

VICTORY IN THE WEST

Volume 3

Sicily:

The Race for Messina

10 July-17 August 1943

EXCLUSIVE RULES

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[15.0] Introduction

COMMENTARY:

Sicily is a simulation of the Allied campaign to capture that strategic, Axis-held Mediterranean island in the summer of 1943. For the Allied player, the object of the game is to capture the island as quickly as possible while holding losses to

a minimum. The Axis player's objective is to frustrate Allied strategy. Depending on his reinforcement schedule, the Axis player may attempt to delay Allied conquest of the island, or decisively defeat the Allies by a strong counterattack. Each Game-Turn represents two days of real time, and each hex represents three miles from side to side.

CASES:

[15.1] ADDITIONAL UNITS

Some markers and non-mechanized unit types not present in other *Victory in the West* games are included in *Sicily*.

FRONT		BACK
	Paratroop Battalion	
	Glider Battalion	
	Mountain Battalion	
	Cavalry Battalion	
	Coastal Regiment	
	Airfield Marker	
	Army Boundary Marker	
	Reduced Morale Marker	
	Pack Transport Marker	
	Depot	

[15.2] COUNTER ABBREVIATIONS

The following abbreviations are used on the unit counters in *Sicily*.

A: Armored. **AB:** Airborne. **AF:** Air Force. **AG:** Alpi Graie. **AL:** Air Landing. **A&S:** Argyll & Sutherland Highlanders. **Asieta:** Assietta. **B:** Border Regiment. **Barc:** Barcellona. **Bers:** Bersaglieri. **Cal:** Calgary Regiment. **Can:** Canadian. **Carm:** Carmite. **Cav:** Cavalry. **CCA:** Combat Command "A." **CCNN:** Fascist Militia. **Cdo:** Commando. **CLY:** County of London Yeomanry. **Cstl:** Coastal. **Cun:** Cuneense. **FJ:** Fallschirmjaeger. **Goum:** Goumier (Moroccan mountaineer). **Hamp:** Hampshire Regiment. **HG:** Hermann Goering. **HLI:** Highland Light Infantry. **KRRC:** King's Royal Rifle Corps. **MG A:** Mobile Group "A," etc. **MG:** Machinegun. **Nav:** Naval. **Ont:** Ontario Regiment. **P:** Panzer. **Pal:** Palermo Regiment. **PD:** Port Defense. **PG:** Panzergrenadier. **Recon:** Reconnaissance

Squadron. **Reg:** Reggio. **Rgr:** Ranger. **RH:** Royal Horse Artillery. **RM:** Royal Marines. **RMC:** Royal Marine Commando. **RTR:** Royal Tank Regiment. **S:** South Staffordshire Regiment. **SAS:** Special Air Service Regiment. **Shm:** Brigade Schmalz. **TG:** Tactical Group. **TR:** Three Rivers Regiment.

[16.0] Sequence of Play

GENERAL RULE:

Sicily is played in Game-Turns. Each Game-Turn is divided into Phases, several of which are different from those in other *Victory in the West* series games. Players take actions as directed during the Phases according to the following sequence of play. The first Game-Turn of the U.S. Invasion scenario and of the Campaign Game is a special Invasion Game-Turn. Some actions (for example, determining Axis variable reinforcements) are taken only on certain Game-Turns.

CASES:

[16.1] GAME-TURN OUTLINE

A. PRELIMINARY STAGE

1. Weather Phase

Dice are rolled to determine the weather for the current Game-Turn.

2. Bookkeeping Phase

a. Allied Segment

1. The Allied player determines how many airfields he owns and adjusts the Airfield marker on the Allied Airfield/Support Point Track.

2. The Allied player determines how many Tactical Points he controls (this is done only on Game-Turns 3, 6, 9, etc.).

3. The Allied player decides whether to declare Emergency Bombing or Maximum Interdiction for the current Game-Turn.

4. The Allied player makes any mandatory or optional changes to the Army Boundary.

5. (Game-Turn 3 only) The Allied player determines how many Amphibious End-Runs he may make during the game.

b. Axis Segment

1. (Game-Turns 3, 6, 9, etc. only) The Axis player determines what variable reinforcements he receives and when Italian Desertion may occur.

2. (After Italian Desertion) The Axis player rolls a die for each Italian unit to determine the effects of desertion on it.

B. ALLIED PLAYER-TURN

1. Supply Phase

a. Mutual Supply Determination Segment

Both players determine the supply status of their units. The Allied player may assign pack transport, conduct air and/or special sea supply, and expend Replacement Points.

b. Support Point Segment

The Allied player determines how many Support Points he receives and adjusts the markers on the Allied Airfield/Support Point Track accordingly.

2. Movement Phase

a. Airborne Segment

The Allied player conducts airborne missions.

b. Amphibious Segment

The Allied player conducts amphibious missions.

c. Depot Segment

The Allied player may transfer depots to ports and return previously eliminated depots to the map.

d. Tactical Movement Segment

The Allied player may move units using tactical movement.

e. Strategic Movement Segment

The Allied player may move units using strategic movement. No unit may move both tactically and strategically in the same Player-Turn.

3. Combat Phase

Allied units must attack adjacent Axis units per the combat rules.

C. AXIS PLAYER-TURN

1. Supply Phase

Per the Allied Supply Phase, except the Axis player may receive Support Points, conduct air supply, and expend Replacement Points.

2. Movement Phase

a. Tactical Movement Segment

b. Strategic Movement Segment

3. Combat Phase

D. SPECIAL STAGE

Invasion Game-Turns only

1. Allied Phase

The Allied player executes a second Movement Phase and a second Combat Phase.

2. Axis Phase

The Axis player executes a second Movement Phase and a second Combat Phase.

E. GAME-TURN INDICATION STAGE

The Game-Turn marker is advanced one box along the Game-Turn Record Track to indicate the end of the Game-Turn.

[16.2] FIRST-TURN RULES

The first Game-Turn of the U.S. Invasion scenario and of the Campaign Game is subject to a number of special rules.

[16.21] There are no Bookkeeping or Supply Phases in the first Game-Turn.

[16.22] Movement Allowances of all units are halved during each Movement Phase, rounding down fractions. Allied units may not use strategic movement. See also 24.1.

[16.23] There is a Special Stage during which each player takes a second Movement Phase and Combat Phase. Thus, although Movement Allowances are halved, units may move twice. The sequence of the first Game-Turn is thus: Weather Phase; Allied *Tactical* Movement and Combat; Axis Movement and Combat; Allied *Tactical* Movement and Combat; Axis Movement and Combat.

[17.0] Setting Up the Game

GENERAL RULE:

Each unit has a set-up code printed to the right of its unit symbol. Units with four-digit set-up codes are initially deployed on the map in the hex corresponding to the set-up code. Units with one-digit or two-digit numbers, or letters, enter the game as reinforcements. Allied units with the name of an invasion box as a set-up code (for example, "Kool") are placed in the Second Wave box of the appropriate Invasion Staging Area.

The 16 Italian special coastal units (those with stripes across the bottom of the counters) are *not* initially deployed on the map. After other units have been deployed, the Axis player must roll two dice; he should then pick this number of units at random from the pool of 16. They are deployed in their printed set-up hexes. The others are considered destroyed (they are assumed to desert during the initial invasion) and should be set aside with other destroyed units. The Allied player *does* receive Victory Points for their destruction.

[18.0] Amphibious Landings

GENERAL RULE:

Only the Allied player may conduct amphibious landings. There are two types of landings: invasions and end-runs. Amphibious invasions occur only on the first Game-Turn (exception: 29.0). Amphibious end-runs are landings by single units behind enemy lines in support of ground operations; they can occur at any time after Game-Turn 2 during the Campaign Game.

PROCEDURE:

During the Amphibious Segment, the Allied player places units to be landed on coastal or sea hexes. He rolls a die for each landing unit to determine whether it is disrupted.

CASES:

[18.1] HOW UNITS LAND

This Case applies to both invasions and end-runs.

[18.11] A unit may land only in a beach hex. Each beach hex is a Level 1 coastal hex which contains no cities. A unit may never land in a hex prohibited to it by the Terrain Effects Chart (for example, armor units cannot land in a swamp).

[18.12] An invading unit can be placed directly in a non-enemy-occupied landing hex. The unit pays the normal Movement Point cost to enter the hex and it may then continue to move using rules for *tactical* movement. A unit may *not* use strategic movement on the Game-Turn it makes an amphibious landing.

[18.13] If a landing hex is enemy-occupied, all amphibious units which were to have landed in that hex are placed in the *same* adjacent sea hex. During the Combat Phase, the unit(s) must attack *only* the landing hex. Other eligible friendly units may join in the attack. The landing hex may only be entered as a result of advance after combat; units unable to advance from sea hexes are eliminated.

[18.14] At the instant an invading unit is placed on a beach or sea hex, the Allied player rolls a die and consults the Disruption Modifier Chart (18.17). On a modified roll of 7 or more, the unit is disrupted.

[18.15] A disrupted unit may not move for the remainder of the Game-Turn. Disruption has no other effect. Disruption ends at the end of the Game-Turn. Disrupted units may advance and retreat after combat.

[18.16] Players should turn the counters of disrupted units so they face south rather than north, as a reminder.

[18.17] **Disruption Modifiers Chart**
(see mapsheet)

[18.2] AMPHIBIOUS INVASION

[18.21] All Allied non-airborne units with set-up hexes on their counters (see 17.0) *must* conduct an amphibious invasion into those hexes on the first Amphibious Segment of the game. They land according to the procedure of 18.1.

[18.22] All Allied units with invasion areas on their counters are initially deployed in Second Wave boxes on the map. Second Wave units may conduct invasions on the second Amphibious Segment of Game-Turn 1 using the procedures of 18.1 (exception: 21.21). A Second Wave unit may land in any hex indicated by the box it occupies (for instance, a Dime unit may land in 3623 or 3724; an Arm Res unit may land in any Acid, Bark East, or Bark South hex). A Second Wave unit may be withheld as a seaborne reinforcement (see 27.1) for entry on a later turn.

[18.3] AMPHIBIOUS END-RUNS

During the Bookkeeping Phase of Game-Turn 3, the Allied player secretly determines how many end-runs U.S. and U.K. units each may make during the game.

[18.31] The Allied player secretly writes down two numbers; each must be between 0 and 5. Next he openly rolls a die, and adds the result to the first number. This produces a modified number between 1 and 11, which is noted and kept secret from the Axis player. The Allied player then refers to the End-Run Table (18.4), cross-referencing the modified number with the "U.S." column to locate two numbers separated by a slash. The first is the total of regiment end-runs, the second the total of battalion end-runs, that U.S. units may make during the game. The Allied player then should repeat this procedure, using a second die roll and the second secretly written number, to determine U.K. brigade and battalion end-runs allowable. He uses the "U.K." column of the table for this. At the end of the game, the Axis player may be shown all secretly written numbers.

[18.32] A unit making an end-run must begin an Amphibious Segment in supply in a beach or city hex not in an enemy Zone of Control. The unit may move up to 8 all-sea or partial-sea hexes to any beach hex within 3 hexes of a friendly unit. The unit then makes an amphibious landing (see 18.1).

[18.33] An end-run by a regiment or brigade is counted toward the allowance for those units; an end-run by a battalion counts toward the battalion allowance.

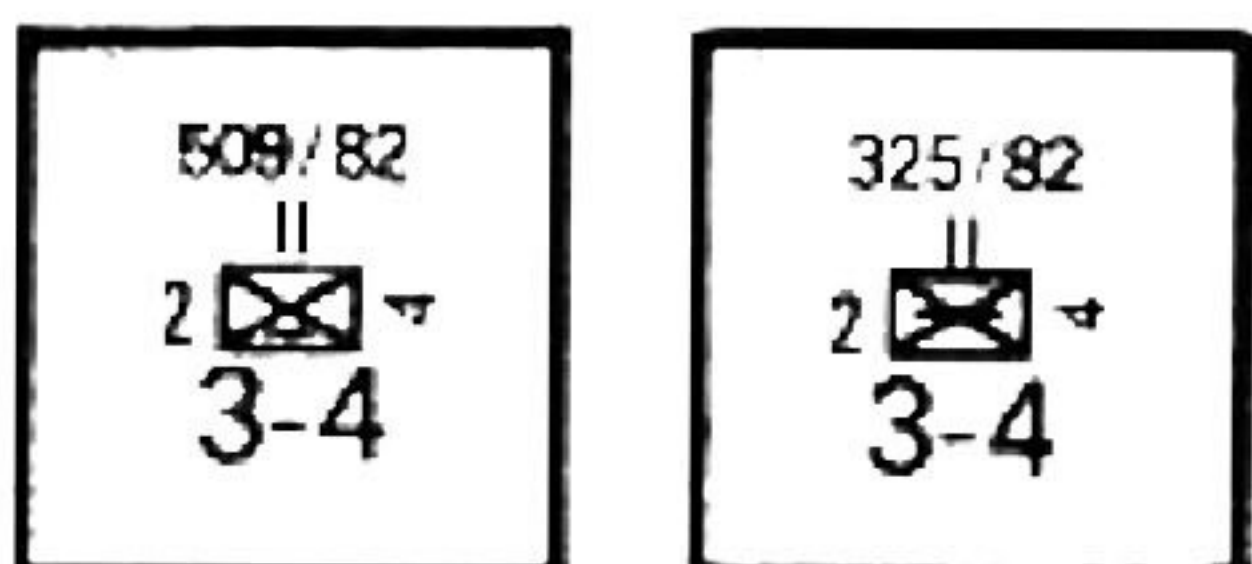
[18.34] Only one unit may participate in any given end-run. A maximum of one U.S. and one U.K. end-run may be made per Game-Turn. Only non-mechanized infantry units may make end-runs.

[18.4] **End-Run Table**
(see mapsheet)

[19.0] Airborne Operations

GENERAL RULE:

Only Allied paratroop and glider units may conduct airborne missions. There are two mission types: assault and reinforcement.



PROCEDURE:

During the Airborne Segment, the Allied player places airborne units in their target hexes. He announces which type of mission is being made for each target hex, and then determines whether each airborne unit is disrupted and/or suffers a loss, and the direction and distance the unit is scattered from its target hex.

CASES:

[19.1] AIRBORNE UNITS

[19.11] Airborne units with four-digit numbers on their counters (see 17.0) *must* conduct airborne *assaults* into those target hexes on the first Airborne Segment of the game (exception: 19.13). An airborne unit may participate in only one mission during the game. An airborne unit with a single or double-digit number on its counter may conduct an airborne mission on that or a later Game-Turn. Alternately, it may enter as a seaborne reinforcement (see 27.1), but may *not* then participate in an airborne mission during the game.

[19.12] In addition to mandatory first-turn assaults, the Allied player must make two airborne missions in the Campaign Game (one in the U.S. Landing scenario). The U.S. 1/504/82 and 2/504/82 units must conduct an *airborne reinforcement* (see 19.2) on Game-Turn 2. On Game-Turn 3, the U.K. 1/1/1AB, 2/1/1AB, and 3/1/1AB parachute units must perform an airborne *assault* in hexes as close as possible to Catania (see 19.23) if the Allies have not yet captured Catania.

[19.13] If Game-Turn 1 is a rain turn, the missions required for that turn need not be made. If Game-Turns 2 and/or 3 are rain turns, missions required for those turns are delayed until the first non-rain turn, but must be performed then.

[19.14] If the Allied player wishes to make non-mandatory airborne landings, he must wait until a Game-Turn after all mandatory missions have been made. Each turn on which he wants to make a non-mandatory mission, the Allied player rolls a die; the number rolled is the number of units which may conduct airborne operations that turn.

[19.2] AIRBORNE MISSIONS

[19.21] There are two types of airborne missions: assault and reinforcement. Before he conducts a mission, the Allied player must announce which type is being performed, and the target hexes for the mission(s).

[19.22] Target hexes for paratroop units may only be Level 1, 2 and 3 hexes. Glider units may be targeted only to Level 1 hexes. City, swamp, and enemy-occupied hexes may not be chosen as targets. The same target hex may not be designated for both paratroop and glider units, although up to three units of one type may be targeted for a single hex.

[19.23] A target hex for an assault mission must be at least two hexes away from all friendly units, and no more than two hexes from the nearest enemy unit. A target hex for a reinforcement mission must be vacant, adjacent to a friendly unit, and not be in an enemy Zone of Control. Both types of missions may be performed on the same Game-Turn.

[19.24] No airborne operations may be performed on rain turns.

[19.3] HOW UNITS LAND

[19.31] As each unit is placed in its target hex, the Allied player must determine loss and scatter for the unit. He refers to the Airborne Missions Table (19.4) and rolls a die. He modifies the roll as directed by the modifiers listed at the bottom of the table, and refers to the "Loss" section of the table. Cross-referencing the roll with the unit type (paratroop or glider) produces a result, which is explained on the table.

[19.32] The player then rolls again, modifies the roll, and refers to the "Scatter" section of the table. Cross-referencing roll with unit type produces a scatter result, explained on the table.

[19.33] If a unit scatters to a hex that could not normally be the target of an airborne operation for the unit (e.g., a Level 4 hex), the unit's "Loss" result is increased by one level (from **no effect** to **D** to **-1** to **-1D**). If a unit scatters to an all-sea hex, it is eliminated.

[19.34] A unit scattered to an enemy-occupied hex is subject to 19.33; in addition, it is displaced to an adjacent hex chosen by the Axis player according to the following schedule of priorities: (a) to a hex permitted by 19.22; (b) to any other non-enemy-occupied hex, where it would suffer another loss as per 19.33. If there are no eligible hexes, the unit is eliminated.

[19.35] A unit expends no Movement Points to conduct an airborne mission. An undisrupted air-

borne unit may move only during the *Tactical Movement Segment(s)* of the Game-Turn it conducted a mission. A unit that has made an airborne mission may use strategic movement on later Game-Turns only if it has first established a supply line to a supply source (see 21.0).

[19.4] **AIRBORNE MISSIONS TABLE**
(see mapsheet)

[20.0] Weather

GENERAL RULE:

During the Weather Phase, the players roll two dice and refer to the Weather Track (20.2). This dice roll determines the weather in effect for the current Game-Turn, as indicated by the Track.

CASES:

[20.1] EFFECTS OF WEATHER

[20.11] Good weather has no effect on play.

[20.12] A Mistral affects air supply, airborne and amphibious operations as described in those rules Sections.

[20.13] Rain affects air supply, airborne, amphibious, interdiction and air operations, as described in those rules. In addition, all rivers are impassable except where bridged by roads on rain Game-Turns.

[20.14] *Optional Rule:* Instead of using these rules, players may opt to use historical weather. Historically, there was a heavy Mistral during the first airborne landing Segment of Game-Turn 1; the rest of the first turn is light Mistral. Game-Turn 10 is rain. The rest of the game is good weather.

[20.2] **WEATHER TRACK**
(see mapsheet)

[21.0] Supply

GENERAL RULE:

Section 11.0 of the Standard Rules applies to *Sicily* except as modified in the following.

CASES:

[21.1] SUPPLY LINES

There are no map-edge hexes in *Sicily* for supply purposes. Units trace supply lines to *supply sources*.

[21.11] Axis supply sources are Messina (5903), Enna (3714), and Palermo (2203). If Enna or Palermo is captured, it may never again be used for supply purposes, even if recaptured. Allied supply sources are represented by depot counters. Allied units may only trace supply to depots of the same nationality (U.S. or U.K.).

[21.12] For a unit in a Level 4, 5 or 6 hex to be in supply, it must occupy or be adjacent to a supply source or road hex. The road hex must be connected as per 11.1 to a friendly supply source by a series of other road hexes. A unit may be in supply two hexes from a supply source or road hex if the unit's hex and the intervening hex are no higher than Level 3 terrain. A unit may be in supply three hexes from a supply source or road hex if the unit's hex and all intervening hexes are Level 1 terrain. Supply lines may be traced through swamp hexes (see 25.15).

[21.13] **A unit is out of supply if:**

1. It *can* trace a supply line from a supply source or a road hex to its hex, but this supply line is longer than permitted by 21.12, *or*

2. The road hex from which a supply line is traced is not connected by a series of road hexes to a friendly supply source, as per 11.1.

[21.14] A unit is isolated if:

1. It is completely unable to trace a supply line from a supply source or road hex to its hex, *or*

2. All friendly supply sources have been captured or eliminated.

[21.15] Mountain units and units equipped with pack transport (see 24.3) may trace supply lines one hex longer than other units in the same terrain (see 21.12).

[21.16] Isolated tank, mechanized infantry, and reconnaissance units are reduced in Movement Allowance to 6 (instead of 3).

[21.17] All units are automatically in supply on the Game-Turn they enter play.

[21.2] DEPOTS

The Allied player has four depot counters, two each for the U.K. and U.S. A unit may only trace supply to depots of its own nationality.

[21.21] The depots are initially deployed in Second Wave boxes as indicated by their set-up codes. The Allied player must land them according to the amphibious rules. They can only be landed in beach hexes containing roads; they may not land in port, swamp, or city hexes. They may only land in a hex in an enemy Zone of Control if the hex is occupied by a friendly combat unit. Depots are never subject to disruption.

[21.22] A depot is not a combat unit. It has no Zone of Control, Movement Allowance, or Attack Strength. If attacked while alone in a hex, a depot defends with a strength of 1; all column-shifts and terrain modifiers apply. A depot may never add its Defense Strength to those of friendly units. A depot can never retreat; if defending alone in a hex, a depot is eliminated by any loss or retreat result. A depot is eliminated if left alone in a hex as a result of elimination and/or retreat of other friendly units in the hex. A hex may contain no more than one depot, but a depot does not count against stacking limits.

[21.23] A depot in a non-port hex may be moved to an Allied-owned port (see 22.4) during the Depot Segment of the Movement Phase. Simply move the counter to the hex. A depot in a port may be moved to another port. Depots may not otherwise be moved.

[21.24] An eliminated depot may be returned to the map two Game-Turns after elimination. One eliminated depot of each nationality may be returned per Game-Turn. A returned depot may be placed in any hex permitted by 21.21, provided that the hex is occupied by a friendly combat unit and is not within three hexes of an enemy unit. A depot must be placed on the appropriate side of the 8th Army boundary (see 24.2).

[21.3] AIR AND SEA SUPPLY

[21.31] During the Supply Phase of his Player-Turn, a player may attempt to supply *one* unit by air. The Allied player may also supply *one* unit by sea during his Supply Phase. Only U.S. units may be supplied by sea or air by the Allied player; only Luftwaffe units may be air-supplied by the Axis player. Sea and successful air supply improves a unit's supply status by one level (from isolated to out of supply, from out of supply to supplied).

[21.32] If a unit to be supplied by air is in an enemy Zone of Control, it is successfully supplied on a roll of 1 to 3. If not in an enemy ZOC, it is supplied on a roll of 1 to 5. If the Axis player rolls a 6 on any air-supply attempt, he may make no more attempts for the rest of the game.

[21.33] To be supplied by sea, a unit must be in a coastal hex no more than 20 all-sea or partial-sea hexes from a U.S. depot.

[21.34] Air supply may only be attempted in good weather. Sea supply may be made in any weather.

[21.35] No U.S. unit may receive both air and sea supply in the same Game-Turn.

[22.0] Support Points

GENERAL RULE:

Both players are restricted as to the number of attacks units of each nationality may make without penalty. Before the start of the Campaign Game, 4 Support Points are assigned to the Italians and 6 Points are assigned to *each* other nationality. Players may receive additional points during the game. Once allotted to a nationality, a point may never be transferred to another. Points are expended when attacks are made and when replacements and certain reinforcements enter play. The Allied player also expends points when he assigns pack transports to *British units*.

German
Support
Pts

PROCEDURE:

Support Point markers are placed on the Airfield/Support Point Track to denote the number of points possessed by each nationality.

CASES:

[22.1] EXPENDING SUPPORT POINTS

[22.11] Each time a player attacks, he loses one Support Point (exceptions: 22.12). Move the marker of the appropriate nationality to reflect the loss. If German and Italian units participate in the same attack, each nationality loses one point.

[22.12] No Support Points are expended if an attack results in a breakthrough or if made *solely* by airborne units in an airborne assault.

[22.13] A Support Point total *may* be reduced below zero. A nationality may continue to expend points even if its total is negative or zero; flip over the point marker to its negative side as soon as the total reaches zero. Nationalities whose point total is zero or below suffer the effects of 22.2.

[22.14] If a depot is eliminated, half of any *positive* Support Points (round fractions down) immediately are lost by the depot's nationality. If one depot of a nationality is off the map via elimination and the second is lost, all remaining points are lost.

[22.15] If Palermo *or* Enna is captured, the Germans and Italians immediately lose one positive Support Point each. Deductions are made only for the first time the Axis loses each.

[22.16] If Messina is captured, all positive Axis Support Points are immediately lost. Points may be lost this way any number of times.

[22.17] Expending Support Points for reasons other than combat are covered in the rules on pack transport (24.32), reinforcements (27.16 and 27.23), and replacements (27.46).

[22.2] EFFECTS OF ZERO SUPPORT

If a nationality's Support Point total is zero or below, the following penalties are imposed on all units of that nationality *when the zero level is reached* (when the marker runs off the track).

[22.21] All supplied units become out of supply. All out of supply units become isolated.

[22.22] Artillery units cannot provide column shifts for combat. No divisional integrity combat bonuses may be awarded.

[22.3] GAINING SUPPORT POINTS

[22.31] During the Support Point Segment of his Player-Turn, a player may receive points. Note that there are no such Segments on Game-Turn 1.

[22.32] Each depot on the map generates Support Points each Game-Turn. A depot generates one point in a beach hex, 2 points in a minor port, and 5 points in a major port.

[22.33] During his Support Segment, the Axis player consults the Airfield Chart (23.3) to determine the number of airfields captured by the Allied player (exceptions: 22.34, 22.35). He reads across from the appropriate line in the left-hand column to the "Axis Support Points" column. He rolls a die and adds or subtracts any modifying number called for by the column. The modified roll indicates the Support Points received by the Axis player for the current Game-Turn. He may divide these points between Germans and Italians as he sees fit. If the modified roll is negative, he *loses* a Support Point, and may deduct it from either nationality.

[22.34] No Support Points may be received during an Axis Support Segment if Messina is captured by the Allied player.

[22.35] On any Game-Turn when the Allied player has declared Emergency Bombing (23.25) to be in effect, the Axis player automatically receives 8 Support Points; *no* die roll per 22.33 is made.

[22.4] PORTS

[22.41] Each time the Allied player captures or recaptures a port, he rolls a die to determine whether it has been affected by enemy demolitions. A roll of 1 to 4 indicates no effect; the port can be entered by a depot as soon as one can be moved to the hex. A roll of 5 means the port cannot be entered on the following turn; a roll of 6 means it cannot be entered for two turns.

[22.42] Palermo is always considered demolished for two turns *in addition to* any delay dictated by the die-roll.

[23.0] Air Operations

CASES:

[23.1] AIRFIELDS

[23.11] An airfield is considered captured by the Allies if an Allied unit occupies or was the last to move through the airfield hex *and* there are no *supplied* Axis units adjacent to the airfield hex.

[23.12] During the Bookkeeping Phase, the Allied player determines how many airfields he has captured and moves the Airfield marker on the Airfield/Support Point Track to the proper numbered box. The marker may not be changed for the rest of the Game-Turn.

[23.13] Hex 4716 counts as four airfields.

[23.2] AIR POINTS

[23.21] Only the Allied player receives Air Points. During the Bookkeeping Phase, he consults the Airfield Chart (23.3) and cross-references the number of airfields he controls with the "Air Point Available" column. This will show how many Air Points he may use in the current Game-Turn.

[23.22] *Using* an Air Point does *not* automatically result in a column shift in combat. When the Allied player allocates a point, he refers to the appropriate line and column ("attacking" or "defending") under the "Die Roll Needed When" section of the Airfield Chart. He rolls a die. If the result is within the span indicated on the chart, the Air Point provides a column shift on the Combat

Results Table. Otherwise the point is lost. No more than one point may be allocated to a combat, regardless of whether it is successfully used.

[23.23] Air Points may be used by both Allied nationalities.

[23.24] On rain turns, the number of Air Points received is halved, dropping fractions.

[23.25] If the Allied player controls 8 or fewer airfields during any Bookkeeping Phase on Game-Turn 4 or later, he may declare Emergency Bombing. He gets two additional Air Points that turn (one on a rain turn). These points automatically produce column shifts in combat. See also 22.35

[23.3] AIRFIELD CHART (see mapsheet)

[24.0] Special Movement

CASES:

[24.1] AXIS RESTRICTIONS

[24.11] Except for certain units, Axis units west of the line along the 22xx–23xx hexsides on the game-map may not move on Game-Turns 1 and 2; thereafter they may move freely. The 15th PG and Assietta Divisions and 19CCNN battalion may move without restriction; the Aosta Division may move, but may *not* move east of the line until Game-Turn 4.

[24.12] On Game-Turn 1, the three units of the Hermann Goering Division in hex 4121 must move so that all are adjacent to U.S. *amphibious* units by the end of the Second Axis Movement Phase.

[24.2] ALLIED RESTRICTIONS

[24.21] Until permitted by 24.27, U.S. units may not move north of the special line connecting hexes 2721–3517–4421. Units may advance after combat beyond this line, and those that do may operate freely beyond it.

[24.22] Throughout the game the Allied player must maintain a boundary between the U.S. 7th and U.K. 8th Armies. The line may be marked on the map by the 8th Army boundary markers provided in the counter mix. U.K. units may move into hexes defined as part of any army boundary, U.S. units may not. Boundaries may be changed during the Bookkeeping Phase simply by moving the markers. A boundary need not be a straight line, but it must divide the island in two.

[24.23] No unit of one Allied army may move or advance after combat into the area of the other. If a unit finds itself in another army's area for any reason, the Allied player must move it as quickly and directly as possible into its own area. U.S. and U.K. units never may stack with one another, and never may participate in the same *attack*.

[24.24] At the beginning of the Campaign Game, the boundary is the 45xx hexrow. Thus, until the boundary is changed, only Allied U.K. units may enter the 45xx hexrow. The Allied player may not change the boundary from the 45xx hexrow until a "continuous front line" (see 24.25) has been achieved. Once this line has been achieved, he may be required by 24.27 to make certain mandatory boundary changes which will be in effect for specified Game-Turns. Thereafter, he will be free to change boundaries as he wishes.

[24.25] A continuous front line is an unbroken line of hexes occupied by Allied units or their Zones of Control extending from any U.S.-controlled coastal hex to any U.K.-controlled hex on the eastern coast of Sicily.

[24.26] During his Segment of the Bookkeeping Phase, the Allied player examines his units to determine whether a continuous front line exists.

On the turn that the line is achieved, he refers to 24.27 and follows the applicable procedure. Once he has achieved a continuous frontline, the Allied player is *not* required to maintain it at any time during the game.

[24.27] The applicable set of the following requirements takes effect beginning with the Bookkeeping Phase of the *first* turn on which the Allied player has achieved a continuous front line. After the requirements have lapsed, he is free to change boundaries and move U.S. units as he wishes.

1. If neither Syracuse, Augusta nor Catania has been captured by the Allies, the army boundary remains along the 45xx hexrow, and U.S. movement restrictions (24.21) continue to apply, for the current and next two Game-Turns.

2. If Augusta and/or Syracuse has been captured, but Catania has not, the army boundary is immediately shifted to 3806–3819–4422–4430, and 24.21 continues to apply, for the current and next Game-Turns.

3. If Catania has been captured (and regardless of whether Augusta and Syracuse have been), the boundary is shifted to the 41xx hexrow for the current Game-Turn and 24.21 immediately and permanently ceases to apply.

[24.28] Only *one* set of limitations in 24.27 ever takes effect during the game. The other two are permanently ignored.

[24.3] SPECIAL UNITS

[24.31] A mountain unit may move through Level 2 to 6 terrain at the faster rate indicated in parentheses on the Terrain Effects Chart (see also 21.15).

[24.32] During the Supply Phase of his Player-Turn, the Allied player may equip certain units with pack transport. Pack transport allows a unit to trace supply like a mountain unit (see 21.15) but does *not* allow it to move at a faster rate. A unit must be in supply to receive pack transport. After Game-Turn 5, any unit of the U.S. 3rd Division may be so equipped. After Game-Turn 7, up to three British (*not* Canadian) infantry brigades also may receive pack transport. Place a "Pack Transport" marker on each such unit. Equipping each British (*not* U.S.) unit costs one Support Point. A marker may be removed at any time, but once removed is permanently taken out of play.

[24.33] Mountain, pack-equipped, and Italian coastal units may never use strategic movement.

[24.4] ROADS, BRIDGES AND TOWNS

[24.41] A unit using *tactical* movement must pay one additional Movement Point when entering a road hex containing a friendly combat unit. Additional units in the hex do not increase the cost. The point must be paid even if the unit is not moving along the road.

[24.42] Because of their ability to build bridges on short notice, *Allied mechanized* units may cross unbridged river hexsides under certain conditions. Neither hex bordering the river hexside may be Axis-controlled. The maneuver is *not* possible on rain turns. An Allied mechanized unit in supply pays an *additional* cost of 6 Movement Points to make the crossing, and may do so at any time during its Movement Phase. An out of supply or isolated unit may *not* make such a crossing.

[24.43] A *mechanized* unit using *tactical* movement pays one additional Movement Point for entering a town (*not* city) hex.

[25.0] Special Combat

CASES:

[25.1] TERRAIN

[25.11] Units in city (*and* town) hexes are subject

to the voluntary-attack provisions of case 9.13 (but see 25.13).

[25.12] A unit in a Level 4, 5, or 6 hex is *not* required to attack an enemy unit in a hex of terrain lower than its hex. If it does, it need attack only one such hex.

[25.13] Even if in a city or town, a unit is *always* required to attack enemy units occupying higher terrain levels.

[25.14] If a player's units occupy a higher level of terrain than enemy units, the player receives column shifts on the Combat Results Table equal to the difference in Level between the two hexes. In multi-hex combat, the highest terrain level each player occupies is used to calculate the column shift.

Example: Allied units occupy Levels 2 and 3; Axis units occupy Levels 4 and 5. Allied units are considered to occupy Level 3 (the highest level), and Axis units Level 5; the column shift is two columns for the Axis player ($5 - 3 = 2$).

[25.15] City, swamp, and sea hexes are considered Level 1 terrain *when measuring elevation*.

[25.16] A unit defending in a *town* (not city) hex receives a one-column shift to the left on the CRT. Only one such shift may be awarded per combat.

[25.17] An Axis unit defending against an amphibious landing has its Combat Strength doubled if attacked solely from a sea hex and/or across a river hexside. A unit defending normally across a river hexside also has its strength doubled as per 9.32.

[25.18] There are no hilltop bonuses, entrenchments, or improved positions in *Sicily*.

[25.2] DIVISIONAL INTEGRITY

[25.21] Corps designations (2.22) are not used in *Sicily*. If two designations appear across the top of a unit counter, they are read in the sequence regiment or brigade/division. Where a single designation appears on top, it is the unit's basic battalion, regiment or brigade designation.

[25.22] If any regiment or brigade of a division has been eliminated, no divisional integrity bonus may be awarded surviving units. Cadres may *not* be used to satisfy integrity requirements.

[25.23] The U.S. 2nd Armored and several Axis divisions have only two component regiments or brigades. They also are eligible for divisional integrity bonuses. The German 1FJ Division has three units. It may receive a bonus only if the 1/1FJ Regiment is received as a variable reinforcement (27.2)

[25.3] ARTILLERY AND NAVAL GUNFIRE SUPPORT

[25.31] Axis artillery units may provide support to either nationality. Allied artillery may only provide support to units of their own nationality. One Allied unit of either nationality may provide support if U.S. and U.K. units are defending in a multi-hex combat. An artillery unit must be in supply to provide support.

[25.32] The Axis player has two off-map artillery units on the Italian mainland. They may support combats on hexrows 59xx to 61xx inclusive. For the purpose of expending Support Points (22.11), one is considered Italian, the other German. In addition, any Axis artillery unit evacuated to the mainland (26.0) may give such a support bonus beginning with the Game-Turn after evacuation. Eliminated off-map artillery units *do* count for Victory Points (26.2, 28.0).

[25.33] The Allied player receives a certain number of Naval Gunfire Support (NGS) Points each Game-Turn. They may be expended one per com-

bat, and automatically will result in a column shift (exception: 25.35). The may only be used in combats involving units defending in a coastal hex or within two hexes of a *sea* or *partial-sea* hex. NGS Points are allotted to specific nationalities and are subject to 25.31. They may *not* be accumulated from turn to turn.

[25.34] The Allied player gets three U.S. NGS Points each on Game-Turn 1 through 5. An additional point is received each turn a U.S. depot occupies a *major* port free of demolitions.

[25.35] The Allied player receives one U.K. NGS Point on Game-Turn 1. It automatically produces a column shift. He gets one U.K. point each turn thereafter, but may use it successfully only on a die roll of 1. He may use it only once per Game-Turn.

[25.4] MISCELLANEOUS

[25.41] Some battalions in *Sicily* have two steps. When such a unit suffers a one-step loss, flip it to its reduced side. A two-step loss or a second one-step loss eliminates it.

[25.42] No unit ever may retreat or advance into terrain impassable to it by the rules of movement (see Terrain Effects Chart). A unit forced into prohibited terrain, or ending its Combat Phase in a sea hex, is eliminated.

[25.43] *Optional Rule: Sicily* covers a much longer real-time span than other games in this system. Units tend to fluctuate in efficiency over such a period. To reflect this, pick a new strength chit from the appropriate Morale Pool each time a non-cadre regiment or brigade is involved in combat. Return the old chit to the pool before drawing again. Note whether this unit was at full or reduced strength.

[26.0] Evacuation

CASES:

[26.1] EVACUATION

[26.11] Allied units may be evacuated from the island from depot hexes. Axis units may be evacuated from hexes 5902, 5903, 6001 or 6102. Evacuated units are permanently removed from play (exception: 25.32). Evacuated cadres should be set aside as they count for Victory Point purposes (28.0).

[26.12] Up to 6 Allied units may be evacuated per depot hex per friendly Movement Phase. The number of Axis units which may be evacuated from a hex is printed in the hex on the game-map. The number to the left of the slash is the number of Italian units, the number to the right German units, which may be evacuated from the hex each friendly Movement Phase.

[26.13] A unit may be evacuated on the same turn it arrives in an evacuation hex if it arrives with at least one-fourth of its Movement Allowance remaining (after modifying for supply state; round fractions down). Evacuation from an enemy-controlled hex or as a result of retreat after combat is not possible.

[26.2] MAXIMUM INTERDICTION

[26.21] After at least 10 Axis units have been evacuated on prior turns, the Allied player, on any non-rain turn, may declare Maximum Interdiction during the Bookkeeping Phase. On such a turn the Axis player must roll a die for each unit attempting to evacuate. He consults the Evacuation section of the Maximum Interdiction Table (26.24), which will show whether the unit successfully evacuates and/or suffers a one-step loss. The die roll is modified as follows: 1 is subtracted for each undestroyed off-map Axis artillery unit, including any eva-

cuated on previous turns. (For instance, on the first Maximum Interdiction turn, the modifier will be at least -2 because the Allied player will not have a chance to destroy any off-map artillery; see 26.22.) A unit which cannot evacuate, or which is eliminated in the attempt, counts against the capacity of the hex for that Game-Turn. Note also 7.11.

[26.22] At the *end* of the Axis Movement Phase of an interdiction turn, the Allied player rolls one die and consults the Anti-Artillery section of the Maximum Interdiction Table, cross-referencing the roll with the number of off-map Axis artillery units. The result will show the number of Victory Points he loses (an abstraction representing destroyed ships and aircraft), and whether an Axis artillery unit has been eliminated. Keep side records of each.

[26.23] Maximum Interdiction is in effect only for the turn it is declared. The Allied player may declare it any number of times.

[26.24] **Maximum Interdiction Table**
(see mapsheet)

[27.0] Reinforcements and Replacements

GENERAL RULE:

Units with a single or two-digit number (17.0) may be received as seaborne reinforcements on the Game-Turn corresponding to the number (see also 19.11). The Axis player may receive variable reinforcements of units with a letter code on their counters. Both players may receive replacements for depleted units.

CASES:

[27.1] SEABORNE REINFORCEMENTS

[27.11] All Allied seaborne reinforcements arrive at a depot hex of the appropriate nationality. If there are no such depots on the map, reinforcements are delayed until one arrives.

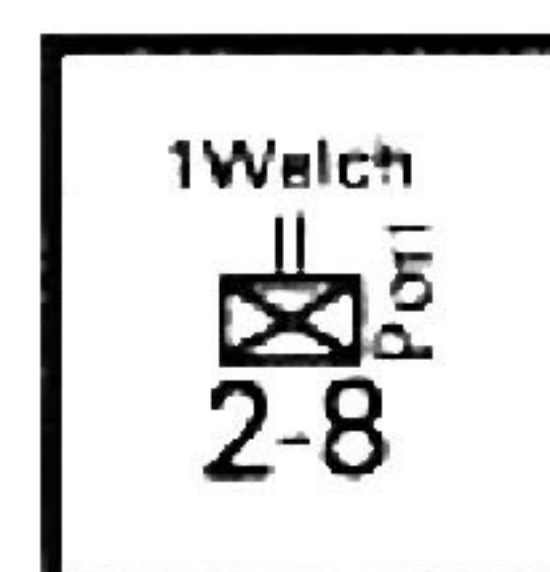
[27.12] Axis seaborne reinforcements arrive at Messina (*Optional rule:* The 3/1FJ may arrive at any airfield within 4 hexes of Catania; the 4/1FJ may arrive at 5314).

[27.13] A seaborne reinforcement may not arrive in a hex in an enemy Zone of Control unless the hex is occupied by a friendly combat unit.

[27.14] As a unit enters the map, it pays the terrain cost for its entry hex. There is no additional cost if more than one unit enters at the same hex (exceptions: 24.41, 24.43).

[27.15] Reinforcements may be delayed at the owning player's option.

[27.16] Some Allied reinforcements are marked as optional ("OPT"). If the Allied player brings such a unit into play, he immediately spends *two* Support Points if the unit is a regiment or brigade, *one* if it is a battalion. He also loses Victory Points (28.0). This rule also applies to optional airborne reinforcements.



[27.17] Because the British army used combat infantry battalions to unload supplies on beaches, the Allied player receives the five U.K. units marked "Port" when a U.K. depot occupies a *major* port free of demolitions. The units enter at the port at the rate of one per Game-Turn beginning on the turn after any demolitions have been removed.

[27.2] TACTICAL POINTS AND AXIS VARIABLE REINFORCEMENTS

If the Axis player can limit Allied gains, he stands a chance of receiving more reinforcements than historically. A well-prosecuted Allied campaign will result in the ouster of Mussolini, and cause desertions by Italian troops.

[27.21] Numbers are printed next to the names of some cities and towns on the map. These are Tactical Points.

[27.22] During the Bookkeeping Segment of Game-Turn 3, the players total the Tactical Points for all cities and towns captured by the Allies. The number of captured airfields are added to this. The Axis player then refers to the Variable Reinforcement Table (27.5) and locates at the top the column corresponding to that total. He rolls two dice and cross-references the roll with the column. The table will show a result in the form of one or more letters from A to K, or M or MX. An M or MX result indicates that Mussolini has been ousted (see 27.24).

[27.23] If the result is one or more letters from A to J, the Axis player receives as reinforcements all units which have those letters on their counters. Note that *all* these units are marked "VAR." The Axis player is subject to 27.16 if he brings them into play.

[27.24] If the result is K, no variable reinforcements are received. If it is M, no variable reinforcements are received and Italian Desertion (27.3) takes effect next Game-Turn. On an MX, no reinforcements of *any* kind are received for the rest of the game, and Italian Desertion takes effect.

[27.25] If the result is anything *other* than an M or MX, the players repeat the above procedure on all Game-Turns divisible by 3 (turns 6, 9, 12, etc.). On future turns, results other than an M or MX are ignored.

[27.26] No variable reinforcement may enter until Game-Turn 5. No more than three such units may enter per Game-Turn.

[27.3] ITALIAN DESERTION

[27.31] Once Italian Desertion has taken effect (see 27.2), the Axis player must roll for each Italian unit each Game-Turn during the Bookkeeping Phase. Rolls are made starting the turn following the M or MX result.

[27.32] An Italian unit suffers a step loss if the roll for the unit is 6 or more. Rolls are modified cumulatively as follows:

- 1 if the unit is stacked with a German unit
- 1 if the unit's Morale Level is 2
- 1 if the unit is a battalion with Combat Strength 2
- + 1 if the unit is adjacent to one or more Allied units which are not isolated
- + 1 if the unit is out of supply
- + 2 if the unit is isolated

[27.33] If an untried brigade or regiment suffers a step loss by desertion, immediately draw a strength chit for the unit and flip it over to indicate the step loss.

[27.34] Italian units eliminated via desertion count for Victory Point purposes.

[27.4] REPLACEMENTS

[27.41] Players receive Replacement Points by nationality as shown on the Game-Turn Record Track. Replacement Points may be saved for use on later turns. For replacement purposes, Canadian units are considered a nationality different from British units.

[27.42] A player may spend Replacement Points during his friendly Supply Phase. No more than

one point per friendly nationality may be spent per Game-Turn.

[27.43] Players receive armor and infantry Replacement Points. By expending one Armor Point, a player may flip a reduced tank or recon battalion to its full-strength side, or may restore to full strength a mechanized infantry regiment or brigade that has suffered a one-step loss. By spending an Infantry Point, a player may restore a non-mechanized infantry regiment with a one-step loss to full strength. Eliminated units and cadres may not receive points. A unit which receives a point must be of the same nationality as the point.

[27.44] An infantry regiment or brigade returns to full strength upon receiving a Replacement Point, but its Morale Rating is reduced by one. Remove its strength chit and place a Morale marker on the unit to indicate its new Morale Rating. When the unit next engages in combat, a new strength chit will be picked for the unit, from the pool corresponding to the new Morale Rating. If the unit suffers a step loss and receives replacements a second time, its Morale rating is again decreased by one. A unit whose current Morale Rating is one may never receive replacements (because its Rating would go to zero, an impossibility). **Note:** This Case applies only to *Allied* units; Axis units are never reduced in morale by Replacement Points.

[27.45] Italian units, units in enemy Zones of Control, out of supply units, and isolated units may not receive Replacement Points. A unit may not receive a point on a Game-Turn in which it received air or sea supply.

[27.46] Each time a player spends a Replacement Point, he immediately loses one Support Point. Move the Support Point marker to reflect the loss. Players also lose Victory Points for spending Replacement Points (see 28.0).

[27.5] VARIABLE REINFORCEMENT TABLE

(see mapsheet)

[28.0] Victory Conditions

GENERAL RULE:

The Campaign Game ends after Game-Turn 20, or any earlier Game-Turn if the only Axis units on the map are isolated or there are no Axis units at all on the map. At the end of the game, the Allied player counts his Victory Points, and determines the victor and level of victory. The Axis player never accumulates Victory Points.

CASES:

[28.1] ACCUMULATING VICTORY POINTS

If the game ends earlier than Game-Turn 20, the Allied player computes his Victory Points according to the following schedule. Note that certain conditions cause the Allied player to lose points. If the game ends after Game-Turn 20, the schedule is modified slightly (see 28.3). No matter when the game ends, isolated Axis units *always* are considered eliminated for Victory Point purposes.

[28.2] VICTORY POINT SCHEDULE

- + 1 per captured airfield (maximum 24; see note)
- + 1 per captured Tactical Point (maximum 84; see note)
- + 5 per eliminated Axis artillery unit or German brigade or regiment
- + 2 per German regiment or brigade reduced to cadre (see 28.3)
- + 2 per eliminated Italian brigade or regiment

- + 1 per Italian brigade or regiment reduced to cadre (see 28.3)
- + # per full Combat Strength each eliminated Axis battalion
- + 5 per unplayed Game-Turn if game ends before Game-Turn 20
- + 5 per variable German brigade or regiment brought into play
- + 2 per variable Italian brigade or regiment, or German battalion brought into play
- + 1 per German Replacement Point spent
- 5 per eliminated Allied brigade or regiment
- 2 per Allied brigade or regiment reduced to cadre
- # per full Combat Strength Allied battalion eliminated
- 5 per optional Allied regiment or brigade brought into play
- 2 per optional Allied battalion brought into play
- 1 per Allied Replacement Point spent
- # for points lost via Maximum Interdiction (see 26.2)

Note: If no Axis units, or only isolated Axis units, remains on the map, the Allied player receives full credit (108 points) for airfields and Tactical Points, even if he has *not* captured them all.

[28.3] LOSS OF VICTORY POINTS

If the game ends after Game-Turn 20, the Allied player gets *no* Victory Points for non-isolated Axis cadres *on the game-map*. Also, he loses points as follows for non-isolated Axis units *on the map*:

- 5 per Axis artillery unit or non-cadre German regiment or brigade
- 2 per non-cadre Italian regiment or brigade
- # per *current* Combat Strength each Axis battalion

[28.4] DETERMINING VICTORY

After Victory Points are computed, players refer to the following Victory Level Schedule to determine the victor and level of victory.

NET VICTORY POINTS	LEVEL OF VICTORY
175 or more	Allied Decisive
126 to 174	Allied Substantive
101 to 125	Allied Marginal
76 to 100	Axis Marginal
50 to 75	Axis Substantive
49 or less	Axis Decisive

[29.0] Variable Campaign Game

GENERAL RULE:

The Variable Campaign Game allows players to experiment with dispositions and invasion routes different from historical ones.

CASES:

[29.1] INVASIONS

[29.11] An invasion is defined as an amphibious landing (see 18.0) by up to 20 First and Second Wave combat units and depots. The Allied player *must* make two invasions (no more, no less) during the game. They may be made on the same or different Game-Turns, but at least one must be made on Game-Turn 1.

[29.12] Before the game starts, the Allied player decides when he will make his second invasion. If it is to be made after Game-Turn 1, he secretly writes down the turn. He must conduct the second

invasion on a turn within two Game-Turns of the secretly plotted turn (for instance, if he plotted Game-Turn 4, the second invasion may be made between Game-Turns 2 and 6).

[29.13] If the second invasion occurs on Game-Turn 2 or later, that turn also is an invasion Game-Turn. The *full* sequence of play (16.1) is followed. First-Turn rules (16.2) are ignored (exceptions: there *is* a Special Stage, and all units' Movement Allowances are halved during each Movement Phase).

[29.14] Landing hexes must be secretly plotted for all First Wave units of *both* invasions *before the start of the game*, and may not be changed. First Wave units may land only on beach or swamp hexes. No more than 2 First Wave units may land in the same hex. There is no limit on the location of eligible hexes that may be plotted for an invasion; they may be as far apart from one another as the Allied player wishes (exception: No invasion may be plotted between hexes 2706 and 5117 inclusive, clockwise).

[29.15] Before the game starts, the Allied player segregates the units he will use for the First and Second Waves of each invasion (up to 20 per invasion). No more than half an invasion force (up to 10 units) may be in a First Wave. Only non-mechanized infantry may be in the First Wave. Second Wave units may be of any type except artillery, and may land according to normal amphibious rules in any First Wave hex. Artillery may only be brought on as reinforcements.

[29.16] At the beginning of the game, the Allied player sets aside a separate reinforcement pool of any size he wishes for each invasion. Once a unit is assigned to a pool, it may not be shifted to the other. No reinforcement for a given invasion may arrive until two Game-Turns after the invasion takes place. Thereafter, reinforcements may be taken from a pool every third Game-Turn. No more than six units may arrive as reinforcements per invasion per eligible Game-Turn (exception: 29.17).

[29.17] All airborne missions are optional. *In addition to* amphibious landing units, up to 9 airborne battalions may make airborne assaults on Game-Turn 1. Thereafter, airborne units may be taken from reinforcement pools for any type of mission on any Game-Turn. The Allied player must roll a die (see 19.14) to determine how many units may participate in a mission on a turn. Airborne units do not count against reinforcement limits of 29.16. The Allied player plots target hexes for missions as per the airborne rules.

[29.18] Beginning on the Game-Turn of his choice, the Allied player receives 3 U.S. Naval Gunfire Support Points on each of five consecutive turns, in lieu of the points normally received on Game-Turns 1 to 5. On each Game-Turn that U.K. units participate in an invasion, he receives a U.K. Naval Gunfire Support Point that may be used without a die roll. If U.K. units participate in two invasions the same Game-Turn, only one point is received. Other points are received according to the normal rules.

[29.2] AXIS DEPLOYMENT

[29.21] Axis units are deployed after the Allied player has plotted invasions but before the plots are revealed. All Axis units with four-digit set-up codes are available. The Axis player may freely deploy these anywhere on Sicily (exceptions: Special Italian coastal units are dealt with as per 17.0; *all* Italian coastal units must be placed in their historical hexes).

[29.22] Additional Axis units may be received prior to the start of the game. The Axis player rolls two dice and consults the 0-5 column of the Vari-

able Reinforcement Table (27.5). The result indicates which units are potentially available. He then rolls a single die; the number rolled is the number of units he may choose from those available. Support Points must be paid and Victory Points lost if variable units are deployed on the game-map, as normal. Available units may be brought on as reinforcements rather than deployed initially. The Axis player still rolls for additional variable reinforcements on Game-Turn 3. He may receive normal reinforcements as per the Campaign Game rules.

[29.3] SPECIAL RULES

[29.31] The Allied player may use optional units in invasions or bring them on as reinforcements subject to the normal Support Point and Victory Point penalties.

[29.32] The following rules are *not* used in the Variable Campaign Game: 24.1, 24.21, 24.24 to 24.28.

[29.33] U.S. and U.K. units may participate in the same invasion(s), but all normal restrictions affecting nationalities (boundaries, supply, combat, etc.) still apply.

[29.34] If an Allied player conducts an invasion into any *northern* coastal hex, the Axis player receives *one-half* an Anti-Shipping Point (one-quarter point on rain turns) for each of the following airfields *not captured* by the Allied player: 0807, 0906, 1111, 1715, 2104, 2907 (round fractions down). Points represent off-map Axis aircraft that could bomb invasion shipping in the absence of Allied fighter cover from the captured fields. They may be received each turn during the Bookkeeping Phase beginning with the turn following the invasion. The Axis player immediately rolls a die and consults the Maximum Interdiction Table (26.24), cross-referencing the roll with the top row, which in this case corresponds to Anti-Shipping Points. The result will show the number of Victory Points lost by the Allied player that turn. Ignore the zero column and any elimination of Axis off-map artillery.

[30.0] Scenario: The U.S. Landing

GENERAL RULE:

This scenario is designed as an introduction to the system, and as a shorter version of the game which can be played in a couple of hours. The full game requires 10+ hours to play.

CASES:

[30.1] SCENARIO LENGTH

The scenario begins on Game-Turn 1 and ends at the end of Game-Turn 4.

[30.2] INITIAL DEPLOYMENT

Allied units: Only U.S. units are set-up, in accordance with case 17.0.

Axis units: Only Axis units whose placement is between hexrows 23xx and 44xx inclusive are set up. Exceptions: Units of the 15PG and Assietta Divisions and 19CCNN battalion are set up though they begin west of 23xx.

[30.3] WEATHER

If players agree to use historical weather, see 20.14.

[30.4] SUPPORT POINTS

At start: U.S., 6; Germany, 4; Italy, 3.

Additions: U.S., as normal; Axis, as normal, but receives only *half* the normal number (rounded down).

[30.5] REINFORCEMENTS

The Axis player receives *no* reinforcements (ignore variable reinforcement rules). The Allied player receives U.S. Game-Turn 3 reinforcements only. See also 19.12.

[30.6] SPECIAL RULES

No unit may move west of hexrow 23xx or east of hexrow 44xx. Exception: Axis 15PG and Assietta units and 19CCNN may move *into* that zone.

Thereafter they are subject to this rule. U.S. units may not move north of the special movement line.

Only U.S.-captured airfields are used when consulting the Airfield Chart.

[30.7] VICTORY CONDITIONS

Victory Points are calculated as per the Victory Point Schedule (28.2), though no points are received for unplayed turns. In addition, the Allied player receives 3 Victory Points if all hexes immediately to the south of the special movement line are occupied by U.S. units or their Zones of Control at the end of the game. If this provision is not fulfilled, the Allied player *loses* 3 Victory Points. Levels of Victory are calculated as follows:

NET VICTORY POINTS	LEVEL OF VICTORY
15 or more VP	Allied Decisive
6-14 VP	Allied Substantive
0-5	Allied Marginal
-5 to -1	Axis Marginal
-6 to -10	Axis Substantive
-11 or less	Axis Decisive

DESIGN CREDITS

Game Design: Dick Rustin

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Abbreviated Sequence of Play

PRELIMINARY STAGE

1. Weather Phase
2. Bookkeeping Phase

Allied Segment...

- ...Airfield/Support Point Track adjustment
- ...Tactical Point determination
- ...Emergency Bombing/Maximum Interdiction
- ...Adjustments to Army Boundary
- ...Amphibious End-Run determination

Axis Segment...

- ...Variable Reinforcements/Italian Desertion
- ...Effects of Italian Desertion

ALLIED PLAYER-TURN

1. Supply Phase
 - Mutual Supply Determination Segment*
 - Support Point Segment*
2. Movement Phase
 - Airborne Segment*
 - Amphibious Segment*

Depot Segment

Tactical Movement Segment

Strategic Movement Segment

3. Combat Phase

AXIS PLAYER-TURN

1. Supply Phase
 - Mutual Supply Determination Segment*
 - Support Point Segment*
2. Movement Phase
 - Tactical Movement Segment*
 - Strategic Movement Segment*
3. Combat Phase

SPECIAL STAGE

Invasion Game-Turns Only

1. Allied Phase
2. Axis Phase

GAME-TURN INDICATION STAGE