The Italian Campaign, January to September 1944

Italy 1944 is a two-player wargame simulating the campaign in the Italian peninsula from January to September 1944.

Abbreviations

MA : *Mobile Assault*
LC: *Logistic Centre.*
CF: *Combat Factors.*
LOC: *Line of Communication*
MP: *Movement Points.*
RRW: *Reinforcement, Replacement and Withdrawals.*
1d6, 2d6: *one or two six sided dice.*
+1 R: *+1 odds shift to the right.*
-1 L: *-1 odds shift to the left.*

Index

1. Components.

Rules, 1 map size 40x55 cm., 1 player aid sheet, 1 sheet including 90 counters and markers for that game.

1.2. The Game map.

Represents the area on which the historical campaign was fought.

1.3. Unit Counters.

There are 90 counters, representing combat units. All others counters are markers used for certain game functions such out of supply status, turn record track, etc. The use of every marker is explained in the corresponding section of the game rules.

1.4. Historical names used on map and counters.

Inf: Infantry.
Mech: Mechanized.

- Allied Units
MAAF: Mediterranean Allied Air Force.

- US:
SSF: Special Service Force (US-Canadian special ops force).

- Polish Forces
C: Carpathians.
K: Kressowa, (region in Eastern Poland).
W: Warszawa, "Warsaw".

- French Forces
DIA: Argel Infantry Division.
DIM: Moroccan infantry Division.
DMI: Mot. Infantry Division.
DMM: Moroccan Mountain Division.
Goum: Goumiers (1st, 3rd and 4th Tabor Groups).

- Commonwealth forces
C: Canadians.
G: Guards.
I: Indians.
NZ: New Zealand.
SA: South Africa.

- Italian Co-belligerent forces:
RM: Raggrupamento Motorizzatto, (Motorized group).
Ne: Nembo.
Ut: Utili.

- German Forces:
FJ: Fallschirmjäger (Parachute troops).
GJ: Gebirgsjäger (mountain troops)
HD: Hoch und Deutschmeister (Honorific title of the 44th Infantry Division).
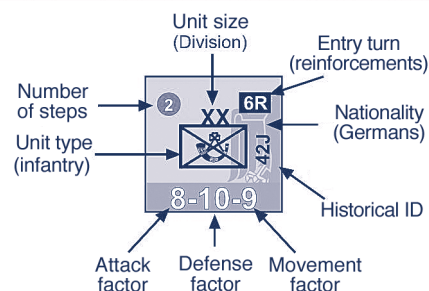*HG: Hermann Göring.*
J: Jäger (Light Infantry).
LS: Luftwaffe Sturm Division (Luftwaffe Ground Forces).
R: Reserve.
SS: Schutzen Staffeln.
T: Turkoman (unit recruited among Turkomans and other ethnic groups from the Caucasus and other Soviet Republics). ▶
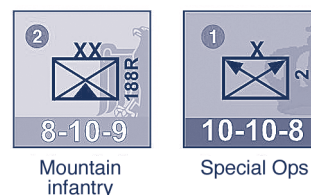
UNIT KEY

- Unit size (Division)
- Entry turn (reinforcements)
- Number of steps
- Nationality (Germans)
- Unit type (infantry)
- 8-10-9
- Attack factor
- Defense factor
- Movement factor
- Historical ID

Unit sizes

II Battalion   X Brigade   XX Division

Non mechanized units

12-16-10 — Infantry
8-10-9 — Light infantry
16-20-8 — Airbone infantry
8-10-9 — Mountain infantry
10-10-8 — Special Ops

Tank units (Panzer / Mech infantry)

16-18-12 — Mech infantry
22-20-12 — Panzer
22-20-12 — Panzer
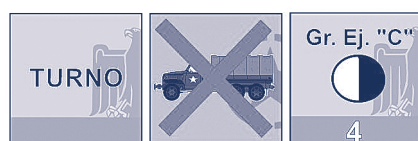
MARKERS

- TURNO — Turn marker
- Out of supply units
- Gr. Ej. "C" 4 — Logistical center
- Allied beach head
- Allied offensive
- +1/-1 Col. — Allied Naval gunfire support
- +1/-1 Col. — Air support
- MAAF +1/-1 Col. — Air support

2. Game Scales.

- Each hex on the map represents approximately 20km.
- Units are divisions and brigades.
- Each game turn represents one month of real time.

3. Sequence of Play and Set up.

In General.- Each turn is composed of two segments, (Allied and German). Each sequence is further divided into more phases in which each player must follow.

1. Reinforcement, Replacement and Retirements, (Mutual Phase).
2. Allied Phase
a. Movement
b. Combat
3. German Phase
a. Movement
b. Combat
4. End of turn, (Mutual Phase)
Supply check and Victory Conditions

German and Allies.

German Player: when there is a reference to German, this refers to German and Italian Social Republic Forces unless the rule says otherwise.

Allied Player: when Allies are mentioned it refers to British/Commonwealth, French, Italian cobelligerent, Polish and US forces, unless the rule says otherwise.

Set up.

During setup, both players deploy their units on the map.

The German player deploys first. When the German player finishes set up, the Allied player may then deploy their troops on the map.

The Allied player may place their units on the map OR in the Strategic Reserve box (See 12.0).

Both players may deploy their units in any hex under their control. The front line (red dotted line) defines the hexes under control of each side at the beginning of the match. The zone north of the red line is under German control; the zone south of that line is under Allied control.

Both players may then place their respective Logistical Centers (See 6.0) in the designated hexes.

Game Turn 1
Game turn 1 begins with the Allied phase (Phase 2 of the Sequence of play).

4. Zones of Control (ZOC).

In General.- The six hexagons immediately surrounding a hex constitute the "zone of control" (ZOC) of any unit in that hex. Only armoured, infantry and mechanised infantry

units exert ZOC. LCs, naval support and air support units do not exert ZOC.

4.1 ZOCs and Movement.

A unit which enters a ZOC must stop its movement immediately and cannot move further for the remainder of the turn. (Exceptions: see Advance after Combat, Breakthrough and Exploitation) It is not allowed to move into an enemy ZOC directly from another enemy ZOC.

4.2 ZOCs and Lines of Communications.

A unit can trace a LoC through an enemy ZOC only if that hex is occupied by a friendly unit

5. Stacking.

A maximum of 4 units of whatever type may be stacked in a single hex.

Units may move across a hex with 4 units if it does not stop its movement there.

Allied units can freely stack with any other Allied nationality.

5.1 Effects of Over Stacking.

If at any moment of the sequence of play a hex is over stacked, the units in excess cannot use their combat power if the hex is attacked. Also if an over stacked hex is attacked, the excess units must lose one step and retreat towards ▶

Example 1. Moving LC.

It is game turn 6 (June 1944) and the Allied units have advanced north of Rome, so they are tracing a LOC longer than 8 hexes to its Logistical Center.

The Allied player then decides to move his CL north, away from its ultimate supply source hex. At the beginning of his phase, he announces that the 15th AG Logistical center is going to move. He flips the LC to its "mobile" side and expends a maximum of 8 MFs across road hexes.

During that turn, Allied units suffer the penalties detailed in 6.6.

their friendly board edge (Allies south, German north).

6. Logistics.

In General.- Both side's units must be capable of tracing a LOC or Line of Communications towards a friendly source of supply (CL or supply source hex) to allow use of its full movement and combat factors.

For a unit to be supplied, it must be able to trace a LOC, free of enemy units and their ZOCs to a Supply Source hex or a friendly CL.

A LoC can pass through an enemy ZOC ONLY if the hex is physically occupied by a friendly unit.

6.1 German Supply.

German units are considered to be in supply if they can trace a LOC towards its Logistical Centre or towards a supply source hex, but only if the LC is itself in supply. If the LOC is greater than 8 hexes, or if the LC is not in supply, the German units suffer a penalty (see 6.3).

6.2 Allied Supply.

Allied units are considered to be in supply if they can trace a LOC towards theirLogistical Centre or towards the supply source hex placed in the southern end of the map, but ONLY if the LC is itself in supply. If the LOC is greater to 8 hexes, or if the LC is not in supply, the Allied units suffer a penalty (see 6.3).

Furthermore, Allied units may trace supply to a beachhead unit, although there is a limit to the maximum number of units that may trace supply to a beachhead unit.

6.3. Out of Supply Effects.

If a unit cannot trace a LOC towards a supply source it is considered to be out of supply (OOS).

During the supply check at the end of the turn non-supplied units receive a «non-supplied» marker. Non supplied units are halved in combat (round down remainders).

Armoured and mechanised infantry also have their movement factors halved (rounded down).

Landing in Salerno beach, Italy. AP picture.

Armoured and mechanised units cannot perform Mobile Assaults.

A unit can be out of supply for an indefinite length of time. It is not eliminated just for being out of supply.

6.4. Over extended LOC.

An unit which traces a LOC of more than 8 hexes towards an HQ suffers a penalty of one column to the left in attack and one column to the right in defence.

A unit which traces a LOC of more than 12 hexes towards an HQ suffers a penalty of two columns to the left in attack and one column to the right in defence.

6.5. Supply Check.

At the end of the each turn both sides check whether their units are in supply. If a unit cannot trace a line of Supply towards a supply source, place an OOS marker on it. Withdraw OOS markers from units marked with OOS markers that can now trace a line of supply to any supply source.

6.6. Logistical Centres (CLs).

In General.- Logistical Centers represent the supply depots and administrative headquarters needed to supply and command the armies in the field. There are two CLs in the game: the German CL (Army Group "C") and the Allied CL (15th Army Group). Both sides' units need to trace a LOC to their respective Logistical Center in order to be considered in supply.

LC Movement.

CLs may only move along road hexes.

Moving LCs

Moving a LC towards a supply source hex does not causes any penalty to that side's units. If one of the players decides that he wishes to move its LC away from its supply sources hexes, then the following penalties apply:

Tank and mechanized units have their movement points reduced to 2.

Infantry units have their movement points halved (round down remainders).

All attacks carried out by that side's units will suffer a negative -3 L odds shift (in addition to any other applicable favorable or unfavorable odds shift).

The Allied player may only use 2 air support units that turn.

When moving the CL away from its supply source, it must be flipped to its "8" movement factor side. The CL will then be able to expend 8 movement factors that turn.

Example 1. Moving LC:

6.7. Beachhead Markers.

The Allied player may launch up to two landings per match.

For supply purposes, a beachhead marker works like a Logistical Center, with the following exceptions:

No more than 5 divisions or equivalent may trace LOC to that beachhead marker. A brigade is considered half division for beachhead supply purposes.

German column of bikers advancing towards the front, Italy 1944. AP picture.

In the case of an infantry unit withdrawal a Jäger, light infantry, infantry or mountain unit is treated as the same type.

Example : The Reinforcements, Replacements and Withdrawals Table requires the German player to withdraw one infantry division on turn 8, August 1944. Historically they withdrew the 168 ID but the German player may withdraw another infantry, Jäger or mountain division, be it reduced or at full strength, with the same or different number of steps and/or factors as the 168 ID.

Beachhead markers may never move once placed in a beach hex.

It is not allowed to trace LOC longer than 2 hexes to a beachhead marker.

7. Reinforcement, Replacements and Withdrawals (RRW)

In General.- *During the RRW phase each side executes the following actions:*

1. *Arrival of Replacements*
2. *Arrival of Reinforcements*
3. *Withdrawal of Units.*
4. *Transfer or withdraw units to and/or from the Strategic Reserve (See 12).*

7.1. Replacements
Each side receives replacements as per the RRW table. A replacement can flip a damaged unit to its full strength side or rebuild an eliminated one.

It costs 1 Replacement point per step rebuilt.

For a reduced unit to receive a replacement it must be able to trace a LOC (no longer than 8 hexes) to its Logistic Centre.

A rebuilt eliminated unit can be placed at either of the following locations:

1.- On or adjacent to a friendly supply source hex.
2.- Stacked with/adjacent with its LC.

Units rebuilt can be moved during the movement phase on their entry turn. They can make an operational movement on their turn of entry.

Replacements cannot be accumulated from turn to turn.

Each nationality receives its own replacements. Replacements of different nationalities cannot be used to rebuild a single unit. That is, French replacements can only be used to rebuild French units, German replacements can only be used to rebuild or replenish German units, etc.

Commonwealth Replacements
Commonwealth replacements may be used to rebuild all Commonwealth units be it British, Indian, New Zealanders, Canadians or South Africans.

7.2. Reinforcements.
The units indicated as reinforcements (the entry turn is also indicated on the counter) are placed on a supply hex of their side during the RRW phase of their turn of entry.

Eliminated units which are rebuilt can be placed in a supply hex on or adjacent to its LC which can trace a LoC via towards a supply hex.

7.3. Unit Withdrawals.
If a unit scheduled to be withdrawn is already eliminated or cannot trace a LOC to a friendly supply hex, then a similar replacement can be removed instead.

The unit to be withdrawn needs only to be of the same type. It can be reduced or at full strength (for a two sided unit) and it shouldn't have the same combat or movement factors.

8. Movement and Mobile Attacks.
In General .- *The value printed in the centre box of the counters represents its movement factor. This is the number of Movement factors the unit can use each turn.*

During the movement phase, units can use their MP to move through the hexes and pay the cost of entry of each hex or hexside (river).

The costs of entry and passage are indicated on the Terrain Effects Chart(see Map).

All units have a minimum movement ability of 1 hex per turn even if the cost of crossing one hexside is greater than their printed movement factor.

A group of stacked units can be moved as one unit, but they must use the MP of the unit with the lowest movement factor.

8.1. Bridges.
A unit can cross a river hexside by paying only the cost of the hex entered if moving across a river hexside connected by a railroad line or are crossing a hexside adjacent to a town or city, with the proviso that both hexes by the river are both friendly controlled.

Example: any unit may cross the Tiber River across the 2419-2520 hexside paying a cost of 1 MP only because the city of Rome is in one of these hexes. The unit may only do so if both 2419 and 2520 are friendly controlled. ▶

8.2. Mobile Attacks (MAs).

During their movement turn Mechanised and Armour units can use a type of combat called Mobile Attack (MA).

To launch a Mobile Attack (MA) the units launching it must begin their movement phase stacked together. It is not necessary for them to begin adjacent to the objective.

The stack moves adjacent to the objective and then declares a MA on that hex. They must pay the normal cost of the hex and add +2 MPs. Then a combat can be resolved normally (see 9. Combat) with a 2 columns to the left odds shift in favour of the defender.

If the unit attacked is eliminated the stack may continue to move, and/or launch additional mobile attacks, provided that they have enough movement points left to do so.

A Mobile Attack can receive air support and naval support, (see Example 3).

8.3. Operational Movement.

Allied units can use Operational movement during the Movement phase. To use it a unit must never start its move adjacent or end its movement adjacent to an enemy unit.

Operational movement doubles the movement factor of the unit.

Operational Movement can be combined with road movement which allows movement paying ½ MP per each hex entered.

8.4. Lakes.

Units cannot trace a LOC through all lake hexsides.

8.5. French Units.

French units treat mountain hexes like rough hexes for movement purposes.

9. Combat.

In General.- During the Combat phase a player can attack enemy units adjacent to his own. It is not mandatory to attack adjacent enemy units.

No unit may attack more once per turn.

An enemy unit can be attacked several times per turn if it is attacked by different units.

The player annonces and resolves, one by one, all the attacks he wishes to make. That is, first he announces and resolves one attack, then another, then another, until resolving all the attacks he wishes to perform that turn.

9.1 Combat Resolution.

Determine which unit(s) is attacking and which unit(s) is/are defending, then work out the attack and defence factors. The total attack factor is divided by the defence factor to obtain the attack ratio. The attack ratio can be modified by terrain, fortifications or other modifiers as per the usual tables. Roll 1d6 and then apply modifiers.

9.2. Advance after Combat.

If the attacked hex is empty of enemy units at the end of the combat, the attacking player can advance all or one of his units into the hex. This is not mandatory.

9.3. Front Breakthrough.

If the result of a combat inflicts on the enemy player more step losses than steps of units in that hex, then the excess step losses are transformed into bonus movement points. This is called a Front Breakthrough. Only Armoured and/or Mechanised units which participated in the attack can move during a Front Breakthrough.

The first hex entered must be the hex just attacked but otherwise the units performing the Front Breakthrough may enter any hex not occupied by enemy units and that could be entered during normal movement (no movement across Lake hexsides, for instance.) They may ignore enemy ZOCs during this kind of movement. (See Example of Front Breakthrough, Page #20).

9.3. Exploitation.

If a result of Front breakthrough is obtained and there are Armoured or Mechanised units which are not adjacent to enemy units AND have not been in combat that turn, they can perform an Exploitation Movement.

After performing any Front Breakthrough movement, the Allied player declares that he is going to perform an exploitation move-
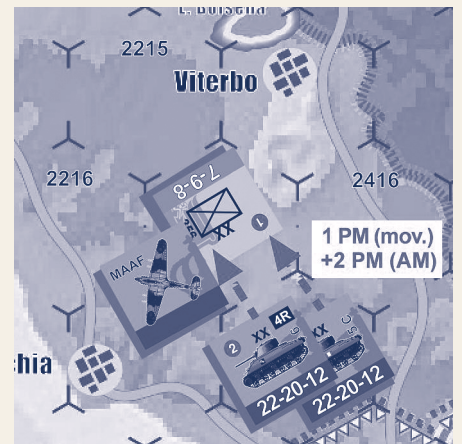
Example 3. Mobile Attack.

6th British and 5th Canadian Armoured divisions (both at full strength, each with 22-20-12 factors) launch a mobile attack against hex 2519, which is occupied by 356 Infantry Division (one step loss, factors 7-9-8).

The CW Armored divisions pays the cost for entering hex 2519 (clear hex: 1 MP) + 2 additional MP to launch a Mobile Attack. The Allied player gives air support to the attack, assigning a British air unit. Combat odds are as follows: 44/9 = 4:1 odds +1R (air support) -2L (MA negative odds shift).

The Allied player rolls one die and the result is ½. The CW units lose one step and the German unit is eliminated. The extra step loss suffered by the German player does not count as "front breakthrough". The CW units have 9 MP remaining which they can use to launch additional Mobile Assaults and/or keep moving.

ment. A unit which performs an Exploitation Movement may use ½ of its movement allowance (round up remainders: half of 5 is 3) to exploit the breach. Its movement must pass through the hex just emptied of enemy units during combat.

During the Exploitation move enemy ZOCs are ignored. They pay the normal movement costs of entering each hex or hexside. (See Exploitation Example, Page # 21).

9.4. German Fortification Lines.

Three German Fortification Lines are printed on the map: the Gustav, Caesar and Berhardt/Gothic lines. These positions give a shift of 1 column to the left for German units in defence. ▶

1

2213 2313
2214 2314 2414
L. Bolsena
2215 2315
Viterb
2216 2416
2217 2317
cchia
+1/-1 Col.
2218 2318 2418

MAAF

22-20-12 22-20-12 12-16-8
10-12-8 334
16-20-8

2

2213 2313
2214 2314 2414
3 2 22-20-12
2215 2315
2 Viterb 10-12-8 334
2216 2316 2416
3R 4R
1 12-16-8 22-20-12
2217 2317
cchia
2218 2318 2418

Example of Front Breakthrough.
Three Allied Armoured divisions are placed in hex 2317 and attack one German stack sited in 2317. The German force is composed of divisions 1FJ and 334. Both divisions have a total of three steps. After resolving combat the final result is 1/6, that is, 1 step loss for the attacker and 6 for the defender.
Since the German units only have three steps the Allied player has achieved a "Front Breakthrough." The Allied mech and armor units have each three additional MPs available to perform Front Breakthrough movement.
Two Armored divisions move to hex 2316, then to hexes 2416 and 2314. The remaining armoured division moves to hex 2316. During their "front breakthrough" movement both units ignore enemy ZOCs and they pay the normal cost of entering each hex and/ or crossing each hexside.

The Cesar, Gustav and Berhardt positions are already activated on Turn 1.

The Gothic position is not activated until turn 7 (July 1944).

If an Allied unit enters a hex of the Gothic line before turn 7 then the line is not activated.

The modifiers for the fortified line are added to any other terrain modifiers in the hex.

The modifiers are not applied if more than ½ of the combat factors attack across a non-fortified line hexside.

Example : One German units placed in hex 0811 is attacked from hexes 0809 and 0709. 10 attack factors from 0809 and 12 from 0709. There is a fortified line in the 0809-0709 hexside but the number of attack factors attacking across the non-fortified hexside are bigger. Therefore, the -1L odds shift modifier does not apply in this case.

9.4.1. Monte Cassino.
German units defending the Cassino hex (3020) have a favorable odds shift of -2 on the defense (in addition to the -2 for mountain terrain and any other applicable modifiers).

9.5. Concentric Attacks.
An attack against any hex by units which are attacking from opposite sides gives that attack a +1 column shift to the right.

9.6. LCs and Beachheads.
LC and beachhead units are eliminated when the last step of units they stack with is eliminated.

If an enemy unit moves to a hex adjacent to a LC or beachhead unit that it is not stacked with any friendly unit, that LC or BH unit is immediately eliminated.

The German player earns 10 VPs whenever he manages to destroy a BH marker.

If a LC unit is eliminated it can return to play (at no cost in replacement points) in any road hex that can trace a LOC of no more than 10 hexes to a friendly supply source hex.

10. Air and Naval Support.
In General.- Each side uses air support markers. The Allied player uses also two naval support markers.

10.1. Using naval and/or air Support markers.
During the combat phase, both sides may use air and or Naval Support markers to provide Support to its defensive or offensive operations.

Air and naval support counters may only be used once per turn, either on the attack or on the defense.

The attacker must announce first if he is going to use air or naval Support to support an attack.

Then, the defender may announce if he is going to use air or naval support.

Each air or naval support marker generates a +1R odds shift in attack or a -1 L leftward odds shift in defense. Each marker used cancels one of the enemy.

The maximum number of odds shifts that apply when using air or naval markers (no matter how many support markers used) is +2R or -2L.

10.1.1. Naval Support.
It can be used only to provide Support to attacking or defending Allied units placed in coastal hexes.

11. Allied landings and General offensives.
In General.- During each match, the Allied player may choose to launch up to 2 landings and/or general offensives. He may only launch a total of 2: 2 landings, 1 landing and 1 offensive, or 2 offensives.

If the Allied player decides to launch a landing or a general offensive, he, it may not launch another such operation until two turns later.

(That is, if he decides to launch a landing on game turn 1, it may not launch another landing or a general offensive until game turn 3 or later).

Only one such maneuver (landing or offensive) may be launched during a single turn. That is, if the Allied player decides to launch a landing on turn 1, he cannot launch a general offensive that same turn.

Procedure

To launch a landing or a general offensive, it must be planned at least two turns in advance. That is, if the Allied player wants to launch a landing operation on game turn 4, he must write on a piece of paper (during the administrative phase of game turn 1 or 2) that he will launch a landing on turn 4, and in what hex. That paper will be disclosed at the beginning of game turn 4 to the German player.

Intelligence Operations

The Allied player may write "no landing" and reveal it to the German player as explained above.

Landings.

If the Allied player has planned to launch a landing, during the Allied movement phase of that game turn place a beachhead marker in the hex written in the note. The hex selected must be any coastal hex under enemy control that contains at least a town.

The Allied player may place up to 2 divisions or equivalent taken from the general reserve stacked with that marker (see 12. Allied Strategic Reserve).

During subsequent turns the Allied player may land in that beachhead up to 1 division or equivalent OR units tracing LOC to that beachhead marker may receive up to 2 Replacement Points. The player may also land a brigade-sized reinforcement unit and use 1 Replacement Point to flip a depleted unit back to its full strength side, as long as it can trace an LOC to that beachhead marker.

The player may also land a brigade-sized reinforcement unit and use 1 Replacement Point to flip a depleted unit back to its full strength side, as long as it can trace an LOC to that beachhead marker the just

landed Allied units have a -1L odds shift in attack and a +1R odds shift in defense. Their movement factors are halved (round down). They may not use operational movement. These units may receive air and naval Support.

Game Turn 1 landing.

The Allied player is allowed to launch a landing on game turn 1. If the Allied player decides not to launch a landing, he may not launch another landing (or general offensive) until game turn 3 at the earliest.

General Offensives.

If the Allied player decides to launch a general offensive, he must place the "general offensive" marker in one hex under his control. The marker must be within 8 hexes of its Logistical Center or an Allied supply hex. This is done at the very beginning of the movement phase, before moving any unit. The Allied player may place in that hex or in adjacent Allied-controlled hexes any number of units from the strategic reserve provided that the stacking limits are not violated.

Any units adjacent to the general offensive marker will attack that turn with a +1R rightward odds shift.

12. Allied Strategic Reserve.

The Allied player may put any number of units in the strategic reserve box.

The strategic reserve (SR) box must be always kept hidden from the German player's view.

The Allied player may place in the strategic box any number of units he wishes.

Units may be sent to the Strategic Reserve box only if they are not adjacent to enemy units and if they are placed in an Allied controlled hex that may trace LOC to the Allied Logistical Center or to an Allied supply hex.

Units may be sent to the SR Box during the replacements, reinforcements and withdrawals phase.

Units in the SR box may be placed in any town or city hex under Allied control that it is not adjacent to enemy units.
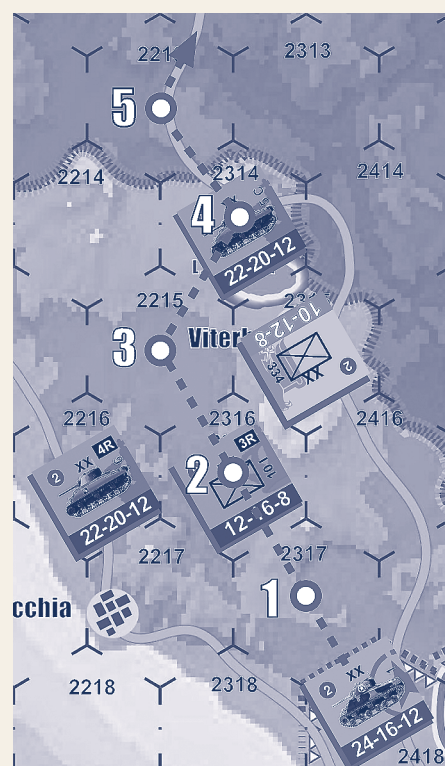
Example. Exploitation.

Following the Front Breakthrough example, the 1st. Armoured Div., placed in hex 2418 it is not adjacent to any German unit and has not fought yet during the Allied combat phase.

The 1st. Div. has a movement factor of 12 MPs, and therefore it can expend up to 6 MP to perform its exploitation movement. The 1st. AD must move to hex 2317 (the hex just emptied of German units) then continue moving if it has MPs remaining.

Units in the SR Box may be placed in a beachhead unit (provided that the stacking limits are not violated) during the replacements, reinforcements and withdrawals phase.

13. How to Win.

In General.- Control of a number of cities or towns determines who wins the game. Cities with a bracketed figure [ ] are victory point hexes.

The figure between brackets shows the number of victory points (VPs) yielded by each city or town. ▶

included also Italian volunteers from the former parachute divisions of the Regio Esercito, the Nembo and Folgore Divisions. ■

Allied troops advancing through the outskirts of Rome, June 1944. (AP picture).

Rome is worth 15 VP. Bologna is worth 10 VPs. All other VP cities are worth 5 VP each.

The German player may also gain VPs if he eliminates beachhead markers.

If the Allied player conquers three or more Gothic line hexes before turn 7, he earns 10 VPs.

At the end of the last game turn, count the number of VPs earned by each side to determine who won. The Allied player if he has won 40 or more VPs than the German player. If the Allied player has less than 40 VPs more than the German player, then the German player wins.

If the Allied player earns 50 VPs more than the German player, the Allied player obtains a strategic victory (the end of the Italian campaign takes place 2 or 3 months earlier than historical).

Example: the Allied player earns 60 VPs while the German player earns 20 VPs. The difference for the Allied player is +40. Therefore, the Allied player wins.

14. OOB Notes.

The Polish Corps
That unit arrived gradually to Italy starting with late 1943 and it would not be complete until April 1944. This is why the three units forming it (2nd

Armored Brigade, 3rd and 5th Infantry Divisions) are not available until game turn 4.

Brazilian expeditionary division
Is not available in the counter sheet because it would not enter combat until September 1944 (last game turn) and only part of the force. The Brazilian division would not be complete until early 1945.

Divisions of the Italian Social Republic
These are not represented in the German OOB because the Germans did not trust them and preferred to use them in counter guerrilla missions. Eventually they fought against Allied troops but this would not happen until late 1944. This is also the reason why there are no Italian partisans in the game.

Italian co-belligerent units (pro-Allied)
On the other hand, the Italian co-belligerent units fought at the forefront of the Allied forces as early as late 1943. In April 1944, the great number of volunteers allowed to form two divisions, Utili and Nembo.

These two divisions formed the Corpo Italiano dec Liberazione or Italian Liberation Corps. The Nembo division was raised around a cadre of troops and officers from the Nembo parachute division of the old Regio Esercito. Ironically, the 4th German parachute division, activated in Venice in late 1943,

Design notes and infographics

Counter units.- the icons used in the vehicle, aircraft or ship files seeks to make the representation of the models as close as possible to the material used in the historical period, trying to complete the proposed historical simulation with a visually attractive design, in no case does it pretend to be a treatise on uniformology or military equipment.

Map.- the area where the campaign takes place, has been adapted to the requirements of this simulation with the minimum possible variations.

Abbreviations used in the map :

I: island. **R**: river. **L**: lake.