Maximum	LaSpezia, Modena, Ferrara, and all major cities south of them.

5. As in the Basic Game, "capture" is defined as having the hex in question friendly. Such a hex could still be in enemy zone of control, but as in the Basic Game, it would have to be in supply to the Allies.
6. The advance of Allied units may trigger the release of German units which would not ordinarily be usable in one of the two weaker OOBs. This does not change the German OOB for the purpose of determining victory conditions.

# F. ADVANCED GAME SUPPLEMENTARY RULES

## 1. INTRODUCTION

If further realism is desired, any or all of the following rules may be added to the Advanced Game.

## 2. FORTS

Change the distance from the enemy at which forts can be built to the same distance at which replacements can be taken: 3 hexes (2 intervening hexes between hex on which fort is to be built, and any enemy unit).

## 3. POLISH MORALE

In early February, 1945, the Polish units in Italy were demoralized by the Yalta agreements concerning Poland. Therefore, from the Allied Feb II player-turn to the Allied March I player-turn inclusive, the Allies may attack with these units only if they are isolated. They may defend in the usual manner. They may be used as usual before and after this period.

## 4. FRIENDLY HEXES

Using this rule requires keeping a record of which hexes are friendly to you.

- A supply line for that turn can only be traced through friendly hexes, as determined at the end of each player-turn.
- Strategic Movement can only be through hexes friendly at the start of your turn. If a unit traverses even one unfriendly hex, it forfeits Strategic Movement that turn.
- In Fundamental Rule 4g certain retreat priorities are explained. Subject first to these priorities, a retreating unit must give preference to friendly hexes. For example, if a regular unit must choose among friendly hexes in enemy zone of control or behind High Apennine hex-sides, or unfriendly hexes without any such constraint, it could choose the latter. However, if none of the available retreat hexes are under any such constraint, the choice is limited to friendly hexes. The determination of friendly hexes is at the moment of retreat.

## 5. STEP REDUCTION ISOLATION

At the end of any player-turn in which a unit belonging to the side whose player-turn has just ended is isolated, or over the supply limit, in the case of the Allies, that unit loses 1 step. This rule replaces other isolation rules. Therefore there would no longer be a 2-turn limit on a unit's isolation, nor would the Allies have to designate units which are over Capacity. They could take a step from whatever unit(s) they preferred on their successive player-turns when their units were in excess of Capacity.

## 6. PORT BUILD-UP

The Build-Up figure for a given port or beachhead would have to serve for all Allied sea transfers through said port on a given turn, both incoming and outgoing. For example, Genova with 12 points Build-Up could accommodate 6 points entering and 6 points leaving, or any combination totalling 12. All other Build-Up rules, including the carry-over allowed from one turn to the next, remain the same.

## 7. AT-START HISTORICAL STRENGTH VARIANT

These units start the game 1 step reduced in strength each: Br, 1Para division, German 1Para division (can

be from any one regiment, if in regimental configuration), and German 26th Pz. division.

## 8. PARATROOPS

A. Historical note: both sides in the Italian Campaign made some use of their paratroop capability, but could have done more. In Sicily, the Germans dropped part of 1Para behind their own lines, unexpectedly coinciding with an Allied drop! At Salerno, the Allies made a drop within their own beachhead, and another behind German lines at Avellino. They also considered drops north of Napoli, and at Roma.

B. The following rules govern both German and Allied paratroops:

- Paradrops may take place only in good weather.
- The drop zone hex may never contain an enemy unit of any sort including an inverted counter or replacement.
- Subject to the usual stacking rules, the drop hex may contain friendly unit(s).
- Paradrops occur at any time during the movement phase. Their result is determined before proceeding.
- Except for the US 82/504, which is a commando, and therefore does not need supplies, paratroops do need supplies.
  - The first (paradrop) turn units participating in the drop are considered supplied, even if they would ordinarily be not so considered. Allied paratroops may drop in excess of supply capacity, but the next turn, the usual capacity rules would apply to them.
  - The turn thereafter, usual supply rules govern.
- The following table is rolled after the drop hex is specified, in order to see if the drop succeeds:

Die Roll	Result
1-3	Drop succeeds. Unit can move 1 hex, and attack if desired (must attack if enters enemy zone of control, as usual). The 1 hex movement cannot be from one enemy zone of control to another.
4-5	Drop succeeds. Unit can move 1 hex, but not enter enemy zone of control. Can move next to an enemy unit without a zone of control. If drop hex is already in enemy zone of control, the para unit must move away, if possible. If not possible, the para unit would be destroyed.
6-8	Drop succeeds. Unit can neither move nor attack. If the drop hex is in an enemy zone of control, the para unit is destroyed.
9-11	Drop succeeds, but the para unit becomes an inverted counter, and cannot move. It would be subject to all the usual rules governing inverted counters.
12-14	Drop fails, para unit destroyed immediately, without reaching the drop zone hex, which therefore isn't made friendly by the unit attempting to drop.

Add these surcharges to the single die roll:	
+2	If drop hex has no plain terrain
+2	If drop hex has any High Apennine, regardless of other terrain. Note, would be +4 for a hex, without plain terrain, and with any amount of High Apennine.
+2	If drop hex is in enemy zone of control
+2	If drop hex is wholly or partly in area of enemy Air Superiority.

Major cities are considered plain terrain for the purpose of calculating these surcharges. Minor city hexes are governed by the other terrain in the hex. Roads don't count as plain terrain for paratroops.

- If paratroops are permitted to attack on the drop turn, they do so subject to the usual combat

rules. After the drop turn, they are treated as infantry.

#### C. Allies

1. The Allies have 5 paratroop units: Br. 1Para and 2Para, and the 3 regiments of the 82nd airborne division.
2. Until the Allied player-turn after the Allies capture an airbase, they may drop only into hexes which are entirely south of the middle fold of the map, i.e., that just north of Roma, including hex F44. Note that half of this area is still in the zone of German Air Superiority. Due to air support from Corsica and Sardinia, starting and including the Allied Oct II 1943 turn, the area of permitted paratroops includes the entire map.
3. On the first Allied player-turn after they capture an air base, they may paratroop anywhere on the map.
4. Should the Germans re-establish Air Superiority, on the following Allied player-turn the restriction in paragraph 2 above would again apply.
5. An Allied unit wishing to paratroop must start its turn in an air base not in German zone of control, or in Sicilia. The drop takes place during the movement portion of the turn, before combat.
6. The Allies may paratroop up to 3 stacking points per turn.
7. These rules replace the Advanced Game Roma paratroop rule:
  - a. If the Allies drop 3 stacking points Sept II, 1943 on Roma, combined with an invasion there or at Civitavecchia, all Italians defect to the Allies, except the 185th.
  - b. Any para units may be used, not only the 82nd.
  - c. Any Roma hex or hexes fulfill the requirement.
  - d. If the Allies drop less than 3 points on Roma, or drop 3 points but do not meet the invasion requirement, then Italian defections are governed by the table in the Advanced Game.
8. Subject to stacking limits, Allied paratroops may drop onto potential Italian defectors.
9. Allies may drop into unoccupied fort hexes, destroying the fort if the drop succeeds.
10. A paratroop is not counted against Initial Lift. Of course, if paratroops invade as infantry, they would be counted.
11. Paratroops may open ports in the usual manner.
  - a. If during the Sept II, 1943 turn paratroops make friendly a hex on which the Allies declare that a port is under construction, then the Allies may roll for Italian defections using that port zone, or the seaborne invasion zone, whichever they prefer. Of course, both the paratroop and the invasion could occur in the same zone.
  - b. If at a later time paratroops make friendly a hex, and the Allies declare that they are constructing a port there, this is not considered a Second Invasion. Therefore no German reaction is triggered, unless, of course, this paratroop should coincide with a seaborne Second Invasion, and/or the paratroops are used as invading infantry to capture a hex suitable for a port.

#### D. Germans

1. The only German unit with para capability is the 1st regiment (2-4-12) of 1Para, although many other units have the para symbol.
2. 1/1 may drop only once in good weather during the movement phase of any 1943 German turn, anywhere on the board subject to the usual rules.
3. It must start its drop turn in any of the 6 air base hexes, not in Allied or Allied Italian zone of control.
4. It may destroy an Allied port under the usual rules for doing so. It may drop onto an Allied port if possible under the airdrop rules. This would destroy the port.

5. If the para regiment is interdicted (die roll 1-4), it can't drop that turn.

#### 9. WEATHER

During the period November — March, inclusive, if the Allies roll 1 on the TRC, which is one of the numbers stipulating mud for that turn, the following table is also rolled:

Die Roll	Weather Result for that week (= usual mud rules)
1,2	No effect other than usual mud rules
3,4	No Strategic Movement allowed
5,6,7	No Strategic Movement allowed and all roads are treated as minor roads

When this table is rolled during November, add 1 to the die roll, making a result of 7 possible.

#### 10. AT-START GERMAN FREE DEPLOYMENT

All "Kesselring" units, except for the four ersatz counters, but including the 185th regiment, may deploy anywhere on the board except with Italian units which may defect. Regimental substitute counters are allowed, but those of each unit must be stacked together. This changes play-balance greatly in favor of the Germans.

Alternatively, in addition to their usual deployment, the regiments of 1 Para may deploy separately or together in the area Y48-Y54. This option could be used in the Basic Game for the divisional counter.

#### 11. INVOLUNTARY OVERSTACKING

When a retreat forces a player to stack units in excess of the maximum, excess units are not destroyed, but reduced to inverted counter status. The units to be so reduced are chosen by the stacking player. Voluntary overstacking is still not permitted, even if the excess units would be inverted counters.

#### 12. RETREAT THRU ZONE OF CONTROL

- A. This rule applies only to defenders unable to retreat freely, i.e. their retreat path is blocked by enemy zone of control, or another obstacle, or they are completely surrounded.
- B. The defender must declare use of this rule before the combat involved occurs.
- C. Using this rule, when a defender must retreat, but can't, as explained above, it is not destroyed, nor does it follow the retreat through zone of control rules given earlier. Instead, it loses either two steps, or twice the number of steps required by the SRT result governing the combat which forced it to retreat, whichever is greater. The retreat is cancelled by paying this penalty. If insufficient steps are available, the usual breakthrough result would apply.
- D. A 5-1 using this rule is only sure to cost the defender two steps, which affects automatic victory possibilities.
- E. If several units are in one combat, and some can retreat, while some can't, the latter may use this rule, but must take losses first. Only if they are eliminated could the others take losses.

#### 13. HISTORICAL SECOND INVASION

Only one Allied Second Invasion would be permitted, with 75% of Initial Lift. For Game I it would be in the period Nov I — Dec IV, 1943 with an extension to Feb I, 1944 for Games II and III. All other invasion and invasion-related rules, such as commandos, remain the same. This option should be declared no later than the start of the Allied turn during which Second Invasion occurs. This option does not change the period during which an invasion is permitted in 1943.

#### 14. ALLIED PORTS

Instead of receiving ports on a fixed schedule, the Allies could roll a die at the start of each of their turns, beginning Sept III, 1943. They would receive a port every turn when a six resulted.

#### 15. ALLIED REINFORCEMENT OPTION

Over local commanders' protests, the Allied High Command often withdrew units from Italy to join in the Normandy invasion, the invasion of southern France, for duty in Greece, etc. You may cancel these withdrawals. If the Allied player selected Game III, then at the start of any Allied turn from Nov II, 1943 — Jan IV, 1945, inclusive, he may cancel all further withdrawals indicated on the OOB. This takes effect only for units which have not already left. Units already gone do not re-enter unless such re-entry is already included in the OOB.

Regardless of when the Allies exercise this option, and regardless of the German OOB (except for the German SS Panzer option below), the victory conditions become this: by the end of the Feb IV, 1945 turn, the Allies must capture all major cities on the board, except Brescia and Vicenza, and even they must at least be in Allied zone of control.

If, however, the Allies have chosen the Historical Second Invasion option, when combined with this reinforcement option, the game would end April IV, 1945, as usual, with the victory conditions as explained above.

#### 16. GERMAN REINFORCEMENT OPTIONS

- A. At the end of the Allied Second Invasion turn (not subsequent invasions, if any), and before they begin their player-turn, the Germans may change their OOB selection, if they have not already chosen the Maximum OOB. They may increase the Standard OOB to either stronger option, or the Reinforced OOB to Maximum. Units which had already withdrawn from the game under the existing OOB would not return. Victory conditions would change to conform to the new combination of Allied and German OOBs, unless over-ruled by the Allies having selected their reinforcement option.
- B. Under any OOB the two strong SS Panzer divisions (7-8-12) withdraw no later than Jan I, 1944. At the start of their Jan I, 1944 player-turn, the Germans may either cancel this withdrawal, if either or both of these units has not yet withdrawn, or return them to the game, if either or both have already withdrawn. In this latter case, they would enter like any reinforcement.

If the Germans exercise this option, the game ends at the end of the German March IV, 1944 player-turn. The victory conditions are the same as those outlined in the Advanced Game section for Game II, except that the Allies need capture only any two of the 9 cities forming part of the victory conditions. As usual, the Germans must maintain their front line as described in the Basic Game. Note that if the Germans exercise this option, the Allies do not suffer any penalty from exercising their own reinforcement option. They still could not do so if they had not chosen Game III, even though this option brings the game to an end during the Game II time-span.

This option isn't applicable to Game I, and so is usually only declarable Jan I, 1944. However, the Germans may declare it earlier if it is revealed that the Allies have chosen Game II or III. If a replacement deficit still existed because of either or both SS units withdrawing under strength, it could be satisfied by their re-entering stepped down.

#### 17. THE FOG OF WAR

- A. In the game as outlined so far, both sides have complete knowledge of the enemy's capabilities. Only enemy intentions are partly hidden. The following is a series of rules intended to mask the capabilities of each side, some or all of which may be used to add greater realism to the game.

## B. German Hidden Deployment

1. This rule can only be used together with section F10 – At-Start German Free Deployment.
2. Some or all of the units mentioned in section 10 may deploy face down before the Allies invade Sept II, 1943.
3. Face down deployment is not allowed in, or next to, any city, or any Italians except the 185th.
4. The Allies may turn face-up any 1 unit before they invade.
5. In order to avoid confusion with inverted counters which may be generated by Allied combat, all German units must be turned face-up either when invading Allies enter their zone of control, or at the end of the Allied invasion movement, before combat.
6. If an Allied unit enters the zone of control of a hidden unit, and is found to lack sufficient strength for a 1-4 attack, the Allied unit is destroyed before combat, unless reinforced to reach 1-4.
7. This changes play-balance greatly in favor of the Germans.

## C. Limited Intelligence

1. This rule is different from the German Sept II Hidden Deployment, although it can be used to supplement it.
2. Each side has a number of colored counters which have been left blank. The Allies may use 4 of these counters, the Germans 2, to conceal the composition of units in a given hex.
3. Since stacking limitations do not apply during the movement phase of a turn, a player may briefly stack together a number of units. When they move apart, the Allies may cover 4 units, or stacks of units, with blank counters, the Germans 2.
4. The same procedure may be used to disguise the exact identity of units entering the game, obviously on turns when more than one unit (including replacements) enters.
5. Concealed units may not use any special capability, such as armor, commando, mountain, or paratroop. They also may only use 8 MP, regardless of their true MP total, since the opposing player is unable to verify the characteristics of the unit. The units with 4 MP cannot be concealed.
6. Subject to the above, concealed units may still use road movement and Strategic Movement, when applicable.
7. Concealed units must immediately be revealed when next to any enemy unit, even an inverted counter. Of course, they can be revealed at any time by the commanding player.
8. Stacking
  - a. When a concealed unit stacks with other, non-concealed unit(s), it is assumed to have the highest stacking factor possible. This is 3 for the Germans, and 5 for the Allies. The concealed Allied unit would also be presumed to be of a different nationality from the non-concealed unit with which it stacked.
  - b. Only 2 concealed units may stack together. Note that this still would permit the Allies to have a concealed stack which is over the limit. This is not allowed. Whenever the Allies stack together 2 concealed units, they must take care not to exceed the stacking limit. Should they be discovered to have illegally overstacked, this may be considered a forfeiture at the option of the German player.
  - c. Note that only 1 blank concealment counter is needed to conceal a stack of 2 units, which could be anything from a pair of inverted counters to 2 full-strength divisions, always subject, in the case of the Allies, to the stacking maximum.

## 9. Allies – Special Rules

- a. The Allies may use these rules at any time, regardless of weather.
  - b. The Allies may also conceal invading units, at the risk of forfeiture if they conceal a unit not permitted to invade, and keeping in mind that concealed units may not use any special capability.
- ## 10. Germans – Special Rules
- a. The Germans may use these rules freely only during mud turns.
  - b. In good weather, the Germans may still use these rules for units in hexes which do not contain any plain terrain, nor a city. Nor may concealed German units use Strategic Movement, or the major road MP rate, in good weather turns. They could still use the benefit of roads in traversing rough terrain and/or High Apennine. If the Allies roll for good weather when concealed German units are outside the zone within which they may be hidden even in good weather, those units would be revealed immediately after the Allied roll, before their movement phase.
- ## 11. When the Limited Intelligence rules are used, the following changes must be incorporated into the Supporting Fire rules:

- a. Since concealed units cannot attack (they would be revealed when they come adjacent to an enemy unit), supporting fire used to aid an attack has no relevance to concealed units.
  - b. Therefore, supporting fire can only be used as a defensive assistance to concealed units.
  - c. As before, supporting fire cannot assist a unit which lacks a defense factor of its own. However, a player may place a supporting fire counter on top of a concealed stack even if the units concealed cannot be assisted by supporting fire. The only purpose would be to confuse the opponent further about the nature of the concealed unit(s). Should the stack be attacked, the supporting fire could not be used.
- ## d. Allied Air Interdiction:
1. Cannot be used against concealed German units.
  2. Since German units which are concealed in good weather turns forfeit Strategic Movement, they would suffer no further loss in traversing a hex which has been interdicted by the Allies.

## D. OOB Options

1. As already explained, each side can choose among several OOB options –
  - a. Allies – Games I, II, and III, and the Reinforcement Option explained in this section of the rules.
  - b. Germans – Standard, Reinforced, and Maximum OOB's, and the Reinforcement Options explained in this section of the rules.
2. In the game as outlined so far, these options are known to both sides. The Germans know the game version chosen by the Allies, and therefore the Allied OOB. The Allies know the German OOB, and therefore both sides know the victory conditions. The victory conditions may change in the course of the game should Reinforcement Options be chosen, but here again, both sides know so at once.
3. In order to change this perfect knowledge of enemy capabilities, both sides may make and keep their option choices secret. This can be done by noting it on a piece of paper, which can be sealed in an envelope, or any other such mutually acceptable method.
  - a. Before starting the game, the Allied player secretly decides which game version is to be played.
  - b. Before starting their first turn, the Germans decide their OOB secretly.

- c. At this point, neither side would be certain of the victory conditions of the game.
- d. As either side uses a unit or units appropriate only to one OOB, or the Allies invade at a time allowed only in one OOB, or the Allies proceed to a weekly turn allowed only in Games II or III, the capabilities of both sides will be revealed, and the victory conditions known.
- e. Uncertainty can again be introduced by the Reinforcement Options available to each side. Each side may choose – or reject – their option, again sealing the decision. This would again make the exact victory conditions unsure, unless and until both sides do something which is indicative of only one OOB and/or option.

4. As explained in section 15, the Allies can combine the Historical Second Invasion rule with their Reinforcement Option, gaining a stronger OOB at the sacrifice of an invasion threat for the entire period Feb II, 1944 to April IV, 1945. In order to preserve the threat of a third invasion, the Allies may make this choice secretly. Therefore, during the period Feb II, 1944 to Feb IV, 1945, the German player would not know whether the Allies were capable of a third invasion.

## E. Allied Ports

As explained in section 14, the Allies may elect to roll a die to determine whether they get a new port counter, rather than follow the predetermined schedule on the TRC. The Allies may choose to keep and record the port number secretly. For example, instead of receiving an additional port counter for every six rolled, the Allies could choose any number from one to six. Therefore, the Germans would not know when the Allies received a port counter, nor how many they had. When using this rule, not only should the port number be recorded, but a record should be made of Allied rolls, for eventual verification by the German player.

## F. Allied Invasions

The Allies may also prefer not to follow the predetermined schedule of invasions on the TRC, but to determine periods when they may invade by a random process, as follows:

1. At the start of the Nov I, 1943 Allied player-turn, and then again before his June I, 1944 turn, the Allied player secretly draws a regular playing card at random from a standard deck. The first card when compared with Chart "A" gives his invasion potential during 1943-44. The second card, compared with Chart "B", gives the invasion potential for 1944-45.
2. Note that Game I uses only Chart "A". Note also that using these charts with Game II includes only the first month of Chart "B".
3. Combined use of the Charts, for one period, and the TRC, for another, is not allowed. The Allies must decide to use either one or the other before the start of their Nov I, 1943 turn, for the rest of the game. This decision may be recorded secretly.
4. The Random Invasion Charts may be used either with fixed ports (TRC), or with ports chosen at random, by a die roll.
5. Obviously this rule may not be combined with the Historical Second Invasion rule.
6. When using these charts, the Allies may invade any turn indicated by a darkened line on the charts. The rule that six turns must separate invasions still applies.





would have the option to do so or stay put. But the fort wouldn't have changed combat odds or the losses Red must suffer. Thus, Red could choose to stay and the units would remain in the same positions (barring eliminated units) when it becomes Red's turn. Likewise, if the SRT called for neither player to retreat, the units would remain in the same relationship.

Now it is Red's turn. He may withdraw or counter-attack. If he chooses the latter he may attack at below 1-4, and may disregard any terrain advantages Black has. If Red chooses to attack he may again ignore any retreats against him. He can also stack additional units on the fort to aid in the counterattack.

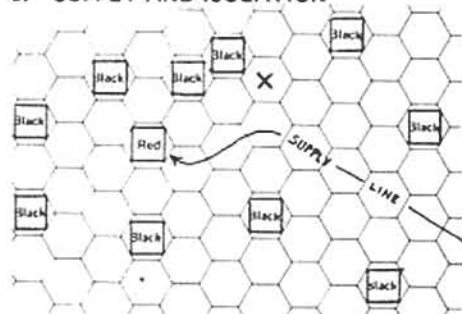
#### If Black is the attacker:

Black, too, has several alternatives. Black A could attack Red B, B attack Red A and C, and C attack E. There are other choices as well.

Notice that in both the above examples Red D and Black D weren't in any battles because they weren't adjacent to any enemy units.

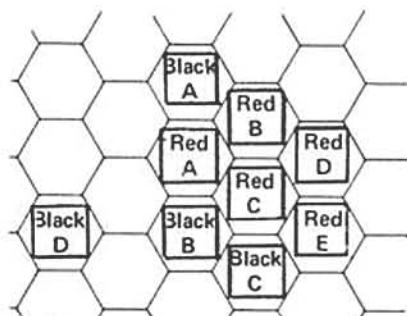
If Red had several counters on one of his squares he could divide combat in many more ways. For instance: let's assume Red Square A has two counters on it. One could attack Black A, the other Black B.

#### 6. SUPPLY AND ISOLATION



Though the Red unit looks trapped, it has a supply line and is not isolated. However, if Black had a unit on hex (x), for instance, Red would be isolated.

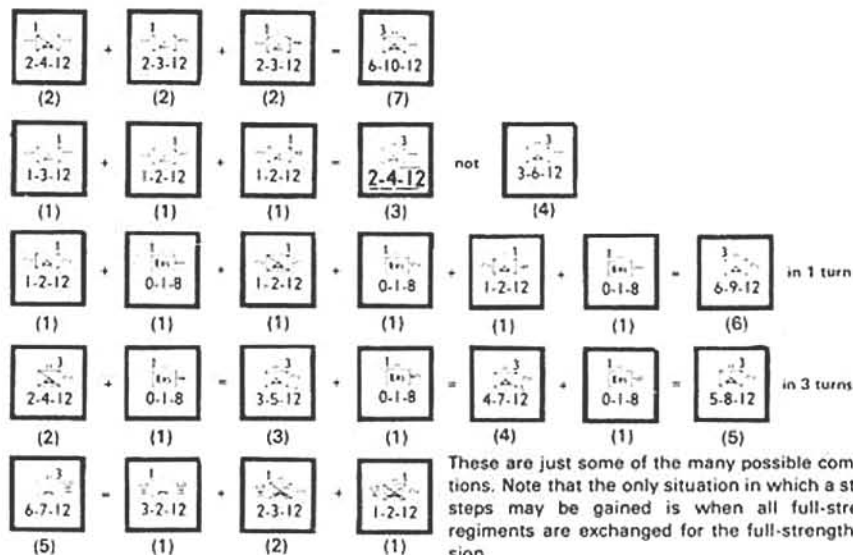
#### 5. EXAMPLES OF COMBAT



#### If Red is the attacker:

Red has several ways he could divide combat. To name but a few, Red B could attack Black A, Red A and C to Black B, and E to C; or Red A and B against Black A, C against B, and E against C. Red A would have to be attacking at odds of at least 1-4 or it would be eliminated before any battles were rolled.

#### 7. REGIMENTAL/DIVISIONAL EXCHANGES (steps per unit in parenthesis)



## H. DESIGNERS' NOTES

### 1. ARMIES IN ITALY

For those to whom it wasn't obvious, the mapboard and compass are in Italian. This proved the best compromise between the many different spellings used for Italian cities by the Americans, British, Germans and others.

Napoli and Roma should be obvious, but several of the major Italian cities are pronounced and spelled very differently than in English speaking countries. Livorno, for instance, is better known as Leghorn. Firenze isn't too hard: Florence. Mantova is Mantua and Genova is Genoa.

Lago, fiume, golfo and via are, in English, lake, river, gulf, and road.

Bonifica Pontina is the Pontine Marshes.

Among the proudest accomplishments of Mussolini's fascists was the draining of this swamp and the Lago Fucino as land reclamation and resettlement projects. When war came to Italy the Germans pulled the corks and the areas became swampland again.

Via Aurelia, Via Appia, etc., are the Roman names of the great roads of Italy, which are still used.

When pronouncing Italian keep one simple rule in mind. The stress always goes on the accented syllable. When there's no accent, stress the penultimate - next to last - syllable.

More different types of units and nationalities fought in Italy in World War II than in any other campaign. It is this which explains the large variety of different combat factors in the game.

The organization of the divisions both sides employed in Italy varied greatly. There was no standard. Theoretically an infantry division had 6 to 9 battalions of infantry in two or three regiments or brigades. But usually the Germans fielded their auxiliary units as combat troops. The Americans always had a wealth of supporting units; the British freely switched brigades within divisions; the New Zealand division was organized as either a super infantry division or super armoured division - take your pick.

The German 'army' in the field actually consisted of three distinct and completely separate branches - the Wehrmacht, the SS, and the German Air Force with its parachute divisions, Herman Goering Division, and regular field divisions. The SS and Luftwaffe units

usually had an oversized organization and first pick of equipment, replacements, etc.

The following abbreviations and terms appear on the unit counters:

- |                                     |                   |
|-------------------------------------|-------------------|
| Leg - Legnano                       | Cent - Centauro   |
| Mant - Mantova                      | Cremon - Cremona  |
| Piac - Piacenza                     | SM - San Marco    |
| Pas - Pasubio                       | MR - Monto Rosa   |
| G - Garibaldi                       | AG - Alpe Graje   |
| G di S - Granatieri di Sardegna -   |                   |
| the Sardinian Grenadiers            | Mor - Moroccan    |
| L di T - Lupi di Toscana -          |                   |
| the Wolves of Tuscany               | G - Glider troops |
| Lehr - Demonstration Unit           |                   |
| Fras - Frascati                     | Alg - Algerian    |
| HG - Herman Goering                 | Col - Colonial    |
| F-MK1, F-MK2 - Field Marshall       |                   |
| Kesseling Machine Gun Battalion     |                   |
| Sturm - storm or assault troops     |                   |
| m. - motorized infantry             | Pol - Polish      |
| NW - Nebel Werfer - 'screaming      |                   |
| Mimis' - multiple rocket launchers. |                   |
| HuD - Reichsgrenadierdivision Hoch  |                   |
| und Deutschmeister; a former        |                   |

Austrian Army unit bearing a title from the Teutonic Knights.

ERs - Ersatz - substitute or replacement  
RE - Royal Engineers      Carp - Carpathian  
Turco - Turcoman - Cossacks  
Schl - Schlesien      Kres - Kresowa  
Wild - Wildflecken      NZ - New Zealand  
Ost - Ostpreussen      SA - South African  
Jaeger - Light infantry      Gds - Guards  
LAH - Leibstandarte Adolf Hitler  
R - Reich      GK - Greek  
RF - Reichsfuhrer      Jew - Jewish  
Slov - Slovakian      Cdn - Canadian  
Tiger, Panther - special heavy tanks  
SS - elite German troops      Ind - Indian  
Fr - French      Braz - Brazilian  
MT - Moroccan Tabour - called  
Goumiers - irregular African troops  
US442 Regiment - Japanese Americans  
1SSF - mixed force of North American  
Commandos

Not indicated as such are British and United States units which, making up the majority of troops in the game, are color coded for easy identification.

## 2. THE ITALIAN CAMPAIGN

When World War II was over both the German and Allied commanders claimed strategic victories in Italy - and for the same reasons. Both sides said they had immobilized on a secondary front large numbers of enemy troops that could have been used better elsewhere, at little cost to themselves.

This argument, and the debates over the success or failure of the tragic Anzio invasion, still rage.

In the late summer of 1943 the Allies had cleared Africa and Sicily of Axis forces and were looking for somewhere to employ their forces in the interim until the projected 1944 invasion of France. An invasion of Italy was chosen.

The reasons behind the decision might not have held up if the Allies had known the long and brutal campaign ahead of them. But in 1943 the Russians were pressing for the Allies to open a second front. If it hadn't been for Italy the Allies would not have faced the Germans on the ground during the winter of 1943-44.

Invading Italy also offered prospects of knocking that country out of the war, perhaps bringing the Italian army over to the Allies and perhaps trapping large numbers of German troops. The Allies saw the capture of Rome - the first Axis capital - as an easy target. Finally, the Foggia air base complex would allow the Allies to extend the bomber offensive against Germany.

So the Allies invaded, choosing the Gulf of Salerno because it was within fighter cover and near Naples. Simultaneously, the British 8th Army crossed the Straits of Messina from Italy, advancing up the toe. A British Paratroop division grabbed and opened the port of Taranto.

But the Germans ignored these moves and concentrated on Salerno, and in more than a week of bitter fighting almost crushed the shallow beachhead the Allies formed there.

Meanwhile, back in Germany, Hitler had written off the German units in southern Italy. The Desert Fox, Erwin Rommel, was in charge of a large panzer force in northern Italy and Rommel was to defend the line between La Spezia and Rimini.

Hitler's ally Mussolini meanwhile had to be rescued from his own people. The Italian government and army surrendered, except in Rome, and most of the troops simply went home. Several Italian divisions tried to defend Rome but were soon overcome by their former allies.

Albert Kesselring, a Luftwaffe general and an Italophile, was in command in the south and he felt the peninsula could be held despite the exposed sea flanks. When he failed to crush Salerno Kesselring began an orderly withdrawal up the peninsula.

The Allies took Naples and Foggia, then crossed the Volturno River. But the going was slow and costly. Maybe, thought Hitler, Kesselring was right; maybe Italy could be defended. In November Kesselring had all but stopped the Allies in front of his forward positions between the Garigliano and Volturno. Kesselring and not Rommel finally took over in Italy.

Inching their way through the German fortifications around Cassino was not the Allies' idea of how to fight a war. Would an amphibious landing, perhaps near Rome, cut the main roads and trap the Germans? In this way the Anzio invasion was born.

No opposition faced the Allies when they stormed ashore at Anzio January 22, 1944. But the Allies failed to push inland, even though the road to Rome was open. Kesselring was waiting for just such an invasion, and when he saw the Allies were hesitating he surrounded the beachhead and laid plans to crush this invasion. Meanwhile, he also reinforced the Cassino position where the Allied attack in support of the invasion was severely beaten back.

Between January and May the Germans attacked the beachhead several times. Though near success, the effort had failed. But so had the invasion. The Germans looked down on the beachhead from the hills to the east and called it the largest self-supporting prison camp in Europe.

With fair weather and heavy reinforcements the Allies launched the "Diadem" offensive in mid-May. A massive air attack went with the operation, and the Germans finally broke at both Cassino and Anzio. Rome fell the day before the Allies swarmed ashore at Normandy.

Many German units were disorganized and others disintegrated. It looked like the Allies at last had a clear chance to blitz their way to the Po River.

Unfortunately, it was just at this time that seven veteran divisions - including all the French mountain troops - had to be withdrawn for the invasion of Southern France. The British protested, citing the victory that seemed so near. The Americans insisted.

Meanwhile, Kesselring was building a new line across the mountains behind Florence. This he called the Gothic Line. Throughout the late summer and fall of 1944 the reduced Allied armies kept the pressure on the Germans until both sides lay exhausted in the mud. But the Germans had denied the Allies the fruits of the north Italian plain and the possibility of entering Vienna before the Russians the next spring.

The 1944-45 winter was bitter. Morale among certain Allied units dropped as each day held only one more river, one more mountain.

But in April, 1945, just a few weeks before the end of the war, the Allies launched their last great offensive in Italy. It was so successful that the Germans in the Italian theater were the first to capitulate. The Allies finally pushed north into Austria but the war was over.

Who had won? In the last analysis, probably the Allies. The Germans were always outnumbered in the combat zone, and later claimed this as grounds for a strategic victory. But the Germans also had to keep large forces in northern Italy. Tito's Yugoslavian guerrillas erupted into action with the surrender of Italy and tied down more than a dozen German divisions. And the Germans lost large quantities of irreplaceable men and equipment, which could have been better used elsewhere. Normandy might have been a failure if not for the lessons of Salerno and Anzio.

What would have been a better strategy for the Germans? Probably, there was no better strategy. To have given up the peninsula early in the campaign would have assured the Allied access to the Po Valley before 1945. Anyway, Hitler's shaky allies looked on Italy as a symbol: to have given it up without a fight might have meant holes in the German lines in Russia where the Nazi allied armies had once been.

Finally, there is some truth to the German claims to victory. To have pulled out of Italy wouldn't have cut German losses, but it would have freed Allied land, sea and air forces for use elsewhere.

### ANSWERING SERVICE

Our design department will be happy to answer queries regarding the rules of this game but ONLY when accompanied by a stamped, self-addressed envelope containing first class postage. Absolutely no phone calls please. Questions on strategy, design, or history cannot be answered under any conditions. For this information we must suggest that you subscribe to our bi-monthly magazine. Do not refer to grid coordinates in citing rules questions - send a recognizable diagram of the situation instead.

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THE AVALON HILL GAME COMPANY  
4517 Harford Road  
Baltimore, Maryland 21214

7040001  
S7869

This replaces the October, 1977, addendum, most of which was incorporated in the 3rd edition of Anzio, published by Avalon Hill in December, 1978. This addendum is to the 1978 rule book, which is worth getting for those interested in Anzio.

**B. FUNDAMENTAL RULES**

3-2D1&2 (This reference means page 3 of the 1978 rule book, section 2D, parts 1&2.) Roads are in the terrain section "affecting movement only". Therefore a rough terrain (r/t) or a High Apennine (HA) hex-side is still considered such for combat purposes, even if crossed by a road.

3-2D6 NEW RULE (NR) Sapri (O67) is a port, with BU 4, CAP 10.

3-2F1 The two main hexes of Lago di Garda are T3 and S4.

4-4C10 The way in which advantage may be taken of more than one type terrain in a hex-side is specified in later sections of the rules.

**C. BASIC GAME**

7-6D The second invasion could occur at a zone with one or more hexes already open with a port counter, for instance, long zones such as Roma. A new port counter would be needed for the zone invaded, but despite the use of more than one counter for one zone, the total BU/CAP for the zone would be unchanged, to be divided among all zone beachhead hexes.

7-9A1 A unit in supply starting its player-turn is supplied for that entire player-turn. The converse is not necessarily true: a unit ex-supply starting its player-turn could regain a supplied state during that turn. A unit in supply starting the enemy player-turn could end that player-turn ex-supply, and vice-versa.

7/8-9C9 Another way for supply to be restored would be for another Allied unit or units to be destroyed.

8-10B3 Should read: "destroy a port, except by occupying the port hex(es)."

9-12B Units traversing an Automatic Victory (AV) to join in that same attack, could also stack in the defeated unit's hex.

9-13B Should read: "before proceeding to the next combat, if any", not the next turn.

**D. BASIC GAME WITH SUPPLEMENTARY RULES**

11-2F (NR) To simulate Allied construction of tactical air bases, whenever they get a port counter, they also get an equal number of blank counters, each symbolizing a tactical air base. At the end of any Allied turn, they may declare construction of an air base on any hex friendly to them, with no HA or r/t, and not then isolated from Allied supply. The next two turns the base is under construction. Starting the third turn, it is operational, providing air superiority over all hexes within a radius of 15 hexes. The Germans can destroy it as though it were a port. Example: Sept II Allies make friendly W43 and Y46, and at the end of their turn, place blank counters denoting base construction. Sept IV the Germans place Y46 in their zone of control (zoc), destroying the base. Starting the Allied Oct I turn, the W43 base is operational, providing air superiority as far north as W28.

12-4A1 Note Fundamental Rules reference 3-2D1&2, above.

12-4A2c (NR - Optional) Delete this rule. Do permit the one extra hex to be moved even if it does traverse an enemy zoc.

12-4B (NR) Reflecting the shortage of LSTs, when adjusted IL is 10 stacking points (SPs) or less, only 2SP can be armor. If adjusted IL exceeds 10SP, no more than 5SP can be armor.

- 12-5D (NR) Whenever a commando invades (but only if outside an invasion zone), or raids (anywhere), the table below is rolled with one die, before proceeding to the first hex ashore. The unit proceeds only if the DR permits.

DR	result
1-7	Movement succeeds.
8-10	Unit becomes an inverted counter (IC), may evacuate if able to.
11-13	Unit destroyed.

These surcharges are added to the single die roll (DR):

- +2 If the first hex ashore has no plain terrain, OR there is any HA or swamp in the hex, OR the hex is in enemy zoc (possible total +6).
- +1 If that hex is occupied by an enemy IC. In this case, if DR is 1-7, then the enemy IC would be destroyed by the commando.

- 12-5E (NR) If by a raid, the Allies make friendly a hex on which a port could be built, regardless of whether they can or do, the Germans get an "invasion scare" reaction. Starting their next turn, they get whatever replacements would normally be due, plus the next armor and infantry replacements due thereafter. These two replacements are advanced from succeeding turns, and enter from the North as though they were reinforcements, per rule C.2A2. Example: Allies provoke reaction Oct I. Germans get one infantry replacement normally due that turn, plus another, and one armor, normally due Oct II. They would then get nothing until Oct III. Germans do not get the reaction if the potential port hex is already friendly to the Allies, or if there is an Allied unit within four hexes of it. Example: raid at Pescara would not provoke reaction if an Allied unit was at V44, nor could get the Germans get it the last turn of the game.

- 12-8A2 (NR) The Indian 4th, 8th, and 10th divisions are also mountain units. Reduce their movement factor to 8MP from 12. The 10th only appears in the two longer Advanced games.

12/13-8B6 When there is a surcharge for r/t and/or HA, mountain units pay it as would any other unit. Example: rule 12-5D above.

12/13-8B7 The movement costs explained in this section apply to mountain units participating in an invasion.

12/13-8D (NR) If mountain units are involved in a breakthrough movement bonus, after using as much of it as desired, then only the mt. units can move one extra hex. The hex-side traversed can not be all HA, nor can it contain any plain terrain. It must be r/t, or r/t with HA, or with a road. **OPTION:** Permit the one extra hex to be moved through enemy zoc.

13-11 (NR) A number of rules from the Advanced Game and its Supplement could be used as Supplementary Rules to the Basic Game, such as:

- E.18 Sea Movement
- F.2 Forts
- F.4 Friendly Hexes
- F.5 Step Reduction Isolation
- F.6 Port Build-Up
- F.7 At-Start Historical Strength Variant
- F.9 Weather
- F.10 At-Start German Free Deployment (Part B of this is already a Basic Game option)
- F.11 Involuntary Overstacking
- F.12 Retreat through zoc
- F.14 Allied Ports
- F.17 The Fog of War (Parts A,B,C,E)

- 13-12 (NR) Heavy seas affected Allied sea movement. To simulate this, before the start of any Allied mud turn only, roll this table:



- 13-21 (NR) Until the Allies have a port city operating on the Adriatic (East) coast, the table above must be rolled whenever an Allied unit moves by sea onto a map hex bordering the Adriatic, reflecting the presence of mines. If 13-20 also applies, the table might have to be rolled twice for the same unit.

13-22 (NR) Delete the stacking penalty explained in rule D.7A. Instead, consider the basic SP per hex as eight, with the bonuses and penalties explained below:

SP/hex change circumstance

- +1 Only two units of any sort in the hex.  
 -1 More than four units of any sort in the hex.  
 +1 Entirely plain terrain, or p/t and a road, bridge, city, river, headwaters, or lake. OR, no HA, but a major road present. Note this is not cumulative, but alternative.  
 -1 ~~All HA, or HA and a river or headwaters, or mts.~~ Penalty not applicable in an all HA hex with a major or minor road.  
 -1 More than one nationality in the hex. The players may

consider Axis nationalities to be only German and Italian, or may alternatively also consider as different nationalities Turcoman, Czech, and Slovak. All Allied nationalities may be considered as different for purposes of this penalty (counting the U.S./Canadian unit as either one), or the players may consider British, Canadian, New Zealand, Jewish, South African, and Indian troops as one nationality - Commonwealth. Using this rule, as many as 10SP could stack in a hex with the terrain bonus, and only two units of the same nationality, for example, the two British armored divisions. As few as 5SP could stack in a hex containing five or more units, of two or more nationalities, and with the terrain penalty.

13-10 Those rules favoring the Germans are indicated by an asterisk.

E. ADVANCED GAME

18-14E Rule should read: "First through fourth combats are allowed during Air Strikes; fifth and subsequent, no."

F. ADVANCED GAME WITH SUPPLEMENTARY RULES

19-8B2 This rule would prevent a drop on a hex occupied by an enemy IC.

- 20-8C1 (NR) US-Cdn. SSF is also a paratroop unit. Although a mt. unit, it pays all terrain penalties dropping or raiding.

- 20-8C11b (NR) The "invasion scare" reaction may also be triggered by a paradrop, as explained for commandos in 12/5E. Another para unit dropping that same turn, or a raider, could not serve as the Allied unit within four hexes, which prevents this reaction.

20-10 To conform to the reference to it in rule C.8K, the two paragraphs of this rule should be designated A and B.

- (NR) Optional variant to part A: apart from the usual initial deployment variation, and new rule F.10B, allow all other Axis units in the "Kesselring" command to initially deploy just one hex distant (e.g., the adjacent hexes) from their specified hex. These units would have to stack regiments in the same hex.

21-17C Germans off-board, including the Coastal Commands, and Allies off-board, or in Sicilia, Messina, or Taranto, need not be revealed. A record of units so concealed must be kept for verification. This is in addition to on-board use of blank counters.

21-17C2 On-board concealed units may be removed from the board, if record is made of which units the counters replacing them represent, or they may represent no unit at all.

21-17C9b Concealed Allied units moving by sea, whether involved in IL or BU, are also presumed to have maximum possible SPs.

21-17C10a Germans may also use these rules freely in any part of the map where they have air superiority.

21-17E Allies may start rolling for a port starting turn two, Sept III, 1943.

(NR) Allies may secretly choose to get ports on the fixed schedule, hiding their decision by feigning port rolls.

21-17F (NR) Allies may secretly choose to follow the predetermined schedule, hiding their decision by feigning the draw of a card.

## 22 NEW OPTIONAL RULES:

### -19 ITALIANS

- A. Sept II 1943 Italians defecting to the Allies roll this table:

DR permitted move

1-2 One hex, under usual movement rules

3-4 None

5-6 Roll retreat through zoc table (D.9C). Move in direction stipulated, if feasible. If not a feasible move, the unit need not move at all. These units can't move directly from one German zoc to another, but this turn only, they may enter German zoc, and not attack.

- B. Reflecting coastal defenses unaware of Italy's defection to the Allies, the Allies on the initial invasion only roll this table for each invading unit, individually, before it proceeds from the initial invasion hex. Any loss is taken before moving from that hex. The unit could proceed, or evacuate, if feasible. Its SP would still count against IL. The table is not rolled for the South Ends.

DR (two dice) Step loss, per each unit

2-5, 7-12 none

6 one

C. If June IV-Aug IV 1944, inclusive, a non-Italian Allied unit, exclusive of commandos or paratroops, is within ten hexes of Roma, the Allies get partisan 36G starting their next turn. The same turn the next month they get 28G. Otherwise, partisans appear as usual. In either case, destroyed partisans reappear starting the second Allied turn after their loss. Example: partisan lost July I 1944, reappears July III 1944. Above replaces E.10D7. Other partisan rules unchanged.

D. Simulating Italian unrest at the news of the invasion, the Allies only at the end of their Sept II 1943 turn may roll the interdiction table (D.3D2), for any one major or minor city hex within six hexes of any invading Allied unit, including paratroops or commandos.

### -20 GARRISONS

- A. Reaction radius of units entering the game due to proximity of an enemy unit, including temporary release by Italians, is reduced to seven hexes. Starting any German turn after an enemy unit passes within twelve hexes of the reference point, considering only the closest approach hex during the previous enemy movement phase, roll this table once for each such unit. The table also governs appearance of partisans per 19C above. Garrisons temporarily released by Italians would re-roll each applicable turn.

Closest distance of enemy unit in hexes

DR to react

8

1-5

3

9

1-4

4

10

1-3

5

11

1-2

6

12

1

7

*except  
Cremova*

- B. Starting Sept III 1943, German garrisons may redeploy 1,2, or 3 hexes from their garrison hexes. That would still be the reference from which reactions are measured, although if such a unit entered the game, it would do so directly from any redeployed location. Example: all or part of 2Para could move to Ostia, Frascati, or Valmontone.

**-21 AIR POWER**

A. The overwhelming Allied air superiority may be reflected in one or more of these ways:

1. Add one extra air factor at the start of the following turns: Jan I (total four); June IV 1944 (five); Jan I 1945 (six). All other rules governing air factors remain unchanged.

2. Apart from the German unit with 4MP, unaffected by this rule, the MPs of German units would be reduced as follows: Jan I 1944, -2MP (-1MP in mud turns); Jan I 1945 -4MP (-2MP mud). Therefore, during good weather turns in 1944, German units with 12 and 8 MPs would have 10 and 6 (11 and 7 in mud). In good weather 1945, 12 and 8 would be reduced to 8 and 4 (10 and 6 in mud).

3. In good weather turns, the Germans must roll this table for each unit using Strategic Movement, individually, at the moment the unit involved finishes its movement phase:

DR (two dice)	One step lost per unit if DR occurs in period indicated
2	all 1943
2 or 12	" 1944
2,3 or 12	" 1945

- B. Simulating the Ju88 raid of Gen. von Richthofen, the Germans may attempt one time only to attack any one Allied air base, including Corsica/Sardinia considered as one base; or port city; or BM zone port, at the end of any German good weather turn Nov 1943-Jan 1944. Roll this table:

DR	+2 surcharge if raid is outside German air superiority
1-4	During the next entire game-turn, the BU of that port is lost, including any saved; or the air base does not provide the superiority it would otherwise.
5-8	Raid fails.

**-22 SEA POWER**

- A. Sept the Libeccio wind off the Tuscan coast makes invasions or raids impossible there. Sept turns, no invasions or raids permitted A31-E20. CAP is unaffected, but BU is affected as though they were mud turns (rule 13-12, page 2 this addendum).

B. IL figures in Anzio are roughly proportional to distance of the invasion area from Sicilia. Therefore, they are inappropriate for subsequent invasions. Increase ILs per the following table:

Allied port city open in:	Increase IL in named zone to:
Taranto	+1SP each East Coast zone (Example - Rimini 11)
Any East Coast port	+3SP every other such (Example - Rimini 13)
Corsica/Sardinia (as this occurs Oct, automatic for any second invasion), or Salerno	+1SP all other West Coast zones (Example - Genova 15)
Napoli	Genova and Livorno zones each 18, all other West Coast zones 20
Lido, or Anzio, or Terracina, or Gaeta	+2SP each West Coast zone North of Salerno (Example: Napoli 20)
Civitavecchia or Piombino	Same effect as Salerno
Genova, LaSpezia, or Livorno	20SP IL all West Coast zones

These increases are not cumulative.



- C. The "invasion scare reaction" on page two of this addendum (12-5E), would also apply to any invasion after the second.

### -23 AIR & SEA POWER

The following rules refine and replace some of the existing rules governing second invasions (E.15D&G) and air strikes (E.14A). They apply only to the two longer Advanced Game versions:

A. <u>Nov I 1943 - June III 1944</u>	IL%	<u>Inclusive invasion period</u>
1. Allies may invade only once, IL as shown:	150	Nov-Dec
2. May also conduct one air strike at any time during this period, subject to the restrictions below.	125	Jan-Feb II
	100	Feb III - March
	75	April - May II
	50	May III - June III
 B. <u>June IV - end game</u>		
1. Allies may invade only once, IL as shown:	50	June IV - Aug
2. May also conduct one air strike at any time during this period, subject to the restrictions below.	75	Sept - Oct
	100	Nov - Dec
	125	Jan - Feb
	150	Mar - April

C. Within the rules governing it, the timing of the first event, whether air strike or invasion, is at the choice of the Allied player. Thereafter, there must be an interval before the next event occurs. If the game ends in 1944 there would be only one such interval. If the game ends in 1945, there would be three intervals. Example: second invasion - interval - first air strike - interval - third invasion - interval - second air strike. Note that the order of air strikes and invasions could be changed. The need for an interval reflects the fact that these events represented a controversial diversion of resources from other fronts, which would not often be repeated. At the end of the game-turn when the first event has occurred, the Allies determine the length of the interval from the table below, repeating the procedure after the next event, and so on. This should be done secretly.

### Deck of cards - Turn interval between events

Card	None (Can be on succeeding turns)	
1 Ace	1	The numbers to the left of each card indicate the number of that card which should be in the deck to be used. Note that it is not one complete, standard deck. For example, the deck should contain four sevens, but only one Ace. If the interval puts the event past the end of the game, or into a time period when it would not be feasible (for example, an air strike in mud), the event is lost.
1 Deuce	2	
1 Trey	3	
1 Four	4	
2 Five	5	
3 Six	6	
4 Seven	7	
3 Eight	8	
2 Nine	9	
1 Ten	10	
1 Jack	11	
1 Queen	12	
1 King	13	
1 Joker		

D. Air strikes can only occur in good weather. Historically, there was no such thing as the Anzio air strike. It represents a cumulative effort over the previous month or more. For this reason, at least three of the four turns preceding the air strike must have been good weather. If not, the air strike would have to be postponed.

E. The air power rules on page six of this addendum, 21.A2&3, simulate part of what is simulated by the air strike. To preserve play balance, when these rules are used, it is advisable to use this rule: it is no longer certain that an air strike attack will benefit from a three column increase, nor that the air strike benefit will extend beyond the first series of combats. Accordingly, after the movement phase of the Allied air strike turn is over, the Allies roll this table for each individual combat:

DR Number of columns by which basic combat odds are increased

1	None	
2	One	Note that because the actual
3	Two	combat odds will be uncertain
4-5	Three	until the moment of combat,
6	Four	Automatic Victory possibilities
		are affected.

Combats beyond the first round are infrequent in Anzio, and beyond the second round, rare. At the end of each round of combats in the air strike turn, a die must be rolled to see if the air strike benefit persists into that next combat series. If the DR exceeds the number of the combat series, it does benefit. Example: DR3-6 permits second round of combats to be under air strike rules, DR1-2 would not. The table above would still be rolled.

F. Affect on other rules if using 23.A-C:

1. E.5D3, Second Invasion Reaction. Whichever event followed the first invasion, whether second invasion, or air strike, the second invasion reaction would be triggered. Rule F.22C, page seven this addendum, would also apply to any strike which did not get the second invasion reaction.
2. F.13, Historical Second Invasion, could not be used with this.
3. F.15, Allied Reinforcement Option, may be used, deleting last paragraph.
4. F.16, German Reinforcement Option is still viable.
5. F.17F, Random Invasions, couldn't be used with this option.

G. Choice of all or part of these rules occurs before the game starts, for the entire game, and should be kept secret. Other than the changes mentioned, invasion and air strike rules remain unchanged.

-24 SPECIALIZED REPLACEMENTS

- A. The turn a unit takes a replacement, neither it nor its replacement could take part in an AV; paratroop; use SM; invade or raid; move by sea, except in the case of Allied replacements just arriving in the game.
- B. Units listed below need two replacements (taken one per turn) to rebuild one step. If after taking the first replacement, the second needed to regain one step could not be taken the next turn, it could still be taken later. Until then, the depleted unit wouldn't regain the one step for which two replacements are needed:

1. Poles.
2. Jews.
3. Allied paratroops and commandos.
4. All units with mountain capability.
5. German 1/1 Para regiment, during the time it can drop.

If a depleted unit withdraws from the game, the extra steps defined above must be compensated for in the usual way.

C. One of many examples of contributions from other Anzio players is this table from Larry Bucher, who prefers to roll for German replacements:

<u>1943</u>						<u>1944</u>						<u>1945</u>					
DR	1	2	3	4	5	DR	1	2	3	4	5	DR	1	2	3	4	5
Sep III	1	1	1	1	0	Jan I-Mar III	3	2	1	1	1	Jan I-IV	3	2	2	1	1
Sep IV	2	1	1	1	0	Mar IV-May I	2	2	1	1	0	Feb I-II	3	2	1	1	1
Oct I-II	2	2	2	1	1	May II-Aug IV	2	1	1	1	0	Feb III-IV	2	2	1	1	1
Oct III-IV	3	3	2	2	1	Sep I-II	2	2	1	1	1	Mar I-II	2	2	1	1	0
Nov I-IV	3	3	2	2	1	Sep III-Oct II	3	2	2	1	1	Mar III-IV	2	1	1	1	0
Dec I-IV	3	2	2	1	1	Oct III-IV	3	2	2	2	1	Apr I-IV	1	1	1	0	0
						Nov I-Dec IV	3	3	2	2	1						

- 0 = no replacements  
 1 = one infantry  
 2 = one each, infantry and armor  
 3 = two infantry, one armor

-25 OPTIONAL SRT

Previous addenda have included an optional SRT, deleted from this edition, because it will be published in THE GENERAL in early 1980.

# GUSTAV, SHINGLE and DIADEM SET UP RESTRICTIONS



**Basic game IIA - Gustav line:** Continuation of Basic game I

**Basic game IIB - Operation Shingle:** The Germans may deploy any ersatz units plus up to 4 combat units of any size anywhere north of the Gustav line. All other German units must start next to or no more than 2 hexes from the front line.

**Basic game III - Diadem:** The Germans deploy units in specified fixed locations. Two of the eight reserves may be deployed anywhere on or behind the German side of the front line, including the Anzio beachhead. The remaining six reserves must be at least one hex behind the front. The Allies then set up their May II units anywhere on their side of the front, not in German ZOC, so long as they don't exceed the 56 stacking point limitation for the Anzio beachhead.







# ALLIED BASIC GAME RECORD CARD

## ORDER OF BATTLE

At Start: Sept II 1943

4-5-12	3-4-12	3-4-12	3-4-12	3-3-12	2-1-12	2-1-12	1-1-12	1-1-12	0-0-12	0-0-12	0-0-12
1-1-12	5-6-12	2-1-12	4-5-12	5-6-12	1-1-12	1-1-12	1-1-12	2-2-12	0-0-12	0-0-12	0-0-12

Sept III

5-6-12	4-5-12	5-5-12	3-4-12
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Oct II

6-6-12
--------

Nov II

7-7-12
--------

Nov IV

2-2-12
--------

Dec II

4-5-12	1-1-12	3-4-8	1-1-8
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Dec III

3-4-12
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## TIME TRACK—1943

2 <sup>2P</sup>	2 <sup>2</sup>	3 <sup>2</sup>	4 <sup>2</sup>	1 <sup>2</sup>	2 <sup>2</sup>	3 <sup>2</sup>	4 <sup>2</sup>	2 <sup>2P</sup>	1 <sup>2</sup>	2 <sup>2</sup>	3 <sup>2</sup>	4 <sup>2</sup>	1 <sup>2</sup>	2 <sup>2</sup>	3 <sup>2</sup>	4 <sup>2</sup>
SEPTEMBER				OCTOBER				NOVEMBER				DECEMBER				

## UNIT ORGANIZATION CHART

### BRITAIN

4-5-12	4-5-12	3-4-12	3-4-12	3-4-12	3-3-12	0-0-12	0-0-12	0-0-12	1-1-12	2-1-12	2-1-12
2-3-12	2-3-12	2-3-12	2-3-12	2-3-12	2-2-12	1-1-12	1-1-12	1-1-12	5-5-12	4-4-12	2-2-12

### UNITED STATES

5-6-12	4-5-12	2-3-12	7-7-12	5-5-12	4-4-12	2-2-12
4-5-12	3-4-12	2-3-12	1-1-12	1-1-12	1-1-12	
4-5-12	3-4-12	2-3-12	2-2-12	2-2-12		
5-6-12	4-5-12	2-3-12	0-0-12	0-0-12	0-0-12	

### CANADA

5-6-12	4-5-12	2-3-12	2-1-12
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### INDIA

3-4-12	2-3-12	3-4-12	2-3-12
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### FRANCE

3-4-8	2-3-8	1-2-8	1-1-8
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### NEW ZEALAND

6-6-12	5-5-12	4-4-12	2-2-12
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# GERMAN BASIC GAME RECORD CARD

## ORDER OF BATTLE

**At Start: Sept II 1943**

<b>X52</b> 3 II 6-10-12	<b>Formia</b> 3 II 6-9-12	<b>Castrovillari</b> 3 II 5-6-12	<b>Auletta</b> 2 II 4-6-12	<b>Anywhere</b> 3 II 5-6-12	<b>Naples, Caserta or Vesuvio</b> 3 II HGC 7-8-12 1 NW 1-1-8	<b>Frascati</b> 1 II 1-2-12	<b>Practica di Mare</b> 3 II 6-9-12
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**Viterbo**

2 II 3-4-12	1 E 0-1-12	1 E 0-1-12	1 E 0-1-8	1 E 0-1-8
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**Oct II**

2 II 2-3-8
---------------

**Oct III**

3 HGC 4-6-8	3 II 3-5-8
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**Oct IV**

3 II 3-5-8
---------------

**Nov II**

2 II 2-4-8	1 II 1-1-8
---------------	---------------

**Dec I**

3 II 3-5-8
---------------

**Second Invasion Reaction**

**Immediately**

3 II 4-6-8	2 II 2-3-8
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**Next Turn**

2 II 3-4-12	2 II 3-5-12
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**City Grid Coordinates:**

J52 Formia	K57 Naples	G46 Frascati
R70 Castrovillari	M55 Caserta	E47 Practica di Mare
Q62 Auletta	M58 Vesuvio	G39 Viterbo

## TIME TRACK—1943

2	3 <sup>1</sup>	4 <sup>1</sup>	1 <sup>1</sup>	2 <sup>2</sup>	3 <sup>2</sup> <sub>M</sub>	4 <sup>2</sup> <sub>M</sub>	1 <sup>2</sup> <sub>M</sub>	2 <sup>2</sup> <sub>M</sub>	3 <sup>2</sup> <sub>M</sub>	4 <sup>2</sup> <sub>M</sub>	1 <sup>2</sup> <sub>M</sub>	2 <sup>2</sup> <sub>M</sub>	3 <sup>2</sup>	4 <sup>1</sup>
SEPTEMBER			OCTOBER				NOVEMBER				DECEMBER			

## UNIT ORGANIZATION CHART

### INFANTRY

3 HGC 4-6-8	3 HGC 3-5-8	3 HGC 2-3-8
3 II 4-6-8	3 II 3-5-8	3 II 2-3-8
3 II 3-5-8	3 II 2-4-8	3 II 1-2-8
3 II 3-5-8	3 II 2-4-8	3 II 1-2-8
3 II 3-5-8	3 II 2-4-8	3 II 1-2-8
3 II 3-5-8	3 II 2-4-8	3 II 1-2-8
2 II 3-4-12	2 II 2-3-12	2 II 1-2-12
2 II 2-3-8	2 II 1-2-8	
2 II 2-3-8	2 II 1-2-8	1 NW 1-1-8

### LUFTWAFFE

3 II 6-10-12	3 II 5-9-12	3 II 4-7-12	3 II 3-6-12	3 II 2-4-12	3 II 1-3-12
3 II 6-9-12	3 II 5-8-12	3 II 4-7-12	3 II 3-5-12	3 II 2-4-12	
3 HGC 7-8-12	3 HGC 6-7-12	3 HGC 4-5-12	3 HGC 3-4-12	3 HGC 2-3-12	
1 E 1-2-12					

### ARMOR

3 II 5-6-12	3 II 4-5-12	3 II 3-4-12	3 II 2-3-12
3 II 5-6-12	3 II 4-5-12	3 II 3-4-12	3 II 2-3-12

### MOUNTAIN

2 II 2-4-8	2 II 1-3-8	1 II 1-1-8
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### PANZERGRENADIER

3 II 6-9-12	3 II 5-8-12	3 II 4-7-12	3 II 3-5-12	3 II 2-4-12
2 II 4-6-12	2 II 3-5-12	2 II 2-3-12		
2 II 3-5-12	2 II 2-3-12	2 II 1-2-12		
2 II 3-4-12	2 II 2-3-12			

### REPLACEMENTS

1 E 0-1-8	1 E 0-1-8	1 E 0-1-8	1 E 0-1-8	1 E 0-1-8	1 E 0-1-8
1 E 0-1-12	1 E 0-1-12	1 E 0-1-12			

# GERMAN ORDERS OF BATTLE

ADVANCED GAME

At Start: Sept II 1943

## Kesseling's Command

Naples, Ceserta or Vesuvio

Viterbo

X52

Formia

Gastrovillari

Auletta

Frascati

Anywhere

3 II HG 7-8-12  
1 NW 1-1-8

2 II 3-4-12  
1 EIS 0-1-12  
1 EIS 0-1-12  
1 EIS 0-1-8  
1 EIS 0-1-8

3 II 6-10-12

3 II 6-9-12

3 II 5-6-12  
1 VESUVIO 1-1-8

2 II 4-6-12

1 II 1-2-12

3 II 5-6-12

## Rommel's Command Garrison Units

Piacenza  
3 II 7-8-12  
NOV II 1943

Q16  
3 II 7-8-12  
NOV II 1943

Firenze  
3 II 5-6-12  
NOV II 1943

Vicenza  
1 II 1-2-8  
DEC I 1943

C13  
3 II 3-5-8

F17  
3 II 3-5-8

Parma  
2 II 2-3-8

Verona  
3 II 4-6-8

Practica  
3 II 6-9-12  
JAN I 1944

REST OF 1943

Sept III  
3 II 4-6-8

Sept IV Livorno  
2 II 4-6-12  
1 SS 2-1-12

Oct I Bologna  
(Turco) 2 II 2-3-8

Mantova  
3 II 5-6-12  
NOV II 1943

Oct II  
2 II 2-3-8

Oct III  
1 II 4-6-8  
3 II 3-5-8

Oct IV  
3 II 3-5-8

IMMEDIATELY  
3 II 4-6-8  
2 II 2-3-8  
1 EIS 0-0-8  
1 EIS 0-0-8

NEXT TURN  
2 II 3-4-12  
2 II 3-5-12

2nd Invasion Reaction

NOV II  
2 II 2-4-8  
1 II 1-1-8

Genova  
3 II 3-5-8

Rimini  
2 II 2-3-8

Verona  
2 II 2-3-8

Pisa  
2 II 2-3-8

Vicenza  
2 II 2-3-8

Firenze  
2 II 2-3-8

Dec I 1943  
3 II 3-5-8

Dec I  
3 II 4-6-12

2-1-12

Dec. 1, 1943  
3 II 7-8-12  
3 II 7-8-12  
HG, 16, 18, 24, 26

## 1944

Jan I 1944  
3 II 5-6-12

3 II 5-6-12

3 II 5-6-12

3 II 5-6-12

(Alternative)  
3 II 7-8-12  
3 II 7-8-12  
HG, 16, 18, 24, 26

Roma  
3 II 4-6-12

Mantova  
2 II 2-3-8

Vicenza  
2 II 2-3-8

Jan I  
3 II 4-6-8  
1 II 1-1-8

Livorno Jan II  
3 II 7-8-12  
16, 18, 24, 26

Feb I  
2 II 2-3-8

March I  
2 II 2-3-8

April I  
2 II 2-3-8

May I  
2 II 2-3-8

May I (Alternative)  
3 II 5-6-12

3 II 5-6-12

3 II 5-6-12

3 II 5-6-12

June I  
2 II 2-3-8

June III  
2 II 2-3-8

July I  
(Turco) 2 II 2-3-8

July IV  
3 II 7-8-12  
16, 18, 24, 26

Aug I  
3 II 1-2-8

Aug III  
2 II 3-4-12  
60, 715

Sept I  
3 II 6-9-12  
29, 90

Sept I Genova  
1 II 0-1-4

Sept I 1944  
2 II 2-3-8

2 II 2-3-8

2 II 2-3-8

2 II 2-3-8

2 II 2-3-8

2 II 2-3-8

Sept II  
2 II 1-1-8

2 II 1-1-8

Sept III  
2 II 3-5-12  
29, 90, 715

Oct II  
1 EIS 0-1-8

1 EIS 0-1-8

1 EIS 0-1-8

1 EIS 0-1-8

Nov I  
2 II 1-1-8

2 II 1-1-8

2 II 1-1-8

2 II 1-1-8

2 II 1-1-8

2 II 1-1-8

Nov II  
0 MG 1-1-12

0 MG 1-1-12

Nov III  
3 II 4-6-8  
76, 94, 305, 334

Dec II  
3 II 4-6-8

3 II 4-6-8

Jan I 1945  
2 II 1-1-8

Jan III  
2 II 2-3-8  
Any 2-3-8

2 II 2-3-8

Feb III  
3 II 4-6-12  
29, 90

2 II 3-4-12  
94, 305, 334

2 II 2-3-8  
Any 2-3-8

Mar I  
2 II 1-1-8

1 II 0-1-8

## REINFORCED OOB: Includes all above plus:

Sept II  
3 II 7-8-12

3 II 5-6-12

1 II 1-2-8

Sept IV  
2 II 2-3-8

Oct I  
2 II 4-6-12

Jan I 1944  
Remove only 16, 24Pz.  
Substitutes: 18, 26Pz.

Feb II  
2 II 2-3-8

May I (Alternative)  
Remove only 16, 24Pz.  
Substitutes: 18, 26Pz.

Aug III  
2 II 1-2-8

2 II 1-2-8

2 II 1-2-8

3 II 1-2-8

Sept I  
3 II 6-9-12  
29, 90  
Do NOT withdraw

## Additional Second Invasion Reaction

Immediately  
Panther 0 2-2-12  
Panther 0 2-2-12

Next Turn  
1 II 1-1-8  
1 II 1-1-12  
1 II 1-1-12  
1 II 1-1-12  
2 II 2-3-8

## MAXIMUM OOB: Includes all above plus:

Sept II 1943  
3 II 7-8-12  
2 II 2-3-8

Sept IV  
3 II 5-6-12  
(Turco) 2 II 2-3-8

Do NOT withdraw  
16, 18, 24, 26Pz.,  
3, 15, 60, PzGdr.

## Additional 2nd Invasion Reaction

Immediately  
Tiger 0 2-2-12  
Jager 2 2-3-8

Next Turn  
2 II 2-3-8





# STEP REDUCTION TABLE (SRT)

DIE ROLL	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
1	1 R 1	1 1	1 1	1 2	1 2	1 3	1 4	1 5	1 6	1 7	1 9	1 10
2	R	R		1	R	1 2	1 3	1 4	1 5	1 6	1 7	1 8
3	R	R	R	1	1	1	1 2	1 3	1 4	1 5	1 6	1 7
4	R	R	R	R	1	1	1 1	1 2	1 3	1 4	1 4	1 5
5	1 R	1 R	1 R	2 R	2 R	1	1 1	1 1	1 2	1 3	1 3	1 4
6	2 R	2 R	2 R	2 R	3 R	2	2 1	2 1	2 2	2 2	2 2	2 3





# ALLIED TROOP COUNTERS

FRENCH

3-4-12	2-3-12	1-1-8	1-1-8	1-1-8	1-1-8	<input type="checkbox"/>
3-4-8	2-3-8	1-2-8	3-4-8	2-3-8	1-2-8	<input type="checkbox"/>
3-4-8	2-3-8	1-2-8	3-4-8	2-3-8	1-2-8	<input type="checkbox"/>

BRITISH

4-5-12	4-5-12	3-4-12	3-4-12	3-4-12	3-4-12	3-3-12
2-3-12	2-3-12	2-3-12	2-3-12	2-3-12	2-3-12	2-2-12
3-4-12	3-4-12	4-5-8	5-5-12	4-4-12	2-2-12	<input type="checkbox"/>
1-2-12	1-2-12	2-3-8	5-5-12	4-4-12	2-2-12	<input type="checkbox"/>
2-1-12	2-1-12	2-1-12	2-1-12	2-1-12	2-1-12	2-1-12
2-1-12	3-1-12	1-1-12	1-1-12	1-1-12	1-1-12	1-1-12
1-1-12	1-1-12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
0-0-12	0-0-12	0-0-12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

POLISH

3-4-12	2-3-12	2-1-12	<input type="checkbox"/>	<input type="checkbox"/>
3-4-12	2-3-12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5-5-12	4-4-12	2-2-12	<input type="checkbox"/>	<input type="checkbox"/>
5-5-12	4-4-12	2-2-12	1-1-8	1-1-12

CANADIAN

5-6-12	4-5-12	2-3-12	5-5-12	5-5-12	3-3-12	2-1-12	<input type="checkbox"/>
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INDIAN

3-4-12	2-3-12	3-4-12	2-3-12	3-4-12	2-3-12	1-1-12
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UNITED STATES

6-8-12	5-7-12	3-4-12	2-3-12	5-6-12	4-5-12	2-3-12
4-5-12	4-5-12	2-3-12	4-5-8	3-4-8	2-3-8	<input type="checkbox"/>
4-5-12	3-4-12	2-3-12	4-5-12	3-4-12	2-3-12	<input type="checkbox"/>
4-5-12	4-5-12	2-3-12	4-5-12	3-4-12	2-3-12	<input type="checkbox"/>
4-5-12	3-4-12	2-3-12	4-5-12	3-4-12	2-3-12	<input type="checkbox"/>
4-5-12	3-4-12	2-3-12	4-5-12	3-4-12	2-3-12	<input type="checkbox"/>
4-5-12	3-4-12	2-3-12	4-5-12	3-4-12	2-3-12	<input type="checkbox"/>

1-1-12	1-1-12	1-1-12	1-1-12	2-2-12	1-2-12	2-2-12	<input type="checkbox"/>
2-2-12	0-0-12	0-0-12	0-0-12	3-4-12	2-3-12	<input type="checkbox"/>	<input type="checkbox"/>
Port	Port	Port	Port	Port	Port	Port	Port
1	1	1	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<input type="checkbox"/>	<input type="checkbox"/>	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8
<input type="checkbox"/>	<input type="checkbox"/>	0-1-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8
0-1-4	0-1-4	1-1-8	1-1-8	0-1-8	1-1-8	1-1-8	1-1-8
2-2-8	0-0-8	0-0-8	2-2-12	1-2-8	1-2-8	1-2-8	1-2-8

ITALIAN

1-2-8	1-2-8	0-1-8	0-1-8	2-2-8	1-1-8
-------	-------	-------	-------	-------	-------



# GERMAN TROOP COUNTERS

LUFTWAFFE

3-1 6-10-12	3-1 5-9-12	3-1 4-7-12	3-1 3-6-12	3-1 2-4-12	3-1 1-3-12	1-1 1-2-12
----------------	---------------	---------------	---------------	---------------	---------------	---------------

1-1 2-4-12	1-1 1-3-12	1-3 2-3-12	1-3 1-2-12	1-4 2-3-12	1-4 1-2-12	<input type="checkbox"/>
2-2 2-3-12	2-2 1-2-12	2-5 2-3-12	2-5 1-2-12	2-6 2-3-12	2-6 1-2-12	<input type="checkbox"/>

3-HG 7-8-12	3-HG 6-7-12	3-HG 4-5-12	3-HG 3-4-12	3-HG 2-3-12	0-FMK1 1-1-12	0-FMK2 1-1-12
1-HG 3-2-12	1-HG 2-3-12	1-HG 1-2-12	1-HG 2-3-12	1-HG 1-2-12	3-19 1-2-8	3-20 1-2-8

3-2 6-9-12	3-2 5-8-12	3-2 4-7-12	3-2 3-5-12	3-2 2-4-12	1-9 1-1-8	<input type="checkbox"/>
3-4 4-6-12	3-4 3-5-12	3-4 2-3-12	1-12S unit 2-2-12	1-11 1-2-12	1-10 1-2-12	<input type="checkbox"/>

WEHRMACHT

3-305 3-5-8	3-305 2-4-8	3-305 1-2-8	3-334 3-5-8	3-334 2-4-8	3-334 1-2-8
2-715m 3-4-12	2-715m 2-3-12	2-715m 1-2-12	0-508 Tiger 2-2-12	0-4/71 Panther 2-2-12	0-4/72 Panther 2-2-12

2-5 2-4-8	2-5 1-3-8	2-157 2-3-8	2-157 1-2-8	2-188 2-3-8	2-188 1-2-8
1-4 1-1-8	1-Doehla 1-2-8	1-42 Jaeger 2-3-8	1-42 Jaeger 1-2-8	1-114 Jaeger 2-3-8	1-114 Jaeger 1-2-8

2-34 2-3-8	2-65 2-3-8	2-92 2-3-8	2-98 2-3-8	2-148 2-3-8	2-155 2-3-8
2-34 1-2-8	2-65 1-2-8	2-92 1-2-8	2-98 1-2-8	2-148 1-2-8	2-155 1-2-8

1-1076 1-1-8	1-135 0-1-4	1-NW 71 1-1-8	<b>1</b>	<b>1</b>	<b>1</b>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FORTS

--	--	--	--	--	--	--	--

--	--	--	--	--	--	--	--

WEHRMACHT

3-15 6-9-12	3-15 5-8-12	3-15 4-7-12	3-15 3-5-12	3-15 2-4-12	2-3 3-4-12	2-3 2-3-12
----------------	----------------	----------------	----------------	----------------	---------------	---------------

2-29 4-6-12	2-29 3-5-12	2-29 2-3-12	1-15 2-3-12	1-15 1-2-12	1-71 2-3-12	1-71 1-2-12
2-90 4-6-12	2-90 3-5-12	2-90 2-3-12	1-200 2-3-12	1-200 1-2-12	1-361 2-3-12	1-361 1-2-12

1-129 2-3-12	1-129 1-2-12	1-115 2-3-12	1-115 1-2-12	1-104 2-3-12	1-104 1-2-12	1-309 1-1-12
2-60 3-5-12	2-60 2-3-12	2-60 1-2-12	1-1007 1-1-12	1-1008 1-1-12	<input type="checkbox"/>	<input type="checkbox"/>

3-44 4-6-8	3-44 3-5-8	3-44 2-3-8	3-71 4-6-8	3-71 3-5-8	3-71 2-3-8	<input type="checkbox"/>
3-76 4-6-8	3-76 3-5-8	3-76 2-3-8	3-94 3-5-8	3-94 2-4-8	3-94 1-2-8	<input type="checkbox"/>

3-16 5-6-12	3-16 4-5-12	3-16 3-4-12	3-16 2-3-12	3-16 5-6-12	3-16 4-5-12	3-16 3-4-12	3-16 2-3-12
3-24 5-6-12	3-24 4-5-12	3-24 3-4-12	3-24 2-3-12	3-26 5-6-12	3-26 4-5-12	3-26 3-4-12	3-26 2-3-12

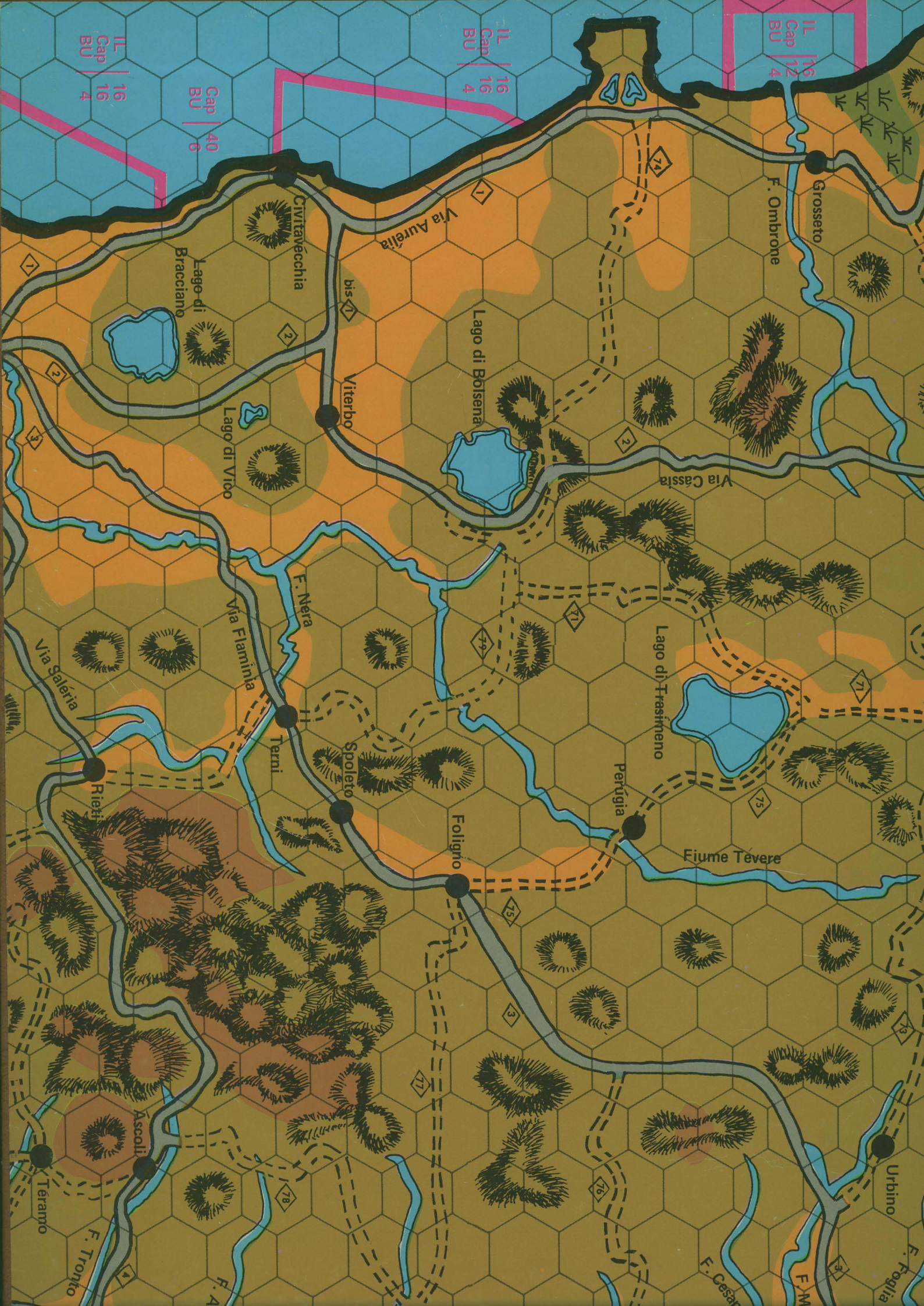
1-Ers 0-1-12	1-Ers 0-1-12	1-Ers 0-1-12	1-Ers 0-1-8	1-Ers 0-1-8	1-Ers 0-1-8	1-Ers 0-1-8	1-Ers 0-1-8
1-Ers 0-1-8	1-Ers 0-1-8	1-Ers 0-1-8	1-Ers 0-1-8	1-Ers 0-1-8	2-Ers 1-2-8	2-Ers 1-2-8	2-Ers 1-2-8

2-Turco 2-3-8	2-Turco 2-3-8	2-Turco 2-3-8	2-Turco 2-3-8	2-Turco 2-3-8	2-Turco 2-3-8	2-Turco 2-3-8	2-Turco 2-3-8
2-Turco 1-2-8	2-Turco 1-2-8	2-Turco 1-2-8	2-Turco 1-2-8	2-Turco 1-2-8	2-Turco 1-2-8	2-Turco 1-2-8	2-Turco 1-2-8

SS 1-LAH 7-8-12	SS 1-LAH 6-7-12	SS 1-LAH 4-5-12	SS 1-LAH 2-3-12	SS 1-LAH 3-4-12	SS 16 RF 2-3-12	SS 16 RF 4-6-12	SS 16 RF 3-5-12
SS 2-R 7-8-12	SS 2-R 6-7-12	SS 2-R 4-5-12	SS 2-R 3-4-12	SS 2-R 2-3-12	SS RF 2-1-12	<input type="checkbox"/>	<input type="checkbox"/>

GERMAN SS







Golfo di Follonica

Piombrino

Capo BU 30 4

Capo BU 16 12 4

Capo BU 60 10

Capo BU 12 4

Grosseto

Cecina

Livorno

Pisa

F. Serchio

Lucca

Siena

FIRENZE

Pistoia

Arezzo

e Tevere

BOLOGNA

Cesena

Forlì

Ravenna

Urbino

F. Marecchia

F. Savió

F. Montone

F. Lamone

F. Conca

F. Foglia

Rimini

Vall



Cap	60
BU	12

IL	14
Cap	12
BU	4

Cap	40
BU	6

IL	14
Cap	12
BU	4



1

2

2

2

3

79

71

71

75

75

3

77

76

78

77

76

7040043

Ancona 26

Cap 40  
BU 6

33

32

31

30

29

28

27

25

24

23

22

Lago di Bracciano

Lago di Vico

Lago di Bolsena

Lago di Trasimeno

Via Salaria

Via Flaminia

Via Cassia

F. Nera

Fiume Tevere

Rieti

Spoletto

Foligno

Perugia

Ascoli

Teramo

F. Tronto

F. Aso

F. Chienti

F. Esino

F. Cesano

F. Metauro

Urbino

Foggia

Acchiana

bis

one



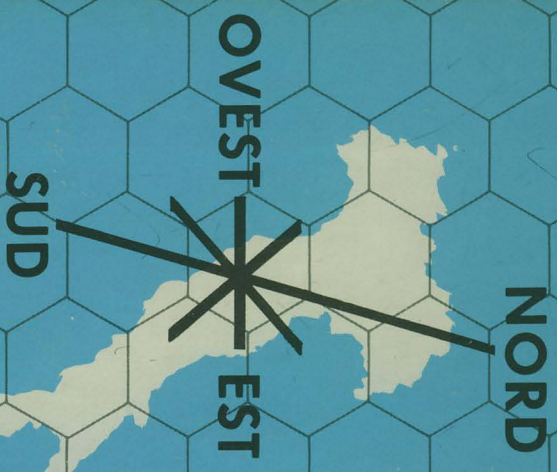




UNIT COUNTER SYMBOLS

	Division		Regiment
	Brigade		Battalion
	Infantry		Panzer Parachute
	Panzer/Armour		Armoured Engineers
	Panzergranadier		Machine Gun
	Armoured Infantry		Nebelwerfer
	Mountain		Luftwaffe Infantry
	Parachute		Partisan
	Special Service Force		Cavalry
	Ranger		Ersatz
	Commando		Task Force





# ANZIO

ANZIO IS AVATON HILL'S TRADEMARK NAME  
 FOR ITS ITALIAN CAMPAIGN OF WORLD WAR II GAME.  
 COPYRIGHT 1969 T.A.H.G.C. BALTIMORE, MD.  
 PRINTED IN U.S.A.

UNIT COUNTER SYMBOLS





NORD

Fiumicino  
Lido di Roma  
Cap BU | 40  
8

Cap BU | 40  
8

Cap BU | 40  
6

IL  
Cap BU | 18  
20  
6

ROMA

Ostia

Pratica di Mare

ANZIO

Nettuno

Can. Mussolini

Littoria

Bonifica Pontina

Terracina

Cap BU | 30  
8

Cap BU | 40  
8

Gaeta

Golfo di Gaeta

Mondragone

Tivoli

Valmontone

Via Appia

F. Sacco

Frosinone

Cassino

F. Liri

F. Rapido

Verulanus

Formia

F. Garigliano

Via Tiburtina

Avezzano

Lago Fucino

Lago Fucino

F. Pescara

F. Sangro

F. Trigno

F. Biferno

Vasto (Istó)

Campobasso

Chieti

F. Tordino

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17

- Regiment
- Battalion
- Panzer Parachute
- Armoured Engineers
- Machine Gun
- Nebelwerfer
- Luftwaffe Infantry
- Partisan
- Cavalry
- Ersatz

-78  
-77  
-76  
-75  
-74  
-73  
-72  
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-70  
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-67  
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-65  
-64  
-63  
-62  
-61  
-60  
-59  
-58  
-57  
-56

Strait of Messina  
IL 8  
Cap 20  
BU 8

Taranto  
IL 4  
Cap 20  
BU 8



7040041



Golfo di Gaeta

Mondragone

IL 18  
Cap 20  
BU 6

NAPOLI

F. Volturno  
Capua

Golfo di Napoli

Cap 100  
BU 24

Vesuvio  
Pompei

Sorrento

IL 20  
Cap 24  
BU 8

Golfo di Salerno

Cap 40  
BU 12

Éboli

Salerno

Avellino

Benevento

F. Calore  
Caserta

Campobasso

F. Fortore

Lucera

Foggia

F. Ofanto  
Melfi

Potenza

Vallo

Auletta

TRADEMARK NAME  
IGN OF WORLD WAR II GAME.  
BALTIMORE, MD.

700

ST

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-45



ROMA

Tivoli

Via Tiburtina

Frascati  
Lago di Albano

Albano

Valmontone

Via Cassilina

F. Sacco

Frosinone

Avezzano

Lago Fucino

Cassino

F. Liri

F. Rapido

Venafro

Isernia

F. Sangro

Vasto (Istonia)

F. Pescara

Chieti

F. Tordinone

Pescara

Ortona

Teramo

F. Trigno

F. Biferno

Campobasso

Terracina

Gaeta

Formia

F. Garigliano

Golfo di Gaeta

Mondragone

Ostia

Maratea

Nettuno

Can. Mussolini

Via Appia

Littoria

Pontina

Cap BU | 30

Cap ZU | 8

Cap BU | 30

Cap ZU | 8

Cap BU | 14

Cap ZU | 4

Cap BU | 40

Cap ZU | 8

Cap BU | 40

Cap ZU | 8

IL Cap BU | 14

IL Cap ZU | 4

IL Cap BU | 16

IL Cap ZU | 4

Cap BU | 30

Cap ZU | 6

34

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GENOVA

Golfo di Genova  
Cap 80  
BU 12

Cap 14  
BU 12  
4

La Spezia  
Cap 40  
BU 6

Cap 14  
BU 12  
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Cap 60  
BU 10

Cap 16  
BU 12  
4

Cap 20  
BU 4

Golfo di Follonica

Cap 116  
BU 12  
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Cap 16  
BU 16  
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Cap 40  
BU 6

Cap 18  
BU 16  
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Cap 40  
BU 6

Cap 18  
BU 16  
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Cap 40  
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Cap 18  
BU 16  
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Cap 40  
BU 6

Cap 18  
BU 16  
4

Piacenza

Cremona

Brescia

Lago di Garda

VERONA

MANTOVA

Parma

Vicenza

Reggio

Modena

Ferrara

BOLOGNA

Lucca

Pistoia

Risa

Livorno

Valli di Comacchio

FIRENZE

Ravenna

Forlì

Cesena

Rimini

IL 10  
Cap 12  
BU 4

Siena

Arezzo

Urbino

Grosseto

Lago di Trasimeno

Perugia

F. Metauro

Ancona

Cap 40  
BU 6

Lago di Bolsena

Foligno

Civitanovetechia

Viterbo

Spoletto

Terni

Lago di Bracciano

Lago di Vico

Rieti

Ascoli

Teramo

7040043





# ANZIO

ANZIO IS AVALON HILL'S TRADEMARK NAME FOR ITS ITALIAN CAMPAIGN OF WORLD WAR II GAME.  
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## UNIT COUNTER SYMBOLS

- |  |                                   |  |                    |
|--|-----------------------------------|--|--------------------|
|  | Division                          |  | Regiment           |
|  | Brigade                           |  | Battalion          |
|  | Infantry                          |  | Panzer Parachute   |
|  | Panzer/Armour                     |  | Armoured Engineers |
|  | Panzergrenadier/Armoured Infantry |  | Machine Gun        |
|  | Mountain                          |  | Nebelwerfer        |
|  | Parachute                         |  | Luftwaffe Infantry |
|  | Special Service Force             |  | Partisan           |
|  | Ranger                            |  | Cavalry            |
|  | Commando                          |  | Ersatz             |
|  | Task Force                        |  |                    |

Straits of Messina  
 IL 8  
 Cap 20  
 BU 8

Golfo di Taranto  
 Taranto  
 IL 4  
 Cap 20  
 BU 8

Terracina  
 IL 18  
 Cap 30  
 BU 6

Mondragone  
 IL 18  
 Cap 20  
 BU 6

Golfo di Napoli  
 IL 18  
 Cap 30  
 BU 6

Golfo di Salerno  
 IL 20  
 Cap 24  
 BU 8

Pescara  
 IL 16  
 Cap 18  
 BU 4

Ortona  
 IL 16  
 Cap 18  
 BU 4

Vasto (Istonia)  
 IL 16  
 Cap 18  
 BU 4

Termoli  
 IL 30  
 Cap 30  
 BU 6

Gaeta  
 IL 18  
 Cap 20  
 BU 6

Napoli  
 IL 108  
 Cap 24  
 BU 24

Salerno  
 IL 40  
 Cap 40  
 BU 12



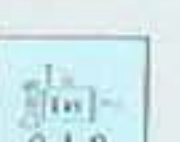
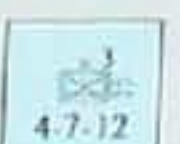
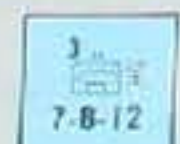


# ANZIO



Few games have been kept up to date as much as **ANZIO** has. Revised and revised again, a good game has gotten better and better. Played on a 44" x 14" mapboard of Italy, the game recreates the Allied amphibious invasions and campaigns to secure the peninsula leading to the heart of Europe. The Allies face not only the German and Italian armies, but some of the most varied terrain in the world.

Unit counters represent American, British, Greek, Canadian, Polish, French, Indian, German, and Italian forces. Order of Battles are available for a variety of mini-games and the campaign game, providing a highly versatile game of almost any duration and complexity.



The twenty-four page rulebook is divided into a basic game and several advanced versions. Each advanced version adding more and more rules, complicating while making the game more realistic and adding the feel of the actual problems, decisions, and actions of the campaign.

Game features include unit step reduction, naval bombardment, tactical airpower, paratroopers, limited intelligence, breakthrough combat, supply, stacking values, special terrain effects, and fortifications. A gem for the hardcore gamer. Players can select their own combination of playability and realism. Probably the most underpublicized and under appreciated game around. A silent "Classic".



Playing Time—Two Hours and Up

**AVALON HILL COMPLEXITY RATING**

Basic Game: 4

Advanced Games: 7-10

(On a scale of 1-easy; 10-hard)



**The Avalon Hill Game Company**

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