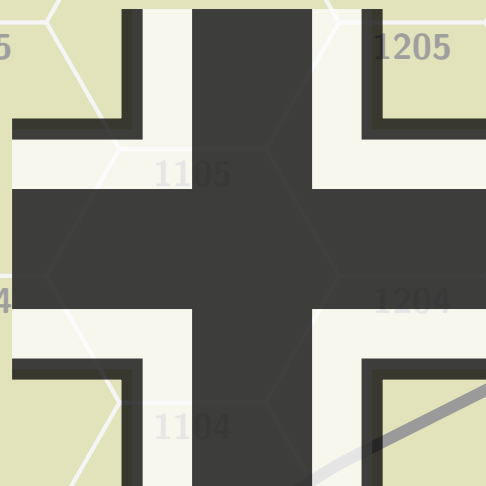
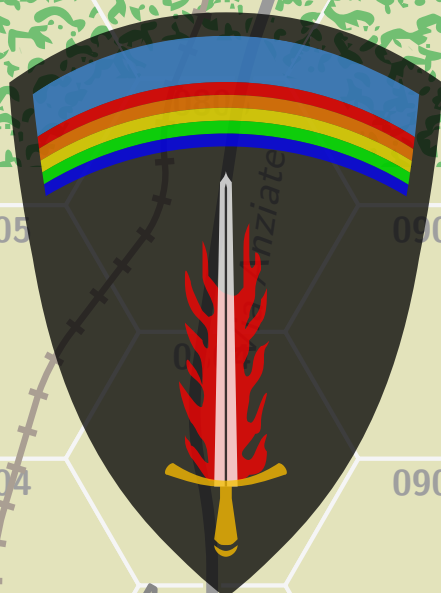


ANZIO BEACHHEAD



Simulations Publications, Inc.

Revised by Christian Holm Christensen

Game Design:	Dave Williams
Graphics:	Redmond A. Simonsen

Game mechanics

Period	WWII
Level	operational
Hex scale	1.4 km (0.9 miles)
Unit scale	regiment (III)
Turn scale	six days
# turns	7
Unit density	medium
Complexity	3 of 10
Solitaire	8 of 10

References

- [1] “Anzio Beachhead”, *Strategy & Tactics* **20**, 1969.
- [2] von Borries, V., “Wildcat or whale? The historical account of the Allied landings at Anzio”, *Strategy & Tactics* **134**, p14-21, 1990.

This version all text, illustrations, graphics, and layout by Christian Holm Christensen.



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Preface

This is my rework of *Anzio Beachhead*. The game was originally published in *Strategy & Tactics* **20**, 1969, by *Simulations Publications, Inc.* (SPI). A similar game was later, in 1990, published in *Strategy & Tactics* **134**, by *World Wide Wargames*. Although the two games carries the same title and operate on a similar level, they are *very* different games.

The document at hand implements the game from 1969. The rules have been restructured and additional illustrations have been added. A number of ambiguous and unclear rules have been tidied up. All graphics is likewise entirely new.

These changes means that the rules are far more voluminous than the original rules, which took up about three pages. However, the increased number of pages, I believe, is a small price to pay for the clarity that comes with the addition of illustrations, and more comprehensive text. The restructuring means that some things will be repeated, though I have tried to keep that to a minimum, but on the other hand it should be easy to find the information where it makes sense in terms of game play.

Christian Holm Christensen

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Rules

Introduction

Operation Shingle started on the 22nd of January, 1944, in an attempt to disrupt the German lines of communication to the Gustav Line — the bottleneck half-way up the boot of Italy. The intent of the invasion at Anzio, some 56 km (35 miles) south of Rome, was to establish a beachhead and venture further inland to the east and north. However, the American commander in charge, Major General John P. Lucas, decided that he did not have enough troops for such an operation, and instead sought to secure the beachhead. To this, British Prime Minister Winston Churchill, said

I had hoped that we were hurling a wild cat onto the shore, but all we got was a stranded whale.

The operation was not an unmitigated disaster or victory. The Allied troops managed to hold on to the beachhead in the face of a massive German counter-attack. But they failed the second aim at disrupting the German lines of communication.

This game asks the question, what if the Allied had been more aggressive? Could they have succeeded in drawing troops away from the Gustav Line, or even pushed on Rome? The game is between two factions: The Allied faction (♣) composed of British and American troops, and the German faction (♠).

§1 Components


The game consists of

- a board showing the area around Anzio, Italy,
- 112 counters, of which 36 and 59 represents Allied and German, respectively, formations, and 11 and 2 Allied support and game mechanics markers, respectively,
- two Order of Battle (OOB) chars, one for each of the Allied and German faction, and
- these rules.

Additionally, one six-sided (1d6) dice is needed.

§1.1 The board

The board has a map, with the most important features, of the area around Anzio on, with a grid of hexagons (or ‘hexes’) superimposed on it. This grid governs the manoeuvres and combat of the German and Allied formations. The hexes are roughly 1.4 km (0.9 miles) across, have grid coordinates printed, and terrain and features shown in them. These are summarised in Table 1.

 **Clear** Open terrain with limited growth. Movement through these hexes is largely unencumbered.















Terrain or feature	Movement cost	Combat effect ¶
 Clear	1	
 Woods	Stop*	
 Swamp	Stop*	
 River†	OT‡/Stop* ×2 DF§	
 Landing	1£	
 Reinforcement	Stop*¥	
 Fortified		×3 DF
 Road	½\$	
 Unfinished road	1\$	
 Bridge	1\$	
 Rail road		
 Town		
 City		
 Enemy ZOC	Stop*#	

Table 1: Terrain and features effect chart. If there is nothing specified in a cell in the table above, then other terrain or features in the hex apply.

*Unit *must* stop on entry.

†River pass through *at least* 2 hex-sides.

‡Other terrain when move *along*.

£♣ and 1A only.

¥♠ on reinforcement only.


\$Move *along*, negates other terrain.


#Unit *must* stop on exit.


§If *all* attackers on river.


¶Not cumulative.


 **Woods** More dense growth that limits movement.

 **Swamp** The are to east of the map is the *Bonifica Pontina*, a reclaimed land project where the German Wehrmacht had stopped the pumps in an effort to halt the Allied advance. The area limits movement.

 **River** Bodies of water that run across hexes. These form major obstacles for both movement and combat. Note, a hex is only considered a River hex if the river runs *through* the hex and perforate *at least* two hex sides. Hex 0702, for example, is *not* a River hex.

 **Allied Landing** These hexes are where the Allied troops land on the *first* turn and impulse (1A). After that, they have no consequences for manoeuvres nor combat.

 **German south edge** German reinforcements coming the south have limited mobility and must stop upon entering the board (§6.1).

 **Fortified** In these hexes, there are significant structures and buildings that allow a defender to have an

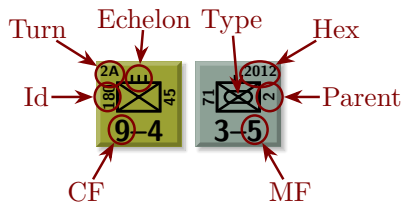


Figure 1: Elements of units.

*If the CF is parenthesised (x), then the unit *may not* attack, and the CF applies when *defending* only.

☒	Infantry
☒	Airborne infantry
☒	Ranger
☒	Commando
☒	Special Forces
☒	Engineer
☒	Airborne Engineer
☒	Armoured Engineer
☒	Armoured
☒	Armoured reconnaissance
☒	Armoured infantry
☒	Air defence [†]
☒	Naval Artillery Support ^{*‡}
☒	Close Air Support ^{*‡}

Table 2: Unit types as given by NATO symbology

improved defensive stance.

- ☒ **Road** Major roads that connect hexes. Moving along these roads is fast, and unhindered by other terrain.
- ☒ **Unfinished roads** Roads that have not yet been fully constructed. While they do not provide speed of movement, they do allow troops to move through otherwise difficult terrain.
- ☒ **Bridge** Structures that allows passing over otherwise difficult terrain, such as rivers, unencumbered.
- ☒ **Railroad and stations** These do not effect troop manoeuvres, and are shown mainly for the historically interested.
- ☒ **Town & City** Denser structures. In an of themselves they have no effect on manoeuvres or combat, and are shown mainly for reference.

§1.2 The counters

Of the 112 counters, 95 of them represent military formations, or units. These units are colour coded for their nationality: German units are *feldgrau* (green-gray), British kahki, and American fatigue green. Examples of units are shown in Figure 1. The elements of a unit are

Id The unit identifier.

Parent The unit's parent division identifier. Units that have no parent identifier were typically under the di-

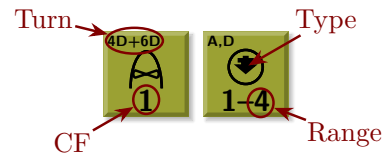


Figure 2: Elements of Allied support markers. To the left is a CAS marker, and on the right a NAS marker

rect command of either the American IV corps or German XIV army.

Echelon The rough size and hierarchical placement of the unit. The echelons are summarised in Table 4. A hex can sustain a limited number of personnel, as determined by the formation sizes (see §5).

Type The type of the unit. These are summarised in Table 2.

CF Combat factor The strength of a unit. This number reflects how strong the unit is at attacking and defending. Note, a unit with a parenthesised CF *may not* attack, and the CF applied only when defending.

MF Movement factor The mobility of a unit. The number reflects how far a unit may move on a given turn.

Turn If present, this field stipulates on which turn and impulse the units enters the board (see §6.1). If *not* present, then the unit start on the board.

Hex If present, then the unit starts on-board at the hex specified (see §2).

Apart from the counters representing the units, there are 11 additional markers that are used to represent either Naval Artillery Support (NAS) or Close Air Support (CAS) by Mediterranean Allied Tactical Air Force (MATAF). These are only used if the optional rules on naval or air support, respectively, are used (see §2). The various elements of these markers are shown in Figure 2.

CF Combat factor Bonus combat factor that a supply marker may add to the CF of regular units. Note, a support unit *cannot* attack, *nor* defend, on its own.

Range The range of the support marker, starting from any coastal hex. Note, CAS markers have infinite range, while NAS can only reach 4 hexes in from the coast, starting with the first coastal hex.

Turn CAS markers have up to 2 turns and impulses in this field, indicating when they will be available. NAS is available on every turn, but only in the impulses listed.

Type Denotes the type of support: CAS ☒ or NAS ☒. Finally, there are two game mechanics markers: a game turn and impulse marker, to be used with the turn and impulse track, respectively, on the board.









Impulse	Faction	MF		
A		×1	✓	✓
B		×½	✗	✗
C		×1	✓	✗(✓*)
D		×1	✓	✓
E		×½	✗	✗
F		×1	✓	✗(✓*)

Table 3: Impulse sequence. The table lists, for each impulse, which faction is in turn, how large a fraction of the units' MF is available for manoeuvres, and whether units may attack (↑).

**C & F combat*: If this optional rule is in effect, then impulses C and E has additional *combat* phases. Note that only units that were *not* engaged with the enemy at the *start* of the impulse may attack in these optional combat phases.

§2 Set-up

Start by laying out the board and OOBs on a flat surface. Then place every counter on its designated place on the OOBs. Place the game turn and impulse markers on the “1” and “A” slots on their respective tracks on the board.

Next, the factions should decide which, if any, optional rules should be in effect. There are six optional rules:

C & F combat When this rule is in effect, impulses C and E *also* has a combat phase (§3).

Automatic victory With this optional rules, an attacker may *overrun* an any occupied hex by amassing enough strength to obtain 7:1 odds (§6.3.2).

✚ supply Historically, the German troops were drawn from reserves north east of Anzio. This option limits where German reinforcements arrive (§6.1).

🛡 NAS With this optional rule, the Allied faction will receive the benefit, offensive *and* defensive, of Naval Artillery Support (NAS), on every turn (§7).

🛡 CAS Towards the end of the game, the Allied faction will receive Close Air Support, to simulate the air superiority obtained by the Allied faction (§7).

🛡 morale With this optional rule, the morale of the Allied units *may* break. If that happens, that means the German faction will be able to penetrate into and beyond the Allied lines (§6.4).

Once the optional rules has been chosen, the game can begin in earnest.

§3 Turn and impulse sequence

The game is played over 7 turns. Each turn corresponds roughly to 6 days of real time. Each turn is further subdivided into 6 impulses, each roughly one day, as shown in Table 3.

A and D 🛡 and ✚ full movement and combat impulses, respectively. In these impulses, the faction in turn (🛡 for impulse A, ✚ for impulse D), may move all of its units (§6) and attack the enemy (§7).

Units may be moved up to and including their *full* MF (§6). *All* movement *must* be concluded before declaring combats, and *all* combats *must* be declared before resolving any combat (§7). That is, these impulses consists of two phases *Movement* and *Combat*.

🛡 NAS If this optional rule is in force, then the Allied faction will receive three support NAS markers on these impulses (see §6.1.2).

🛡 CAS On turn 4 and 6, in impulse D, the Allied faction will receive 8 and 12, respectively support CAS markers. These markers can be used in the impulse they are received (4D and 6D) *or* the following A impulse (5A or 7A) (see §6.1.3).

B and E ✚ and 🛡 *half* movement impulses, respectively. The faction in turn (✚ for impulse B and 🛡 for impulse E) may move all of its units up to and including *half* their MF (§6). Units *may not* move into enemy Zone of Control (§4).

No combat is allowed in these impulses. That is, these impulses have a single *Movement* phase.

C and F 🛡 and ✚ full movement impulses, respectively. In these impulses, the faction in turn (🛡 for impulse C and ✚ for impulse F) may move all its units up to and including their full MF (§6).

That is, these impulses have a single *Movement* phase.

C & F combat If this optional rule, these two impulses have an additional *Combat* phase, just like impulses A and D. As in impulses A and D, *all* movement must be finished and *all* combats must be declared *before* resolving any combat (§7).

However, only units that *do not start* the impulse in enemy ZOC (§4) may attack during this combat sub-impulse. That is, units there were *engaged* at the *start* of the impulse *cannot* attack during these impulses.

During one faction's impulses, the opposing faction *may not* perform manoeuvres or combat. However, the faction not in turn should pay attention and plan for its next impulse.

🛡 NAS and 🛡 CAS If either of these optional rules are in effect, then the Allied faction may be called on to reveal NAS or CAS during the German combat phase of impulse D.

Use the game impulse marker and track on the board to keep track of the current impulse. The turn is over once all six impulses have been completed. The game turn marker should be used moved to the next turn, and the game impulse marker to A, and the next turn begins.

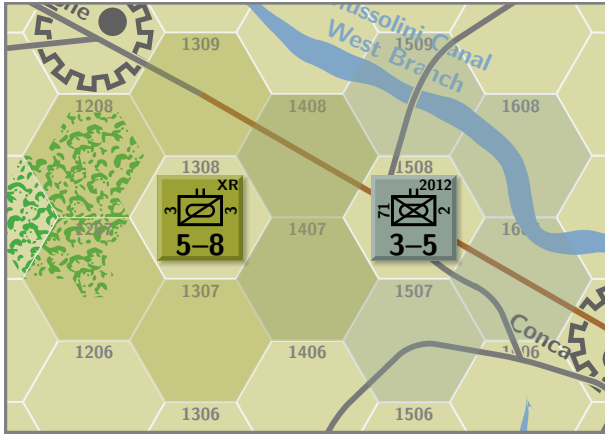


Figure 3: Zone of control (ZOC). The American 3rd division, 3rd armoured reconnaissance battalion (in 1308) and the German 2nd division, 71st armoured infantry battalion (in 1508) excerpt ZOC into the six hexes highlighted in green and blue-gray, respectively. Note that *both* units excerpt ZOC into 1407 and 1408.

Brigade	Regiment	Battalion
×		
2		
	2	
1	+	1
1		+ 2
	1	+ 2
		4

Table 4: Stacking limitations. We can think of a brigade (×) or regiment (|||) as equivalent to two battalions (||). Then up to four battalions worth of units may stack in a single hex.

The *Movement* and *Combat* phases will be expanded upon in §6 and 7, but first we must elaborate on *Zone of Control* and *Stacking* (§4 and 5, respectively).

§4 Zone of control

Every regular unit excerpts a *Zone of Control* (ZOC) into the six hex neighbouring of the hex the unit occupies. ZOC is *not* blocked by terrain nor features, nor does enemy or friendly units inhibit a units ZOC. This is illustrated in Figure 3.

Enemy ZOC (EZOC) influences the manoeuvres possible by a unit (§6.2.2). A unit that is an enemy unit's ZOC, is said to be *engaged* with that enemy unit. When a unit leaves an enemy unit's ZOC, it is said to *disengage*.

§5 Stacking limitations

No more than the equivalent of four battalions (||) may occupy a given hex, regardless of any terrain or features of that hex. A brigade (×) or regiment (|||) unit is, in

this context, equivalent to two battalions. For example, a brigade (×) and a regiment (|||) may occupy the same hex, as may one regiment (|||) and two battalions (||). See also Table 4 for a precise breakdown.

Units of opposing factions may *never* occupy the same hex, however temporarily.

These limitations *must* be observed *at the end* of any movement or combat phase of a impulse (§3).

During the movement phases (§6) or retreats (§7.4) stacking limitations *may* be temporarily broken. That is, friendly units may pass over other friendly units, or swap places, even if that would mean these limitations are broken *during*, but not at the end of the phase, operation.

Note that  NAS and  CAS markers *do not* count towards the stacking limitations.

§6 Movement

During the *Movement* phase of every impulse of every turn, the faction in turn may receive reinforcements (§6.1), as shown on the factions *Order of Battle* (OOB), and may move any or all of its units, contingent on applicable rules (§6.2).

All combats to be resolved in a following combat phase *must* be declared by the end of the movement phase (§6.3).

Stacking limitations (§5) *must* be observed at the *end* of the movement phase, but can be ignored *during* the phase. Units of opposing factions may *never* occupy, however temporarily, the same hex.

Automatic victory If this optional rule is in effect, then friendly units *may* occupy or move through a hex occupied by enemy units *if and only if* those enemy units were subject to an automatic victory attack and were eliminated (see §6.3.2).

§6.1 Reinforcements

On specific turns and specific impulses, both faction will receive reinforcements. This is shown on the factions OOB. These units arrive at any time during the movement phase.

There is *no* limit to how many units may arrive as reinforcement in a single hex. Stacking limitations (§5) only apply at the *ends* of the movement and combat phases of a impulse.

§6.1.1 Allied

On impulse 1A (the first impulse of the first turn), Allied units *must* move on to the connected coastal hex with the same colour outline as the starting hex. Note that this move costs 1 MF. See also Table 5.


After the first impulse (1A), all Allied reinforcement units arrive in either Anzio (0802) or Nettuno (0903). The Allied units *do not* expend any movement factors (MF) on this.

Beach	Starting	Coastal
"Peter"	Red	PR 0407
	Yellow	PY 0507
	Green	PG 0506
"X-ray"	Red	XR 1302
	Yellow	XY 0802
	Green	XG 1401

Table 5: Allied landing hexes. Allied units starting on "Starting" hex *must* move first to "Coastal" hex. This move costs 1 MF.

If either hex is occupied by or in the ZOC of (§4) a German unit, then that hex may *not* be used for reinforcements. Such a hex may *not* be used for reinforce *until* an Allied unit has occupied that hex for a *full* impulse i.e., the Allied unit started and ended its impulse in the hex without ever leaving the hex.

§6.1.2 Allied naval artillery support


This only applies if the  NAS optional rule is in effect. In the A and D impulses of every turn, the Allied faction receive three NAS support markers. They should be placed anywhere in the sea.

During the following A and D *Combat* phase, these markers may be used to increase the offensive or defensive CF of a combat, respectively.

NAS has a range of 4 hexes from the coastline, counting from the first coastal hex. See below for how support markers are allocated.

Unused NAS marker *must* be placed back on the OOB at the end of the A or D impulse.

§6.1.3 Allied close air support

This only applies if the  CAS optional rule is in effect. In the D impulse of turn 4 and 6 the Allied faction receive 8 and 12, respectively, CAS markers. These should be placed anywhere in the sea.

The CAS markers may be used to increase the defensive or offensive CF in the following *Combat* phase of D or A, respectively.

CAS markers has an infinite range and can be used anywhere on the map. See below for how support markers are allocated.

CAS markers that are not used during the D impulse in which they appear, may be used in the following A impulse (but *not* in the F impulse even if the *C & F combat* optional rule is in use).

Unused CAS support markers *must* be put back in their slot on the Allied OOB in A impulse following their appearance. That is, CAS markers that appear on 4D or 6D are removed from play at the end of 5A or 7A.

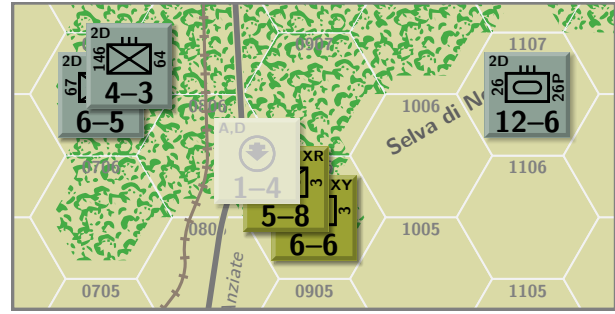


Figure 4: Allocation of defensive support during a D impulse. The Allied units in 0906 are likely to be attacked by the German units in 0707 and 1107 at odds 2:1 (22 CF versus 11 CF). The Allied faction therefore allocates one NAS to the defence of 0906, bringing the Allied CF to 12 and thus lowering the German odds to 1:1 (§7.1). Note that the Allied faction *could* have allocated two support markers, and would thus lower the odds to 1:2 if only the German 26th Panzer division, 26th armoured regiment will attack.

§6.1.4 Allocation of Allied support

Support markers *may not* attack *nor* defend on their own. They *must* be allocated to combats where at least one Allied ground unit participates. More than one support marker may be allocated to a single hex up to the limit of available support markers.

D Impulse Before the German faction moves any of its units, the Allied faction *must* note down, in secret, which hex or hexes, which *must* contain Allied units, will receive support. See Figure 4 for an illustration.

For NAS, the hex *must* be within 4 hexes (3 intermittent hexes) of the coastline, where the first coastal hex is included in the count. CAS markers can be placed anywhere on the map.

At the end of the German *Movement* phase, after combats have been declared, the Allied faction *must* reveal the allocated support and which hexes receive that support. The German faction should then place the support markers on the allocated hexes.

The allocated support is included when calculating the defensive CF of the Allied defending units when the combat is resolved (§7.1).

If the German faction *did not* declare a combat into the hex that was allocated support, then that support marker or markers is nevertheless considered *spent*, and *must* be placed back on the Allied OOB.

A impulse Support markers are placed on any defending German units when declaring a combat. See Figure 5 for an illustration.

For NAS, *any* of the defending German units *must* be within 4 hexes (3 intermittent hexes) of the coastline, where the first coastal hex is included in the count. CAS

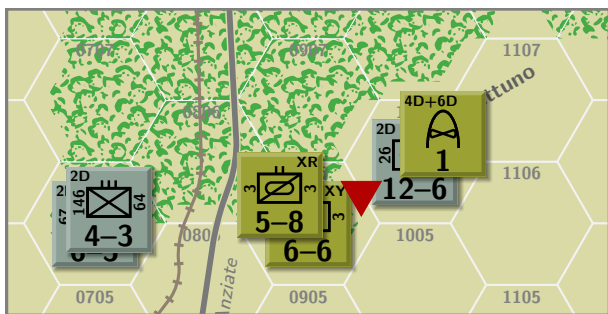


Figure 5: Allocation of offensive support during an A impulse. Continuing the example from Figure 4, the German faction anticipated that the Allied faction would allocate support and therefore only attacked with the German 26th Panzer division, 26th armoured regiment, which the allied faction now counter-attacks. The Allied faction allocates one NAS to bring the combat odds to 1:1 (5+6+1 CF versus 12 CF, see also §7.1). Note that the Allied faction could not use NAS support, as 1006 is 5 hexes away from the coastline.

markers can be placed anywhere on the map.

The allocated support is included when calculating the offensive CF of the Allied attacking units when the combat is resolved (§7.1).

§6.1.5 German

German reinforcement units enter the board from *any* edge, and the first hex entered costs no MF to enter.

German units that enter over the southern edge (hex row XX01) *must*, however, stop immediately and can move no further that impulse.

German reinforcement units in B impulses *or* if they enter over the eastern or western edge, *may not* enter the board in a hex that is in Allied ZOC. They may on other impulses *and* if they enter over the northern or southern edge.

§6.1.6 Limited German supply

This only applies if the **☙** *supply* optional rule is in effect. *At least* half of the total CF of reinforcements *must* arrive west of hex column 11YY (*Via Anziate*). That is, if the German faction receives 41 CF as in 1D, then 21 CF worth of units *must* arrive on the western edge or on the northern edge in hexes 0117 up to and including 1016.

§6.2 Manoeuvres

During a movement phase, the faction in turn may move any or all of its units within the rules below. Units may be moved in any order. Units are never forced to move. Movement of a unit or stack of units is done by moving from one hex to a neighbouring hex in any direction possible, paying the applicable *Movement Factor* (MF, see §1.2) for each hex moved and observing any terrain



Figure 6: Movement. The figure above shows some possible moves of the German “Schmidt” air defence battalion starting from hex 1014. Moving south down to 1011 goes through two clear hexes, but from 1012 to 1011, road movement is used. Likewise, the route to 0811 uses entirely road movement. On the way to 0714, the German unit first uses regular road movement, and then movement along an unfinished road, for two hexes. Note that along this route, the river terrain in 0713 is ignored due to the unfinished road. However, if the unit deviated to 0813 or 0612, it would have stop movement as it entered a river hex. The deviation to 0611 goes via the *clear* hex 0712 (the river does not protrude two hex sides), and movement does not have to stop until 0611.

restrictions. If a unit does not have enough remaining MFs to enter a hex, then it may not move into that hex. Units in turn have their *full* MF available in impulses A, C, D, and F, and only *half* their MF in impulses B and E. MFs *may not* be transferred between units *nor* accumulated over impulses and turns.

☙ Allied support markers *do not* perform movement.

§6.2.1 Terrain and features

The MF cost and restrictions of moving into a hex is summarised in Table 1.

The base cost of moving into a hex is as follows:

☙ **Allied landing beaches** During 1A, it costs the Allied units 1 MF to enter these hexes from their starting hexes. At all other times, the other terrain and features dictate the MF cost.

☙ **Road** Moving *along* a road costs ½ MF. To move along a road means that the unit moves across a hex side perforated by the road. For example, moving from 1110 to 1109 over the south edge is *not* road movement. Moving along a road negates *all* other restrictions of the hex entered.

Automatic victory If this optional rule is in effect,

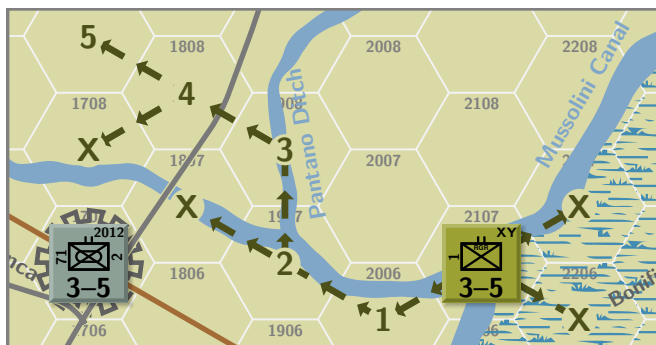


Figure 7: River movement. The American 1st Ranger battalion starts its movement phase on the river hex 2107. If it moves to 2106, 2206, or 2207 it must stop movement immediately as it enters a Swamp hex. On the paths to 1708, 1808, and 1807 the ranger battalion moves *along* the river for the first few hexes and is therefore not restricted by that terrain. When the units enters 1708 or 1807 it must stop as it enters a river hex or enemy ZOC, respectively.

then moving into or through a hex subject to an automatic victory *cannot* use road movement. That applies both when moving *into* and *out of* such a hex. Thus other terrain restrictions *does* apply in such a hex.

Bridge Moving *over* a bridge costs 1 MF and negates other terrain restrictions. To move *over* a bridge, the unit *must* move into the hex over *either* edge pointed to by the bridge. For example, moving from 2510 to 2410 costs 1 MF and ignores the river and swamp terrain, as it counts as moving over the bridge. However, moving from 2511 to 2410 would count as moving into a river and swamp hex (the unit must stop).

Automatic victory Same as for Road () hexes.

Other terrain or features Moving into a hex, not via a road () costs 1 MF. In addition, other terrain restrictions may apply.

Automatic victory If this optional rule is in effect, then moving into a hex subject to an automatic victory costs 2 MF. Other restrictions on movement imposed by the terrain of the hex subject to the automatic victory still applies. That is, if the hex is a Woods (), Swamp (), or River () hex, then the units *must* stop movement and cannot move further that impulse, *even if* the hex is entered via a road, unfinished road, or bridge.

Certain terrain impose additional restrictions on movement, in addition to the MF costs given above.

Woods and Swamp A unit *must* stop movement when it enters a woods or swamp hex, and cannot move further that impulse. Thus, a unit traverse a wood or swamp *one hex per movement sub-impulse*.

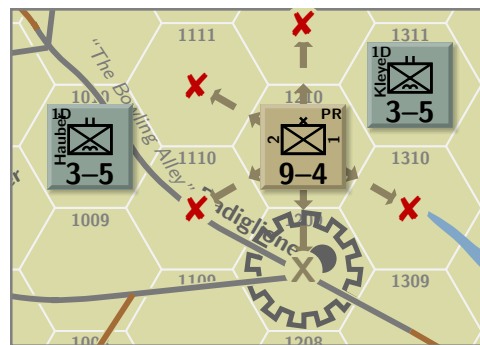


Figure 8: Enemy ZOC and movement. The British 1st division, 2nd infantry brigade in 1210 is engaged with the enemy German "Kleye" airborne battalion in 1311. It can *only* move to 1209, and *must* stop movement there as it disengages from enemy ZOC. All other possible hexes are in enemy ZOC, and the British unit *must* disengage before it can reengage the enemy.

River When a unit enters a river hex over a hex edge not perforated by the river, it *must* stop movement and cannot move further that impulse. If the unit moves *along* the river it need not stop. That is, if the unit started its movement phase on a river hex and then moves *along* that river, it may do so at the cost of the other terrain in the hexes. Note, for a hex to be considered a river hex, the river *must* traverse the hex and perforate *at least* two hex sides (hexes 0712 and 1310, for example, are *not* river hexes).

South edge () only. German reinforcement units that enter the board on the *south* edge *must* stop upon entering the map and cannot move further that impulse.

Road & Unfinished road Moving *along* a road or unfinished road, as explained above, ignores other terrain restrictions.

Automatic victory Road movement cannot be used when moving into or through a hex subject to an automatic victory.

Bridge Moving *over* a bridge, as explained above, negates other terrain restrictions.

Automatic victory Same as for Road () hexes.

All other terrain or features of hexes do not have specific restrictions, and the other terrain in the hexes applies. Specifically, railroads (), towns (), cities (), and fortified () hexes have no effect on movement.

See also Figure 6 and 7 for illustrations.

§6.2.2 Enemy ZOC

When a unit *enters* enemy ZOC (§4), or *engages* enemy units, it *must* stop movement and cannot move further that impulse.

A unit *may* leave enemy ZOC by moving into a hex that is *not* in enemy ZOC, i.e., it must *disengage* completely.

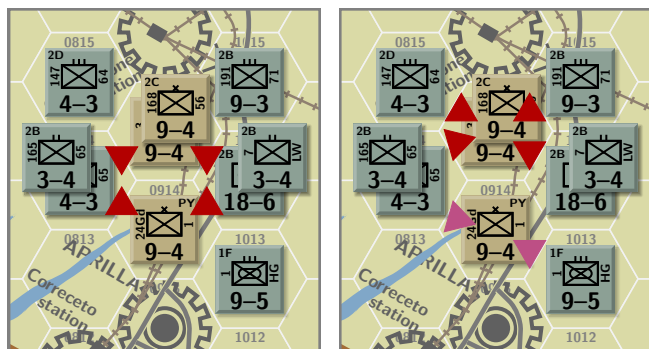


Figure 9: Combat declaration. Left: The German units in 0814 and 1014 attack the British units in *both* 0914 and 0915 at 28 CF versus 27 CF (odds 1:1, §7.1). The German units in 0815, 1013, and 1015 *may not* participate in the attack, since they are not adjacent to *all* defenders, nor may they attack into 0914 and 0915, respectively, since opposing units may only be attacked once per impulse. Right: The German units in 0815, 1015, 1014, and one unit from 0814 attack into 0915 at 37 CF versus 18 CF (odds 2:1). The other German unit in 0814 and the German unit in 1013 attack into 0914 (magenta arrows) at 13 CF versus 9 CF (odds 1:1). If the combat in 0914 resulted in AX or AR (§7.2), then only the unit in 0814 that attacked there would be affected by that result, and similarly for the attack into 0915.

Then, the unit *must* stop and can move no further that turn.

Units *may not* enter enemy ZOC in impulses B and E. Units that start their B and E impulses *may* disengage if possible.

See also Figure 8 for an illustration.

§6.3 Combat declaration

The faction in turn may, at any point during a movement phase, in impulses where there is a following combat phase, declare combats. That is, at any point during the movement phase of impulses A and D, and impulses C and F if the *C & F combat* optional rule is in play, can combat be declared.

Once a unit has been declared to attack it may not move further in that movement phase.

Units that are adjacent to enemy units *may* attack those enemy units. Friendly units in the same hex need *not* all participate in the same combat, and friendly units in the same hex may attack different enemy units.

However, a unit may participate in *one* combat per impulse, and its CF *cannot* be divided between combats.

Friendly units in multiple hexes may attack the same enemy units, possibly in multiple hexes, as long as *all* attacking units are adjacent to *all* defending units.

All defending units in a hex *must* be attacked as a whole,

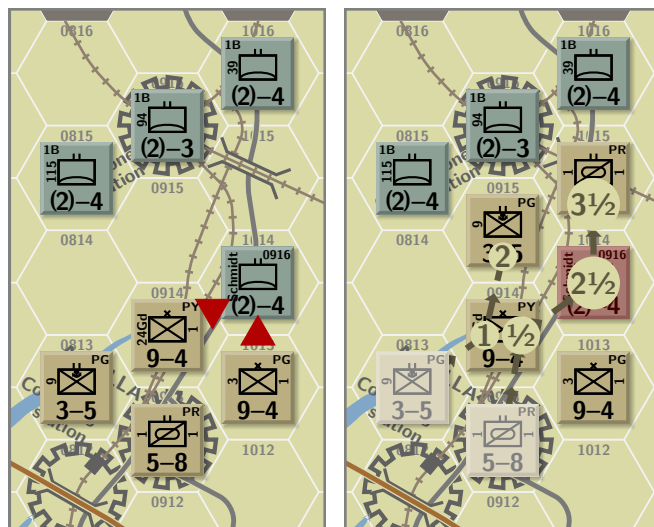


Figure 10: Automatic victory. Left: The two brigades of the British 1st infantry division (18 CF) attack the German “Schmidt” air defence battalion in 0915 (2 CF) and achieve automatic victory (odds 9:1). Right: The British 1st division, 1st armoured reconnaissance brigade may therefore move to 1015. Note that it *may not* use road movement when moving from 0914 to 1014, nor when leaving 1014 to 1015. Likewise the British 9th commando battalion moves to 0915, ignoring the ZOC of the AV’d German unit in 0914.

and defending units can only be attacked *once* per impulse. Defending units *must* use their full CF when defending.

See also Figure 9 for an example.

C & F combat If this optional rule is in effect, then impulses C and F also has a combat phase. However, only units that started these impulses *out* of enemy ZOC, but since then moved into one, may attack.

Other units, that *started* their C or F impulse *in* enemy ZOC *may not* attack, even if they occupy the same hex as units that *may* attack.

§6.3.1 Allied defensive support

This only applies if one or more of the NAS or CAS optional rules are in effect.

The Allied *must* reveal the previously allocated NAS or CAS hexes and how many markers were allocated to each hex, only *after* all impulse D movement has been done and all combats of a have been declared by the German faction. See also Figure 4.

The Allied faction *must* then place the appropriate number and type of support markers on the defending Allied units. The bonus CF *must* then be factored in when calculating the combat odds (§7.1).

§6.3.2 Automatic victory

This is only relevant if the *Automatic victory* optional rule is in play.

If, at any point during the movement phase of a A or D (and C or F if *C & F combat* is in effect) impulse, the attacking faction can declare a combat with 7:1 odds (§7), then it becomes an *automatic victory* (AV).

The effects of an AV are as follows:

- The defending units are *eliminated* at the end of the combat phase of the impulse.
- For *other* friendly units, that did *not* participate in the AV combat, and which have not exhausted their MF allowance, the following apply.
 - They can ignore the ZOC (§4) of the enemy units that suffered the AV. Thus, they need not stop when moving past those enemy units.
 - They *may* move into or through the AV'd hex or hexes, subject to other terrain restrictions (§6.2.1), at the cost of 2 MF to enter and 1 MF to exit the AV'd hex or hexes. No road movement (§6.2.1) into or out of the AV'd hex or hexes is possible.

See also Figure 10 for an illustration.

Note that AV's are resolved *immediately* and requires no die-roll as per normal combat (§7.2). However, the eliminated defending units *should not* be removed from the map until the end of the combat phase, so as to remind the factions that those units were AV'd and special movement costs applies¹.

§6.4 Allied morale

This only applies if the  *morale* optional rule is in effect.

If, at the end of 4D, the German faction has declared combats where the total sum of German CFs that attack is 30 or larger, then the Allied forces *may* become demoralised.

Automatic victory The combats *may* include Automatic Victory combats.

At the end of the movement phase of 4D, *before* any combats are resolved, the Allied faction rolls a dice (1d6), and on a die roll of 1 or 2, the Allied forces become demoralised for that impulse (*only*). The effects of Allied demoralisation are as follows:

- All combat odds are increased one step in the German factions favour (§7.1). For example, a 2:1 combat becomes 3:1, and a 1:2 becomes 1:1.

The combat odds *cannot* be increased beyond 6:1 even if the *Automatic victory* optional rule is in effect. That is, the German faction *cannot* achieve automatic victories due to Allied demoralisation.

- German units that are victorious in their combat, i.e.,

¹Faction may decide to flip the AV'd units to their back side to further remind them of their status.

achieve a EX, DR, or DE result (§7.2), *may* advance two hexes and push any Allied units aside.

This advance is performed after *all* combats of the impulse have been resolved.

The first hex entered in this advance *must* be one of the hexes previously occupied by the defending units.

The advancing German units may ignore Allied ZOC while advancing and any Allied units in their way may be moved aside. However, Allied units may *not* be moved aside if that would eliminate the Allied unit or units, as per the *Retreat* rules (§7.4). If the Allied units cannot be moved aside because of this, and the German advancing unit has no other possible routes to advance two hexes, then the German units may not advance the full two hexes. That is the victorious German units may advance as far as they can without breaking any of the above rules.

If the Allied morale *did not* break in 4D, then the German faction may try again in 5D. That is, the German faction *must* again attack with *at least* 30 CF in 5D and the Allied faction must roll a 1 or 2 on a die. However, if the Allied morale *did* break in 4D, it may *not* be attempted again in 5D.

§7 Combat


In combat phase of the A and D impulses, and C and F impulses if the *C & F combat* optional rule is in play, *all* combats declared in the preceding movement phase *must* be resolved. The faction in turn decides upon the order in which the combats are resolved.



§7.1 Combat odds

The first step in resolving a combat is to determine the odds of the combat by first calculating the offensive and defensive Combat Factors, AF and DF, respectively.

§7.1.1 Calculation of offensive and defensive CFs

First, any terrain or feature modifiers to the *Combat Factors* (CF, see §1.2) are determined.

 **Fortified** Any defending units that occupy a fortified hex have their CF *tripled*. Note that if the attack is into *multiple* hexes, then only those units that occupy a fortified hex are tripled.

 **Rivers** If *all* attacking units occupy river a hex or hexes, then *all* defending units' CF are *doubled*. Defending units that are in a fortified hex () *do not* get this multiplier but do get the tripling due to the fortification. That is, these two effects are *not* cumulative, and a unit in a fortified hex attacked solely from river hexes have its CF tripled, *not* sextupled.

Also if *any* attacker is *not* in a river hex, then *no* defending units have their CF doubled. River hexes are those hexes where the river perforate *at least* two hex sides.

☛☛☛ **Allied support** Allied support markers *never* have their CFs doubled or tripled due to over-river attacks or fortifications. When Allied support units are attacking, they are ignored when determining of all attacking units are on river hexes.

All defending units' CF, possibly multiplied as per above, are added up to give the final defensive CF: DF. Mathematically, this can be expressed as²

$$DF = \sum_{\text{defenders}} CF \times \max \left(\begin{cases} 3 & \text{in } \text{☛} \\ 2 & \forall \text{ attackers: in } \text{☛} \\ 1 & \text{otherwise} \end{cases} \right).$$

Then, *all* attacking units' CF are added up to form the final offensive CF: AF. Mathematically this can be written

$$AF = \sum_{\text{attackers}} CF.$$

☛ German air defence units *may not* attack, as indicated by their parenthesised CF. However, they do defend with their CF as any other unit.

☛☛☛ §7.1.2 Allied support

This only applies if either or both of the ☛ NAS and ☛ CAS optional rules are in affect.

If, in a D impulse, Allied support markers (☛ or ☛) have been assigned to provide defensive support to a defending units, then the number of support markers assigned to those defending units, are added to the Allied total defensive CF. Mathematically this can be written

$$DF' = DF + \sum_{\text{☛ and ☛}} 1,$$

and DF', rather than DF is used in the calculation of the odds.

Similarly, if, in an A impulse, Allied support markers have been assigned to provide offensive support to a combat, then the number of support markers assigned to that combat, are added to the Allied offensive CF. Again, mathematically this can be written

$$AF' = AF + \sum_{\text{☛ and ☛}} 1,$$

and AF' is used instead of AF in the calculation of the combat odds.

§7.1.3 Calculation of odds

Once the total offensive and defensive combat factors, AF and DF, respectively, have been calculated, then the combat odds are determined. This is expressed as the

Die	Odds											
Roll	1:6	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1 [*]
1	AR	AR	AR	AR	DR	DR	DE	DE	DE	DE	DE	DE
2	AE	AR	AR	AR	EX	DR	DR	DE	DE	DE	DE	DE
3	AE	AE	AR	AR	AR	DR	DR	DR	DE	DE	DE	DE
4	AE	AE	AE	AR	AR	EX	EX	DR	DR	DE	DE	DE
5	AE	AE	AE	AE	AE	AR	EX	EX	DR	DR	DE	DE
6	AE	AE	AE	AE	AE	AX	AR	EX	EX	DR	DR	DE
Ay	Attacker					Dy	Defender					
xR	Retreat 2 hexes					xE	All units eliminated					
EX	DE and A loose CF \geq D <i>effective</i> CF											
AX	A loose CF \geq D <i>effective</i> CF and AR											

Table 6: Combat Resolution Table. The determined combat odds (columns) are crossed index with the result of a die roll (rows) to yield the result of the combat. The lower part summarised the possible combat results.

*If the *Automatic victory* optional rule is in play, then calculated odds of 7:1 or better result in an AV (§6.3.2).

largest odds ratio given along the top of the Combat Resolution Table (CRT, Table 6), no larger than the ratio of AF to the DF. That is, we take the ratio AF:DF and simplify it to any of the given odds in Table 6 which is not larger than the original ratio. Mathematically, this can expressed³

$$\text{Odds} = \begin{cases} 1: \lceil R \rceil & DF > AF \\ \lfloor R \rfloor : 1 & DF \leq AF \end{cases} \text{ where } R = \frac{\max(AF, DF)}{\min(AF, DF)}.$$

For example, if AF is 18 and DF is 7, then $\frac{AF}{DF} = R \approx 2.6$, and thus the odds will be 2:1. Likewise, if AF = 6 and DF = 12, then $\frac{AF}{DF} = \frac{1}{2}$ ($R = 2$) and the odds will be 1:2. See also Figure 9 for an example.

§7.2 Resolution of combat

Once the combat odds have been determined, the attacking faction rolls a dice and cross indexes the die roll result with the odds in the *Combat Resolution Table* (CRT) given in Table 6, to obtain the result of the combat.

Odds greater than 6:1 are resolved as 6:1. Combat at odds worse than 1:6 are *not* allowed.

Automatic victory If this optional rule is in play, then combats at odds 7:1 or better are *automatic victories* (§6.3.2), which result in automatic DE results.

☛ **morale** If this optional rule is in play, then on the D impulse where Allied morale is broken, all German attack odds are increased one level, i.e., one column to the right in Table 6. That is, odds calculated to be 3:1 are increased to be 4:1, for example. Note, odds *cannot* be increased beyond 6:1, even if the *Automatic victory* optional rule is in play.

² $\forall x : y$ reads as “for all x , y applies”.

³ $\lceil x \rceil$ and $\lfloor y \rfloor$ means “round down x to nearest integer” and “round up y to nearest integer, respectively.”

The possible results are summarised in the lower part of Table 6.

AE All attacking units are *eliminated* (§7.3).

AX Attacking units worth *at least* as many CFs as the defending *effective* CF, i.e., DF, are eliminated (§7.5). Any remaining attacking units suffer an AR result.

AR All attacking units are *retreated* (§7.4).

EX The defending units suffer a DE result. Attacking units worth *at least* as many CFs as the defending *effective* CF, i.e., DF, are eliminated (§7.5).

DR All defending units are *retreated* (§7.4).

DE All defending units are *eliminated* (§7.3).

Only units, attacking or defending, that partook in the combat are affected by the combat results. Units of the attacking faction that did not attack but occupy the same hex or hexes as attacking units are *never* affected by the combat. Note, since *all* defending units in a hex *must* be attacked, they *all* take part in the combat and are thus affected by the combat outcome. See also Figure 9.

The result of the combat is implemented *immediately* before any other combat is resolved. Once all combats have been resolved, then the combat phase ends, and the impulse ends too.

✚ **supply** Any Allied supply marker that was allocated to provide either defensive or offensive support, whether actually used in a combat or not, are returned to their slot on the Allied OOB, and cannot be used until they arrive as reinforcements again (§6.1.2 and 6.1.3).

♣ **morale** After *all combats* have been resolved, in a impulse where the Allied morale broke (§6.4), the German *attacking* units may *advance* up to two hexes as described in §6.4.

§7.3 Eliminate

When a unit or units are eliminated, they are removed from the map and cannot be enter the map again. Units of the attacking faction, which did *not* partake in the combat, but in the same hex or hexes as actual attacking units are *not* eliminated.

§7.4 Retreat

When a unit or units are forced to retreat, they *must* be retreated two hexes by the *winning* faction (attacker on EX and DR results, defender on AX and AR results). Units that retreat

- *must* retreat exactly two hexes,
- may ignore any terrain restrictions (§6.2.1),
- may *not* enter into enemy ZOC (§4),
- may *not* enter hexes which would cause stacking violations (§5),
- may *not* be forced out to sea, and

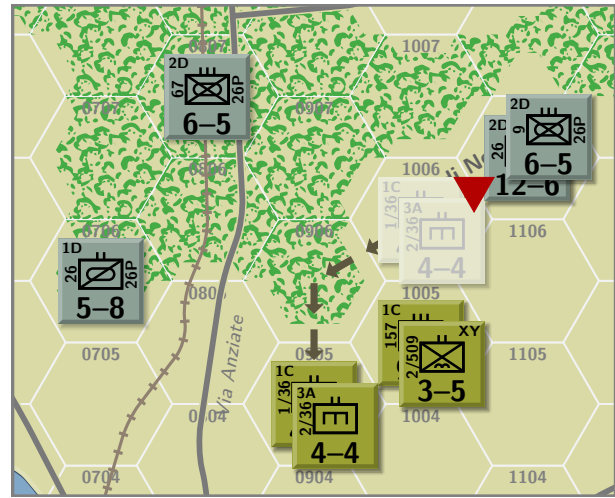


Figure 11: Retreat. The two American engineer battalions in 1006 *attack* at odds 1:2 into 1107, and on a die roll of 3 suffer an AR result. The *only* possible retreat route is to 0905 via 0906. All other routes would either move the two units into enemy ZOC, or cause over stacking (§5) for example by moving through 1005. Note that the terrain restrictions are ignored during a retreat, and the units can move *through* the Woods hex in 0906.

- may *not* be forced off-board.

The winning faction *must* retreat the retreating units along any such permissible route, if at all possible. If there are no possible, legal retreat routes, then the retreating units are instead eliminated (§7.3), *except* German units that are forced off any *land* edge of the map.

✚ German units forced to retreat of any land edge of the board *must* reenter the board first German impulse *no earlier* than two impulses later, as a regular reinforcement (§6.1). For example, a German unit forced off a land edge of the map in impulses A or B *must* reenter the board on impulse D.

See also Figure 11 for an example.

§7.5 Exchange

In EX and AX results, the attacking faction *must* eliminate units worth as many CFs as the defending units worth of *effective* CFs. By *effective* CFs is meant full terrain and feature modified defensive CF, or DF (§7.1.1).

♣♣♣ If Allied ♣ or ♣ was allocated to defensive support of Allied units, then those markers *also* count for EX and AX results when eliminating attacking CFs. That is, DF' must be used for DF.

If Allied support markers were allocated to an Allied attack, and an AX or EX result was obtained, then support markers *may not* be used to satisfy the requirements of CF losses.

For example, a 2:1 where the attacker has $6 + 12 = 18$ CF and the defender an effective CF of $3 \times 3 = 9$,

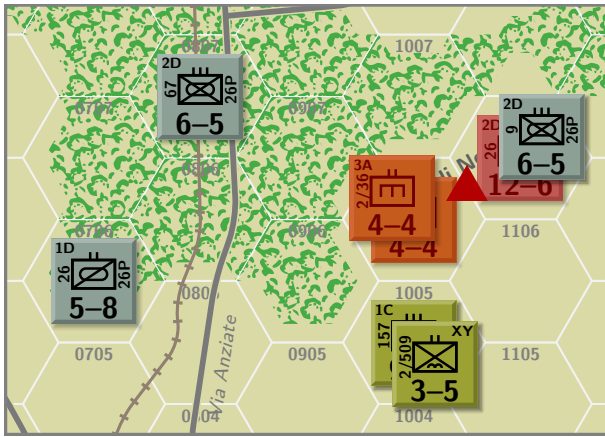


Figure 12: Exchange. Starting from the situation in Figure 11, but this time it is the German faction that attacks the two American engineer battalions in 1006 at odds 2:1 into 1107. On a die roll of 5, the result is EX. The Allied faction eliminates 8 CF worth of units, and the German faction *must* match that. As eliminating the 26th Panzer division, 9th armoured infantry regiment does not satisfy that requirement (only 6 CF), the German faction has no choice but to eliminate the 26th Panzer division, 26th armoured regiment.

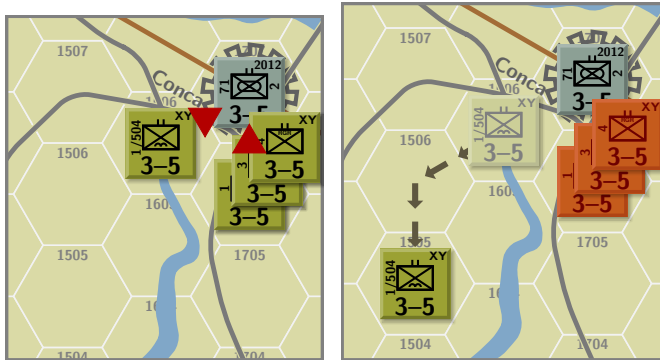


Figure 13: Exchange. Three American ranger and one American airborne battalion (12 AF) attack the German 2nd division, 71st armoured infantry battalion in Conca (1707, fortified so DF=9=3×3 CF). The Allied faction rolls a 6 for a result of AX. The attacker *must* lose units corresponding to the effective CF of the defenders, which is 9 CF. The Allied faction chooses to eliminate the 3 ranger battalions, and must then retreat the remaining airborne battalion (§7.4).

results in EX. The attacker *must* eliminate 9 CF worth of units. However, the 6 CF unit cannot satisfy that requirement on its own, and the attacker is forced to lose the 12 CF unit.

Furthermore, in an EX result, *all* defending units are eliminated (§7.3), while in an AX result any remaining attacking units *must* retreat (§7.4). See also Figure 12 and 13 for examples.

§8 Victory

At the end of the F impulse of turn 7 victory is determined.

The German faction wins if

- *all* Allied units have been eliminated from the map.
- a German unit or units occupy Anzio (0802) *or* Nettuno (0903), or a German unit has *either* of those ports in its ZOC (§4), *or*
- the German faction has *at least* twice as many CFs on the map as the Allied faction, *and* it controls *all* fortified hexes on the map, with the possible exception of Anzio (0802) and Nettuno (0903). The German faction controls a fortified hex if it was the last faction to have a unit occupy or pass through that hex.

If none of the three above conditions are met at the end of 7F, then the Allied faction wins.

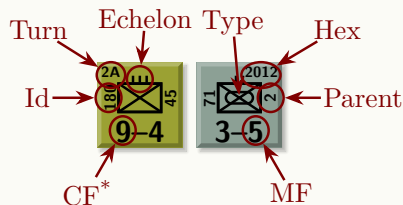
ANZIO BEACHHEAD

Impulse Faction and Operations

Impulse	Faction	MF		
A		×1	✓	✓
B		×½	✗	✗
C		×1	✓	✗(✓*)
D		×1	✓	✓
E		×½	✗	✗
F		×1	✓	✗(✓*)

All movement before combat

*Optional rule, only if not in enemy at start of impulse



*If parenthesised (x), defend only

NATO Symbols

	Infantry
	Airborne infantry
	Ranger
	Commando
	Special Forces
	Engineer
	Airborne Engineer
	Armoured Engineer
	Armoured
	Armoured reconnaissance
	Armoured infantry
	Air defence†
	Naval Artillery Support*‡
	Close Air Support*‡

*Optional rules

†Cannot ↑

‡Cannot ↑ on their own

Stacking Limitations

Brigade	Regiment	Battalion
×		
2		
	2	
1	+	1
1		+
	1	+
		2
		4

× or ||| = 2 × ||

Terrain and Feature Effect Chart

Terrain or feature	Movement cost	Combat effect¶
Clear	1	
Woods	Stop*	
Swamp	Stop*	
River†	OT‡/Stop* ×2 DF§	
Landing	1£	
Reinforcement	Stop*¥	
Fortified		×3 DF
Road	½\$	
Unfinished road	1\$	
Bridge	1\$	
Rail road		
Town		
City		
Enemy ZOC	Stop*#	

*Unit must stop on entry

†River pass through at least 2 hex-sides

‡Other terrain when move along

£ and 1A only

¥ on reinforcement only

\$Move along, negates other terrain

#Unit must stop on exit

§If all attackers on river

¶Not cumulative

Allied Morale*

Impulse	either 4D or 5D
↑	≥30 CF
Die roll	1 or 2 morale broken
Effect	+1 odds shift current impulse
	advance 2 hexes on EX, DR, DE

*Optional rule

Allied Support*

Type	Range	#	Impulses
	4	3	A and D
	∞	8	4D or 5A
		12	6D or 7A

*Optional rules

German Supply*

≥ ½ ∑ CF west of hex-column 11YY

*Optional rule

Follow-up Combat*

↑ in C & F
Not units engage in enemy at start of impulse

*Optional rule



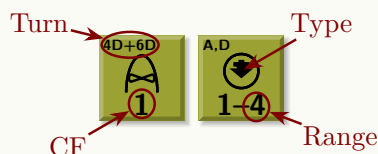
Combat Resolution Table

Die	Odds											
Roll	1:6	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1*
1	AR	AR	AR	AR	DR	DR	DE	DE	DE	DE	DE	DE
2	AE	AR	AR	AR	EX	DR	DR	DE	DE	DE	DE	DE
3	AE	AE	AR	AR	AR	DR	DR	DR	DE	DE	DE	DE
4	AE	AE	AE	AR	AR	EX	EX	DR	DR	DE	DE	DE
5	AE	AE	AE	AE	AE	AR	EX	EX	DR	DR	DE	DE
6	AE	AE	AE	AE	AE	AX	AR	EX	EX	DR	DR	DE
Ay	Attacker					Dy	Defender					
xR	Retreat 2 hexes					xE	All units eliminated					
EX	DE and A loose CF \geq D <i>effective</i> CF											
AX	A loose CF \geq D <i>effective</i> CF and AR											

Attack at odds 1:7 or worse not possible.

Odds 7:1 (8:1*) or better resolved as 6:1 (7:1*)

*Optional rule. In movement, other units ignore defender



Game Turn	Game Impulse
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↑: Attack, : Enemy ZOC