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**Introduction**

**COMMEN TAR Y:**

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**

- 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
- Alg: Alpine
- AL: Air Landing
- ABS: Argyll & Sutherland Highlanders
- As: Assietta
- B: Border Regiment
- Bar: Barcelona
- Ber: Bersaglieri
- Ca: Calgary Regiment
- Can: Canadian
- Carm: Carmine
- C: Cavalry
- CCN: Fascist Militia
- Cdo: Commando
- CLY: County of London Yeomanry
- Cst: Coastal
- Cun: Cuneense
- F: Fallschirmjager
- Gou: Goumir
- HG: Hermann Goering
- HLI: Highland Light Infantry
- KRRC: King's Royal Rifle Corps
- M: Mobile Group
- M: Machining
- N: Naval
- Ont: Ontario Regiment
- P: Panzer
- Pal: Palermo Regiment
- PD: Port Defense
- Pz: Panzergrenadiers
- Recon: Reconnaissance
**SICILY EXCLUSIVE RULES, PAGE 2**

**[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**
Dices 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**

   a. **Tactical Movement Segment**
   
   b. **Strategic Movement Segment**

4. **Movement Phase**

   a. **Tactical Movement Segment**
   
   b. **Strategic Movement Segment**

**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.

**[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 landings 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 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.

[18.14] 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.

[18.15] 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 an odd roll of 7 or more, the unit is disrupted.

[18.16] 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 an odd roll of 7 or more, the unit is disrupted.

[18.17] Disrupted units 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.

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

**[18.2] AMPHIBIOUS INVASION**

[18.21] All Allied non-airborne units with setup hexes on their counters (see 17.0) must conduct an amphibious invasion into those hexes on the first Amphibious Segment of the game. The 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 Dune unit may land in 3623 or 3724; an Armored unit may land in any Acid, Bark East, or Bark South hex). A Second Wave unit may be withdrawn 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 6 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:**

[19.11] **AIRBORNE UNITS**

[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. 1/1AB, 2/1/1AB, and 3/1/1AB parachute units must perform airborne assaults 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 next 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 hex for the missions.

[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 any 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 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 undeparted airborne 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 on 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 hexes 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 tanks, 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 enemy Zone of Control if the hex is occupied by a friendly combat unit. Depots are never subjected 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 deploys 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 supplies 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 on units of any nationality may make each territory in game play. Before the start of the Campaign Game, 4 Support Points are assigned to the Italian. These points are assigned to each other nationality. Players may receive additional points during the game. In the first case to a nationality, a point may never be transferred to another. Expending points are limited by conditions. 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.

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

CASES:

[22.2] EXPENDING SUPPORT POINTS

During each Support Segment, a player may place a Support Point marker on the Track corresponding to the number of points of the opposing nationality. The Allied player may place a point, he refers to the appropriate point level (see 22.2.1).

[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 the Game-Turn.

[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 3 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 the proper country name from 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. He may manipulate these points between Germans and Italians as he sees fit. If the modified roll is negative, one Support Point, and may deduct it from one of the other nationalities.

[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 (23.29) 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 shared by enemy denominations. 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 or more 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

[23.1] AIRFIELDS

[23.11] An airfield is considered captured by the Allies if an Allied unit occupies it or was the last to move through the airfield hex and there are no supplied Axis units on 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] Hexes 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” section of the Airfield Chart. He rolls a die. If the result is within the span indicated on the chart, the Allied Point provides a column shift in the Combat
On the turn that the line is achieved, he refers to 24.27 and follows the applicable procedure. Once he has achieved a continuous front line, 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 Augusta, Catania nor Catenia 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 have been captured, but Catania has not, any Allied units may move freely. The 15th PG and Assineta Divisions may move, but may not move east of the line until Game-Turn 4.

3. If Catania has been captured (and regardless of whether Augusta and Syracuse have been captured), the boundary is shifted to the 44xx hexrow (for the current Game-Turn and 24.21) immediately and permanently enters effect.

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 supply itself in a hex that is two levels higher than its own. Allied units may move through Level 2 terrains, and U.S. units may move through Level 1 terrains simply by moving the markers.

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. Additionally, when it enters a hex, increase the combat strength of the unit by 1/2. 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 unpaved river hexes and are not penalized for crossing such hexes.

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

25.0. Special Combat

In addition to the voluntary-attack provisions of case 9.13 (but see 25.13), 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. 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 levels 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 Level 2 and 3; Axis units occupy Level 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 variable reinforcement for every level taken out of the CRT. Only one such shift may be awarded at 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, entrenched, or improved positions in Sicily.

25.2. DIVISIONAL INTEGRITY

25.21. Corps designations (2.22) are not used in Sicily. If two divisions 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 I/FJ Division has three units. It may receive a bonus only if the 1/FJ 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 combat units on hexes 59x to 61x inclusive. For the purpose of expanding Support Points (22.11), one is considered Italian, the other German. In addition, any Axis artillery unit evacuated to the mainland (26.6) 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 con-
[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 are 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 at least once-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 INTERDICTON

[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 1 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 evacuates 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 an interdiction turn, the Axis 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 the Axis player 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 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 the next available turn.

[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 Mulari). The 4/1FJ may arrive at Mulari).

[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 automatically spends a 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-executed 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 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 (27.33).

[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 Mor 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:

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

[27.33] If an untied 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 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 mark and place a Morale marker on the unit to indicate its new Morale Rating. When the unit next engages in combat, a new strength 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 24; see note)
+ 2 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 captured airfield (maximum 24; see note)
+ 1 per captured Tactical Point (maximum 24; see note)
+ 2 per eliminated Axis artillery unit or German brigade or regiment
+ 2 per German regiment or brigade reduced to cadre (see 28.3)
+ 1 per full Combat Strength each eliminated Axis battalion
+ 3 per unplayed German Point if game ends before Game-Turn 20
+ 5 per variable German or German regiment brought into play
+ 7 per variable Italian or German artillery unit or regiment, or German battalion brought into play
+ 1 per German Replacement Point spent
+ 2 per eliminated Allied brigade or regiment
+ 2 per Allied brigade or regiment reduced to cadre
+ 1 per full Combat Strength Allied battalion eliminated
+ 3 per unplayed Allied regiment or brigade brought into play
+ 2 per optional Allied battalion brought into play
+ 1 per Allied Replacement Point spent

- # per points lost via Maximum Interdiction (see 26.2)

**Note:** If no Axis units, or only isolated Axis units, remain 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 units on the 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.

<table>
<thead>
<tr>
<th>NET VICTORY POINTS</th>
<th>LEVEL OF VICTORY</th>
</tr>
</thead>
<tbody>
<tr>
<td>175 or more</td>
<td>Allied Decisive</td>
</tr>
<tr>
<td>126 to 174</td>
<td>Allied Substantive</td>
</tr>
<tr>
<td>101 to 125</td>
<td>Allied Marginal</td>
</tr>
<tr>
<td>76 to 100</td>
<td>Axis Marginal</td>
</tr>
<tr>
<td>50 to 75</td>
<td>Axis Substantive</td>
</tr>
<tr>
<td>49 or less</td>
<td>Axis Decisive</td>
</tr>
</tbody>
</table>

#### [28.5] 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 which of his two invasions shall be made. 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, and no more than 20 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 (19.14) to determine how many units may participate in a mission on a turn. Airborne units do not point into 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, the Allies receive 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 deployed when per 17.8, 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 Var-
The result will show the number of Victory Points column and any elimination of Axis off-map conflict. The Allied player 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.

### 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**
2. **Movement Phase**
   - Airborne Segment
   - Amphibious Segment

**Depot Segment**

**Tactical Movement Segment**

**Strategic Movement Segment**

**3. Combat Phase**

**AXIS PLAYER-TURN**

1. **Supply Phase**
2. **Movement Phase**

**SPECIAL STAGE**

**GAME-TURN INDICATION STAGE**

**DESIGN CREDITS**

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Game Development: Greg Costikyan

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Production:

Ted Koller, Michael E. Moore, Manfred F. Miltkuhn, Craig Slaff, Ken Stecy, Barbara Young
STANDARD RULES
for the
VICTORY IN THE WEST
Game System
including
Patton's 3rd Army • Operation Grenade • Sicily

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[1.0] INTRODUCTION
Victory in the West is a set of regiment/battalion level simulations of critical campaigns that occurred on the western German frontier in the fall and winter of 1944-1945. Each of the games in this set simulates an engagement between the Allied and German forces in a period that was to mark the beginning of the end for Hitler's Third Reich.

[2.0] GAME EQUIPMENT
CASES:
[2.1] THE GAME MAPS AND CHARTS
Each Game-Map is a 22" x 34" representation of the battlefields over which the simulated campaigns were fought. A hexagonal grid is printed on the maps to regulate movement and placement of playing pieces. Also printed on the map or in the rules are charts and visual aids.

[2.2] THE PLAYING PIECES
The cardboard pieces represent the actual military units that took part in the simulated engagements. Each "counter" contains certain information that is vital to the play of the game.

[2.2.1] How to Read the Counters
Each game's countermix includes forces from various nationalities and armies. Each nationality is portrayed by a color unique to that force.

[2.2.2] Sample Units
INFANTRY REGIMENT (US)
Front

REMOVING THE RULES FROM THIS ISSUE
Open the magazine to the center, bend the staples with a penknife or screwdriver, lift out the rules and close the staples.
A Note on Unit Designations and Types:
1. In all games, a unit's designation plays an important role. Thus, it is absolutely necessary that players familiarize themselves with the reading of unit designations. For the most part, a unit's regimental number (or, in the case of some smaller formations, its battalion number) is printed on the left-hand side of the counter opposite the unit's type classification. The numbers across the top of each counter are given in the sequence division/corps (or, in the case of corps level troops, simply by corps number).
2. In the game Patton's Third Army, a German unit belonging to the Metlgarrison has the letter "M" printed on its left hand side, opposite its type symbolism.
3. A unit's size plays an important role in combat: I = Battalion; II = Regiment; X = Brigade.

[2.3] Summary of Unit Types

<table>
<thead>
<tr>
<th>Front</th>
<th>Mechanized</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>[11/12]</td>
<td></td>
<td>[1-12]</td>
</tr>
<tr>
<td>[20]</td>
<td>Reconnaissance</td>
<td>[X]</td>
</tr>
<tr>
<td>[20]</td>
<td>Self-Propelled Artillery</td>
<td>[1-12]</td>
</tr>
<tr>
<td>[30]</td>
<td>Infantry</td>
<td>[1-12]</td>
</tr>
<tr>
<td>[20]</td>
<td>Artillery</td>
<td>[X]</td>
</tr>
<tr>
<td>[2-3]</td>
<td>Markers</td>
<td></td>
</tr>
</tbody>
</table>
hex at the beginning of its Movement Phase by expanding one-half of its Movement Allowance (round fractions down) in addition to the cost of the terrain in the hex entered. Such a movement may only be accomplished if the unit moves directly into a hex that is not Enemy-controlled. Furthermore, a unit may never enter another Enemy Zone of Control in the Phase in which it exits an Enemy-controlled hex.

[5.23] A unit may expend all, some, or none of its Movement Points in a single Movement Phase.

[5.24] Advances or retreats due to combat are not movement and do not expend Movement Points.

[5.25] As long as it does not move from one Enemy Zone of Control to another, a non-mechanized unit may always move at least one hex per Friendly Movement Phase, even if it does not possess enough Movement Points to accomplish this movement.

[5.3] UNIT MOVEMENT CLASSES

[5.31] Each unit belongs to one of two movement classes: mechanized or non-mechanized. Mechanized units are tank, mechanized infantry, self-propelled artillery, or reconnaissance. Non-mechanized units include all other types.

[5.32] Mechanized and non-mechanized units pay different Movement Point costs for each hex entered or hexside crossed (see 5.6.2).

[5.4] TACTICAL MOVEMENT

[5.41] In a Friendly Movement Phase, a given unit may employ either tactical or strategic movement, but never both. When using tactical movement, a unit may enter Enemy Zones of Control and perform combat in the ensuing Combat Phase.

[5.42] A unit using tactical movement employs its printed Movement Allowance and the Movement Point cost for each type of hex entered (or hexside crossed) as summarized on the Terrain Effects Chart.

[5.43] Any unit which enters a hex through a hexside crossed by a road while employing tactical movement may ignore the normal Movement Point cost of that hex (and hexside, if applicable) and pay one Movement Point only to enter the hex.

[5.44] The Tactical Movement Segment is the first Movement Segment in a Player's Movement Phase. However, Players are not obligated to adhere rigidly to the sequence of moving units first tactically and then strategically. The sequence is structured in this fashion simply to help Players remember how units have been moved. Units may be moved by either method in any order the Phasing Player desires.

[5.5] STRATEGIC MOVEMENT

[5.51] In a Friendly Movement Phase, a given unit may employ either tactical or strategic movement, but never both. A unit may only employ strategic movement if it remains at least three hexes away from Enemy units at all times during the Movement Segment (including at the start and at the end of the Segment). In order to count the distance from an Enemy unit to a moving unit, count from the Enemy unit's hex (exclusive) to the moving unit's hex (inclusive).

The example at right represents a permissible execution of strategic movement. Note that if the moving unit began the Segment in hex A (or moved into hex A during the course of the Segment), strategic movement would not be permitted.

[5.52] A unit using strategic movement employs its printed Movement Allowance and the Movement Point cost for each type of hex entered (or hexside crossed) as summarized on the Terrain Effects Chart. However, units employing strategic movement may use the Movement Point bonuses provided by roads. For example, a mechanized unit moving along a road would only spend ½ of a Movement Point per hex entered when employing this type of movement. However, note that a road benefit is only provided if a unit enters a hex through a hexside containing a road feature.

[5.6] EFFECTS OF TERRAIN ON MOVEMENT

[5.61] Mechanized units may not cross river hexes unless these hexesides are traversed by roads. This movement may be accomplished either tactically or strategically.

[5.62] Terrain Effects Chart (see charts and tables)

[5.7] EFFECTS OF OTHER FRIENDLY UNITS ON MOVEMENT

[5.71] A Friendly unit may move through hexes occupied by other Friendly units at no additional Movement Point cost. There is no limit to the number of Friendly units that may be moved through a particular hex during a Movement Phase. However, there are limitations with regard to the number of Friendly units that may end the Movement Phase "stacked" in the same hex (see 7.1).

[5.72] Friendly-controlled hexes never interfere with the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexes immediately surrounding a unit (or stack) constitute that unit's Zone of Control. Zones of Control affect movement, combat, and supply. Hexes upon which units exert Zones of Control are called "controlled hexes."

CASES:

[6.1] WHICH UNITS EXERT ZONES OF CONTROL

All units exert Zones of Control except cadre, artillery, and battalion-size units.

[6.2] EFFECTIVENESS OF ZONES OF CONTROL

[6.21] Any unit that exerts a Zone of Control exerts it at all times during the Game-Turn (Exception: See Case 9.97*2*).

[6.22] A unit never pays an additional cost to enter an Enemy-controlled hex. However, units do pay a Movement Point penalty to leave an Enemy-controlled hex (see 6.3.2).

[6.23] No terrain ever affects Zones of Control. There is no additional effect in having more than one unit exert its Zone of Control into a given hex.

[6.3] ZONES OF CONTROL AND MOVEMENT

[6.31] All units must cease movement immediately upon entering an Enemy Zone of Control. Such units may move no further during the Movement Phase.

[6.32] A unit occupying an Enemy-controlled hex at the beginning of its Movement Phase may leave that hex, but only if it moves directly into a hex that is not Enemy-controlled. Units may not move directly from one Enemy-controlled hex to another, except as a result of combat. When a unit exits an Enemy-controlled hex at the beginning of the Movement Phase, it must expend one-half of its Movement Allowance (round fractions down) plus the terrain cost of the hex entered. If a unit's Movement Allowance has been reduced due to supply, this Movement Point penalty is equal to one-half the unit's modified (not printed) Movement Allowance. Remember that if a unit exits an Enemy Zone of Control in the Movement Phase, it may not enter another Enemy-controlled hex for the duration of this Phase.

[6.33] A unit may move without penalty into and through hexes that are adjacent to units that do not exert Zones of Control.

[6.34] Friendly units do not negate Enemy Zones of Control in the hexes they occupy for the purposes of movement.

[6.4] ZONES OF CONTROL AND COMBAT

Friendly units do not negate Enemy Zones of Control in the hexes they occupy for the purposes of tracing paths of retreat (see 9.9).

[6.5] ZONES OF CONTROL AND SUPPLY

[6.51] An Enemy-controlled or Enemy-occupied hex blocks the tracing of Friendly supply through that hex (Exception: See Case 6.52).

[6.52] Friendly units (not Friendly Zones of Control) negate the presence of Enemy Zones of Control in the hexes they occupy for the purposes of tracing supply.

[7.0] STACKING

GENERAL RULE:
A maximum of three units may end the Friendly Movement Phase stacked in the same hex.

CASES:

[7.1] STACKING RESTRICTIONS

[7.11] Stacking restrictions apply only at the end of a Friendly Movement Phase. During a Movement Phase, Friendly units may freely enter and pass through stacks to an unlimited degree. If stacks of units exceed stacking restrictions at the end of a Friendly Movement Phase, the excess must be eliminated by the owning Player.

[7.12] There is no Movement Point cost to stack or unstack.

[7.13] A cadre unit counts as a battalion-size unit, regardless of its original size.

[7.2] STACKING AND COMBAT

[7.21] No more than one regiment or brigade-sized unit may attack from or be attacked in any
single hex during a given Combat Phase. (Exceptions: Up to 3 artillery brigades may provide "Support" [see 9.6] from the same hex). All battalion-sized units in a hex must always attack or be attacked.

[7.22] When more than one regiment or brigade is in a single hex, the owning Player may choose which units will participate in combat immediately before the resolution of the combat. Units that do not participate in any combat but are in a hex where other units attack from or are attacked are affected by the combat results. Non-participating units may not attack or be attacked for the duration of the Combat Phase, although they may be used to fulfill divisional integrity requirements (see 9.4).

[8.0] LIMITED INTELLIGENCE

GENERAL RULE:
Many combat units do not have Combat Strengths printed on their counters. Rather, these units are of indeterminate strength until they have participated in combat for the first time during a game. This strength is a function of a unit’s Combat Class and Morale Rating (both printed on the counter itself). The unit’s strength will be represented on a numbered chip (chosen at the moment of first combat), which is carried underneath its “parent” combat unit until it is eliminated as a result of combat. In general, the Enemy Player may never examine an owning Player’s chip unless the owning Player’s unit is about to perform combat.

PROCEDURE:
At the moment in which a regiment or brigade-sized combat unit is first performing combat (either attacking or defending), the owning Player must pick a strength chip for this unit. The Player determines the morale of the unit in question and picks a strength chip from the corresponding morale pool. This strength chip is immediately placed underneath the combat unit. The owning Player determines the unit’s combat class and locates this letter on the unit’s strength chip. The number immediately adjacent to this letter on the strength chip is the Combat Strength of the unit in question.

CASES:

[8.1] COMBAT CLASSES
Regimental and brigade-sized combat units belong to a specific combat class. A combat class is simply a letter which appears on a combat unit counter indicating in very general terms the size of the unit in question. Both Players possess units of combat classes “A” (largest), “B,” and “C” (smallest).

[8.2] MORALE RATING
Regimental and brigade-sized combat units possess an individual morale rating. A morale rating is a number which appears on a combat unit counter indicating in very general terms the capabilities of the unit in question. Both Players possess units with morale ratings of 1 (worst), 2, and 3 (best).

[8.3] STRENGTH CHITS
[8.3.1] A strength chip is simply a counter with a set of numbers and letters on both sides. One of these numbers will represent the Combat Strength of a regimental or brigade-size combat unit that is about to engage in combat for the first time in the game. The letters represent the combat classes of the potential “parent” unit which “owns” the strength chip when chosen. From the moment a strength chip is picked, it must remain underneath its parent combat unit until this unit is eliminated or reduced to cadre status due to combat. Once a strength chip is picked up, it may not be replaced for any other unit in the game. (see 9.4).

[8.3.2] Both Players possess units of three different morale ratings (1, 2, and 3). Each one of these states of morale has a set of differently numbered strength chips. Before the start of the game, each one of these different sets of strength chips should be separated and placed in their own morale pool — preferably in a wide-mouthed cup, but in any container in which each entire set is acceptable. Of course, it would be wise for the Players to keep each morale pool separated by rating even when the game is not being played.

[8.3.3] When a regimental or brigade-size unit is engaging in combat for the first time, the owning Player must choose a strength chip at random from the morale pool corresponding to the morale rating of the combat unit in question. The chosen strength chip should be immediately placed underneath the parent combat unit.

[8.3.4] In order to determine the Combat Strength of a unit that possesses a strength chip, it is necessary to compare the unit’s combat class (see 8.1) with the corresponding letter on the unit’s strength chip. The number adjacent to the letter on the chip is the Combat Strength of the unit in question.

[8.3.5] Note that each strength chip is front-and-back printed in a different color. One side is the “stronger” side and the other side is the “weaker” side. When a strength chip is first chosen for a combat unit, it is always placed with its stronger (front) side showing. The weaker (reverse) side is used if the unit is selected due to combat.

[8.4] LIMITED INTELLIGENCE
[8.4.1] The owning Player must pick strength chips for his applicable units after his attack (or the Enemy Player’s attack) has been declared (i.e., immediately before the die roll resolving each combat takes place). Once a unit has been committed to an attack (or has been attacked), it may not be withdrawn from the combat due to a “low” chip pick, even if the ratio proves to be unfavorable to the owning Player.

[8.4.2] Obviously, neither Player will know the exact strength of any of his units that are about to perform combat for the first time (although rough estimates are possible from a unit’s combat class and morale rating). After a unit receives a strength chip, the owning Player may always choose to lift up the parent combat unit to examine the strength chip beneath it in order to determine the unit’s Combat Strength. This examination may occur at any point during the Game-Turn, as frequently as the owning Player desires. However, the Enemy Player may never lift up the owning Player’s combat units in order to examine their strength chips unless those units have been committed to combat. This examination may occur only at the moment of combat, immediately before the combat ratio is determined. After the die roll resolving the combat takes place, the Enemy Player may not examine the owning Player’s strength chips until those chips’ parent units are again involved in combat. Note: It is strictly forbidden for either Player to ever write down the strength of a “tired” Enemy unit on a piece of scrap paper.

[8.5] STACKING AND STRENGTH CHITS
[8.5.1] Strength chips never count for stacking purposes. A combat unit and its companion strength chip are considered a single unit in themselves.

[8.5.2] Due to combat losses, a unit may be reduced to cadre status, and its strength chip removed from play (see Section 10.0). When a strength chip is removed from play (due to any circumstance), it is always placed back in the same morale pool from which it had come. It may be chosen later in the game at random by either Player.

[8.6] UNITS WITHOUT STRENGTH CHITS
Cadre, battalion-size, and artillery units never use strength chips. These units have constant Combat Strengths (i.e., they do not possess strength chips). Only units that possess a strength chip (their Combat Strengths are printed directly on the counter). Since their strengths are constant, it is unnecessary to “hide” them from the Enemy Player.

[9.0] COMBAT

GENERAL RULE:
Subject to the stacking-combat restrictions of Case 7.2, Friendly units which are adjacent to Enemy units during the Combat Phase must attack those Enemy units. A given unit possesses a Combat Strength which is used when attacking and defending. This strength may not be divided among different combat. The Phasing Player is determined by the strength chip held for strength chips (their Combat Strengths are printed directly on the counter). Since their strengths are constant, it is unnecessary to “hide” them from the Enemy Player.

PROCEDURE:
Total the Combat Strengths of all units participating in a given combat by examining the strength chips possessed by the applicable units or the Combat Strengths printed directly on their counters. Next, the defending Player does the same for all of his participating units. Compare the total Combat Strength of the attacker to the total Combat Strength of the defender and state this comparison as a probability ratio; attacker’s strength to defender’s strength. Round the ratio down in favor of the defender to conform to the simplified ratio columns found on the Combat Results Table (CRT). Next, determine the terrain in the hex occupied by the defender. Cross-index this terrain line with the proper ratio column on the CRT. Make whatever shifts in the ratio column that are necessary due to divisional integrity, ground support, billions, or other combat factors. To resolve the attack, roll two dice and read the result on the appropriate line under the proper

[contd on page 15]
CASES:

[9.1] WHICH UNITS MAY ATTACK

[9.11] Every non-Phasing unit adjacent to a Phasing unit must be attacked by some Phasing unit during that Combat Phase (Exception: see 7.2 and 9.13).

[9.12] All the Phasing Player's units ending their Movement Phase adjacent to Enemy units must attack some unit during the ensuing Combat Phase (Exception: see 7.2 and 9.13). The Phasing Player may choose which Friendly units will attack each adjacent Enemy unit so long as all adjacent, Enemy-occupied hexes are attacked.

[9.13] Any units occupying town or entrenched hexes (German units only — see 12.0) are not obligated to attack adjacent Enemy units during the Friendly Combat Phase. If they choose to attack adjacent Enemy units, they are only obligated to attack one adjacent stack, although they may attack more if the owning Player desires. Enemy units adjacent to Friendly units in towns or entrenchments are still obligated to attack those Friendly units during the Enemy Combat Phase (unless of course, the Enemy units also occupy a town or entrenched hex).

[9.14] No unit may attack more than once per Combat Phase, and no unit may be attacked more than once per Combat Phase.

[9.2] MULTIPLE UNIT AND MULTI-Hex COMBAT

[9.21] If a Phasing Player's unit is adjacent to more than one Enemy unit, it must attack all those adjacent attack units (subject to stacking restrictions) that are not engaged by other attacking units (Exception: see 7.2 and 9.13).

[9.22] Units in two or more different hexes may combine their Combat Strengths to attack a single, adjacent hex.

[9.23] All units in a given hex must be attacked as a single, combined Combat Strength. The defender may not withhold a unit in a hex under attack except due to stacking restrictions (see 7.2).

[9.24] When a single hex contains more than one unit, each of those units may attack a different hex at the owning Player's discretion subject to the restrictions of Case 7.2.

[9.25] A single attack may involve numerous attacking and defending units. However, for an attack to be resolved as a single combat, all attacking units must be adjacent to all defending units.

[9.26] If several units subject to a single attack are defending in more than one hex, use the terrain line on the CRT most favorable to the defender.

[9.3] EFFECTS OF TERRAIN ON COMBAT

[9.31] Except in one instance (see 9.32), there are no modifications to a unit's Combat Strength due to terrain. Instead, terrain effects are "integrated" into the CRT. After determining the combat ratio, simply determine the terrain type occupied by the defending units and locate the corresponding line on the CRT.

[9.32] If a unit is attacked entirely across river hexes, its Combat Strength is doubled. If such a unit also occupies an entrenched hex (see 12.0), it is tripled in strength.

[9.33] If, at the instant a combat is being resolved, a Player has a unit occupying a hilltop hex that is within two hexes of a unit defending in the combat, the Player receives a hilltop combat bonus. When determining the distance between the hilltop and the defending hex, count from the hilltop (exclusive) to the defending hex (inclusive). Note: The hilltop combat bonus is available to both the attacker and defender; however, see 9.35.

[9.34] Each occupied hilltop hex may provide as many hilltop combat bonuses as there are defending stacks within a two hex radius. An occupied hilltop hex may provide a hilltop combat bonus even if it is in an Enemy Zone of Control at the instant of combat resolution. However, an occupied hilltop hex may never provide a hilltop bonus for itself if it is being attacked.

[9.35] A Player who is permitted a hilltop combat bonus may "shift" the combat ratio one column in his favor. (If a Friendly unit is defending within two hexes of an occupied hilltop, shift the ratio column to the left; if an Enemy unit is defending within two hexes of an occupied hilltop, shift the ratio column to the right.) A maximum of one hilltop combat bonus per combat is allowed. If both the attacking and the defending Player are eligible for a hilltop combat bonus, only the defending Player receives it.

[9.4] DIVISIONAL INTEGRITY

Both Players may receive a divisional integrity combat bonus in the attack or defense.

[9.41] If, at the moment of resolution of an attack, the Phasing Player has all the regiments of a particular division adjacent to the Enemy units that are the subject of the attack, the Player receives a divisional integrity combat bonus. It is not required that all these regiments actually participate in the attack (although at least one must participate); it is only necessary for them to be adjacent to the Enemy units at the moment of combat resolution. Regiments fulfilling this requirement may be stacked in the same hex.

[9.42] If a regiment of the non-Phasing Player is being attacked and is one of the stacks of units that are the subject of the combat, it is adjacent to or stacked with another regiment of the same division, the non-Phasing Player receives a divisional integrity combat bonus.

[9.43] When a divisional integrity combat bonus is applied to an attack, shift the final ratio column one to the right on the CRT for each participating division fulfilling the requirements of Case 9.41. When a divisional integrity combat bonus is applied to a defense, shift the final ratio column one to the left on the CRT. (Note that these shifts are in addition to any other shifts that may be applied to a combat.)

[9.44] The maximum number of shifts that may be awarded in an attack due to divisional integrity is two. The maximum number of shifts that may be awarded to a defense due to divisional integrity is one.

DIVISIONAL INTEGRITY REQUIREMENTS

Note: In order to fulfill divisional integrity, it is not necessary for German panzer or panzergrenadier divisions to employ their component tank battalions.

[9.5] COMBINED ARMS

[9.51] Both Players are eligible to receive a combined arms combat bonus when attacking. In order to receive such a bonus, the attacking Player must possess a stack of units containing both a tank unit and a non-tank unit (Exception: see 9.52).

[9.52] Any unit whose combat class identification letter is parenthesized automatically receives one combined arms bonus if it participates in an attack (Exception: see 9.54). Such a unit does not have to have a tank unit stacked with it in order to receive the bonus. However, the cadre side of a unit whose combat class is parenthesized does not automatically receive the combined arms bonus.

[9.53] For each attacking stack that meets the requirements of Case 9.51, the attacking Player may shift the ratio column one to the right on the CRT.

[9.54] If a stack of defending units possesses at least one non-tank and one tank (or anti-tank) unit, then the attacking Player may never receive any combined arms bonus against this stack. This is known as combined arms defense, although no shifts are awarded (in the CRT — it simply negates combined arms attack. Similarly, no combined arms shifts may ever be awarded against German units defending in an entrenched hex (see 12.22) or a stack that contains a unit with a parenthesized combat class (see 9.52).

[9.55] If an attack is being made entirely across river hexes, the maximum number of combined arms bonuses that may be awarded for this attack is one.

Combined Arms Example:

<table>
<thead>
<tr>
<th>Case</th>
<th>Example</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.22</td>
<td>A34, 1-12</td>
<td>10/5/20 and 737/12 are eligible for a combined arms bonus because one is a tank unit and the other is a non-tank unit.</td>
</tr>
</tbody>
</table>

[9.6] ARTILLERY UNITS

Artillery units may be used in combat in two ways: (1) attack directly (using their printed Combat Strengths) or "in support" (providing more advantageous combat ratios to units within range).

[9.61] An artillery unit that is adjacent to Enemy units in either Player's Combat Phase must employ its printed Combat Strength in combat (be it an attack or defense). It may not employ a "support bonus" (see 9.62).

[9.62] If, at the beginning of any Combat Phase, an artillery unit is not adjacent to any Enemy units but is within three hexes of an Enemy or Friendly unit that is defending in a combat, the owning Player may apply a support bonus to that combat. Each support bonus applied indicates that the subsequent combat is resolved one column in the owning Player's favor on the CRT (to the left if a Friendly unit is defending or to the right if an Enemy unit is defending).

[9.63] In order to provide a support bonus, an artillery unit must be part of the same corps formation as at least one unit in the friendly attacking or defending stack.

[9.64] Each artillery unit may provide a maximum of one support bonus per Combat Phase. After it is used, the artillery unit should be flipped over to remind the Players that it may not be used in a support role again for the remainder of the Phase. The total number of support bonuses that may be applied...
The text contains detailed instructions on how to resolve combat in a tabletop wargame, including rules for retreat, advancement, and the representation of strength losses. The text also discusses the calculation of combat results and the consequences for units involved in combat. Additionally, it introduces the concept of cadres and their unique properties. The overall goal is to provide a comprehensive guide for players to understand and apply the rules effectively during gameplay. The text is dense and technical, requiring careful reading and understanding of the provided examples and illustrations. The visual representation in the image includes a table and a table entry, which seem to be related to the combat resolution and retreat rules. The text is structured in a logical flow, starting with the basics of combat and progressing to more complex scenarios, ensuring that players have a clear understanding of the rules before moving on to more advanced gameplay situations.
[11.0] SUPPLY

GENERAL RULE:
Units must be considered in supply in order to use their Combat Strengths and Movement Allowances without penalty. There are three possible states of supply: in supply, out of supply, and isolated.

PROCEDURE:
Supply determination for all purposes is made by both Players during the Mutual Supply Determination Phase of each Player-Turn. A unit in supply at the beginning of a Player-Turn is considered in supply at all times during that Player-Turn. A unit that is out of supply at the beginning of a Player-Turn is considered out of supply for the duration of the Turn, even if it moves back into supply during its Movement Phase.

CASES:

[11.1] SUPPLY LINES
A supply line is defined as a path of continuous hexes traceable from a combat unit to a road hex, and then in turn from that road hex along a contiguous path of road hexes to a Friendly mapedge hex. None of these hexes may be Enemy-occupied or Enemy-controlled hexes (unless they are occupied by Friendly units). Terrain does not affect the tracing of supply lines.

[11.2] WHEN A UNIT IS "IN SUPPLY"
In order for any combat unit to be in supply, the owning Player must be able to trace a supply line (see 11.1) six hexes (not Movement Points) or less in length to a road hex from that unit and, in turn, must be able to trace a supply line of contiguous road hexes of any length from this road hex to a "Friendly" mapedge road hex.

[11.22] Unless otherwise stated, the western mapedge is Friendly to the Allied Player and the eastern mapedge is Friendly to the German Player.

[11.3] WHEN A UNIT IS "OUT OF SUPPLY"
A unit is out of supply under the following circumstances:
1. It is able to trace a supply line to a road hex, but this supply line is over six hexes in length, and/or...
2. The road hex to which a supply line is traced is unable to trace a series of continuous road hexes to a Friendly mapedge.

[11.32] Place an Out of Supply marker on all units that are determined to be out of supply during the Mutual Supply Determination Phase.

[11.33] All units that are out of supply have their Combat Strengths and Movement Allowances decreased as follows:
1. If the units are attacking, their individual Combat Strengths are halved (round fractions down).
2. If the units are defending, their Combat Strengths remain the same.
3. If the units are tank, mechanized infantry, or reconnaissance, their Movement Allowances are doubled (round fractions down).
4. If the units are not tank, mechanized infantry, or reconnaissance, their Movement Allowances remain the same.

Note: All units have a minimum Combat Strength of one.

[11.4] WHEN A UNIT IS "ISOLATED"
A unit is isolated when it is completely unable to trace a supply line to a road hex. Place an Isolated marker on all units that are determined to be isolated during the Mutual Supply Determination Phase.

[11.42] All units that are isolated have their Combat Strengths and Movement Allowances decreased as follows:
1. If the units are attacking, their Combat Strengths are one.
2. If the units are defending, their Combat Strengths are halved individually (round fractions down).
3. If the units are tank, mechanized infantry, or reconnaissance, their Movement Allowances are three Movement Points.
4. If the units are not tank, mechanized infantry, or reconnaissance, their Movement Allowances are halved (round fractions down).

[11.5] AUTOMATIC SUPPLY
[11.51] All units which enter the map as reinforcements are automatically in supply during the first two Game-Turns in which they have entered the map.

[11.52] All units which occupy a Friendly mapedge hex (see 11.22) or a hex adjacent to a Friendly mapedge hex are automatically in supply.

[11.53] All German units which occupy entrenchment hexes (see 12.0) are automatically in supply.

[12.0] ENTRENCHMENTS

GENERAL RULE:
Some hexes on the map are permanently designated as entrenchments. These hexes can only benefit the German Player.

CASES:

[12.1] ENTERING ENTRENCHMENTS
There is no Movement Point penalty to enter an entrenchment hex. Entrenchment hexes are permanent. They may never be destroyed by either Player.

[12.2] EFFECTS OF ENTRENCHMENTS
[12.21] German units defending in entrenchment hexes have their Combat Strengths doubled (if attacked exclusively across river hexes, their Combat Strengths are tripled). It makes no difference what direction the attack on the entrenchment hex is coming from.

[12.22] Allied units participating in an attack against German units in entrenchment hexes may never receive a combined arms bonus (see 9.5).

[12.23] German units occupying entrenchment hexes are not obligated to attack adjacent Allied units during the German Combat Phase, although they may do so.

[13.0] AIR POWER

GENERAL RULE:
Each Player possesses a certain number of Air Points. Each Air Point may be used once per Game-Turn in a "ground support" role. During each Game-Turn, the owning Player must keep track of the employment of his Air Points on a separate sheet of paper. Air Points may never be eliminated.

CASES:

[13.1] GROUND SUPPORT
[13.11] Both Players' Air Points may be used for ground support during either Player's Combat Phase. For each Air Point allocated by the Phasing Player to an attack, the combat ratio is shifted one column to the right on the CRT. For each Air Point allocated by the non-Phasing Player to a defense, the combat ratio is shifted one column to the left on the CRT. When using an Air Point, the owning Player need only state this fact aloud while noting its use on a separate piece of paper.

[13.12] A maximum of one Air Point may be allocated by each Player per combat.

[13.13] Air Points must be allocated by both Players to a combat before strength hits (if any) are revealed. The Phasing Player announces his Air Point allocations first, followed by the non-Phasing Player.

[14.0] REINFORCEMENTS

GENERAL RULE:
Both Players may receive reinforcements. These units appear during the owning Player's Movement Phase on the Game-Turn indicated on the particular game's Game-Turn Track. Each listing of reinforcements includes the designation of the reinforcing unit as well as its "entry hex."

CASES:

[14.1] MOVEMENT OF REINFORCEMENTS

[14.11] During his Movement Phase, the owning Player places any scheduled reinforcements near the entry hex on the map called for. If more than one unit is scheduled to appear in the same entry hex during the same Game-Turn, these units are deployed off-map, one behind the other, with the lead unit poised adjacent to the entry hex. As each unit enters the map, it must pay the terrain cost for the type of terrain in the hex plus any additional cost for hypothetical hexes that it would have to traverse in order to enter this entry hex. These hypothetical hexes are considered to be of the same terrain type as the entry hex itself.

[14.12] It is permissible for reinforcements to employ strategic movement in their Game-Turn of entry as long as they remain at least three hexes away from Enemy units at all times during the Movement Phase.

[14.2] RESTRICTIONS

[14.21] If an entry hex is occupied or in the Zone of Control of an Enemy unit, the Phasing Player may bring his reinforcements onto the map within three (or more, if necessary) hexes of the original entry hex without delay.

[14.22] Reinforcements may be purposefully delayed by the owning Player for as long as he wishes.
## [9.89] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>DEFENDER'S TERRAIN</th>
<th>1-3</th>
<th>1-2</th>
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<th>9-1</th>
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<tbody>
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<td>A2(3)</td>
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<td>D4(3)</td>
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</tr>
</tbody>
</table>

### SUMMARY OF SHIFTS TO THE RATIO COLUMNS

- **A**: Shift one column to the right (if employed in the attack) or shift one column to the left (if employed in the defense):
  1. Divisional integrity (9.4).
  3. Hilltop combat bonus (9.3).
  4. Ground support (13.1).
  5. Naval gunfire support (Sicily, 25.3).

- **B**: Shift one column to the right:
  1. Combined arms combat bonus (9.5).

- **C**: Shift one column to the left:
  1. If road Game-Turn is in effect (Pannon, 20.2).
  2. If defender is in a town hex (Sicily, 25.14).

- **D**: Shift applicable number of columns right or left:
  1. For any difference in elevation (Sicily, 25.14).

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*Holiday Greetings from all of us at SPI!*

Reading from left to right: Top Row: Michael Moore, Michael George, John Butterfield, Ken Stiep, Mark Herman, Gerry Klug, Manny Mikkels, Paul Bandhold. Second Row: Christopher Wagner, Tom Chester, Gerry Glidden, Kathy Tennyson, Brad Hesselt, Richard Horn, Bob Ryan, Ken Hodges, Ted Koller, Mohamed Mohamed. Third Row: Beatrice Li, Lynne Pridham, Carolyn Felder, Anna Lombardo, Christine Frencha, Yvonne Middelton. Seated: Brenda Freeman, Toni-Ann Shvoeck, Redmond Simonsen, Wendy Haring, Sue Morganstern. Not Available at Photo Session: Eric Smith, Judith Ortiz, Oonagh Noon, Barbara Nolan, Samuel Smelt, Brian Wolfe, Derrick Avery.