ALEA #35.- QUESTIONS & ANSWER - ITALIA 44 RULES

When tracing LoC, do we need to use road hexes only?
Land unit LOC to a friendly HQ can follow any type of passable hexes

6.7. How do we count the 5 divisions supply limit to Beachheads?
All non-division-sized units tracing LoC to a beachhead counter count as ½ Division. For instance, up to 3 Divisions and 4 Brigades can trace supply to a beachhead, or 4 divisions and 2 Brigades and so on.

8.2. Mobile assault. If the defender(s) are eliminated, does the attacker have to enter the hex that was attacked?
Yes. The attacking unit (or units) must advance into the hex that was just attacked. If they have movement points left, and the attacker wishes to do so, they can keep moving and/or launching mobile assaults.

Example: there is a British two-armored division stack at hex 2012. Hex 1812 is defended by a reduced German infantry division. Both British armored divisions have a movement rating of 20. During the Allied movement phase, they move as a stack and spend 1 MP to enter 1912. They have 19 MP left. The Allied player announces a mobile assault on hex 1812. The two divisions pay the movement cost for entering 1812 (1 MF for clear terrain) + 2 additional MF for mobile assault. They have now spent 3 MFs (they have 16 remaining). Both armored divisions launch a 6:1 attack, which is reduced to 4:1 because of mobile assault. The result is 0/3 (0 losses for the attacker, 3 for the defender) so the German unit is eliminated. The two divisions can then advance to hex 1812 (at no cost in MFs) and then keep moving with the 16 MF remaining. They can launch more mobile assaults against enemy units as long as they have enough MFs for that (hexagon cost + 2 MF), and the Allied player wants to launch additional mobile assaults.

9. Combat. Is it allowed to attack the same hex from different hexes?
Yes.

10.1.1. Naval Support.
Example 5 is wrong. The hex mentioned should not be 2317 (it is not a coastal hex). The Allied player can use naval support against a defending German unit or stack located in a coastal hex. Any hex containing any amount of coast is considered a coastal hex.

11. Allied Landings. Is it allowed to modify what is noted down in the piece of paper?
No.

11. Allied Landings. Is an enemy-occupied hex the same as an enemy-controlled hex?
No, an enemy-controlled hex can contain an enemy unit, or not. Control of a hex is defined by the last unit that controlled that hex. All hexes north of the initial frontline hex are German controlled. All hexes south of the initial frontline hex are Allied controlled.

11. Allied Landings.
The Allied player must land in a coastal hex. If there are no enemy units in that hex, the Allied player can place in that hex one beachhead marker and up to 2 divisions or equivalent (1 brigade counts as ½ division) from the Strategic Reserve.

If the city is enemy-occupied, the Allied player must launch an attack with a -1(leftward) odds shift. If the attack is successful, they can occupy the hex.

If the units land in a hex not containing enemy units, they can move and attack on that turn (with a -1(leftward) odds shift). If they move, they can only spend half of their movement allowance.