

Operational Combat Series:

Sicily: Triumph & Folly

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Operational Combat Series
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A Complete Copy of Sicily Includes:

1x Box
1x OCS Series Rulebook (v3.0)
2x OCS Charts & Tables Booklets (v3.0)
1x Game Specific Rulebook
2x Dice (one red, one white)
2x 22x 34" Map
4x 280-counter countersheet (includes 2 identical marker sheets)
1x 140-counter countersheet
1x Registration Card
Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

Introduction

Sicily is the 7th game in the *Operational Combat Series*. It breaks ground within the series: the first to use the 2.5 mile per hex scale and the first to cover a major amphibious operation.

Counting numbers of vessels, the 1943 landing at Sicily is the largest amphibious invasion in history. The game is a tough fight on both sides. While the Allied player has the tougher workload in planning the invasion, the Axis problem is one of active defense followed by a combination effort to hold as long as possible while taking as few German losses as possible. At first glance, it would appear that the most experienced player should play the Allies, but the extra skill will be needed on the Axis side instead. Enjoy!

1.0 General Special Rules

1.1 Scale Issues

This is the first OCS game to use the 2.5 mile per hex scale (instead of the usual 5 mile per hex scale). As such a few changes are needed:

1) Each turn represents 1/4 of a week instead of 1/2 week. This retains the system wide standard ground movement allowances and movement point costs. Air unit ranges have been doubled (to reflect raw range) as they are not affected by the time scale change.

2) Combat remains the same, except the reduced scale increases the number of hexes needed to be taken to capture a specific amount of ground has increased. This reduces the effects of the individual barrages and combats..

3) Some OCS functions require 1 RE or regimental units to perform. In all these cases, two Infantry Battalions equate to the 1 RE or regiment required.

4) All other consumption rates, draw ranges, displacement distances, interception and interdiction distances, stacking limits, tables and modifiers remain the same.

5) Artillery Ranges remain similar to the games at the other scale. This partially eliminates the variable location built into the regular scale due to shortened time available and brings the game ranges closer to their technical counterparts, but still allows some location flexibility.

6) Construction can only be done on turns with a full bar on the Turn Record (not those with the little white box) and have a "pick-n-shovel" symbol. **Exception:** Demolition and Port Repair can be done on any turn.

Design Note: Other system effects (those measured in "hexes") remain unchanged. The reasoning is simple, these activities occur at a range between 'close' and 'far' based on the perceptions of the commanders involved—not a specific distance. In other words, what is considered to be 'far' varies from theater to theater: 10 miles means one thing to a commander in Normandy or Sicily, but something quite different to one in the Ukraine.

1.2 Weather

The weather was extremely good during this campaign. As such, there is no Weather Table, weather always allows flight.

1.3 Terrain Notes

1.3a Tracks. There are three "road" types: Primary, Secondary, and Tracks. The use of "road" includes all three.

1.3b Railroads. The Sicilian railroad net is very limited. Allied air interdiction prevented its effective use by the Axis. The Allies did not have any ability to use the railways until 29 July 43 (when a US Railway Operations Bn arrives). The Axis can use the railroads for trace supply, but do not have a rail capacity. The Allies can use any captured Rail-line (whenever an Allied attack-capable unit was the last to move through the hex) for trace supply, also on 29 July 43, they get a Rail Cap of 2.

Rail hexes cannot be damaged.

1.3c Mile Markers. The Primary Roads leading from Messina are marked with mile markers every 10 hexes. These mark numbers of hexes not MPs. These have no effect except to help counting speed.

1.3d Lava Flow Hexes. No construction is allowed in these hexes.

1.3e City Hexes and Airbase building. The “City” hexes on Sicily qualify for the series rules provision (15.1c) prohibiting airbase construction.

1.4 Extenders

Neither side can generate any Truck or Wagon Extenders.

1.5 Off-Map Holding Boxes

Both sides have a number off-map holding boxes, which:

- allow reinforcements to enter
- are always in trace supply (this includes the Allied Naval Staging Boxes)
- contain the number of airfields shown and have enough supply to operate these airfields to refit at full capability

Those with a box for off-map ground units also:

- contain a nominal HQ for rebuilding units
- contain a nominal infinite supply dump that can be drawn on by available transport assets.

1.5a Off-map Movement. Units starting the Movement Phase in a Holding Box can move onto the map. Air unit movement to or from the boxes as per 1.5b and 1.6. Also see the Naval rules (3.4) for ship movement. Units can be held in the off-map area indefinitely. Ground units can only be placed in an Off-Map Box that has a Ground Units Box.

1.5b Off-map Airbases. The number of off-map airbases and their levels are shown in the boxes themselves. Air units can transfer from one off-map box to any other off-map box. During transfers, range is not an issue, move the unit and inactivate it in the new box.

1.5c Replacement Centers. Each off-map Holding Box has a nominal HQ. Allied units **cannot** be rebuilt on Sicily and Allied Repls cannot move to the map. They must be kept (and used) in the boxes.

1.5d Enemy Activity. A side’s units can **only** enter or affect their own Off-Map Holding Boxes.

1.6 Air Entry Points

1.6a Air Entry Points (AEPs). Along the coast are numerous Air Entry Points (AEPs). These are hexes where air units can play from the Holding Boxes. Each AEP lists the range to the each Holding Box from which it can be accessed. To move from a Holding Box to an AEP hex, use the listed range (if that range is too great, apply 1.6c or the trip cannot be made). Upon exiting an AEP (or interpolated AEP, see 1.6b), straight line flight requirements are in effect with the AEP as the start point.

Following the coast and connecting the AEPs is the AEP line. This line is used for interpolating additional AEPs according to 1.6b.

1.6b Interpolating Additional AEPs. You can use any hex along the AEP line as an exit AEP (the hex used to enter this process must be a real, printed AEP or Holding Box). To do this, decide on the exact hex to be used as the exit AEP and pick any AEP as a reference. Determine the distance from the Holding Box to the reference AEP. Add to that distance the hexes from that reference AEP to the chosen exit AEP counting along the AEP line. The result is the total distance.

Interpolated AEPs are less efficient than real ones—use real ones whenever possible. No interception is allowed in the “movement” of the air units along the AEP Line from the reference AEP to the exit hex. (This movement is actually done out at sea and not right along the coast as it would appear.)

EXAMPLE of Interpolation.

An air unit from Tunis wishes to enter the game map at A46.22. It flies to AEP #4 (68 hex range) and shifts the 3 hexes to A46.22. It enters play at that hex with 71 hexes of range expended.

1.6c Out of Range Air Unit Transfers. Air units can transfer between bases outside their range if all of the following are true:

- a) The range traversed is no greater than 2x the air unit’s range and the air unit begins at one base and ends at another base (transfers between holding boxes ignore range),
- b) the air unit immediately becomes inactive at the destination base, and
- c) both the beginning and ending bases are friendly.

Transport air units **can** carry a load when doing this.

1.7 Mules & Wagons

Treat Mules as Wagons for capture/displacement purposes (except that the Allies **can** capture mules).

Mules can be transported (not para dropped!) by aircraft, gliders, landing craft, and trucks; each Mule Point counts as 1 SP (Mules **cannot** be transported loaded). Mules are not available in denominations smaller than 1 SP; they cannot breakdown or be captured in smaller numbers.

Wagons exist only for the Axis. If a wagon is captured, the Allies get the captured SPs (if any), but destroy the portion of the wagon captured.

1.8 Pre-Game Port Bombardment

All the significant ports in Sicily were heavily bombed before the campaign began. Before starting any scenario beginning on 10 July 43 (later scenarios will list port damage, if any), roll one die for each port with a Port Cap and Damage Track.

Die Damage

1-3	1 Hit
4-5	2 Hits
6	3 Hits

1.9 Counter Colors and Ownership

The Axis controls:

- German units (Grey-Green)
- Italian units (Sea Green)
- Blackshirt Italians units (Grass Green)
- Luftwaffe ground units (Steel Grey)
- German and Italian air units (Pale Blue and Blue-Green)

The Allies control:

- British units (Red Brown)
- US units (Olive Green)
- Canadian units (Brown)
- French Moroccan unit (Very Light Blue)
- Allied Naval Vessels (Pale Blue-Grey)
- RAF air units (Brick Red)
- USAAF air units (Olive)

National designations of trucks, mules, wagons and reserve markers are for color only. All are freely interchangeable within a given side.

1.10 Hedgehogs

Neither side took the time or expended the resources to develop heavily prepared positions in this campaign, so no one can build Hedgehogs here. The standardized OCS marker sheet comes with some, use these for another OCS game.

2.0 Axis Special Rules

2.1 Reinforcements

Axis reinforcements arrive at any Axis Off-Map Holding Box **OR** in the Toe of the Italian Boot (in the Map B's north-east corner), unless specified otherwise. Reinforcements can be moved to Sicily using the Axis Shipping Allowance, and (later) the Messina Strait Ferries. Place anything arriving on the Toe in any Toe hex (including the ferry points so that the unit can move onto Sicily in its first Movement Phase, if the Ferries are active).

Axis Repls can be used to build either Italian or German units.

2.2 Trace Supply Sources

The Axis is limited to using Messina, Augusta, Palermo and/or Catania (given OCS rule 19.0c) and the rail-lines on the mainland. Use the Port Damage Marker with "Supply Source" on it to show those available at any particular moment, and the reverse to show the opposite. See also 2.11 Axis Road Trace.

2.3 The "Toe"

The small amount of mainland Italy (the "Toe" of the Italian Boot) in the Map B's northeast corner is an unlimited supply source (just like the off-map boxes). Any location within this land area can reach this nominal dump for any purpose (Exception: the dump cannot be used to build new airbases). No unit on Sicily can draw or trace directly off this dump.

2.4 Aircraft Limitations

2.4a Hip Shoot. German air units can conduct Hip Shoots. Italians cannot.

2.4b Spotting Limitations. German air barrages require a German spotter, and Italian ones require an Italian. If the required spotter is not available, the barrage is not spotted (but otherwise allowed).

2.4c International Cooperation. Italian and German air units cannot move together or combine into a single barrage. However, they can base and refit together freely.

2.4d "Extra" Air Units. There are a few "excess" air units, these can be "built" using series rule 13.5c.

2.4e "Safe" Air Units. Axis players will be prone to station a large number of their air units in the off-map air base boxes to avoid the "Allied air war's wrath." Since these bases were the Allied air campaign's primary target, the following rule is needed.

Each Axis Air Unit Refit Phase on a turn with an air unit symbol on the Turn

Record Track, reduce **one** air unit stationed in the off-map boxes (player's choice). One reduction is made regardless of the number of air units in the off-map boxes or the number of boxes being used.

Design Note: Obviously 2.4e is a major simplification of what was going on. Players will choose their worst air units first and so on. It will be a slow attrition, but I think simulates the continued damage that the Allied air war (mostly out of the player's hands) was doing to the Axis Italian airfields. I wanted to do this with a minimum of fuss and no die rolls—just a slow grinding down of the off-map air force.

2.5 Shipping and The Messina Strait

2.5a Shipping. The Axis has a 6 SPs shipping capacity. This shipping can only be used to ports from Catania north through Messina and then around the coast to Palermo (inclusive of the end points). This limits which ports allow shipping capacity to be used, **but** it does **not** affect any port's trace capability determination.

2.5b Ferries. Starting 1 Aug 43, the Axis Ferry begins operations **in addition to** the regular shipping allowance. Each Ferry Route Arrow allows a transfer of 2T per turn (**unrestricted** by the small port caps) for a total of 4 SPs per turn each way (in addition to any still allowed by 2.5a). The 2T limitation per arrow is per direction (so, theoretically, in one turn arrow could move 2T to Sicily **and** 2T to the Toe). There are no loading or unloading costs, but anything moved in this manner cannot move further during that turn (the units must be in Move Mode and not DG or in Reserve). Ferry transfer occurs only during the regular Movement Phase. Other than occupying or being adjacent to the Sicilian terminus hexes, there is nothing the Allies can do to interrupt ferry operations.

2.5c Ferry Consolidation. The Axis can consolidate all his Ferry operations into a single one going into Messina (4 SPs total) per turn. This can be done as long as there is no Allied ground unit at or within 5 hexes of Messina (either hex). The Messina port capacity does **not** constrain this consolidated ferry capacity.

2.5d Flak. Several hexes in the Messina Strait area have intrinsic Heavy Flak ratings (2, 3 or 4 points). Treat these as nominal Flak units that have no need of supply, no normal combat ability, step size or anything else. Automatically destroyed them if an enemy unit enters their hex, otherwise they cannot be destroyed. They function at all times, even before the Ferries begin operation.

2.6 Italian "Wavering" Units and Italian Limitations

2.6a Several Italian divisions were on the edge of surrender even before the Allies showed up (things did not look good for the Italian army at this point). These divisions (Aosta, Assietta Divisions, and the 202, 206, 207, 208, 213 Coastal Divisions) have a yellow stripe on their counters. The first time **any** unit from these divisions is involved in any combat (attack, defense, regular, or overrun) against Allied Ground units, roll one die each for the division(s) involved. Make this roll when the combat is declared, but before any supply is expended, surprise rolls made, or any results obtained. If the attack is an overrun pay the 3 MPs.

On a 1-3, remove **all** units of that division from play (they cannot be rebuilt) abandoning any other units or SPs that might be stacked with them. On a 4-6 there is no effect.

Make only one such "test" roll per division per game. There is no advance after combat due to the results of this roll, even for the units that declared a combat to initiate it. In an overrun, the attacking units enter the target hex and continue to move normally.

2.6b In addition to (and separate from) the above, make the same die roll the **first** time each Italian Coastal Artillery unit fires upon any Allied ship or Landing Craft. Make only one roll per Coastal Artillery unit (and all are subject to this roll, not just those with a stripe). Make the roll before actually executing the shot.

2.6c No Italian unit can be used to damage any Sicilian Port **or** air base. The Germans **can**, Italians **cannot**.

2.6d Italian units cannot spot for German artillery. German units cannot spot for Italian artillery.

2.7 The Augusta-Syracuse Fortress Syndrome

Allied Command expected The Augusta-Syracuse Fortress to be a major threat to invading forces. As it turned out, the coastal batteries in the area (which were strong) were taken out of action by their own crews. For the Allies (and their planning), however, the threat was real.

The two Coastal Artillery Brigades setting up between Syracuse and Augusta (S Fort and A Fort) represent the many (some very heavy) coastal defense guns in the area. Historically, these units spiked their guns (some were dumped into the

ocean) before the invasion. To keep the Allies in the dark about their utility, the Axis rolls for each as per 2.6b before play, but does not remove those lost until the first Allied Movement Phase ends. The “dead, but still there” guns cannot fire. Make this roll only before play begins and make it regardless of the situation.

2.8 Italian Naval Sorties (Very Optional)

This option can **only** be used if the corresponding Allied option (3.6d) is used.

Given the number of boxes filled in on the Allied Battleship Box on Map B, the Axis player rolls one die at the very beginning of each Axis player-turn. If the roll is greater than or equal to the value given in the Battleship Box (based on the number of boxes properly filled), the Axis can deploy all his Italian ships along any north or east map edge hex. These can move and fire during that turn like any other ship. If the Italian ships are on the map when the roll is made on the next turn, if the roll succeeds, they remain in play, otherwise they are removed until the next successful roll (no matter where they are on the map). Retain all damage to the ships when removed each time.

***Historical Note:** The Italian Navy was based in two separate locations and the potential sorties would come from those bases. The two groups are A) The Tyrrhenian Group (Littorio, Roma, V.Veneto, 2x DD, 2x CA) and B) The Ionian Group (A.Doria, Duilio, and 2x DD). The Tyrenian Group could only sortie from the North map edge. The Ionian Group could only sortie from the East map edge. In playtesting, it was discovered that splitting the Italian Navy in this manner led to some pretty silly player antics. There was no reason to assume that the ships would return to their original bases. Once they re-align themselves, the verbiage forcing them to start out separately was worthless. So, to avoid this waste of rule’s space, the requirement to start out separated was dropped.*

***Design Note:** I do not recommend the above rule. It was tried in testing and found to be a foregone conclusion (the Allied Navy mopped the floors with the Italian Navy and then shifted everything to shore bombardment). Try it if you like, to see if you get the same results we did, but in general I would suggest not bothering. Given the campaign game VPs for damaged or sunk Allied ships, it may be worth the effort (once) just to see how it goes...*

2.9 Coastal Deployment Zones

To simplify the initial Italian set up, Coastal Deployment Zones are printed on the map. When units are assigned to such a zone, they can set up anywhere within it, to include the boundaries. These zones have no effect once play begins and exist only to facilitate set up.

2.10 The German Kampfgruppen

The German forces on the island were divided into Kampfgruppen consisting of the units of the 15th PG Division along with some units from the HG Pz Division and corps asset units. To better reflect this organization, these units are organized into their KGs with each as an independent multi-unit formation.

2.11 Road Supply Trace

The Axis can use Primary Roads and regular Roads (**not** Tracks) for trace supply exactly like Railroads in series rule 11.6. Like the railways, this trace is blocked if an enemy attack capable unit is adjacent to the road being used, but unlike them, this effect is **negated** by friendly units. There are no “damaged” or “interdiction” effects and there is no need for “de-roadable” (or whatever) hexes—any road hex will do as a connection point. A connection between road trace and a later Railroad must be at a detrainable hex, however. This rule does not apply to the Allies.

2.12 Air Drop Preparations

The Axis player is free from the planning restrictions of series rule 14.11d until 15 July 43 (inclusive).

3.0 Allied Special Rules

3.1 Trace Supply Sources

The Allies can use any captured (or LST) port with a current Port Cap of 1 SP or more also marked with a “White Star” as a Supply Source.

3.2 Who’s Show is this?

On the first game turn, the available Landing Craft, LSTs, and DUKWs must be split equally between the US and Commonwealth (as determined by their loads, to include SPs). This rule only applies on the 10 July 43 turn.

***Design Note:** Both the Commonwealth and US forces were attempting to make sure their side was recognized as the main effort in this operation. The Commonwealth felt it was the senior partner and deserved the best goals and greater share of the common resources. The US Army was impatient to prove its value and felt more capable than the British, if only given a chance.*

In any case, neither force would have stood for a greatly unequal share of the effort. This rule is designed to make sure both have a hand in the initial landings.

3.3 Reinforcements

3.3a Arrival of New Units. Newly arrived Allied Ground units, and Repls arrive in the Tunis Off-Map Box. From there, they can be moved via the procedure below. Repls, however, must remain in Tunis until converted into regular units.

3.3b Transfers to Sicilian Ports. The Allies have an 8 SPs capacity per turn to move from Tunis to any captured port (or vice versa). Use the track on Map A to record the capacity remaining. This shipping allowance **cannot** be used to the Floating Forces Box or from the Floating Forces Box to the map. Once drained, the Floating Forces Box no longer provides a place for Landing Craft to get new units or SPs for the invasion (there is no mechanic to move anything from Tunis to the Floating Forces Box beyond that which starts the scenario there).

Landing Craft and LSTs **cannot** run from the Floating Forces Box to Tunis.

3.3c Landing Preparations. The Allied Player must “load out” anything he wants to transfer to the map from the Floating Forces by loading items from the box onto available Landing Craft. Based on the landing craft availability units in the Floating Forces Box, load the landing craft to prepare them for landing. The landing craft must **begin** the **friendly Movement Phase** in the Floating Forces Box to load and loading can only be done in that phase. Loading itself does not cost MPs, and Landing Craft can move to the Naval Release Point (NRP) and then on the map the same phase they load.

If an at-start set up places units and Landing Craft into the Floating Forces Box, they can be loaded as desired.

3.4 Aircraft Limitations

3.4a Hip Shoot. Allied air units **cannot** execute hip shoots.

3.4b International Coordination. All

Allied air units can attack together interchangeably. Gliders are only color-coded as USAAF, but these can be freely used by the RAF. British aircraft must have British or Canadian spotters; US aircraft must have US spotters. The French Goums cannot spot for anybody. If an air strike has a “wrong” nationality spotter, it is **unspotted**.

3.4c Ground Support Failures. The rivalry between air and ground commanders reached a crescendo in this campaign. Air commanders were convinced they gave the invasion full support, ground commanders felt hung out to dry. As such, roll one die for Ground Support Availability each turn. The number rolled is the number of air barrages the Allies can make using the regular Barrage Table. Any number **are** allowed on the Barrage vs Facility or Barrage vs Dump/Truck Tables. The number rolled **only** limits the air unit barrage attacks made on the regular Barrage Table.

Use the track on Map A to record the available Barrage Table air attacks remaining.

Ship gunfire support and/or artillery barrages do not count against this Ground Support Availability. This limitation is only applied to Air unit barrages against ground unit targets (it does not affect air unit barrages against ships, for example).

3.4d Transfers to Sicily Itself. The Allied air forces transferred some strength to the captured air bases in Sicily, but never had a free hand to “load up” the island the way any game player would. For that reason, the Allies can **never base more than 10 air units** on Sicilian air bases at the end of any Allied Air Unit Refit Phase (counting **both** active and inactive air units). If he exceeds this limit, move the offending air units (player’s choice) to any off-map airfield where they must remain inactive until the **next** Refit Phase.

3.5 Allied HQ Limitations

3.5a Replacements. Allied HQs cannot rebuild units. All ground unit rebuilds must be done in Tunis. Air units can be rebuilt at any friendly air base.

3.5b Nationality Limits. US HQs can only supply US units. British HQs can supply any Commonwealth unit. The Canadian HQ can only supply Canadians or non-divisional British units. Treat the French Goums unit as US for this rule. There are no such restrictions on the Axis HQs.

3.6 Naval Rules

3.6a Naval Release Points (NRPs). There are Naval Release Points (NRPs) along Sicily’s coast. These are the conduits between the Floating Forces Boxes and the map’s hex grid. A naval unit in the Floating Forces Box can instantly start moving from any map NRP, likewise any ship moving on the map can instantly transfer to the box when it enters the NRP. A given naval unit can only move in one direction in a given phase (**into** the Floating Forces Box **OR out** of it). There is no ability to directly transfer from one NRP to another. See also 3.6e’s option.

3.6b Sea Transfer Lane (STL). This is a route that allows (slow) transfers around Sicily’s western “horn” from the NRPs south of the island. Any Landing Craft or Ship starting a turn in A20.01 (or A42.01 going the other way) moves to the Sea Transfers in Progress Box for the appropriate direction. Any Landing Craft or Ship starting a turn in the Sea Transfers in Progress Box **must** then move to A42.01 (or A20.01 depending on the direction it was placed in the box). Any Landing Craft or Ship starting a turn in either end hex (A42.01 or A20.01) can either start down the STL, or move normally out into the map. Ships can hold in place in either end hex, or if already in the Sea Transfers in Progress Box and the player changes his mind, it can switch directions in the box (but not leave in the same turn). Ships **within** the STL are free from enemy attack.

***Design Note:** The Sea Transfer Lane is especially slow and ponderous. In conjunction with the already sluggish naval functions, it allows players to try landings on the northern Sicilian coast, but at a great cost. Historically, plans for such landings were dropped due to the greater distance to these shores as well as the proximity of Italian mainland airfields. The STL drags the landing out to cover both the extra distance and the dogging of Axis aircraft along the way (actual losses are assumed to be minimal).*

3.6c Mined Zones. The Axis had developed extensive minefields to cover the sea lanes near Messina. These are marked on the map and no ship unit (Allied or Axis) can enter a Sea Mine hex. They have no other effect.

3.6d The Battleships and Cruisers (Optional). The various Allied Battleships and their supporting Heavy Cruisers were not available to provide Naval Gunfire Support as they were dedicated to preventing an Italian Naval Sortie. If this

option is used, allow the optional naval units to be in play, but the Battleship Box and Italian Naval Sorties rule (2.8) must be used. On Map B is the Battleship Box. This is connected to all the NRPs in the same manner as the Floating Forces Box. This box shows locations to place each Allied Naval unit needed to provide the die rolls shown for Italian Naval Sorties. The Allied player can only change the Battleship Box’s composition during his regular Movement Phase.

3.6e The Northern Invasion (Optional). There is an optional NRP in hex A13.17. This NRP cannot be used unless the full option is used. To apply this option, you must do the following:

- Halve the die roll from 3.4c and remove the B-17’s and halve the B-25/26’s from the Allied player’s aircraft list.
- All Allied DD’s (the monitors, 3.6f, remain) must be removed from play. 3.6d and 2.8 cannot be used if this option is played.

When this NRP becomes active, ignore the STL and the NRP acts like any other. Also, all normal NRPs are just as active as always.

***Design Note:** Planners argued back and forth regarding the location of the invasion beaches. One of the potential landing sites was along the northern Sicilian coast near Palermo. It was eliminated from the list due to the proximity of the Italian mainland airbases and the potential for Italian naval actions. Here you can try it for yourself.*

3.6f Royal Navy Monitors. There are three RN Monitors (HMS Roberts, HMS Erebus, and HMS Abercrombie). These were used exclusively for shore bombardment. They are always available and are not removed if 3.6e is used. They cannot be used in the Battleship Box. Otherwise, they function exactly like all the other naval units.

3.6g The British Carriers. The two British aircraft carriers can only carry the two air units with the carrier’s name on them.

3.7 Mule Captures

The Allies did not begin this campaign with mules (other than a handful available in Africa), but ended it with 4,000 in service. There are numerous Allied Mule points available (variously colored British and American). **Ten** mule points can be generated when cities are captured.

The first time an Allied unit enters any Sicilian city hex (and only at that time), 1 Allied Mule Point is generated instantly there. When the 10 allowed Mules have been generated, no additional city captures matter for this purpose. Multiple hex cities generate one mule per hex, so Palermo, for example, can generate three Mule points.

3.8 No Early Italian Mainland Invasion

No Allied Ground unit can enter any “toe” hex of the Italian boot.

3.9 Allied Air Drops

3.9a Use it or Lose It. During the period which allows air drops, 10 to 15 July 43, the Allied player **must** drop no fewer than 8 Battalions from either (or both) of the two Allied Airborne Divisions. If he fails to do so (he can choose to do less or none at all), remove **both** Airborne Divisions from play (never to be returned).

***Design Note:** With the advantage of hindsight, players may be hesitant to repeat the drop disasters of the real battle (knowing ahead of time how they will probably turn out). The real planning staffs had no such luxury. The player can choose to not make the historical drops, but if he does, there is no reason to believe that Allied High Command will allow these highly trained troops to be used as simple infantry. It is more likely that they would re-assign them to the Salerno invasion, instead. This rule puts the airborne in its proper perspective.*

3.9b Scatter. Weather and training combined to turn the Allied air drops into serious fiascos. Only the Allied airborne troop’s skill and courage redeemed these landings. For each air dropping (or glider landing) unit or Supply Token, roll one die for direction and another for distance (according to the Allied Airborne Scatter Table). Shift the load to that hex and check for landing success there. Shifts into all-sea or enemy occupied hexes automatically eliminate the load. Use the Scatter Diagram on Map B to determine the scatter’s direction. Determine the effect of enemy fighter Patrol Zones based on the final hex, not the intended one.

3.9c The British Glider Pilot Regiment. Unlike their American counterparts, the 1st Airborne Division’s Glider Pilots were trained to form up and act as infantry after landing their Gliders. Allow the unit (1 Pilot Glider Inf Bn) to arrive with the first British Glider landing. It does not count against the glider’s capacity, but does count for the requirement in 3.9a.

3.9d Cancellation of Airborne Operations. After the disastrous invasion air drops, Allied High Command ceased all airborne operations on 15 July 43 until the problems could be identified and fixed. After 15 July, Allied air drop and Glider operations are restricted to Supply Points only—no further unit insertions are allowed.

4.0 Minor Variants

The following apply to the Campaign Games only.

4.1 Deployment of the 11-4 Para Bn

This battalion was training in Palestine at the time of the Sicily invasion. If this option is used, allow the battalion to set up with the rest of the 1st Abn Division at start. This option is free.

4.2 Deployment of the 46 British Infantry Division

The 46th Division participated in the Tunisian campaign and then began refitting in preparation for the Salerno landings. In an emergency, the Allies could have diverted the division to rescue the Sicilian operation. The player can do this, but at a great cost (it is an *emergency* unit, after all!). This option gives the Axis player 3 VPs.

4.3 Release of 1 FJ Div HQ

The 1 FJ HQ is not used normally as General Hube did not allow the Luftwaffe command elements to transfer to Sicily (part of an underlying dispute between Hube and the Luftwaffe). If this option is used, allow the 1 FJ Divisional HQ to arrive as a reinforcement on 15 July 43. This option is free.

4.4 Early Arrival of 29 PG Div

Hitler vacillated regarding the release of the 29th PG Division to Sicily’s defense. Using this option, OKW responds with the division’s release when first asked. Allow the division to arrive on 15 July 43. This option costs the Axis Player 2 VPs.

5.0 Scenarios

5.1 Gela Counter-attack Mini-Scenario, 11 July 43

This scenario is best played solitaire. It focuses on the Axis player Turn of 10 July (only). This one is a nice warm-up to the rules, combats and overruns. It provides a lesson on using limited forces under tight time schedules to accomplish specific results.

General Information:

Set Up Order: Allied, Axis

Map Area: Map B, West of xx.23, East of xx.06, South of 31.xx, inclusive

First Player: Axis (2nd Player Turn of 10 July 43 only)

First Turn: 10 Jul 43

Last Turn: 10 Jul 43

Game Length: 1/2

Port Damage:

Not Applicable

Special Rules: No reinforcements, no Allied phases other than their Reaction Phase (in which their ships can fire)

Axis Information:

Reserve Markers Available: 3 (No units in Reserve at Start)

Dead Units: No rebuilds allowed. Do not roll for Variable Reinforcements.

Set Up:

Rome Holding Box:

Active Air Units: 2x He-111h, 1x Ju88a

B32.08:

Knr KG (KG HQ, 33 Pio Bn)

I-1, II-1 Werfer Bn

2x Wagon Points

3 SPs (2 SPs Loaded)

B33.08:

Knr KG (Siz Bicycle Bn)

B34.07:

Knr KG (215 Pz Bn, HG Recon Bn, IV-Knr Inf Bn)

B42.08:

Livno Div (Div HQ, 11 Assault Engineer Bn, 1 Mortar Bn, 28 Arty Rgt)

B45.09:

Livno Div (33 Inf Rgt)

B37.11:

16 It Corps HQ

2x Mule Points

5 SPs (2 SPs Loaded)

B44.10:

Livno Div (34 Inf Rgt)

E Mx Bn

B44.11:

HG.Pz Div (II-HG Pz Bn)

B46.11:

Level 1 Air Base

B42.13:

H Mx Bn

B44.13:

HG.Pz Div (I-HG Pz Bn, I-1 PG Bn, HG Pio Bn, III-HG Arty Bn)

B43.15:

HG.Pz Div (Div HQ)

B41.15:

HG.Pz Div (HG PJ Bn)
2 SPs
Level 1 Air Base

B41.18:

Napoli Div (173 Blackshirt Bn)

B42.20:

Napoli Div (Div HQ, 126 Arty Bn, 1 Arty Rgt (-))

B44.18:

Napoli Div (75 Inf Rgt)

B45.22:

Napoli Div (76 Inf Rgt)

B47.18:

Tiger Pz Co
HG.Pz Div (I-2 Inf Bn, I-HG Arty Bn)

B50.18:

G Blackshirt Bn
Com-I Inf Bn
Level 1 Air Base

Allied Information:

Reserve Markers Available: None
Dead Units: No rebuilds allowed. Do not roll for Variable Reinforcements.

Set Up:

Any All Sea Hex:

4x US Destroyers
1x Greek Destroyer
1x Polish Destroyer

B48.10:

1 Rngr, 4 Rngr Commando Bn

B47.12:

1 US Inf Div (26 Inf Rgt)

B47.13:

1 US Inf Div (16 Inf Rgt, Divarty Arty Bde)

B47.14:

82.Abn Div (1-505 Para Inf Bn)

B48.11:

1 US Inf Div (18 Inf Rgt)

B48.12:

1 US Inf Div (Div HQ, 3-67 (-) Arm Bn)
83 Chem Mortar Bn
1-39 Engineer Bn

B49.12:

2 US Corps HQ
2 US Arm Div (1-41 Arm Inf Bn)
4x DUKW Points
2 SPs (Loaded)
1x LST (Deployed)

B49.14:

45 US Inf Div (180 Inf Rgt)

B50.15:

82.Abn Div (3-505 Para Inf Bn)

B51.15:

45 US Inf Div (Div HQ, 179 Inf Rgt, 120 Eng Bn, Divarty Bde, Organic Truck (Full))
2 Chem Mortar Bn

B53.16:

45 US Inf Div (157 Inf Rgt, 753 Arm Bn)

B53.18:

82.Abn Div (2-505 Para Inf Bn)

Victory:

The goal here, as the Axis player, is to drive into the US beach head and destroy the US LST. Failure to do so means you lose, otherwise, you win. Have fun!

5.2 The Battle for the Primasole Bridge

This small scenario follows Montgomery's fight up the east coast of Sicily. His first objective is to take out the "left behind" garrison of Augusta and to clear the Primasole Bridge. From there he was to take Catania. It didn't work out that way.

A combined airborne and amphibious assault behind the Germans defending Lentini led to a vicious fight for the bridge. Reinforced by more units of the 1 FJ Division, KG Schmalz was able to break the encirclement and retake the bridge.

In the end, the British were unable to take Catania in the time allotted to the battle. Montgomery has come under some criticism for the conduct of this fight, but I think you'll see that the task was tough. Or, you might decide it was easy and he deserved condemnation. You decide. Enjoy!

General Information:

Map Area: Map B, South of 27.xx, East of xx.20 and East of the line connecting B34.20 to B56.31, inclusive. Only the off-map boxes mentioned in the set up can be used.

Set Up Order: Axis, Allied

First Player: Allied

First Turn: 14 July 43

Last Turn: 19 July 43

Game Length: 4

Port Damage: Not Applicable

Axis Information:

Reserve Markers Available: 10

Shipping: None

New SPs: None except whatever he can get via air transport from Rome.

Dead Units: No rebuilds allowed. Do not roll for Variable Reinforcements.

Italian Wavering Unit Rolls:

Roll normally. The 213 Coastal Division has not yet rolled.

Set Up:

Rome Holding Box:

Active Air Units: 1x Me-323, 2x Ju-88a
Inactive Air Units: 3x He-111h, 1x Ju-52
Ground Units: 1.FJ Div (I-4, II-4, III-4 Para Bn, 1.FJ Para Pio Bn, I-1 Para Arty Bn)

B28.26:

434 Coastal Bn
Level 1 Air Base
1x MC.202 (Reduced and Inactive)

B29.26:

Regio Inf Bn
2 Arditi Arm Car Bn
I-382, II-382 Inf Bn
2x Truck Points
5 SPs (2 are Loaded)

B30.25:

213 Coastal Div (Div HQ, 135 Coastal Rgt, 21 Coastal Arty Rgt)
2 SPs

B30.26:

213 Coastal Div (55 MC Co)
1x Mule Point
2x Truck Points

B31.25:

1.FJ Div (1.FJ Para MG Bn)
Level 2 Air Base
1x It Me-109g (Inactive)
1x MC.205 (Reduced and Inactive)

B32.23:

KG Sch (II-HG, IV-Siz Arty Bn, Organic Truck (Full))

B31.22:

Level 1 Air Base
1x Fw-190a (Reduced and Inactive)

B32.22:

40 Arty Rgt
Level 1 Air Base
1x Me-110f (Inactive)

B33.22:

Level 1 Air Base
1x Me-109g (Reduced and Inactive)

B35.25:

KG Sch (KG HQ, III-HG AG Bn, I-Knr, III-Knr Inf Bn)

B35.26:

1.FJ Div (I-3, II-3, III-3 Para Inf Bn)

B36.25:

KG Sch (II-2, II-Knr Inf Bn)

B37.30:

Level 2 Air Base

B37.31:

Avieri Air Bn
Grp E Coastal Arty Bn

Allied Information:

Reserve Markers Available: 10

GS Strike Availability: Do not Roll as per 3.4c. The Allied player gets four Air Strikes per turn.

Shipping: None

New SPs: 2 SPs per turn in Syracuse plus whatever the player can get via air transport from Tunis.

Dead Units: No rebuilds allowed. Do not roll for Variable Reinforcements.

Set Up:**Tunis Holding Box:**

Active Air Units: 5x US C-47
Inactive Air Units: 4x Glider Points

Malta Holding Box:

Active Air Units: 1x CW Wellington, 1x CW Baltimore, 1x CW Boston
Inactive Air Units: 2x CW Spit Vb, 2x CW P-40, 2x CW Wellington

Ground Units:

1 CW Abn Div (Div HQ, 1-1, 2-1, 3-1, 4-2, 5-2, 6-2, 10-4, 156-4 Para Inf Bn, Recce Glider Recon Bn, 1 Para Glider Eng Bn, AT Glider AT Bn, 1 Arty Glider Arty Bn)

Floating Forces Box:

None

Any All Sea Hex:

Formidable (w/ air group (1x fighter and 1x tactical bomber))
Indomitable (w/ air group (1x fighter and 1x tactical bomber))
Roberts
Erebus
Abercrombie
6x RN Destroyers

B32.21:

1x P-38 (on Interdiction)

B34.25:

1x Hurri.IId (on Interdiction)

B54.30:

40 RMC, 41 RMC Marine Bn
Level 2 Air Base
2x CW Spit.Vb (Active)

B50.30:

51 Inf Div (Divarty Bde, Organic Truck (Full))
11 KRRC Inf Bn

B48.30:

A/KDG, A/Royals Arm Car Co

B47.31:

50 Inf Div (Divarty Bde, Organic Truck (Full))
40 RTR, 46 RTR, 50 RTR Arm Bn
Deployed LST

B46.31:

57 FA, 98 FA, 111 FA, 66 Med, 70 Med Arty Bn

B44.32:

5 Inf Div (Divarty Bde, Organic Truck (Full))
Level 2 Air Base

B42.32:

13 Corps HQ
1.Abn Div (1 Pilot, 2 Stf Glider Bn)

B42.33:

3 Cdo, 2 SAS Commando Bn
2x Mule Points
2x Landing Craft Points
3 SPs (Loaded)

B41.27:

50 Inf Div (2 Ches MG Bn)

B40.26:

50 Inf Div (151, 168 Inf Bde)
3 Yeo Arm Bn

B40.28:

50 Inf Div (Div HQ, 69 Inf Bde, 102 AT Bn)

B40.29:

5 Inf Div (7 Ches MG Bn)
44 RTR Arm Bn

B40.30:

2x DUKW Points
2 SPs (Loaded)

B39.28:

5 Inf Div (Recce Cav Bn, 17 Inf Bde)

B39.29:

5 Inf Div (Div HQ, 52 AT Bn)

B38.29:

5 Inf Div (13, 15 Inf Bde)

Victory:

The CW player wins if he takes Augusta on the 14 July turn and Catania before the end of the scenario.

The Axis player wins otherwise.

Historically, the 213 Coastal Division passed its die roll and the British were unable to take Catania in the time allowed.

5.3 Drive On Palermo

This scenario shows the US Army Drive on Palermo. It is an exercise in speed and coordinated attack, but is not much of a situation for the Axis player. That being the case, this might best be played solitaire.

General Information:

Map Area: Map A, all

Set Up Order: Axis, Allied

First Player: Allied

First Turn: 19 July 43

Last Turn: 22 July 43

Game Length: 3

Air Units: None in play

Port Damage: Not applicable

Axis Information:

Reserve Markers Available: None

Shipping: None

New SPs: 2T per turn in each of the three main ports (Palermo, Trapani, Marsala).

Reinforcements: None. Do not roll for Variable Reinforcements.

Dead Units: No rebuilds allowed.

Supply Source: A19.19

Italian Wavering Unit Rolls:

No Divisions involved have rolled.

Set Up:**A25.03:**

208 Coastal Div (124 Coastal Arty Bn)

A27.02:

208 Coastal Div (Div HQ)
137 Coastal Rgt
1 SP

A28.02:

208 Coastal Div (112 MG Bn)
Level 2 Air Base

A31.02:

208 Coastal Div (133 Coastal Rgt)

A32.01:

208 Coastal Div (215 Coastal Arty Bn)

A35.01:

202 Coastal Div (120 Coastal Rgt)

A38.03:

202 Coastal Div (A-43 Coastal Arty Bn)

A39.06:

In-Ca Inf Bn

A25.10:

208 Coastal Div (147 Coastal Rgt)

A36.09:

19, 233 Arty Bn
103 Arty Rgt

A36.10:

202 Coastal Div (Div HQ)
Level 1 Air Base
1 SP

A39.12:

202 Coastal Div (C-43 Coastal Arty Bn)

A19.19:

344 Coastal Rgt

A20.18:

476 Coastal Bn

A20.19:

304 Coastal Bn
Grp N Arty Bn
3 SPs

A20.20:

Level 2 Air Base

A38.16:

Level 1 Air Base

A40.16:

202 Coastal Div (124 Coastal Rgt)
Level 2 Air Base

A41.16:

202 Coastal Div (B-43 Coastal Arty Bn)

A40.20:

202 Coastal Div (142 Coastal Rgt)

A32.24:

B Mx Bn
2T SPs

A38.29:

C Mx Bn
Prov Arty Bn
2T SPs

A30.30:

A Mx Bn

Allied Information:

Reserve Markers Available: 5

Shipping: None

New SPs: 2 SPs per turn in A47.34.

Reinforcements: Do not roll for Variable Reinforcements.

19 July 43—At A47.34:

2.Arm Div (Div HQ, 82 Recon Bn, 1-66, 2-66, 3-66, 1-67, 2-67, 3-67 (-) Arm Bn, 1-41, 2-41, 3-41 Arm Inf Bn, 17 Arm Eng Bn, 14, 78, 92 Arm Arty Bn, 2x Organic Truck (Full)

2x Truck Points

Dead Units: No rebuilds allowed.

Supply Source: A47.34

Set Up:

A44.24:

82.Abn Div (1-504, 1-505, 2-505, 3-505 Para Inf Bn)

A45.27:

82.Abn Div (3-325 Glider Inf Bn)

A41.27:

3 Inf Div (7 Inf Rgt)
3 Rngr Commando Bn

A39.29:

3 Inf Div (30 Inf Rgt)

A39.30:

3 Inf Div (15 Inf Rgt)

A40.29:

3 Inf Div (Div HQ, Divarty Bde, Organic Truck (Full))
3 Chem Mortar Bn
2-36 Arty Bn

A44.28:

1 Rngr, 4 Rngr Commando Bn

A45.28:

82.Abn Div (Div HQ, 1-325, 2-325 Glider Inf Bn)
2x Truck Points
4 SPs (2 Loaded)

A43.30:

1x Mule Point
2 SPs (1 Loaded)

A41.34:

4 Goums Inf Bn

Victory:

The US wins if they hold A19.19 by the end of the scenario.

5.4 The Sicily Campaign, Complete Campaign

General Information:

Map Area: Map A and B, all

Set Up Order: Axis, Allied

First Player: Allied

First Turn: 10 July 43

Last Turn: 29 Aug 43

Game Length: 30 turns

Port Damage: none

Axis Information:

Reserve Markers Available: 3

Dead Units: None

Set Up:

Airbases:

Level 3: B6.31, B9.35, B32.22, B31.22

Level 2: A28.02, A40.16, A20.20, B44.32, B37.30, B33.22, B31.25, B28.26, B6.24, B5.34

Level 1: A36.10, A38.16, B47.03, B41.15, B46.11, B50.18, B50.22, B54.30

Organic Trucks:

All set up Full.

Off-Map Boxes:

Puglia
Naples
Rome
Sardinia

A39.06:

In-Ca Inf Bn

A29.03:

A Mx Bn

A27.02:

137 Coastal Rgt

A31.12:

B Mx Bn

A36.16:

C Mx Bn

A33.20:

C-Sf Mx Rgt

A29.19:12 It Corps HQ
(3)-2-2 AT Bn (505)
3-2-2 Arty Bn (Prov)
5 SPs**A28.27:**

12 Arty Rgt

A41.34:

Bedgni AG Bn

B43.03:

Cm-LiR Blackshirt Inf Bn

B37.11:16 It Corps HQ
5 SPs**B44.11:**

E Mx Bn

B42.13:

H Mx Bn

B50.18:Com-I Inf Bn
G Blackshirt Inf Bn**B52.27:**

F Mx Bn

B44.24:

40 Arty Rgt

B4133:

S Fort Coastal Arty Bde

B40.31:

A Fort Coastal Arty Bde

B34.24:

Carm AG Bn

B29.26:

2 Arditi Arm Car Bn

B28.24:

D Mx Bn

B19.25:

Ling Inf Bn

B8.24:

Barc Inf Bn

B8.34:

Regio Inf Bn (German)

Coastal Deployment Zone 1:202 Coastal Div (Div HQ, 120, 124, 142
Coastal Rgt, A-43, B-43, C-43 Coastal
Arty Bn)
2 SPs**Coastal Deployment Zone 2:**208 Coastal Div (Div HQ, 112 MG Bn,
133, 147 Coastal Rgt, 124, 215 Coastal
Arty Bn)
2 SPs**Coastal Deployment Zone 3:**30 Cav Bn
304, 344, 476 Coastal Bn
Grp N Arty Bn
3 SPs**Coastal Deployment Zone 4:**

136 Coastal Rgt

Coastal Deployment Zone 5:140, 179 Coastal Rgt
61 Coastal Arty Rgt
1 SP**Coastal Deployment Zone 6:**904, 923 Fort Bn (German)
23 Cav Bn
95 Blackshirt Inf Rgt
116, 119 Coastal Inf Rgt
158 Arty Bn
2 SPs**Coastal Deployment Zone 7:**213 Coastal Div (Div HQ, 135 Coastal
Rgt, 55 MC Co, 21 Coastal Arty Rgt)
434, 477 Coastal Bn**B37.31:**

Avieri Air Bn

B42.33:

Marinai Nav Bn

Coastal Deployment Zone 8:121 Coastal Rgt
Grp E Coastal Arty Bn
2 SPs**Coastal Deployment Zone 9:**206 Coastal Div (Div HQ, 230 AG Bn,
122, 123, 146 Coastal Rgt, 12 MG Bn,
A-44, B-44, C-44 Coastal Arty Bn)**Coastal Deployment Zone 10:**134, 178 Coastal Rgt
6 Coastal Arty Rgt**Coastal Deployment Zone 11:**207 Coastal Div (Div HQ, 177 Brs Inf
Rgt, 138, 139 Coastal Rgt, 109 MG Bn,
A-12, B-12 Coastal Arty Bn)**w/i 2 A34.10:**Assta Inf Div (Div HQ, 18 Blackshirt
Bn, 29, 30 Inf Rgt, 126 Mortar Bn, 25
Arty Rgt), 19, 103, 233 Arty Bn**w/i 3 A27.10:**Aosta Inf Div (Div HQ, 171 Blackshirt
Inf Bn, 5, 6 Inf Rgt, 28 Mortar Bn, 22
Arty Rgt)
1 SP**w/i 3 A32.08:**KG Ens (KG HQ, I-Ens, II-Ens, III-Ens
Inf Bn, II-Siz Arty Bn)
3 SPs**w/i 5 A37.35:**KG Fullreide (Flrd) (KG HQ, I-Flrd, II-
Flrd Inf Bn, I-Siz, III-Siz Arty Bn,
Organic Truck (Full))
3 SPs**w/i 6 B38.04:**Livno Inf Div (Div HQ, 33, 34 Inf Rgt,
11 Assault Eng Bn, 1 Mortar Bn, 28 Arty
Rgt)**w/i 5 B41.15:**HG Pz Div (Div HQ, I-HG, II-HG Pz
Bn, I-1 PG Bn, I-2 Inf Bn, HG Pio Bn,
HG PJ AT Bn, I-HG, III-HG Arty Bn),
Tiger Pz Co**w/i 4 B32. 08:**KG Körner (Knr) (KG HQ, HG Pz
Recon Bn, 215 Pz Bn, IV-Knr Inf Bn, 33
Pio Bn, Siz Bicycle Bn)
I-1, II-1 Nebelwerfer Bn
3 SPs**w/i 6 B42.20:**Napoli Inf Div (Div HQ, 173 Blackshirt
Inf Bn, 75, 76 Inf Rgt, 54 Mortar Bn, 54
Arty Rgt (-), 126 Arty Bn)**w/i 5 B27.19:**KG Schmalz (Sch) (KG HQ, I-Knr, II-
Knr, III-Knr Inf Bn, IV-Siz Arty Bn, III-
HG AG Bn, II-2 Inf Bn, II-HG Arty Bn,
Organic Truck (Full))
5 SPs**With any Axis Unit:**15 SPs
5x Mule Points
4x Truck Points
4x Wagon Points**At any Axis controlled Air Base on
Sicily itself (only):**Italian:
2x MC.202
1x MC.205
3x Me-109g

German:
2x Fw-190a
3x Me-109g
1x Me-110f

At any Axis controlled Air Base or Off-Map Box:

Italian:
2x CR.42
1x D.520
1x G.50
1x MC.200
2x MC.205
1x SM.79
2x SM.82

German:
2x Me-110f
2x He-111h
1x Ju-87d
2x Ju-88a

Note: ONLY 8 of the available Axis Air units can set up Active (4 German and 4 Italian), all others must be inactive. Owning player's choice of which set up active and which do not.

Optional for Italian Naval Sorties (2.6):

Roma
Littorio
V. Veneto
Duilio
A. Doria
4x Italian Destroyers
2x Italian Cruisers

Allied Information:

Reserve Markers Available: 10
Dead Units: None

Set Up:

Airbases:
None on Map

Organic Trucks:

All Start fully loaded

Off-Map Boxes:

Malta
Pantelleria
Tunis
Bizerte

Any All Sea Hex:

Formidable (w/ air group (1x fighter and 1x tactical bomber))
Indomitable (w/ air group (1x fighter and 1x tactical bomber))
Roberts
Erebus
Abercrombie

6x RN Destroyers
4x US Destroyers
1x Greek Destroyer
1x Polish Destroyer

Optional All Sea Hex (3.4d):

Howe
King George V
Nelson
Rodney
Valiant
Warspite
3x RN Cruisers
2x US Cruisers
1x RN Destroyer
1x US Destroyer

Floating Forces Box:

1 US Inf Div (All)
2 US Arm Div (All)
3 US Inf Div (All)
45 US Inf Div (All)
1 Canadian Inf Div (All)
5 Brit Inf Div (All)
50 Brit Inf Div (All)
51 Brit Inf Div (All)
12x LST Points
34x Landing Craft Points
8x DUKW Points
25 SPs

US Non-divisional Units: 2 Corps HQ, 1 Rngr, 3 Rngr, 4 Rngr Commando Bn, 1-39 Engineer Bn, 36 Engineer Rgt, 2-36 Arty Bn, 2 Chem, 3 Chem, 83 Chem Mortar Bn

Commonwealth Non-divisional Units: 13 Corps HQ, 30 Corps HQ, 3 Cdo Commando Bn, 40 RMC, 41 RMC Marine Bn, 11 KRRC Inf Bn, 231 Inf Bde, A/Royals Arm Car Co, 3 Yeo, 40 RTR, 44 RTR, 46 RTR, 50 RTR Arm Bn, A/KDG Arm Car Co, 11 RHA, 142 FA Arm Arty Bn, 24 FA, 57 FA, 58 FA, 78 FA, 98 FA, 111 FA, 7 Med, 64 Med, 66 Med, 70 Med Arty Bn

Canadian Non-divisional Units: Calgary, Ontario, Three R Arm Bn

French Colonial: 4 Goums Inf Bn

Tunis Holding Box:

1 Brit Abn Div (All, less 11-4 Para Inf Bn (an optional unit))
82 US Abn Div (All)
16 Truck Points
1 Mule Point

Commonwealth Non-divisional Units: 1 SRS, 2 SAS, 2 Cdo Commando Bn, 2/7 Mxx MG Bn

At any Allied controlled Air Base or Off-Map Box:

Commonwealth:
4x Spit Vb
2x P-40
2x Hurri IId
1x Boston
1x Baltimore
3x Wellington

US:
7x P-40
2x Spit Vb
4x P-38
2x P-39
2x A-36
1x A-20
3x B-25
3x B-26
2x B-17
6x C-47
5x Glider Points

Victory:

Allied Sudden Death Victory: The Allies win instantly if the moment they hold (last to move through, etc.) all the City hexes of Messina, Palermo, Augusta, Syracuse, and Catania on or before 10 Aug 43. If after that date, determine victory using the point system below.

Axis Sudden Death Victory: If at the end of any Axis player turn there are no Allied Attack-Capable combat units on the island, the Axis player automatically wins.

On 10 Aug 43, Hitler authorized Hube to withdraw from Sicily. At that point, "victory" became a combination of holding the island as long as possible (while the Germans consolidated their occupation of mainland Italy after Mussolini was overthrown on 24 July 43) along with the greatest possible salvaging of the German troops committed to Sicily. The Axis player must balance these two conditions to "win".

Time: Give the Axis player VPs based on the turn that the Allied player holds all of the city hexes mentioned above in the Allied Sudden Death Victory conditions. Starting on 10 Aug 43, the Axis player gets 1 VP per game turn. Example, should the Allied player meet his conditions on 17 Aug 43 (the historical result), the Axis player would get 5 VPs. The game ends in the Allied Player Turn that the city conditions are met—ignore any Axis Player Turn that might remain.

Naval Losses: Give the Axis player 1 VP per Allied Capital Ship damaged (2 VPs for each sunk). Do not count landing craft, only the Monitors, Destroyers, Cruisers, Battleships, and the Carriers.

German Withdrawal: Give the Axis player VPs based on the raw number of Attack-Capable German (army and Luftwaffe) Ground units which exit the game map via the road/railroad hexes on the “Toe” before the Allied player meets his city hex conditions. Each unit can only count once and only count units withdrawn on or after 10 Aug 43.

Number	VPs
12 or less	-7
13-14	-5
15-16	-3
17-18	-1
19-20	0
21-22	1
23-26	3
27-31	4
32-35	5
36-39	6
40 or more	7

Evaluation

VP Total	Victory
13 or more	Major Axis Victory
10-12	Minor Axis Victory
7-9	Draw
4-6	Minor Allied Victory
3 or less	Major Allied Victory

5.5 Campaign After th Landings, 11 July 43

This scenario picks up the campaign as of the very first Axis player-turn at the bottom of the first game turn. This skips the landing functions which jump starts the game without that complex and time consuming operation. As such, it will get you into the campaign faster than the normal Allied player-turn start. Start play with only the bottom half of the 10 July 43 turn and go on from there normally.

General Information:

Map Area: Map A and B, all

Set Up Order: Allied, Axis

First Player: Axis (2nd Player Turn of 10 July 43 only)

First Turn: 10 Jul 43

Last Turn: 29 Aug 43

Game Length: 30

Port Damage:

Marsala: 2 Hits
 Porto Empedocle: 1 Hit
 Licata: 1 Hit
 Syracuse: 1 Hit
 Augusta: 3 Hits
 Catania: 3 Hits
 Reggio: 2 Hits
 Messina: 1 Hit
 Palermo: 1 Hit
 Trapani: 2 Hits

Axis Information:

Reserve Markers Available: 3 (No units in Reserve at Start)

Dead Units:

Italian:

Napoli Div (54 Mortar Bn)
 134, 178 Coastal Rgt
 Marinai Naval Inf Bn
 F Mixed Bn
 A Fort, S Fort Coastal Arty Bdes
 6 Coastal Arty Rgt

German:

1x Me-109g
 1x Fw-190a

Italian Wavering Unit Rolls:

206 Coastal Div (only) has rolled and surrendered.

No other Divisions have rolled.

Set Up:

Sardinia Holding Box:

Active Air Units: 2x SM-82

Inactive Air Units: None

Rome Holding Box:

Active Air Units: 2x It CR.42, 1x It D.520, 1x It G.50, 1x SM.79, 2x He-111h, 1x Ju88a

Inactive Air Units: 1x Ju88a

Naples Holding Box:

Active Air Units: 2x It MC.205, 2x Me-110f, 1x Ju87d

Inactive Air Units: None

Puglia Holding Box:

Active Air Units: 1x It MC.200

Inactive Air Units: None

A25.02:

208 Coastal Div (124 Coastal Arty Bn)

A27.02:

208 Coastal Div (Div HQ)

137 Coastal Rgt

2 SPs

A28.02:

208 Coastal Div (112 MG Bn)

Level 2 Air Base

A29.03:

A Mx Bn

A31.02:

208 Coastal Div (133 Coastal Rgt)

A32.01:

208 Coastal Div (215 Coastal Arty Bn)

A35.01:

202 Coastal Div (120 Coastal Rgt)

A38.03:

202 Coastal Div (A-43 Coastal Arty Bn)

A39.06:

In-Ca Inf Bn

A25.10:

208 Coastal Div (147 Coastal Rgt)

A26.10:

Aosta Div (6 Inf Rgt, 171 Blackshirt Bn)

A27.10:

Aosta Div (Div HQ, 28 Mortar Bn)

1 SP

A29.09:

Aosta Div (5 Inf Rgt, 22 Arty Rgt)

A31.12:

B Mx Bn

A32.08:

Ens KG (II-Ens Inf Bn, II-Siz Arty Bn)

3 SPs

A32.09:

Ens KG (KG HQ, I-Ens, III-Ens Inf Bn)

A33.11:

Assta Inf Div (Div HQ, 29 Inf Rgt)

2 SPs

A34.11:

Assta Inf Div (18 Blackshirt Bn, 126

Mortar Bn, 25 Arty Rgt)

A36.09:

Assta Inf Div (30 Inf Rgt)

19, 233 Arty Bn

103 Arty Rgt

A36.10:

202 Coastal Div (Div HQ)

Level 1 Air Base

A39.12:

202 Coastal Div (C-43 Coastal Arty Bn)

A19.19:

30 Cav Bn

A20.18:

476 Coastal Bn

A20.19:

304 Coastal Bn

Grp N Arty Bn

6 SPs

A20.20:

344 Coastal Bn
Level 2 Air Base
1x It Me-109g (Inactive)

A29.19:

12 It Corps HQ
505 AT Bn
Prov Arty Bn
2 Wagon Points
6 SPs (2 SPs can be loaded)

A33.20:

C-Sf Mx Bn

A36.16:

C Mx Bn

A38.16:

Level 1 Air Base

A41.16:

202 Coastal Div (B-43 Coastal Arty Bn)

A40.16:

202 Coastal Div (124 Coastal Rgt)
Level 2 Air Base

A40.20:

202 Coastal Div (142 Coastal Rgt)

A44.24:

207 Coastal Div (139 Coastal Rgt, B-12 Coastal Arty Bn)

A22.27:

136 Coastal Rgt

A28.27:

12 Arty Rgt

A45.28:

207 Coastal Div (Div HQ, 109 MG Bn, 138 Coastal Rgt)

A43.30:

207 Coastal Div (177 Brs Inf Rgt)

A47.31:

207 Coastal Div (A-12 Coastal Arty Bn)

A38.33:

Flrd KG (KG HQ, I-Flrd Inf Bn, I-Siz Arty Bn)
2x Mule Points
2 SPs (Loaded)

A39.34:

Flrd KG (II-Flrd Inf Bn, III-Siz Arty Bn, Organic Truck (Full))
3 SPs

A41.34:

Bedgni AG Bn

B43.03:

Cm-LiR Blackshirt Bn

B17.07:

140 Coastal Rgt
61 Coastal Arty Rgt

B32.08:

Knr KG (KG HQ, 33 Pio Bn)
I-1, II-1 Werfer Bn
2x Wagon Points
3 SPs (2 SPs Loaded)

B33.08:

Knr KG (Siz Bicycle Bn)

B34.07:

Knr KG (215 Pz Bn, HG Recon Bn, IV-Knr Inf Bn)

B42.08:

Livno Div (Div HQ, 11 Assault Engineer Bn, 1 Mortar Bn, 28 Arty Rgt)

B45.09:

Livno Div (33 Inf Rgt)

B37.11:

16 It Corps HQ
2x Mule Points
5 SPs (2 SPs Loaded)

B44.10:

Livno Div (34 Inf Rgt)
E Mx Bn

B44.11:

HG.Pz Div (II-HG Pz Bn)

B46.11:

Level 1 Air Base

B42.13:

H Mx Bn

B44.13:

HG.Pz Div (I-HG Pz Bn, I-1 PG Bn, HG Pio Bn, III-HG Arty Bn)

B43.15:

HG.Pz Div (Div HQ)

B41.15:

HG.Pz Div (HG PJ Bn)
2 SPs
Level 1 Air Base

B11.15:

179 Coastal Rgt
1 SP

B8.24:

Barc Inf Bn

B6.24:

Level 2 Air Base
1x Me-109g (Inactive)

B5.32:

95 Blackshirt Rgt
23 Cav Bn
904, 923 German Fort Bn
2 SPs

B6.31:

116, 119 Coastal Rgt
158 Arty Bn
2x Truck Points
2 SPs (Loaded)
Level 3 Air Base
1x Me-109g (Inactive)

B5.34:

Level 2 Air Base

B8.34:

Regio German Inf Bn

B9.35:

Level 3 Air Base

B19.25:

Ling Inf Bn

B25.27:

477 Coastal Bn

B28.24:

D Mx Bn

B28.26:

434 Coastal Bn
Level 2 Air Base
2x MC.202 (one reduced, both Inactive)

B29.26:

2 Ardit Arm Car Bn
4 SPs

B30.25:

213 Coastal Div (55 MC Co)
1x Mule Point
2x Truck Points
3 SPs (Loaded)

B30.26:

213 Coastal Div (Div HQ, 135 Coastal Rgt, 21 Coastal Arty Rgt)

B31.22:

Level 2 Air Base
1x Fw-190a (Inactive)

B31.25:

Level 1 Air Base
1x MC.205 (reduced and Inactive)
1x It Me-109g (Inactive)

B31.26:

Sch KG (KG HQ, I-Knr, III-Knr Inf Bn, II-HG, IV-Siz Arty Bn, Organic Truck (Full))

B32.22:

Level 2 Air Base
1x Me-110f (Inactive)

B32.25:

Sch KG (III-HG AG Bn, II-2, II-Knr Inf Bn)

B33.22:

Level 1 Air Base
1x Me-109g (Inactive)

B34.24:

Carm AG Bn

B37.30:

121 Coastal Rgt
Level 2 Air Base

B37.31:

Avieri Air Bn
Grp E Coastal Arty Bn
2 SPs

B41.18:

Napoli Div (173 Blackshirt Bn)

B42.20:

Napoli Div (Div HQ, 126 Arty Bn, 1 Arty Rgt (-))

B44.24:

40 Arty Rgt

B44.18:

Napoli Div (75 Inf Rgt)

B45.22:

Napoli Div (76 Inf Rgt)

B47.18:

Tiger Pz Co
HG.Pz Div (I-2 Inf Bn, I-HG Arty Bn)

B50.18:

G Blackshirt Bn
Com-I Inf Bn
Level 1 Air Base

B50.22:

Level 1 Air Base

Optional for Italian Naval Sorties**(2.6):**

Roma
Littorio
V. Veneto
DUILIO
A. Doria
4x Italian Destroyers

2x Italian Cruisers

Allied Information:

Reserve Markers Available: 10 (No units in Reserve at Start)

Dead Units:**US:**

82 Abn Div (3-504 Para Bn, 456 Para Arty Bn)
1x P-40
1x P-38

Commonwealth:

1 Abn Div (1 Bdr Glider Bn)

Special Rules:

No Air Barrages or Allied Shipping Allowance remain.

Set Up:**Bizerte Holding Box:**

Active Air Units: 2x US P-40, 1x US A-20
Inactive Air Units: 2x US P-40, 2x US B-17

Pantelleria Holding Box:

Active Air Units: 1x US P-40
Inactive Air Units: 1x US P-40, 2x US Spit Vb

Tunis Holding Box:

Active Air Units: 2x US P-39, 2x US B-25
Inactive Air Units: 1x US P-38, 2x US A-36, 3x US B-26, 1x US B-25, 6x US C-47, 4x Glider Points

Malta Holding Box:

Active Air Units: 1x CW P-40, 1x CW Wellington
Inactive Air Units: 2x CW Spit Vb, 1x CW P-40, 2x CW Wellington, 1x CW Baltimore, 1x CW Boston

Ground Units:

16x Truck Points
1x Mule Point
2 Cdo, 1 SRS Commando Bns (CW)
2/7 Mx MG Bn (CW)
82 US Abn Div (Div HQ, 1-504, 2-504 Para Inf Bn, 1-325, 2-325, 3-325 Glider Inf Bn, 376 Para Arty Bn, 319, 320 Glider Arty Bn)
1 CW Abn Div (Div HQ, 1-1, 2-1, 3-1, 4-2, 5-2, 6-2, 10-4, 156-4 Para Inf Bn, Recce Glider Recon Bn, 1 Para Glider Eng Bn, AT Glider AT Bn, 1 Arty Glider Arty Bn)
62 US Arm Arty Bn

Floating Forces Box:

6x LST Points
26x Landing Craft Points

16 SPs

30 CW Corps HQ

2 US Arm Div (Div HQ, 3-66, 1-67, 2-67, 3-67 (-) Arm Bn, 82 Arm Recon Bn, 17 Arm Eng Bn, 78, 92 Arm Arty Bn, 2x Organic Trucks (Full))

1 US Inf Div (70 Arm Bn, Organic Truck (Full))

36 US Eng Rgt

4 Goums Tabor Inf Bn

1 Can Inf Div (1 AT Bn, Organic Truck (Full))

Calgary, Ontario, Three R Can Arm Bn

5 CW Inf Div (Divarty Bde, Organic Truck (Full))

50 CW Inf Div (Divarty Bde, Organic Truck (Full))

51 CW Inf Div (Divarty Bde, Organic Truck (Full))

40 RTR, 46 RTR, 50 RTR CW Arm Bn A/KDG, A/Royals CW Arm Car Co

11 KRRRC CW Inf Bn

7 Med, 64 Med, 66 Med, 70 Med CW Arty Bn

24 FA, 57 FA, 58 FA, 78 FA, 98 FA, 111 FA CW Arty Bn

11 RHA, 142 RHA CW Arm Arty Bn

Any All Sea Hex:

Formidable (w/ air group (1x fighter and 1x tactical bomber))

Indomitable (w/ air group (1x fighter and 1x tactical bomber))

Roberts

Erebus

Abercrombie

6x RN Destroyers

4x US Destroyers

1x Greek Destroyer

1x Polish Destroyer

Optional All Sea Hex (3.4d):

Howe

King George V

Nelson

Rodney

Valiant

Warspite

3x RN Cruisers

2x US Cruisers

1x RN Destroyer

1x US Destroyer

Air Units on Interdiction:

1x P-38: B31.23, B33.23

1x Hurri.IId: B37.26, B45.27

B48.01:

3 US Inf Div (7 Inf Rgt)

B47.03:

3 Rngr Commando Bn

3 US Inf Div (15 Inf Rgt)

B47.04:

2 US Arm Div (1-66, 2-66 Arm Bn, 2-41, 3-41 Arm Inf Bn, 14 Arm Arty Bn)
Level 1 Air Base

B48.03:

3 US Inf Div (Div HQ, Divarty Arty Bde, Organic Truck (Full))
3 Chem Mortar Bn
2-36 Arty Bn
2x DUKW Points
1x Mule Point
2 SPs (Loaded)

B48.05:

3 US Inf Div (30 Inf Rgt)

B48.10:

1 Rngr, 4 Rngr Commando Bn

B47.12:

1 US Inf Div (26 Inf Rgt)

B47.13:

1 US Inf Div (16 Inf Rgt, Divarty Arty Bde)

B47.14:

82.Abn Div (1-505 Para Inf Bn)

B48.11:

1 US Inf Div (18 Inf Rgt)

B48.12:

1 US Inf Div (Div HQ, 3-67 (-) Arm Bn)
83 Chem Mortar Bn
1-39 Engineer Bn

B49.12:

2 US Corps HQ
2 US Arm Div (1-41 Arm Inf Bn)
4x DUKW Points
2 SPs (Loaded)
1x LST (Deployed)

B49.14:

45 US Inf Div (180 Inf Rgt)

B50.15:

82.Abn Div (3-505 Para Inf Bn)

B51.15:

45 US Inf Div (Div HQ, 179 Inf Rgt, 120 Eng Bn, Divarty Bde, Organic Truck (Full))
2 Chem Mortar Bn

B53.16:

45 US Inf Div (157 Inf Rgt, 753 Arm Bn)

B53.18:

82.Abn Div (2-505 Para Inf Bn)

B42.32:

2 SAS Commando Bn
5 Inf Div (13 Inf Bde)
1x Mule Point

B42.33:

5 Inf Div (17 Inf Bde)
1x Mule Point

B43.32:

5 Inf Div (Recce Cav Bn)

B43.33:

1.Abn Div (1 Pilot, 2 Stf Glider Inf Bn)

B44.32:

5 Inf Div (52 AT Bn)
Level 2 Air Base

B44.34:

3 Cdo Commando Bn

B45.32:

5 Inf Div (7 Ches MG Bn)
44 RTR Arm Bn

B45.33:

5 Inf Div (Div HQ, 15 Inf Bde)
2x DUKW Points

B46.31:

50 Inf Div (69 Inf Bde)

B47.31:

13 Corps HQ
50 Inf Div (Div HQ, 102 AT Bn)
4x DUKW Points
1 SP (Loaded)
1x LST (Deployed)

B48.30:

50 Inf Div (151 Inf Bde)
3 Yeo Arm Bn

B49.30:

50 Inf Div (2 Ches MG Bn)

B50.30:

50 Inf Div (168 Inf Bde)

B52.30:

231 Inf Bde

B54.29:

1.Can Inf Div (1, 3 Inf Bde)

B54.30:

51 Inf Div (152, 154 Inf Bde)
2x Spit Vb (Active)
Level 1 Air Base

B54.31:

51 Inf Div (153 Inf Bde)

B55.28:

40 RMC, 41 RMC Marine Bn

B55.29:

1.Can Inf Div (2 Inf Bde)

B55.30:

1.Can Inf Div (Div HQ, Sask MG Bn, 4 PLDG Cav Bn, Divarty Bde)

B56.31:

51 Inf Div (Div HQ, 1/7 Msx MG Bn, 61 AT Bn)

Victory:

Use Scenario 5.4 Victory Conditions

5.6 The Counterattack has Failed! 14 July 43 Campaign Start

This scenario start places the player in the position of having to spearhead the Allied advance after the Axis counterattack on the beachhead has collapsed. Here, the US army has had its main axis of advance transferred to the 8th Army. While isolated, KG Schmalz (reinforced with paratroopers from the 1st FJ Division) represents the only quality troops between the British and Messina. The remains of the 15 PG Division and HG Panzer Division have broken contact with the Americans and have been falling back west of Gerbini and are unable to help. Axis forces in the far west have been shifting to meet the on-coming threat.

The stage is set for the British operation to take the Primasole Bridge in a complex airborne and amphibious operation, outflanking the hasty German defensive line and opening the road to Messina.

General Information:

Map Area: Map A and B, all

Set Up Order: Axis, Allied

First Player: Allied

First Turn: 14 July 43

Last Turn: 29 Aug 43

Game Length: 28

Port Damage:

Marsala: 2 Hits

Porto Empedocle: 1 Hit

Licata: 1 Hit

Syracuse: 1 Hit

Augusta: 3 Hits

Catania: 4 Hits

Reggio: 2 Hits

Messina: 2 Hits

Palermo: 2 Hits

Trapani: 3 Hits

Axis Information:

Reserve Markers Available: 10

Dead Units:**Italian:**

Livno Inf Div (33, 34 Inf Rgt)
 Napoli Div (Div HQ, 173 Blackshirt
 Inf Bn, 75, 76 Inf Rgt, 54 Mortar Bn, 126
 Arty Bn, 1 Arty Rgt (-))
 121, 134, 178 Coastal Rgt
 Marinai Naval Inf Bn
 G Blackshirt Inf Bn
 Com-I Inf Bn
 D, E, F, H Mixed Bn
 A Fort, S Fort Coastal Arty Bdes
 6 Coastal Arty Rgt
 1x Me-109g
 1x MC.202

German:

HG.Pz Div (II-HG Pz Bn, I-2 Inf
 Bn, I-HG Arty Bn)
 Tiger Pz Co
 1x Me-109g
 1x Fw-190a

Italian Wavering Unit Rolls:

206 Coastal Div has rolled and
 surrendered.

No other Divisions have rolled.

Set Up:**Sardinia Holding Box:**

Active Air Units: 2x SM.82

Rome Holding Box:

Active Air Units: 2x CR.42 (1x reduced),
 1x G.50, 1x MC.202, 1x Re.2002, 1x
 D.520, 1x SM.79, 1x SM.84, 2x He-
 111h, 1x Me-323, 4x Ju-88a
 Inactive Air Units: 3x He-111h, 1x Ju-52
 Ground Units: 1.FJ Div (I-4, II-4, III-4
 Para Bn, 1.FJ Para Pio Bn, I-1 Para Arty
 Bn)

Naples Holding Box:

Active Air Units: 2x MC.205, 1x
 Z.1007bis, 2x Me-110f, 1x Ju-87d

Puglia Holding Box:

Active Air Units: 1x MC.200

A25.03:

208 Coastal Div (124 Coastal Arty Bn)

A27.02:

208 Coastal Div (Div HQ)
 137 Coastal Rgt
 2 SPs

A28.02:

208 Coastal Div (112 MG Bn)
 Level 2 Air Base

A31.02:

208 Coastal Div (133 Coastal Rgt)

A32.01:

208 Coastal Div (215 Coastal Arty Bn)

A35.01:

202 Coastal Div (120 Coastal Rgt)

A38.03:

202 Coastal Div (A-43 Coastal Arty Bn)

A39.06:

In-Ca Inf Bn

A25.10:

208 Coastal Div (147 Coastal Rgt)

A34.11:

1 SP

A36.09:

19, 233 Arty Bn
 103 Arty Rgt

A36.10:

202 Coastal Div (Div HQ)
 Level 1 Air Base

A39.12:

202 Coastal Div (C-43 Coastal Arty Bn)

A19.19:

30 Cav Bn

A20.18:

476 Coastal Bn

A20.19:

304 Coastal Bn
 Grp N Arty Bn
 6 SPs

A20.20:

344 Coastal Bn
 Level 2 Air Base
 1x It Me-109g (Inactive)

A24.21:

KG Ens (KG HQ, I-Ens, II-Ens, III-Ens
 Inf Bn, II-Siz Arty Bn)

A29.19:

12 It Corps HQ
 Assta Inf Div (126 Mortar Bn, 25 Arty
 Rgt)
 505 AT Bn
 Prov Arty Bn
 2x Wagon Points
 6 SPs (2 are loaded)

A30.20:

Assta Inf Div (Div HQ, 29 Inf Rgt)

A38.16:

Level 1 Air Base

A40.16:

202 Coastal Div (124 Coastal Rgt)
 Level 2 Air Base

A41.16:

202 Coastal Div (B-43 Coastal Arty Bn)

A33.20:

C-St Mx Bn

A32.22:

Assta Inf Div (18 Blackshirt Inf Bn)

A40.20:

202 Coastal Div (142 Coastal Rgt)

A36.23:

B Mx Bn

A22.27:

136 Coastal Rgt

A28.27:

12 Arty Rgt

A30.26:

Assta Inf Div (30 Inf Rgt)

A38.26:

C Mx Bn

A44.24:

207 Coastal Div (139 Coastal Rgt, B-12
 Coastal Arty Bn)

A45.28:

207 Coastal Div (Div HQ, 138 Coastal
 Rgt)

A25.31:

Aosta Inf Div (5 Inf Rgt, 22 Arty Rgt)

A26.31:

Aosta Inf Div (171 Blackshirt Inf Rgt, 6
 Inf Rgt)

A26.32:

Aosta Inf Div (Div HQ, 28 Mortar Bn)

A31.33:

A Mx Bn

A46.31:

207 Coastal Div (177 Brs Inf Rgt)

A47.31:

207 Coastal Div (109 MG Bn, A-12
 Coastal Arty Bn)

B17.07:

140 Coastal Rgt
61 Coastal Arty Rgt

B11.15:

179 Coastal Rgt
1 SP

B8.24:

Barc Inf Bn

B6.24:

Level 1 Air Base

B5.32:

95 Blackshirt Inf Rgt
23 Cav Bn
904, 923 German Fort Bn
2 SPs

B6.31:

116, 119 Coastal Rgt
158 Arty Bn
Level 3 Air Base
1x Me-109g (Inactive)

B5.34:

Level 2 Air Base

B9.35:

Level 3 Air Base

B19.25:

Ling Inf Bn

B25.27:

477 Coastal Bn

B35.04:

Cm-LiR Blackshirt Inf Bn
KG Flrd (I-Flrd, II-Flrd Inf Bn)
Bedgni AG Bn

B35.05:

KG Flrd (KG HQ, I-Siz, III-Siz Arty Bn,
Organic Truck (Full))
2x Mule Points
2 SPs (Loaded)

B34.07:

KG Knr (HG Recon Bn, 215 Pz Bn, IV-
Knr Inf Bn)

B33.08:

KG Knr (Siz Bicycle Bn)

B32.08:

KG Knr (KG HQ, 33 Pio Bn)
I-1, II-1 Werfer Bn
2x Wagon Points
3 SPs (2 are Loaded)

B30.10:

Livno Inf Div (1 Mortar Bn)

B41.15:

HG.Pz Div (HG Pio Bn, HG PJ Bn)
1 SP
Level 1 Air Base

B36.14:

HG.Pz Div (Div HQ, I-HG Pz Bn, I-1
PG Bn, III-HG Arty Bn)

B32.13:

16 It Corps HQ
Livno Inf Div (Div HQ, 11 Assault Eng
Bn, 28 Arty Rgt)

B30.14:

2x Mule Points
2 SPs (Loaded)

B36.18:

Carm AG Bn

B28.26:

434 Coastal Bn
Level 1 Air Base
1x MC.202 (Reduced and Inactive)

B29.26:

Regio Inf Bn
2 Arditi Arm Car Bn
I-382, II-382 Inf Bn
2x Truck Points
5 SPs (2 are Loaded)

B30.25:

213 Coastal Div (Div HQ, 135 Coastal
Rgt, 21 Coastal Arty Rgt)
2 SPs

B30.26:

213 Coastal Div (55 MC Co)
1x Mule Point
2x Truck Points

B31.25:

1.FJ Div (1.FJ Para MG Bn)
Level 2 Air Base
1x It Me-109g (Inactive)
1x MC.205 (Reduced and Inactive)

B32.23:

KG Sch (II-HG, IV-Siz Arty Bn, Organic
Truck (Full))

B31.22:

Level 1 Air Base
1x Fw-190a (Reduced and Inactive)

B32.22:

40 Arty Rgt
Level 1 Air Base
1x Me-110f (Inactive)

B33.22:

Level 1 Air Base
1x Me-109g (Reduced and Inactive)

B35.25:

KG Sch (KG HQ, III-HG AG Bn, I-Knr,
III-Knr Inf Bn)

B35.26:

1.FJ Div (I-3, II-3, III-3 Para Inf Bn)

B36.25:

KG Sch (II-2, II-Knr Inf Bn)

B37.30:

Level 2 Air Base

B37.31:

Avieri Air Bn
Grp E Coastal Arty Bn

Optional for Italian Naval Sorties

(2.6):

Roma
Littorio
V. Veneto
Duilio
A. Doria
4x Italian Destroyers
2x Italian Cruisers

Allied Information:

Reserve Markers Available: 10

Dead Units:

US:

1 US Inf Div (16 Inf Rgt)
82 Abn Div (2-504, 3-504 Para Bn,
376, 456 Para Arty Bn)
2x P-40
1x P-38
1x C-47

Commonwealth:

1 Abn Div (1 Bdr Glider Bn)

Set Up:

Bizerte Holding Box:

Active Air Units: 1x US A-20, 2x US B-
17

Pantelleria Holding Box:

Active Air Units: 1x US P-40
Inactive Air Units: 2x US Spit Vb

Tunis Holding Box:

Active Air Units: 2x US P-39, 3x US B-
25, 2x US B-26, 5x US C-47
Inactive Air Units: 2x US A-36, 1x US
B-26, 4x Glider Points

Malta Holding Box:

Active Air Units: 1x CW Wellington, 1x CW Baltimore, 1x CW Boston
Inactive Air Units: 2x CW Spit Vb, 2x CW P-40, 2x CW Wellington

Ground Units:

16x Truck Points
1x Pax Repl
1x Mule Point
2 Cdo, 1 SRS Commando Bns (CW)
2/7 Msx MG Bn (CW)
82 US Abn Div (Div HQ, 1-325, 2-325, 3-325 Glider Inf Bn, 319, 320 Glider Arty Bn)
1 CW Abn Div (Div HQ, 1-1, 2-1, 3-1, 4-2, 5-2, 6-2, 10-4, 156-4 Para Inf Bn, Recce Glider Recon Bn, 1 Para Glider Eng Bn, AT Glider AT Bn, 1 Arty Glider Arty Bn)

Floating Forces Box:

3x LST Points (14 July Reduction already done.)
16x Landing Craft Points (14 July Reduction already done.)
14 SPs
7 Med, 64 Med CW Arty Bn
24 FA, 58 FA, 78 FA CW Arty Bn
11 RHA, 142 RHA CW Arm Arty Bn
62 US Arm Arty Bn

Any All Sea Hex:

Formidable (w/ air group (1x fighter and 1x tactical bomber))
Indomitable (w/ air group (1x fighter and 1x tactical bomber))
Roberts
Erebus
Abercrombie
6x RN Destroyers
4x US Destroyers
1x Greek Destroyer
1x Polish Destroyer

Optional All Sea Hex (3.4d):

Howe
King George V
Nelson
Rodney
Valiant
Warspite
3x RN Cruisers
2x US Cruisers
1x RN Destroyer
1x US Destroyer

A38.33:

1x P-38 (on Interdiction)

A41.34:

2.Arm Div (1-66, 2-66 Arm Bn, 2-41, 3-41 Arm Inf Bn, 14 Arm Arty Bn)

A43.34:

3 Inf Div (30 Inf Rgt)

A47.33:

3 Inf Div (7 Inf Rgt)

B41.01:

3 Inf Div (15 Inf Rgt)

B43.02:

3 Inf Div (Div HQ, Divarty Bde, Organic Truck (Full))
3 Rngr Commando Bn
3 Chem Mortar Bn
2-36 Arty Bn
1x Mule Point
2 SPs (1 Loaded)

B47.03:

2.Arm Div (Div HQ, 3-66, 3-67(-) Arm Bn, 1-41 Arm Inf Bn, 78, 92 Arm Arty Bn)
Level 1 Air Base
2x US P-40 (Active)

B48.03:

2.Arm Div (1-67, 2-67 Arm Bn, 82 Arm Recon Bn, 17 Arm Eng Bn, 2x Organic Trucks (Full))
36 Eng Rgt
4 Goums Inf Bn (French)
2x DUKW Points
3 SPs (2 Loaded)

B45.09:

1 Rngr, 4 Rngr Commando Bn

B48.10:

1 Inf Div (70 Arm Bn, Organic Truck (Full))
82.Abn Div (1-504, 2-505, 3-505 Para Inf Bn)
2 SPs

B46.11:

1 Inf Div (Div HQ, 26 Inf Rgt, Divarty Bde)
Level 1 Air Base
2x US P-40 (Active)

B45.13:

1 Inf Div (3-67(-) Arm Bn, 18 Inf Rgt)

B46.12:

83 Chem Mortar Bn
1-39 Eng Bn

B49.12:

2 US Corps HQ
82.Abn Div (1-505 Para Inf Bn)
Deployed LST
4x DUKW Points
2 SPs (Loaded)

B47.18:

45 Inf Div (180 Inf Rgt)

B50.17:

45 Inf Div (Organic Truck (Full))
2 Chem Mortar Bn

B50.18:

45 Inf Div (Div HQ, 753 Arm Bn, 120 Eng Bn, Divarty Bde)
Level 1 Air Base

B46.19:

45 Inf Div (179 Inf Rgt)

B46.20:

45 Inf Div (157 Inf Rgt)

B42.20:

1x Hurri.IIId (on Interdiction)

B32.21:

1x P-38 (on Interdiction)

B24.26:

1x P-38 (on Interdiction)

B34.25:

1x Hurri.IIId (on Interdiction)

B45.22:

1.Can Div (4 PLDG Recon Bn)

B46.22:

1.Can Div (Div HQ, 1, 2, 3 Inf Bde)

B50.22:

1.Can Div (1 AT Bn, Organic Truck (Full))
Three R Arm Bn
Level 1 Air Base

B52.22:

1.Can Div (Divarty Bde)
Calgary Arm Bn

B54.22:

1.Can Div (Sask MG Bn)
Ontario Arm Bn

B44.24:

51 Inf Div (152, 153, 154 Inf Bde)

B46.25:

51 Inf Div (Div HQ, 1/7 Msx MG Bn, 61 AT Bn)

B49.26:

30 Corps HQ
231 Inf Bde

B54.30:

40 RMC, 41 RMC Marine Bn
Level 2 Air Base
2x CW Spit.Vb (Active)

B50.30:

51 Inf Div (Divarty Bde, Organic Truck (Full))
11 KRRC Inf Bn

B48.30:

A/KDG, A/Royals Arm Car Co

B47.31:

50 Inf Div (Divarty Bde, Organic Truck (Full))
40 RTR, 46 RTR, 50 RTR Arm Bn
Deployed LST

B46.31:

57 FA, 98 FA, 111 FA, 66 Med, 70 Med Arty Bn

B44.32:

5 Inf Div (Divarty Bde, Organic Truck (Full))
Level 2 Air Base

B42.32:

13 Corps HQ
1.Abn Div (1 Pilot, 2 Stf Glider Bn)

B42.33:

3 Cdo, 2 SAS Commando Bn
2x Mule Points
2x Landing Craft Points
3 SPs (Loaded)

B41.27:

50 Inf Div (2 Ches MG Bn)

B40.26:

50 Inf Div (151, 168 Inf Bde)
3 Yeo Arm Bn

B40.28:

50 Inf Div (Div HQ, 69 Inf Bde, 102 AT Bn)

B40.29:

5 Inf Div (7 Ches MG Bn)
44 RTR Arm Bn

B40.30:

2x DUKW Points
2 SPs (Loaded)

B39.28:

5 Inf Div (Recce Cav Bn, 17 Inf Bde)

B39.29:

5 Inf Div (Div HQ, 52 AT Bn)

B38.29:

5 Inf Div (13, 15 Inf Bde)

Victory:

Use Scenario 5.4 Victory Conditions

5.7 Patton Changes Direction! The Campaign starting 19 July 43

This scenario picks up the campaign just as the US 7th Army turns toward Palermo. The British and Canadians are advancing slowly in heavy fighting from Enna to the east. Chafing at his second place status and the seemingly intolerable pace of Montgomery's advance, Patton switched his axis of advance to break out to capture Palermo.

General Information:

Map Area: Map A and B, all

Set Up Order: Axis, Allied

First Player: Allied

First Turn: 19 July 43

Last Turn: 29 Aug 43

Game Length: 25

Air Units: All Start Active

Port Damage:

Marsala: 2 Hits
Porto Empedocle: 1 Hit
Licata: No Hits
Syracuse: No Hits
Augusta: 3 Hits
Catania: 4 Hits
Reggio: 2 Hits
Messina: 2 Hits
Palermo: 3 Hits
Trapani: 3 Hits

Axis Information:

Reserve Markers Available: 10

Dead Units:

Italian:

Livno Inf Div (33, 34 Inf Rgt)
Napoli Div (Div HQ, 173 Blackshirt Inf Bn, 75 Inf Rgt, 54 Mortar Bn, 126 Arty Bn, 1 Arty Rgt (-))
121, 134, 178 Coastal Rgt
Marinai Naval Inf Bn
Avieri Air Bn
G Blackshirt Inf Bn
Com-I Inf Bn
30 Cav Bn
C-Sf Mx Rgt
D, E, F, H Mixed Bn
Bedgni AG Bn
A Fort, S Fort Coastal Arty Bdes
6 Coastal Arty Rgt
Grp E Coastal Arty Bn
2x Me-109g
1x MC.202
1x MC.205
2x CR.42

German:

HG.Pz Div (I-HG Arty Bn)
KG Ens (III-Ens Inf Bn)
KG Knr (HG Arm Recon Bn, 215 Pz Bn, Siz Bicycle Bn)
1.FJ Div (II-3, III-3 Para Inf Bn, 1.FJ Para Pio Bn)
Tiger Pz Co
1x Me-109g
2x Fw-190a
1x Me-110f
1x He-111h

Italian Wavering Unit Rolls:

206, 207 Coastal Div have rolled and surrendered.

213 Coastal Div has rolled and did not surrender.

No other Divisions have rolled.

Set Up:

Sardinia Holding Box:

2x SM.82

Rome Holding Box:

1x G.50, 1x MC.202, 1x D.520, 1x Re.2002, 1x SM.79, 1x SM.84, 4x Ju-88a, 4x He-111h, 1x Ju-52, 1x Me-323

Naples Holding Box:

2x MC.205, 1x Z.1007bis, 2x Me-110f, 1x Ju-87d

Puglia Holding Box:

1x MC.200, 1x Fw-190a, 1x Me-109g, 1x Ju-87d

A25.03:

208 Coastal Div (124 Coastal Arty Bn)

A27.02:

208 Coastal Div (Div HQ)
137 Coastal Rgt
1 SP

A28.02:

208 Coastal Div (112 MG Bn)
Level 2 Air Base

A31.02:

208 Coastal Div (133 Coastal Rgt)

A32.01:

208 Coastal Div (215 Coastal Arty Bn)

A35.01:

202 Coastal Div (120 Coastal Rgt)

A38.03:

202 Coastal Div (A-43 Coastal Arty Bn)

A39.06:

In-Ca Inf Bn

A25.10:
208 Coastal Div (147 Coastal Rgt)

A36.09:
19, 233 Arty Bn
103 Arty Rgt

A36.10:
202 Coastal Div (Div HQ)
Level 1 Air Base
1 SP

A39.12:
202 Coastal Div (C-43 Coastal Arty Bn)

A19.19:
344 Coastal Rgt

A20.18:
476 Coastal Bn

A20.19:
304 Coastal Bn
Grp N Arty Bn
3 SPs

A20.20:
Level 2 Air Base

A38.16:
Level 1 Air Base

A40.16:
202 Coastal Div (124 Coastal Rgt)
Level 2 Air Base

A41.16:
202 Coastal Div (B-43 Coastal Arty Bn)

A40.20:
202 Coastal Div (142 Coastal Rgt)

A32.24:
B Mx Bn
2T SPs

A25.25:
Assta Inf Div (Div HQ, 29 Inf Rgt, 126
Mortar Bn, 25 Arty Rgt)
2x Wagon Points
2 SPs (Loaded)

A24.25:
Assta Inf Div (30 Inf Rgt)
505 AT Bn
12 Arty Rgt

A23.27:
Assta Inf Div (18 Blackshirt Inf Bn)

A22.27:
12 It Corps HQ
136 Coastal Rgt

A38.29:
C Mx Bn
Prov Arty Bn
2T SPs

A30.30:
A Mx Bn

A20.32:
Aosta Inf Div (5 Inf Rgt)

A19.34:
Aosta Inf Div (6 Inf Rgt)

B21.04:
Aosta Inf Div (Div HQ, 22 Arty Rgt)

B25.05:
Aosta Inf Div (171 Blackshirt Inf Bn, 28
Mortar Bn)

B17.07:
140 Coastal Rgt
61 Coastal Arty Rgt

B11.15:
179 Coastal Rgt
1 SP

B8.24:
Barc Inf Bn

B6.24:
Level 1 Air Base

B5.32:
95 Blackshirt Inf Rgt
904, 923 German Fort Bn
23 Cav Bn
2 SPs

B6.31:
116, 119 Coastal Rgt
158 Arty Bn
2x Truck Points
Level 3 Air Base
1x Me-109g

B5.34:
Level 2 Air Base
1x Me-109g (Reduced)

B8.34:
29 PG Div (29 Pio Bn)
Level 3 Air Base
1x It Me-109g (Reduced)

B19.25:
Ling Inf Bn

B25.27:
477 Coastal Bn

B27.26:
213 Coastal Div (55 MC Co)
1x Mule Point

B28.26:
434 Coastal Bn
Level 1 Air Base
1x MC.202 (Reduced)

B28.24:
Carm AG Bn
Sch KG (KG HQ, II-HG, IV-Siz Arty
Bn, Organic Truck (Full))

B29.26:
14.Pz Corps HQ
213 Coastal Div (Div HQ)
2x Truck Points
9 SPs (2 Loaded)

B30.25:
213 Coastal Div (21 Coastal Arty Rgt)
1 SP

B31.26:
1.FJ Div (I-4, II-4 Para Inf Bn)

B31.25:
Regio Inf Bn
1.FJ Div (I-3 Para Inf Bn)

B31.24:
1.FJ Div (1.FJ MG Bn, I-1 Para Arty Bn)
II-382 Inf Bn

B30.21:
HG.Pz Div (Div HQ, III-HG Arty Bn)
I-1, II-1 Werfer Bn

B32.23:
1.FJ Div (III-4 Para Inf Bn)
I-382 Inf Bn
40 Arty Rgt

B32.22:
Sch KG (III-HG AG Bn, II-2, III-Knr Inf
Bn)
Level 1 Air Base

B31.22:
Level 1 Air Base

B32.21:
Sch KG (II-Knr Inf Bn)

B32.20:
Sch KG (I-Knr Inf Bn)

B31.20:
HG.Pz Div (I-HG Pz Bn, I-2 Inf Bn)
Napoli Div (76 Inf Rgt)

B31.19:

HG.Pz Div (I-1 PG Bn)

B30.17:

HG.Pz Div (HG PJ Bn, HG Pio Bn)

B28.15:

16 It Corps HQ
2x Mule Points
2 SPs (Loaded)

B30.15:

Livno Div (Div HQ, 1 Mortar Bn)
Cm-LiR Inf Bn

B32.13:

Livno Div (11 Assault Eng Bn, 28 Arty Rgt)

B30.10:

Ens KG (KG HQ, I-Ens, II-Ens Inf Bn, II-Siz Arty Bn)
2x Mule Points
2x Wagon Points
3 SPs (Loaded)

B32.10:

Knr KG (IV-Knr Inf Bn)

B32.09:

Knr KG (KG HQ, 33 Pio Bn)

B32.08:

Flrd KG (KG HQ, I-Siz, III-Siz Arty Bn, Organic Truck (Full))

B33.08:

Flrd KG (I-Flrd Inf Bn)

B32.06:

Flrd KG (II-Flrd Inf Bn)

Optional for Italian Naval Sorties

(2.6):

Roma
Littorio
V. Veneto
Duilio
A. Doria
4x Italian Destroyers
2x Italian Cruisers

Allied Information:

Reserve Markers Available: 10

Dead Units:

US:

1 US Inf Div (16 Inf Rgt)
82 Abn Div (2-504, 3-504 Para Bn, 376, 456 Para Arty Bn)
2x P-40
1x P-38
1x C-47

Commonwealth:

1 Abn Div (1-1, 3-1 Para Inf Bn, 1 Bdr Glider Inf Bn, AT Glider AT Bn)
50 Inf Div (151 Inf Bde)

Set Up:

Bizerte Holding Box:

1x US A-20, 2x US B-17

Pantelleria Holding Box:

2x US Spit Vb

Tunis Holding Box:

2x US P-39, 2x US A-36, 3x US B-25, 3x US B-26, 5x US C-47

Malta Holding Box:

2x CW P-40, 3x CW Wellington, 2x CW Hurri.IId, 1x CW Baltimore, 1x CW Boston

Ground Units:

4x Truck Points
2x Pax Repl
1x Eq Repl
2 Cdo, 1 SRS Commando Bns (CW)
2/7 Msx MG Bn (CW)
82 US Abn Div (319, 320 Glider Arty Bn)
1 CW Abn Div (Div HQ, 4-2, 5-2, 6-2, 10-4, 156-4 Para Inf Bn, Recce Glider Recon Bn, 1 Para Glider Eng Bn, 1 Arty Glider Arty Bn)

Floating Forces Box:

3x LST Points
12x Landing Craft Points
6x DUKW Points
12 SPs

Any All Sea Hex:

Formidable (w/ air group (1x fighter and 1x tactical bomber))
Indomitable (w/ air group (1x fighter and 1x tactical bomber))
Roberts
Erebus
Abercrombie
6x RN Destroyers
4x US Destroyers
1x Greek Destroyer
1x Polish Destroyer

A26.23:

1x P-38

A23.30:

1x P-38

B24.26:

1x P-38

A44.24:

82.Abn Div (1-504, 1-505, 2-505, 3-505 Para Inf Bn)

A45.27:

82.Abn Div (3-325 Glider Inf Bn)

A41.27:

3 Inf Div (7 Inf Rgt)
3 Rngr Commando Bn

A39.29:

3 Inf Div (30 Inf Rgt)

A39.30:

3 Inf Div (15 Inf Rgt)

A40.29:

3 Inf Div (Div HQ, Divarty Bde, Organic Truck (Full))
3 Chem Mortar Bn
2-36 Arty Bn

A44.28:

1 Rngr, 4 Rngr Commando Bn

A45.28:

82.Abn Div (Div HQ, 1-325, 2-325 Glider Inf Bn)
2x Truck Points
4 SPs (2 Loaded)

A43.30:

1x Mule Point
2 SPs (1 Loaded)

A41.34:

4 Goums Inf Bn

A47.33:

2.Arm Div (82 Recon Bn, 1-67, 2-67, 3-67 (-) Arm Bn)

A47.34:

2.Arm Div (1-41 Arm Inf Bn, 17 Arm Eng Bn, 78 Arm Arty Bn, Organic Truck (Full))

B48.01:

2.Arm Div (1-66, 2-66, 3-66 Arm Bn, 3-41 Arm Inf Bn, 92 Arm Arty Bn)

B48.02:

2.Arm Div (2-41 Arm Inf Bn, 14 Arm Arty Bn, Organic Truck (Full))

B47.03:

3x US P-40
Level 1 Air Base

B48.03:

2.Arm Div (Div HQ)
58, 62, 65 Arm Arty Bn
36 Eng Rgt
2x Truck Points
1x Mule Point
16 SPs (3 Loaded)

B48.10:

813 AT Bn
2 SPs

B49.12:

Deployed LST

B46.11:

2x US P-40
1-39 Eng Bn
Level 1 Air Base

B33.03:

45 Inf Div (753 Arm Bn, 157, 179, 180
Inf Rgt)

B32.03:

1 Inf Div (3-67 (-) Arm Bn, 26 Inf Rgt)
83 Chem Mortar Bn

B33.04:

45 Inf Div (Div HQ, 120 Eng Bn,
Divarty Bde, Organic Truck (Full))
2 Chem Mortar Bn

B35.04:

2 Corps HQ
1 Inf Div (Div HQ, Divarty Bde, Organic
Truck (Full))
4 SPs

B35.06:

1 Inf Div (70 Arm Bn, 16, 18 Inf Rgt)

B33.11:

Ontario, Three R Canadian Arm Bn
1.Can Inf Div (1 Inf Bde)

B34.10:

1.Can Inf Div (1 AT Bn)

B35.10:

Calgary Canadian Arm Bn
1.Can Inf Div (2, 3 Inf Bde)

B35.11:

1.Can Inf Div (Divarty Bde)
24 FA, 58 FA, 78 FA Arty Bn
7 Med, 64 Med Arty Bn

B37.11:

1.Can Inf Div (Div HQ, Sask MG Bn,
Organic Truck (Full))

B35.14:

1.Can Inf Div (4 PLDG Cav Bn)

B41.15:

1x CW Spit.Vb
30 Corps HQ
8 SPs
Level 1 Air Base

B50.18:

Level 1 Air Base

B50.22:

Level 1 Air Base

B54.30:

40 RMC, 41 RMC Marine Bn
Level 1 Air Base

B47.31:

Deployed LST

B44.32:

Level 2 Air Base

B42.32:

1.Abn Div (2-1 Para Inf Bn, 1 Pilot, 2 Stf
Glider Inf Bn)

B42.33:

2 SAS Commando Bn
6x Truck Points
2x Mule Points
7 SPs

B37.31:

5 Inf Div (15 Inf Bde)

B37.30:

3x CW Spit.Vb
13 Corps HQ
5 Inf Div (Div HQ, 17 Inf Bde)
2x DUKW Points
2 SPs (Loaded)
Level 2 Air Base

B37.29:

5 Inf Div (Recce Cav Bn, 13 Inf Bde, 52
AT Bn, Divarty Bde, Organic Truck
(Full))

B36.25:

5 Inf Div (7 Ches MG Bn)

B35.25:

44 RTR Arm Bn
11 RHA, 142 RHA Arm Arty Bn

B36.18:

51 Inf Div (Div HQ, Divarty Bde,
Organic Truck (Full))
231 Inf Bde
66 Med, 70 Med Arty Bn

B35.19:

51 Inf Div (1/7 Msx MG Bn)

B33.18:

51 Inf Div (153, 154 Inf Bde, 61 AT Bn)

B34.18:

A/Royals Arm Car Co

B33.20:

A/KDG Arm Car Co

B33.22:

46 RTR, 50 RTR Arm Bn
11 KRRRC Inf Bn
Level 1 Air Base

B33.23:

40 RTR Arm Bn
51 Inf Div (152 Inf Bde)

B34.23:

Level 1 Air Base

B33.26:

3 Yeo Arm Bn
50 Inf Div (69, 168 Inf Bde)

B34.25:

50 Inf Div (Div HQ, 2 Ches MG Bn, 102
AT Bn, Divarty Bde, Organic Truck
(Full))

B34.26:

57 FA, 98 FA, 111 FA Arty Bn

Optional All Sea Hex (3.4d):

Howe
King George V
Nelson
Rodney
Valiant
Warspite
3x RN Cruisers
2x US Cruisers
1x RN Destroyer
1x US Destroyer

Victory:

Use Scenario 5.4 Conditions

5.8 Driving to Messina, Campaign from 24 July 43.

This scenario starts after the fall of Palermo. The German 29th PG Division is rushing to shore up the northern coastal road. The drive to Messina is about to begin!

General Information:

Map Area: Map A and B, all

Set Up Order: Axis, Allied

First Player: Allied

First Turn: 24 July 43

Last Turn: 29 Aug 43

Game Length: 22

Air Units: All Start Active

Port Damage:

Marsala: 2 Hits

Porto Empedocle: 1 Hit

Licata: No Hits

Syracuse: No Hits

Augusta: 2 Hits

Catania: 4 Hits

Reggio: 2 Hits

Messina: 2 Hits

Palermo: 3 Hits

Trapani: 3 Hits

Axis Information:

Reserve Markers Available: 10

Dead Units:

Italian:

Livno Inf Div (33, 34 Inf Rgt)

Napoli Div (Div HQ, 173 Blackshirt Inf Bn, 75 Inf Rgt, 54 Mortar Bn, 126 Arty Bn, 1 Arty Rgt (-))

Aosta (171 Blackshirt Inf Bn, 28 Mortar Bn)

Assta Inf Div (30 Inf Rgt, 18 Blackshirt Inf Bn)

121, 134, 136, 137, 178 Coastal Rgt

304, 344, 476 Coastal Bn

Marinai Naval Inf Bn

Avieri Air Bn

G, Cm-LiR Blackshirt Inf Bn

Com-I, In-Ca Inf Bn

30 Cav Bn

C-Sf Mx Rgt

A, B, C, D, E, F, H Mixed Bn

Bedgni AG Bn

A Fort, S Fort Coastal Arty Bdes

6 Coastal Arty Rgt

Grp E Coastal Arty Bn

Grp N, Prov, 19, 233 Arty Bn

103 Arty Rgt

2x Me-109g

2x MC.202

1x MC.205

2x CR.42

1x G.50

German:

HG.Pz Div (I-HG Arty Bn)

KG Ens (II-Ens, III-Ens Inf Bn)

KG Knr (HG Arm Recon Bn, 215 Pz Bn, Siz Bicycle Bn, 33 Pio Bn)

KG Sch (I-Knr Inf Bn)

1.FJ Div (II-3, III-3 Para Inf Bn, 1.FJ Para Pio Bn)

Tiger Pz Co

1x Me-109g

2x Fw-190a

1x Me-110f

1x He-111h

Italian Wavering Unit Rolls:

202, 206, 207, 208 Coastal Div have rolled and surrendered.

213 Coastal Div, Assta & Aosta Inf Div have rolled and did not surrender.

Set Up:

Sardinia Holding Box:

2x SM.82

Rome Holding Box:

1x MC.202, 1x D.520, 1x Re.2002, 1x SM.79, 1x SM.84, 4x Ju-88a, 4x He-111h, 1x Ju-52, 1x Me-323

Naples Holding Box:

2x MC.205, 1x Z.1007bis, 2x Me-110f, 1x Ju-87d

Puglia Holding Box:

1x MC.200, 1x Fw-190a, 1x Me-109g, 1x Ju-87d

B17.07:

140 Coastal Rgt
61 Coastal Arty Rgt

B18.07:

505 AT Bn
Assta Div (29 Inf Rgt)

B17.19:

Assta Div (Div HQ, 126 Mortar Bn, 25 Arty Rgt)

B13.14:

12 It Corps HQ
12 Arty Rgt
2x Wagon Points
4 SPs (2 Loaded)

B11.15:

179 Coastal Rgt
29.PG Div (Div HQ, I-15, II-15, III-15 Inf Bn, III-29 Arty Bn)
1 SP

B8.24:

Barc Inf Bn

B6.24:

Level 1 Air Base

B5.32:

95 Blackshirt Inf Rgt
23 Cav Bn
904 German Fort Bn
29.PG Div (I-71, II-71, III-71 Inf Bn, 29 Pio Bn (-), I-29, II-29 Arty Bn, Organic Truck (Full))
2 SPs

B5.34:

1x Me-109g (Reduced)
Level 2 Air Base

B6.31:

1x Me-109g
116, 119 Coastal Rgt
158 Arty Bn
2x Truck Points
Level 3 Air Base

B8.34:

1x It Me-109g (Reduced)
29.PG Div (129 Arm Recon Bn, 129 AG Bn (-))
Level 3 Air Base

B18.20:

16 It Corps HQ
2x Mule Points
4 SPs

B19.25:

Ling Inf Bn

B20.26:

14.Pz Corps HQ
2x Truck Points
9 SPs (2 Loaded)

B25.27:

477 Coastal Bn

B23.14:

KG Ens (KG HQ, II-Siz Arty Bn)
KG Flrd (Organic Truck (Full))
2x Wagon Points
2x Mule Points
3 SPs (Loaded)

B24.10:

KG Flrd (I-Siz, III-Siz Arty Bn)
Aosta Div (Div HQ, 6 Inf Rgt, 22 Arty Rgt)

B25.09:

II-382 Inf Bn

B26.08:

I-382 Inf Bn

B26.09:

KG Flrd (KG HQ)
Aosta Div (5 Inf Rgt)
Bedgni AG Bn

B26.10:

KG Flrd (II-Flrd Inf Bn)

B27.11:

KG Flrd (I-Flrd Inf Bn)

B26.12:

KG Knr (KG HQ)
Livno Div (Div HQ, 1 Mortar Bn)

B28.12:

KG Knr (IV-Knr Inf Bn)

B27.13:

Livno Div (28 Arty Rgt)

B28.13:

Livno Div (11 Assault Emg Bn)

B25.17:

KG Ens (I-Ens Inf Bn)

B26.18:

HG.Pz Div (KG PJ Bn, HG Pio Bn)

B27.19:

HG.Pz Div (I-HG Pz Bn, I-1 PG Bn)

B28.20:

HG.Pz Div (I-2 Inf Bn)
Napoli Div (76 Inf Rgt)

B29.21:

KG Sch (II-Knr Inf Bn)

B28.21:

HG.Pz Div (Div HQ, III-HG Arty Bn)
I-1, II-2 Werfer Bn

B29.22:

KG Sch (III-HG AG Bn, III-Knr Inf Bn,
II-2 Inf Bn)

B29.23:

923 German Fort Bn
I.FJ Div (III-4 Para Inf Bn)

B28.23:

I.FJ Div (I-1 Para Arty Bn)
40 Arty Rgt

B29.24:

I.FJ Div (1 FJ Para MG Bn)
Regio Inf Bn

B30.24:

I.FJ Div (I-3 Para Inf Bn)

B28.24:

KG Sch (KG HQ, II-HG Arty Bn, IV-Siz
Arty Bn)
Carm AG Bn

B27.26:

KG Sch (Organic Truck (Full))
1x Mule Point

B28.26:

434 Coastal Bn
Level 1 Air Base

B29.26:

213 Coastal Div (Div HQ)

B30.25:

213 Coastal Div (55 MC Co)
1.FJ Div (I-4 Para Inf Bn)

B30.26:

1.FJ Div (II-4 Para Inf Bn)
213 Coastal Div (21 Coastal Arty Rgt)
1 SP

**Optional for Italian Naval Sorties
(2.6):**

Roma
Littorio
V. Veneto
Duilio
A. Doria
4x Italian Destroyers
2x Italian Cruisers

Allied Information:

Reserve Markers Available: 10

Dead Units:**US:**

1 US Inf Div (3-67 (-) Arm Bn)
82 Abn Div (2-504, 3-504 Para Bn,
376, 456 Para Arty Bn)
2x P-40
1x P-38
1x C-47

Commonwealth:

1 Abn Div (1-1, 3-1 Para Inf Bn, 1
Bdr Glider Inf Bn, AT Glider AT Bn)
1.Can Div (1 Inf Bde)
50 Inf Div (151 Inf Bde)

Set Up:**Bizerte Holding Box:**

1x US A-20, 2x US B-17

Pantelleria Holding Box:

2x US Spit Vb

Tunis Holding Box:

2x US P-39, 3x US B-25, 3x US B-26,
5x US C-47

Malta Holding Box:

2x CW P-40, 3x CW Wellington, 2x CW
Hurri.IIId

Ground Units:

4x Truck Points
3x Pax Repl
3x Eq Repl
82.Abn Div (319, 320 Glider Arty Bn)
9 Inf Div (Div HQ, 39, 47, 60 Inf Rgt,
Divarty Bde, Organic Truck (Full))
1.Abn Div (Div HQ, 4-2, 5-2, 6-2, 10-4,
156-4 Para Inf Bn, Recce Glider Recon
Bn, 1 Para Glider Eng Bn, 1 Arty Glider
Arty Bn)

Floating Forces Box:

3x LST Points
6x Landing Craft Points
4x DUKW Points
5 SPs

Air Units on Interdiction:

B15.12:
1x A-36

B13.16:
1x A-36

B10.20:
1x P-38

B6.26:
1x P-38

B17.28:
1x P-38

B21.27:
1x Boston

B25.26:
1x Baltimore

A27.02:
82.Abn Div (2-505, 3-505 Para Inf Bn)
1x Mule Point
2 SPs (1 Loaded)

A28.02:
82.Abn Div (1-505 Para Inf Bn)
Level 2 Air Base

A34.01:
82.Abn Div (Div HQ, 1-504 Para Inf Bn)
1x Mule Point

A35.01:
1 Rngr, 4 Rngr Commando Bn
1x Mule Point

A35.02:
82.Abn Div (3-325 Glider Inf Bn)
1x Mule Point

A38.05:

82.Abn Div (2-325 Glider Inf Bn)

A36.10:

82.Abn Div (1-325 Glider Inf Bn)
Level 1 Air Base

A38.16:

Level 1 Air Base

A40.16:

Level 2 Air Base

A23.13:

2.Arm Div (1-41 Arm Inf Bn)
58, 62, 65 Arm Arty Bn

A23.14:

2.Arm Div (Div HQ, 17 Arm Eng Bn, 78
Arm Arty Bn, Organic Truck (Full))

A23.15:

2.Arm Div (2-41 Arm Inf Bn, 14 Arm
Arty Bn, Organic Truck (Full))

A19.15:

2.Arm Div (1-67, 2-67, 3-67(-) Arm Bn)

A18.16:

2.Arm Div (82 Arm Recon Bn)

A19.19:

3 Inf Div (15 Inf Rgt)
3 Chem Mortar Bn
2-36 Arty Bn
1x Mule Point
5 SPs (1 Loaded)

A20.18:

2.Arm Div (1-66, 2-66, 3-66 Arm Bn, 3-
41 Arm Inf Bn, 92 Arm Arty Bn)
1x Mule Point

A20.19:

3 Inf Div (Div HQ, 30 Inf Rgt, Divarty
Bde, Organic Truck (Full))
91 Arm Recon Bn
1x Mule Point

A20.20:

Level 2 Air Base

A20.21:

3 Inf Div (7 Inf Rgt)
3 Rngr Commando Bn

A24.26:

45 Inf Div (180 Inf Rgt)

A22.27:

45 Inf Div (Divarty Bde)
2 Chem Mortar Bn

A45.28:

2x Truck Points
6 SPs (2 Loaded)

B47.03:

3x US P-40
Level 1 Air Base

B48.03:

36 Eng Rgt
4x Truck Points
1x Mule Point
16 SPs (5 Loaded)

B46.11:

2x US P-40
1-39 Eng Bn
Level 1 Air Base

B48.10:

813 TD Bn
2 SPs

B49.12:

Deployed LST

B41.15:

1x CW Spit.Vb
30 Corps HQ
8 SPs
Level 1 Air Base

B50.18:

Level 1 Air Base

B50.22:

Level 1 Air Base

B54.30:

Level 1 Air Base

B47.31:

Deployed LST

B44.32:

Level 2 Air Base

B42.32:

1.Abn Div (2-1 Para Inf Bn, 1 Pilot, 2 Stf
Glider Inf Bn)

B42.33:

2 SAS Commando Bn
6x Truck Points
2x Mule Points
9 SPs

B37.30:

3x CW Spit.Vb
2x DUKW Points
4 SPs (2 Loaded)
Level 2 Air Base

B37.31:

7 RM Marine Bn
1 SRS, 2 Cdo Commando Bn

B36.25:

41 RMC Marine Bn

B35.25:

40 RMC Marine Bn

A22.29:

45 Inf Div (Div HQ, 120 Eng Bn,
Organic Truck (Full))

A21.32:

45 Inf Div (157 Inf Rgt)

A23.33:

45 Inf Div (753 Arm Bn, 179 Inf Rgt)

B35.04:

2 Corps HQ
1x Mule Point
5 SPs (1 Loaded)

B29.04:

1 Inf Div (Div HQ, 70 Arm Bn, Organic
Truck (Full))
4 SPs

B24.05:

4 Goums Inf Bn

B25.06:

1 Inf Div (Divarty Bde)
83 Chem Mortar Bn

B25.07:

1 Inf Div (18, 26 Inf Rgt)

B28.06:

1 Inf Div (16 Inf Rgt)

B31.10:

7 Med, 64 Med Arty Bn

B30.09:

24 FA, 58 FA, 78 FA Arty Bn

B30.10:

Ontario, Three R, Calgary Arm Bn
1.Can Inf Div (Div HQ, Divarty Bde,
Organic Truck (Full))

B30.11:

1.Can Inf Div (4 PLDG Cav Bn)

B29.10:

1.Can Inf Div (Sask MG Bn)

B29.11:

1.Can Inf Div (2, 3 Inf Bde, 1 AT Bn)

B31.14:

A/Royals Arm Car Co

B30.15:

A/KDG Arm Car Co

B29.17:

51 Inf Div (153 Inf Bde)

B30.17:

51 Inf Div (Div HQ, Divarty Bde,
Organic Truck (Full))
231 Inf Bde
66 Med, 70 Med Arty Bn

B29.18:

51 Inf Div (1/7 Msx MG Bn, 61 AT Bn)

B29.19:

51 Inf Div (154 Inf Bde)

B30.20:

46 RTR, 50 RTR Arm Bn
11 KRRRC Inf Bn

B34.23:

Level 1 Air Base

B33.22:

Level 1 Air Base

B33.26:

5 Inf Div (Div HQ, Recce Cav Bn,
Divarty Bde, Organic Truck (Full))
4 SPs

B30.21:

51 Inf Div (152 Inf Bde)
40 RTR Arm Bn

B32.22:

13 Corps HQ
50 Inf Div (Div HQ)
11 RHA, 142 RHA Arm Arty Bn
Level 1 Air Base

B32.23:

57 FA, 98 FA, 111 FA Arty Bn

B31.22:

Level 1 Air Base

B31.23:

50 Inf Div (Divarty Bde, Organic Truck
(Full))

B31.24:

50 Inf Div (2 Ches MG Bn, 102 AT Bn)

B31.25:

5 Inf Div (17 Inf Bde, 7 Ches MG Bn, 52
AT Bn)

B31.26:

5 Inf Div (13, 15 Inf Bde)
2/7 Msx MG Bn

B30.22:

3 Yeo Arm Bn
50 Inf Div (69 Inf Bde)

B30.23:

44 RTR Arm Bn
50 Inf Div (168 Inf Bde)

Any All Sea Hex:

Formidable (w/ air group (1x fighter and
1x tactical bomber))
Indomitable (w/ air group (1x fighter and
1x tactical bomber))
Roberts
Erebus
Abercrombie
6x RN Destroyers
4x US Destroyers
1x Greek Destroyer
1x Polish Destroyer

Optional All Sea Hex (3.4d):

Howe
King George V
Nelson
Rodney
Valiant
Warspite
3x RN Cruisers
2x US Cruisers
1x RN Destroyer
1x US Destroyer

Victory:

Use Scenario 5.4 Conditions

Rebuild Chart**1x Pax for 2 units (or fraction):**

Pioneer Bn (-)
MG Co

1x Pax:

Abn Div HQ
Infantry Bn
Cavalry Bn
MG Bn
Engineer Bn
Mountain Engineer Bn
Recon Bn
Marine Infantry Bn
Fortress Bn
Pioneer Bn
Bicycle Bn
Para MG Bn
Para Pio Bn
Nav Infantry Bn
Air Infantry Bn

2x Pax:

Infantry Bde or Rgt
Coastal Rgt
Mountain Infantry Rgt
Engineer Rgt
Assault Engineer Bn
Para Infantry Bn
Glider Recon Bn
Glider Engineer Bn
Glider Infantry Bn

1x Eq:

Tank Bn
Armored Car Bn
Artillery Bn
Mountain Artillery Bn
Glider Artillery Bn
Armored Artillery Bn
Anti-Tank Bn
Glider Anti-Tank Bn
Mech Infantry Bn
Mortar Bn
Arm Recon Bn
2x Air Unit steps
2x Glider Points
Werfer Bn
AG Bn
Coastal Artillery Bn
Mx Bn

2x Eq:

Coastal Artillery Rgt
Artillery Bde
Artillery Rgt

1x Eq for 2 units (or fraction):

Arm Car Co
AG Bn (-)

1x Eq, 1x Pax:

non-Abn HQ

Counter Manifest

German Units

- 14 Pz Corps HQ
- Tiger Pz Co
- I-382 Inf Bn
- II-382 Inf Bn
- 904 Fort Bn
- 923 Fort Bn
- Regio Inf Bn
- I-1 Werfer Bn
- II-1 Werfer Bn

KG Ens

- KG Ens HQ
- I-Ens Inf Bn
- II-Ens Inf Bn
- III-Ens Inf Bn
- II-Siz Arty Bn

KG Fullreide

- KG Flrd HQ
- I-Flrd Inf Bn
- II-Flrd Inf Bn
- I-Siz Arty Bn
- III-Siz Arty Bn
- Organic Truck

KG Körner

- KG Knr HQ
- 215 Pz Bn
- 33 Pio Bn
- Siz Bicycle Bn
- IV-Knr Inf Bn
- HG Pz Recon Bn

KG Schmalz

- KG Sch HQ
- I-Knr Inf Bn
- II-Knr Inf Bn
- III-Knr Inf Bn
- IV-Siz Arty Bn
- III-HG AG Bn
- II-2 Inf Bn
- II-HG Arty Bn
- Organic Truck

29. PG Div

- Div HQ
- I-15 Inf Bn
- II-15 Inf Bn
- III-15 Inf Bn
- I-71 Inf Bn
- II-71 Inf Bn
- III-71 Inf Bn
- 129 AG Bn (-)
- 29 Pio Bn (-)
- 129 Pz Recon Bn
- I-29 Arty Bn
- II-29 Arty Bn
- III-29 Arty Bn
- Organic Truck

HG.PZ Div

- Div HQ
- I-HG Pz Bn
- II-HG Pz Bn
- HG Pio Bn
- I-1 PG Bn
- I-2 Inf Bn
- HG PJ Bn
- I-HG Arty Bn
- III-HG Arty Bn

I.FJ Div

- Div HQ
- I-3 FJ Bn
- II-3 FJ Bn
- II-3 FJ Bn
- I-4 FJ Bn
- II-4 FJ Bn
- III-4 FJ Bn
- I FJ Para MG Bn
- I FJ Para Pio Bn
- I-1 Para Arty Bn

Italian Units

- 12 It Corps HQ
- 16 It Corps HQ
- 116 Coastal Rgt
- 119 Coastal Rgt
- 121 Coastal Rgt
- 134 Coastal Rgt
- 136 Coastal Rgt
- 137 Coastal Rgt
- 140 Coastal Rgt
- 178 Coastal Rgt
- 179 Coastal Rgt
- 304 Coastal Bn
- 344 Coastal Bn
- 476 Coastal Bn
- 434 Coastal Bn
- 477 Coastal Bn
- 12 Arty Rgt
- A Mx Bn
- B Mx Bn
- C Mx Bn
- D Mx Bn
- E Mx Bn
- F Mx Bn
- G Inf Bn (CCNN)
- H Mx Bn
- Bedgni AG Bn
- 505 AT Bn
- C-Sf Mx Bn
- In-Ca Inf Bn
- Cm-LiR Inf Bn (CCNN)
- Com-I Inf Bn
- Barc Inf Bn
- Ling Inf Bn
- Carm AG Bn
- 40 Arty Rgt
- Prov Arty Bn
- 2 Arditi Arm Car Bn
- 6 Coastal Arty Rgt
- 61 Coastal Arty Rgt
- Grp E Coastal Arty Bn
- Grp N Arty Bn
- 19 Arty Bn
- 158 Arty Bn
- 233 Arty Bn
- 23 Cav Bn
- 30 Cav Bn
- 95 Cav Bn (CCNN)
- Marinai Nav Bn
- Avieri Air Bn
- 103 Arty Rgt
- S Fort Coastal Arty Bde
- A Fort Coastal Arty Bde

Nembro Parachute Div

- 3-185 Para Bn
- 8-185 Para Bn
- 11-185 Para Bn

Alpi G Mountain Div

- Div HQ
- 10 Mtn Inf Rgt
- 12 Mtn Inf Rgt
- 20 Mtn Inf Rgt
- Isonzo Mtn Arty Bn
- Adige Mtn Arty Bn
- 11 Mtn Eng Bn

Aosta Div

- Div HQ
- 5 Inf Rgt
- 6 Inf Rgt
- 171 Inf Bn (CCNN)
- 28 Mortar Bn
- 22 Arty Rgt

Assta Div

- Div HQ
- 29 Inf Rgt
- 30 Inf Rgt
- 18 Inf Bn (CCNN)
- 126 Mortar Bn
- 25 Arty Rgt

Livno Div

- Div HQ
- 33 Inf Rgt
- 34 Inf Rgt
- 11 Assault Eng Bn
- 1 Mortar Bn
- 28 Arty Rgt

Napoli Div

- Div HQ
- 75 Inf Rgt
- 76 Inf Rgt
- 173 Inf Bn (CCNN)
- 54 Mortar Bn
- 1 Arty Rgt (-)
- 126 Arty Bn

202 Coastal Div

- Div HQ
- 120 Coastal Rgt
- 124 Coastal Rgt
- 142 Coastal Rgt
- A-43 Coastal Arty Bn
- B-43 Coastal Arty Bn
- C-43 Coastal Arty Bn

206 Coastal Div

- Div HQ
- 122 Coastal Rgt
- 123 Coastal Rgt
- 146 Coastal Rgt
- A-44 Coastal Arty Bn
- B-44 Coastal Arty Bn
- C-44 Coastal Arty Bn
- 12 MG Bn
- 230 AG Bn

207 Coastal Div

- Div HQ
- 138 Coastal Rgt
- 139 Coastal Rgt
- A-12 Coastal Arty Bn
- B-12 Coastal Arty Bn
- 177 Bns Inf Rgt
- 109 MG Bn

- 208 Coastal Div
- Div HQ
 - 133 Coastal Rgt
 - 147 Coastal Rgt
 - 124 Coastal Arty Bn
 - 215 Coastal Arty Bn
 - 112 MG Bn

- 213 Coastal Div
- Div HQ
 - 135 Coastal Rgt
 - 21 Coastal Arty Rgt
 - 55 MC Co

US Units

- 2 Corps HQ
- 1-39 Eng Bn
- 36 Eng Rgt
- 1 Rngr Bn
- 3 Rngr Bn
- 4 Rngr Bn
- 91 Arm Recon Bn
- 601 TD Bn
- 813 TD Bn
- 58 Arm Arty Bn
- 62 Arm Arty Bn
- 65 Arm Arty Bn
- 2-36 Arty Bn
- 2 Chem Mortar Bn
- 3 Chem Mortar Bn
- 83 Chem Mortar Bn
- 4 Goums Inf Bn (French Moroccan)

1 Inf Div

- Div HQ
- 16 Inf Rgt
- 18 Inf Rgt
- 26 Inf Rgt
- 70 Arm Bn
- 3-67 Arm Bn (-)
- Divarty Bde
- Organic Truck

45 Inf Div

- Div HQ
- 157 Inf Rgt
- 179 Inf Rgt
- 180 Inf Rgt
- 753 Arm Bn
- Divarty Bde
- 120 Eng Bn
- Organic Truck

3 Inf Div

- Div HQ
- 7 Inf Rgt
- 15 Inf Rgt
- 30 Inf Rgt
- Divarty Bde
- Organic Truck

2 Arm Div

- Div HQ
- 1-66 Arm Bn
- 2-66 Arm Bn
- 3-66 Arm Bn
- 1-67 Arm Bn
- 2-67 Arm Bn
- 3-67 Arm Bn (-)
- 82 Arm Recon Bn
- 1-41 Arm Inf Bn

- 17 Arm Eng Bn
- 2-41 Arm Inf Bn
- 3-41 Arm Inf Bn
- 14 Arm Arty Bn
- 78 Arm Arty Bn
- 92 Arm Arty Bn
- 2x Organic Truck

82 Airborne Div

- Div HQ
- 1-504 Abn Bn
- 2-504 Abn Bn
- 3-504 Abn Bn
- 1-505 Abn Bn
- 2-505 Abn Bn
- 3-505 Abn Bn
- 1-325 Glider Bn
- 2-325 Glider Bn
- 3-325 Glider Bn
- 319 Glider Arty Bn
- 320 Glider Arty Bn
- 376 Glider Arty Bn
- 456 Glider Arty Bn

9 Inf Div

- Div HQ
- 39 Inf Rgt
- 47 Inf Rgt
- 60 Inf Rgt
- Divarty Bde
- Organic Truck

Commonwealth Units

- 13 Corps HQ
- 30 Corps HQ
- 231 Inf Bde
- 40 RTR Arm Bn
- 46 RTR Arm Bn
- 50 RTR Arm Bn
- 11 KRRC Inf Bn
- 44 RTR Arm Bn
- 3 Yeo Arm Bn
- A/Royals Arm Co
- 1 SRS Cdo Bn
- 2 SAS Cdo Bn
- 2 Cdo Bn
- 3 Cdo Bn
- 40 RMC Marine Bn
- 41 RMC Marine Bn
- 7 RM Marine Bn
- A/KDG Arm Car Co
- 2/7 Msx MG Bn
- 24 FA Arty Bn
- 57 FA Arty Bn
- 58 FA Arty Bn
- 78 FA Arty Bn
- 98 FA Arty Bn
- 111 FA Arty Bn
- 142 FA Arm Arty Bn
- 11 RHA Arm Arty Bn
- 7 Med Arty Bn
- 64 Med Arty Bn
- 66 Med Arty Bn
- 70 Med Arty Bn

Canadian Arm Bde

- Ontario Arm Bn
- Three R Arm Bn
- Calgary Arm Bn

46 Inf Div

- Div HQ
- 128 Inf Bde
- 138 Inf Bde
- 139 Inf Bde
- Recce Cav Bn
- 2 RNF MG Bn
- 70 FA Arty Bn
- 71 FA Arty Bn
- 172 FA Arty Bn
- 58 AT Bn
- Organic Truck

5 Inf Div

- Div HQ
- 13 Inf Bde
- 15 Inf Bde
- 17 Inf Bde
- Recce Cav Bn
- 7 Ches MG Bn
- Divarty Bde
- 52 AT Bn
- Organic Truck

50 Inf Div

- Div HQ
- 69 Inf Bde
- 151 Inf Bde
- 168 Inf Bde
- 2 Ches MG Bn
- Divarty Bde
- 102 AT Bn
- Organic Truck

1 Airborne Div

- Div HQ
- 1-1 Para Bn
- 2-1 Para Bn
- 3-1 Para Bn
- 4-2 Para Bn
- 5-2 Para Bn
- 6-2 Para Bn
- 10-4 Para Bn
- 11-4 Para Bn
- 156-4 Para Bn
- 1 Bdr Glider Bn
- 2 Stf Glider Bn
- 1 Pilot Glider Bn
- Recce Glider Bn
- 1 Glider Arty Bn
- AT Glider AT Bn
- 1 Para Eng Bn

51 Inf Div

- Div HQ
- 152 Inf Bde
- 153 Inf Bde
- 154 Inf Bde
- 1/7 Msx MG Bn
- Divarty Bde
- 61 AT Bn
- Organic Truck

78 Inf Div

- Div HQ
- 11 Inf Bde
- 36 Inf Bde
- 38 Inf Bde
- 56 Rec Arm Car Bn
- 1 Ken MG Bn
- Divarty Bde
- 64 AT Bn
- Organic Truck

1 Canadian Inf Div, eh!

- Div HQ
- 1 Inf Bde
- 2 Inf Bde
- 3 Inf Bde
- 4 PLDG Cav Bn
- Sask MG Bn
- Divarty Bde
- 1 AT Bn
- Organic Truck

Abbreviations

Abn—Airborne
 AEP—Air Entry Point
 AG—Assault Gun
 Alpi G—Alpi Graie
 ALT—Amphibious Landing Table
 Arm—Armor
 Assta—Assietta
 AT—Anti-Tank
 Aufk—Aufklarungs
 Barc—Barcellona
 Bde—Brigade
 Bdr—Border
 Bedgni—Bedogni
 BG—Beach Group
 Bn—Battalion
 Brs—Bersaglieri
 C-Sf—Chiusa-Sclafani
 Can—Canadian
 Carm—Carmito
 Cav—Cavalry
 Cdo—Commando
 Chem—Chemical
 Ches—Cheshire
 Cm-LiR—Campobello di Licata-Ravanusa
 Co—Company
 Com-I—Comiso-Ispica
 Div—Division
 FA—Field Artillery
 FJ—Fallschirmjäger
 Flrd—Fullreide
 Fort—Fortress
 Grp N—Group N
 HG—Herman Göring
 In-Ca—Inchiappato-Casale
 KDG—King's Dragoon Guards
 Knr—Körner
 KRRC—King's Royal Rifle Corps
 LCI—Landing Craft, Infantry
 LCT—Landing Craft, Tank
 LCVP—Landing Craft, Vehicles & Personnel
 Ling—Linguaglossa
 Livno—Livorno
 LST—Landing Ship, Tank
 Med—Medium
 MG—Machine Gun
 Mil—Milmart
 Msx—Middlesex
 Mx—Mixed Mech and Foot
 Nav—Naval
 NRP—Naval Release Point
 Para—Parachute
 PG—Panzer Grenadier
 Pio—Pioneer
 PLDG—Princess Louise Dragoon Guards
 Prov—Provisional
 Pz—Panzer
 Rec—Reconnaissance
 Recce—Reconnaissance
 Rgt—Regiment
 RM—Royal Marine
 RMC—Royal Marine Commando
 RN—Royal Navy
 Rngr—Ranger
 RNF—Royal Northumberland Fusiliers
 RTR—Royal Tank Regiment
 SAS—Special Air Service
 Sask—Saskatoon
 Sch—Schmalz
 Siz—Sizilien (Sicilian)
 SRS—Special Raiding Squadron
 Stf—South Staffordshire
 STL—Sea Transfer Lane
 Three R—Three Rivers
 Werfer—Nebelwerfer
 Yeo—Yeomanry

For further Reading...

After being spoiled by my various North African projects, I found the paucity of works on the Sicilian Campaign to be something of a surprise. Given the fascinating nature of the campaign itself, the bitter recriminations between the Allies, and the colorful personalities involved, I began under the impression that the campaign would be supported by a good library of work. This was not the case.

While strongly recommended to me, I found Carol D'Este's account in **Bitter Victory** (Collins, 1988) to be both a dry read and of limited depth. Its coverage of the Axis side was quite limited. Balanced against this is the highly Germanophilic **The Battle for Sicily** by Mitcham & v. Stauffenberg (Orion, 1991). A better read than D'Este (and certainly more complete regarding the Axis side), it must be read with a grain of salt due to the Axis slant of the writing. Read together, these two books will give a student of the battle a reasonable look at both sides and a passable amount of depth.

Of the Official Histories, the US volume was the most helpful (**Sicily and the Surrender of Italy**). Unlike the North African campaign, the Italians (not surprisingly) did not produce a volume on Sicily—thankfully, my trustworthy Italian researcher (Mauro de Vita) was able to unearth all the Italian information I could ever need (and then some).

Various unit histories (such as **Danger Forward** about the US 1st ID) were of some use. Finally, Bradley's memoirs (**A Soldier's Story**) came in handy for one detail—the location of the 2 Corps HQ and Omar's command post during the invasion and just after!

Designer's Notes

Sicily began as the first design project for Dave Demko (our OPS editor). The project was very high on list due to the calls for a smaller-sized OCS game. I begged him for it repeatedly until one day he sent me what he had—a prototype map and a binder of OOB notes. No good deed goes unpunished, I suppose.

The campaign to capture this island was a corner of WW2 that had caught little of my attention and interest over the years. As noted above, the books on the topic were not as common (or as interesting, in my opinion) than the numerous tomes on the Western Desert. Operation Husky just never caught my eye.

Until, that is, I had a chance to really dive into it for this game. I've found the campaign a fascinating, nicely delineated, historical event. Limited numbers of high quality Axis troops fighting for their lives against a larger Allied force of decent quality. Both sides have an air force, though the Axis is on the wrong side of the power curve (but was given an unknowing assist by the uncoordinated Allied air forces). The terrain favors the defense, but there is plenty of opportunity for attack—for both sides. On top of all of this, you have an amphibious invasion and both sides can do parachute insertions (given the screwed up nature of the Allied ones). The battle unfolds on a limited map area within the confines of an island (no map edges). You cannot ask for much more in one situation.

The greater design work here involved refining the map and addressing balancing issues. The OOB was fairly easy with a great amount of detail available. Much of the rules work was done on items that showed up in the OCS v3.0 rules, rather than in game specific material.

The map was greatly refined by the hard work of Perry Andrus. Perry went to the National Archives and photocopied all the Army Map Service (1943) 1:100,000 maps of the island and reviewed the road net in great detail. I'm am in debt to his through research effort. Strangely (Sicily is easily accessible, after all) many of the small maps in the books (including the US official history) show many roads that are incorrect. Shifting through the conflicting maps was a slow and unproductive process. I found that it wasn't until I started establishing the scenario set ups that I could begin to see what was right and wrong with the roads. Following the movement and positions of the units clearly showed which roads were right and which were not. Working from one set up to the next is a rewarding way to learn about this campaign,

I suggest setting them up in order moving directly from one to the next without a formal tear-down if you have the time (some unit movements are fascinating—such as the “lost FJ regiment” of the 1 FJ Division which had to filter through British lines to make it back to Mt Etna).

Balancing was a complex matter. Here I aimed at making the Allies feel nervous in their bridgehead during the early period (we ran playtests where the Axis player was a fool to counterattack and the Allies had not a care in the world—that was changed!). A good Axis player can put the Allied landing in great jeopardy with a quality, no-holds-barred, counterattack early on. I’ll leave that to you as play technique of getting enough power, fast enough, to make it happen. In later playtests, I aimed at getting Palermo to have some importance for the Axis, to control the Allied supply in-flow and to give the Axis enough to work with (as a credible threat). What you see here is a number of compromises aiming to maximize each of these items against each other.

Victory was an interesting matter here. While the Allies have the sole job of grabbing the island as fast as possible, the Axis had a fence to sit on. At first, the Axis’ goal was to hold the island as long as possible and throw the Allies back into the sea. During this campaign, the Italian Government collapsed and surrendered. The Germans had to buy time for their occupation of the Italian mainland. To do this, Hube was to make the conquest of the island take as long as possible while not sacrificing his troops. Once the occupation was complete, he was to evacuate his German troops and leave the island and the higher quality Italians to their fate. He (and you) must balance the conflicting concerns of holding out as long as possible with keeping losses down so that the evacuation can occur. As the Italian coastal units melt away and the campaign proceeds, the Axis player will find himself in a really interesting position—while the campaign heads toward its conclusion and the loss of the island, he still can put it together to win big by playing for time and a well-thought out withdrawal schedule. In my mind, the Axis strategy toward the end of the campaign (the fall of the island is no longer in doubt, anymore) is the most interesting of the entire game.

You’ll find that the Allied airborne drops are of very limited utility (almost to the point of choosing to not do any, if you didn’t lose the divisions because of it). A few of these units will be of good use, most will not. Whatever else it is, the Allied air drops are not a surgical instrument.

Unlike another recent game on this topic, I chose to specifically **not** allow an early invasion of Italy proper. The reasons for this are many, but the basic one is that such a deviation from the historical path would change the entire situation so greatly as to make any attempt to retain historical unit locations and reinforcement rates a mistake. For example, the units the Germans sent to Sicily were sent on the express order of Hitler, who was being his usual hesitant and vacillating self. He was concerned about establishing his authority inside Italy and Sicily was a sideshow and got a sideshow’s portion of attention. An early intervention into Italy would have galvanized the German Führer into sending full strength toward the beachheads as fast as possible (to include units already available, but not yet released for Sicily). The other word for his reaction would have been Panic. Things would have arranged themselves far differently from the campaign I wanted to focus on, so differently that a much more strategic game would have been needed to accurately assess the possibilities of that situation. I chose to focus the game more tightly on its theme (the Sicilian Campaign that had been planned for months), rather than to dedicate some particularly large sub-systems to a situation verging on fantasy.

Lastly, I’d like to say a word about the Italians here. Wargamers have been pretty hard on the Italian army in WW2. Their weapons were out of date, their country anything but an industrial powerhouse, their tactics of limited use, and their leadership generally inept. While that was all true, they also suffer greatly from bad press. Books in English have drawn heavily on British sources that down-played any action where the Italians did well and hammered home the great disasters that befell them. Their German allies would hardly give them the time of day. As a result, some long suffering, but competent, Italian units were dismissed with the hapless souls fighting in 1940 and, here, in 1943. Some Italian units fought to the bitter end of the Sicilian Campaign (only to be left in the lurch by their Teutonic allies), while others were destroyed fighting poorly run, hopeless attacks against the Allied beaches. These units are forgotten while the focus remains on the Sicilian conscript units that were just looking for a chance to surrender. Of the latter, many of them were here on this island, making this Italian army come very close to the wargamer stereotype (but even so, there are some decent units out there...). After the war, even the Italians themselves gave these units most of the attention in an

attempt to develop a myth of an anti-Fascists movement. Even the admiral in charge of the Augusta-Syracuse Fortress (who spiked his guns before the invasion even happened) was feted as a national hero after the war. No, these men weren’t anti-Fascist, they were just tired of war and wanted to go home—as would we all if forced into a similar situation.

Historical Notes

by *Dave Demko*

The conquest of Sicily stands out as the least ambiguous success—I mean, Allied success—of the Italian campaign. Those familiar with the fighting that followed in Italy proper may reply that this distinction is faint praise. Still, the Sicily campaign was fought with skill and guts. The Allies conducted a highly complex air, land, and sea operation on a par, in scope, with the Normandy invasion and with less experience than they brought to OPERATION OVERLORD. The Axis, mainly the Germans, though knocked back on their heels at first, conducted a stubborn and skillful defense. The campaign included its share and then some of heroism and military achievement. In this respect, the Allied victory in Sicily seems wasted in that it was the first step toward the pointless destruction and mayhem of the Italian campaign.

That said, there’s no denying that the battle for Sicily encompassed blunders that, if explicable, are no less bitter.

The Husky Plan

The command structure for the Allies had Lt. General Dwight D. Eisenhower as the C-in-C for Operation Husky, with Sir Harold Alexander as Deputy C-in-C and commander of 15th Army Group. Overall naval forces command went to Admiral Sir Andrew Browne Cunningham, while Air Chief Marshal Sir Arthur Tedder was overall air commander. The next echelon down, the British Eastern Task Force had General Sir Bernard Montgomery (8th Army) as the ground commander, Air Vice-Marshal Harry Broadhurst as the air commander, and Admiral Sir Bertam Ramsay as the naval commander. In the US Western Task Force, the leaders were Lt. General George S. Patton (7th Army) land, Colonel L. P. Hickey, air, and vice Admiral H. Kent Hewitt, naval. This command structure’s disadvantage was that it required a good deal of cooperation, both between the nationalities and among the arms. Absent a strong leader to unify these groups’ efforts (Eisenhower was distant, Alexander was ineffectual), breakdowns of this

cooperation occurred, resulting in both missed opportunities and some genuine disasters.

The original invasion plan called for landings around most of the island over three days. Eighth Army would land forces, a bit less than division strength on average, at Gela, Avola, Pachino, and Pozallo. Seventh Army was to land a reinforced division near Sciacca and Marinella on D-Day and another two divisions in the area of Palermo two days later. On D+3 the British would assault Catania. The rationale for these dispersed landings included the need to overrun important airfields quickly and, especially, to capture sufficient port capacity to sustain the invasion force. The plan was the work of planners doing what they could in the absence of senior military leadership. Those leaders—Monty, Bradley, Patton, and Alexander—were largely distracted by their ongoing operations in Tunisia. Montgomery found the time to examine the plan, and he pronounced it a “dog’s breakfast.”

That movie starring George C. Scott notwithstanding, Monty did not revise the entire invasion plan in the condensation on a men’s room mirror. But he did press for changes. “I am fighting to get some sanity into the planning.” The final, saner plan had more concentrated landings in the southeastern corner of the island. The British 51st (Highland) Division and 231st Brigade, along with the Canadian 1st Division, aimed at the very tip, the Pachino peninsula, while the British 5th and 50th Divisions were to land further north, between Avola and Cassibile. The 1st Air Landing Brigade of 1st Airborne targeted the Grande bridge near Syracuse. In the Seventh Army sector, 45th Division was to land near Scoglitti, 1st Division (The Big Red One) around Gela, and 3d Division (reinforced) further west, at Licata. The 505th RCT from 82nd Airborne was to drop in the vicinity of Niscemi and the Ponte Olivo airfield.

One part of the plan that went perfectly was OPERATION MINCEMEAT. The Spanish discovered the body of a Major William Martin, Royal Marines, washed ashore near Huelva, evidently after some mishap at sea. The Germans quickly scrutinized the papers in Martin’s dispatch case and learned from a letter to Alexander that Allied operations in the Mediterranean were aimed at Sardina and Greece, with a diversionary feint toward Sicily. Of course, Major Martin and all his documents were fakes, floated ashore from a British sub, HMS *Seraph*. The plan beautifully seemed to spill the secret that the real Allied objective was actually

the fake objective that the Allies wanted the Axis to mistake for the real thing. This double-bluff, and various other, elaborate deception operations, were convincing. OKW notified Kesselring, “THE MEASURES TO BE TAKEN IN SARDINIA AND THE PELOPONNESUS HAVE PRIORITY OVER ANY OTHERS.”

The Axis Defense

Defensive preparations for Sicily suffered from not-so-benign neglect. When General d’Armata Alfredo Guzzoni took over Sixth Army in Sicily, he knew he had a problem on his hands. The officers in his units had been scandalously inattentive to the training, morale, and readiness of their troops. The coastal defense divisions were particularly pathetic. Like a typical bad boss, Mussolini could not be made to hear or understand the warnings about Sicily’s defenses, and General Vittorio Ambrosio, head of Comando Supremo, resisted any growth in Italy’s dependency on Germany. General Roatta, the Italian Army Chief of Staff, recognized this standoffish attitude as unrealistic. The disagreement on how closely to cooperate with German forces caused a good deal of strain.

The Germans, for their part, had little respect for the Italian fighting forces. “Smiling” Albert Kesselring used his influence, as overall Axis commander in the Mediterranean, to enforce his view of Sicily, and he made little effort keeping up a show of cooperation with his Italian comrades. In fact, part of the rationale behind the disposition of German forces on Sicily, particularly the splitting up of the 15th PzG Division, was to let the German troops keep an eye on the Italians, whom they considered unreliable.

In nominal command in Sicily was Guzzoni’s Sixth Army and Armed Forces Command Sicily. Reporting to Sixth Army were the Italian XII and XVI Corps (as well as Hube’s XIV Panzer Corps later), along with the Italian naval and air forces. General Fridolin von Senger und Etterlin, perhaps the most un-Nazi man ever to command a panzer division, was assigned by Hitler to act as German liaison officer to Sixth Army. In reality, Hitler expected him to conduct the defense of Sicily. Meanwhile, Guzzoni and Kesselring disagreed over a defense plan for the island. Guzzoni, rightly, wanted to keep the German divisions, Hermann Goering and 15th PzG, concentrated for use in a counterattack while the Allied beachheads were most vulnerable. Kesselring disagreed, and prevailed.

Invasion Operations

The invasion went ahead on 10 July, actually starting the night of 9 July with the airborne assaults. The 1st Airlanding Brigade took to their gliders to seize the Ponte Grande bridge. The air crews were inexperienced at the difficult task of night navigation. When flak came up from both enemy and “friendly” guns, the formations were scattered. Many gliders were released early; 69 out of 147 gliders crashed into the sea. More were shot down or had to return to Tunisia. Twelve made it to their drop zones.

The same night Colonel James Gavin’s 505th RCT jumped over Sicily with the mission of capturing a strong point at Piano Lupo and generally screening the invasion area at Gela. En route, the air crews missed the Malta checkpoint. Smoke obscured the moonlit drop zones, and navigational confusion plus flak scattered the formations of C-47s. The winds were high, and some aircraft were too fast when the troopers jumped. The result was that elements of the 82nd Airborne were widely scattered. When he first landed, Gavin wasn’t even sure he was in Sicily. As they would again after another confused night drop in Normandy, the paratroopers went about the business of trying to find or form units, find their objectives, and attacking targets of opportunity. One good side-effect was that they created confusion and alarm among the Axis.

The landings on the British beaches met unexpectedly little opposition. 13 and 30 Corps, supported by the 2nd SAS Regiment, No. 3 Commando, and Nos. 40 and 41 Royal Marine Commandos, found Italian opposition for the most part evaporated. In the first week or so ashore, Eighth Army captured a good chunk of southeastern Sicily, including Augusta and Syracuse. Along the way they made contact with the Italian Napoli Division and Group Schmalz (built around the 115th PzG Regiment detached from the 15th PzG Division). The Italian and German formations failed to coordinate their actions

On the Seventh Army’s beaches, 3d Division, supported by the 3d Ranger Battalion, assaulted on both sides of Licata. Two regiments of the Big Red One and Darby’s “Force X” Rangers took Gela, and Middleton’s 45 Infantry Division assaulted along a wide front centered on Scoglitti. The Axis managed to react in this sector with counterattacks by the Italian Mobile Group E and the Hermann Goering. Again, German-Italian coordination was poor and the two counterattacking groups were not even aware of each other. When they did

make contact with troops from the US 1st and 45th Infantry, they met a punishing barrage of supporting naval gunfire. The Hermann Goering had serious problems stepping off on time and maintaining armor/infantry coordination. The division's eastern task force actually broke and ran. The HG would enjoy a good reputation, but at that point in the war it certainly didn't deserve it. What Italian armor (obsolete light tanks) that made it into Gela were seriously mauled in street fighting against Darby's Rangers.

The next day von Senger and Hermann Goering commander Paul Conrath managed to put together a coordinated attack by the HG and Livorno against the Gela beachhead. Gavin had arrived in the battle area with what troops he had been able to gather and contributed stubborn resistance to what was a more determined Axis assault than that of the day before. Also reinforcing the beachhead were further infantry battalions and Sherman tanks of the 2d Armored Division. German armor managed to overrun some US positions, but the combined firepower of the naval guns, including the cruiser USS *Boise*, tanks, infantry, and 105mm field guns firing point-blank stopped them. Though it was a critical threat, the attack ultimately failed, and the Axis lost their best chance to crush the beachhead.

Axis air operations were effective. For example, the USS *Maddox*, a destroyer, and the minesweeper USS *Sentinel* were sunk on D-Day, and the next day the supply ship *Robert Rowan* was spectacularly exploded by air attack. The proven threat of Axis air operations against the beachheads had the unfortunate result of making anti-aircraft gunners hyper-vigilant and quick to shoot at aircraft.

Patton ordered the airborne reinforcement of the beachhead by elements of the 82d Airborne, including the 504th Regiment and the 376 Parachute Field Artillery. General Ridgeway, commanding the 82d, took exceptional care to alert the Navy that these forces would be flying to the area. Nevertheless, the US airborne force drew friendly fire late on 11 July while passing over the same naval forces that had suffered from the air that day. The airborne formation was shot to pieces, with some planes destroyed and eight turning to escape back to their bases. All were scattered, and those who managed to jump landed anywhere from on their DZs to Gela, to the east coast of Sicily. Paratroopers were shot up in their aircraft, in their chutes, and on the ground after landing until they could identify themselves. Casualties from

this reinforcement jump over friendly territory totaled 81 dead, 132 wounded, and 16 missing. After a couple days, it began to look like the best way to ruin an elite airborne unit was to try to drop it in Sicily. The similarities to the jumps into Normandy will be lost on no one familiar with that campaign.

One lesson of the initial assaults was that, while the ground and naval forces operated well together (the flak panic that cut up the 504th notwithstanding), the Allied air forces were, to put it mildly, aloof. Two groups of US fighters, near the limits of their range, flew over 1,000 sorties a day during the assault, but most of these were for battlefield interdiction. The decision to emphasize interdiction was made independently of any combined operational planning, and close air support where needed was hardly ever available for the Seventh Army. Coordination of the air arm with Eighth Army was better, to Montgomery's satisfaction. During the planning for Husky, a good deal of bad blood was generated between Tedder and his land and naval counterparts regarding close support and air cover levels, changes to the landing plan, and the importance of designated air routes over the shipping. Patton complained to Alexander about the lack of air support commitment, Tedder pressed for the importance of capturing Sicily's airfields, and in general the senior commanders displayed a serious inability, for whatever reason, to play well with others.

The Fight for the Island

After a week of relatively easy progress, resistance against the Eighth Army solidified south to the plain of Catania.

In order to get his offensive moving, Monty needed to cross a river. He sent the Red Devils of the 1st Airborne to take the key bridge. The paras were surprised to land smack on top of an elite German unit and, while relief ground forward with agonizing slowness from the friendly side of the bridge, the Red Devils hunkered down in the best positions they could find. Among them was Lieutenant-Colonel John Frost, tough and stubborn. This description is suitable for the fight at Arnhem during Market-Garden, but here it describes the British attempt to cross the River Simeto at Primosole bridge.

As part of Montgomery's plan to capture Catania quickly, the 1st Parachute Brigade, commanded by Brigadier Gerald Lathbury, jumped on the night of 13/14

July to capture the bridge and the high ground to its south. The intention was that they would be relieved by the British 50th Division and 4th Armoured Brigade, advancing up Hwy 114. The ultimate goal was the capture of Catania, with its port, and the nearby airfield. In support of the operation, Lieutenant-Colonel J. F. Durnford-Slater's No. 3 Commando landed by sea and marched to seize the Malati bridge, also part of Hwy 114 south of the Primosole bridge. The road and the bridges were the main line of advance for the British; they were, as well, a vital logistical artery for Group Schmalz.

The commandos succeeded in taking the bridge, but not before running into unexpected resistance from German troops. What the British did not realize was that Colonel Ludwig Heilmann's 3 Fallschirmjäger Regiment (of the 1st FJR Division) had jumped into the area to reinforce Group Schmalz only the day before, and the division's 1st MG Battalion had landed the morning of the 13th, practically on top of the 1st Airborne's drop zones. Having cleared the Malati bridge, the commandos were obliged by German counterattacks (including a Tiger tank) to draw back and hide on the 14th. Meanwhile, the Red Devil's jump proved to be the sort of disaster that, unfortunately, typified Allied airborne operations during the campaign. Though the 145 aircraft carrying paratroopers or towing gliders with antitank guns tried to avoid Allied naval vessels, they were clobbered by flak from friendly naval forces as well as from the Axis. Twenty-six aircraft had to return to base without dropping, and fourteen were lost. Those that did get through were dispersed by evasive action so that, in the end, only thirty plane dropped troops into the correct DZ; many others were scattered, some as many as twenty miles off.

The paratroopers regrouped as well as they could and sought out their objectives. Elements of Jock Pearson's 1st Battalion took the Primosole bridge, and 140 men of Frost's 2nd Battalion consolidated on the hills south of the bridge. Both groups took large numbers of Italian prisoners, who became a bother to look after. On the morning of 14 July, these units found themselves counterattacked by German paratroopers, in one of the rare actions of the war when German and Allied airborne formations battled head-to-head. The British paras were out of contact with each other and with any supporting forces; the one exception was when a Royal Artillery officer was able to call down fire from the HMS *Newfoundland* to seriously clobber a

German counterattack. For the most part, the British hunkered down and held out with little ammunition. They had to cede the north end of the bridge that afternoon, and by that evening had clustered on Frost's objectives, the hills "Johnny 1, 2, and 3." The 151st Brigade (Durham Light Infantry) of 50th Division arrived late that evening, along with elements of the 44th Royal Tank Regiment. The infantry was too worn down by fighting and a 20-mile march that day (attempting to meet Monty's timetable) to attack through to the bridge. The Germans firmed up their defenses on the north side of the Simeto, and the British tanks did not roll forward. To the disappointment of the British paratroopers, the capture of Catania took rather longer than Montgomery had hoped.

Having failed to rush through to Catania and open the short road to Messina, Monty decided to send 13 Corps on a left hook to the west of Mt. Etna. The German 1st FJ and HG had firmed up the Etna line on the east. The shift to the west brought on some tough engagements between British and Canadian forces and 15 PzG, with the Allies capturing Leonforte on 22 July. The terrain made coordinated, large-scale offensives particularly difficult, and the going was slow. The attempt by 51st Division to take the Gerbini airfield was frustrated and Eighth Army was stuck in slow fighting.

As early as 12 July Montgomery recognized that each of the two armies under Alexander was fighting its own fight and that the battle for Sicily needed "a real grip." Monty proposed that the Seventh Army act as an anchor or shield on the left, while Eighth Army swung form the right, as far as Leonforte and Enna. Such a drive would require the use of Hwy 124 between Vizzini and Caltagirone, which was on Seventh Army's side of the army boundary line. On 13 July Alexander ordered the boundary line shift, aborting the US 45th Division's plans. Alexander's decision was consistent with nebulous "sword and shield" strategic conception he brought to the campaign, and with his low estimate of the US Army's fighting abilities. Patton and Bradley, for their parts, did not fail to be insulted. Bradley wanted Patton to argue with Alexander in favor of letting the 45th attack Vizzini and Caltagirone, but Patton chose to obey his orders without making a fuss. As a result, an opportunity was lost.

During the time that Eighth Army was trying to move ahead on either side of Mt. Etna, Patton had time to stew over the "stolen" Hwy 124 and the static, defensive role handed to Seventh Army. Patton flew

to Tunis on 17 July to make the case to Alexander for a larger role for Seventh Army. Alexander agreed; he seemed easily won over by the arguments of either of his brilliant and strong-willed subordinates. Patton won orders to establish a line from Campofelice through Caltanissetta to Agrigento, then turn to mop up the western portion of Sicily. Patton had already initiated the "reconnaissance in force" toward Agrigento and Porto Empedocle. Using the "camel's nose" approach (once the camel gets its nose in the tent, it's hard to keep the rest of the camel out), Patton had set up the conditions for Seventh Army to exercise its mobility as far as Palermo.

Operations jumped off on 19 July, with the 82d Airborne and Darby driving up the south coast to Marsala, 3d Infantry and 2d Armored converging on Palermo, 45th Infantry cutting through to the north coast at Campofelice, and 1st Infantry anchoring the line and pushing to Enna and Hwy 120. The movement was complete by 23 July, with Palermo falling on 22 July. The speed of the maneuvers, even against scant resistance, was remarkable. 3d Division, for example, marched 100 miles in just over 72 hours. The resemblance to the situation in Normandy a year later, with Monty in a slugging match while Patton broke loose and ran, is deceptive. Operation Cobra had great military significance, but the Palermo adventure had little practical benefit other than the capture of the useful but not vital port at Palermo. Bradley called the operation "meaningless in a strategic sense," and both he and Truscott considered publicity as Patton's main motivation. That said, the taking of Palermo and western Sicily boosted Seventh Army's morale. It certainly boosted Patton's.

Messina: The Final Goal

With most of the island in Allied possession, the toughest part of the campaign was still to come. On 16 July General Hans Valentin Hube activated the XIV Pz Corps in Sicily and effectively took over control of all German troops on the island, relegating von Senger to bystander status. On 18 July, Hitler authorized the movement of 29th PzG Division to Sicily to reinforce the Etna line. That line ran from Acireale on the east coast through Aderno and Troina to San Fratello on the northern coast.

Defense of this line was essentially an all-German show. The Germans had by now lost any remaining respect they had for the Italians. Guzzoni and Sixth Army HQ were treated like a fifth wheel; by 2 August Hube controlled all Axis forces on

the island. Conrath characterized 90% of the Italian forces as cowards who did not want to fight. Group Schmalz, now reinforced with paratroopers of the 3 and 4th FJ Regiments, HG Division, 15 PzG, and 29th PzG held the line skillfully. The line ran through difficult terrain, including the Nebrodi mountains. Even the northern coast road, Hwy 113, was narrow and quite defensible. (In mid-August, the Germans blew up a tunnel and a portion of cliff-side roadway, delaying the American advance.) The Aosta and Livorno divisions, among the best Italian units on the island, were in the line but were not responsible for much frontage. By this time the Allied air effort was bearing fruits. The Luftwaffe was unable to support the ground forces, and battlefield interdiction was beginning to affect the Axis supply situation.

From the British 51st Infantry on the coast north of Catania to the US 45th and 3d Infantry on the north coast, the Allies applied pressure as the Germans managed to delay them without becoming pinned. The Axis plan at this point was to buy enough time to achieve an orderly evacuation. By this time, Patton and Montgomery were cooperating. Monty invited Patton to discuss plans on 25 July, conspicuously ignoring Alexander. Monty's plan was to drive with 30 Corps to the west of Mt. Etna while Seventh Army attacked along Hwy 120 and 113.

This is the context of the battle for Troina, perhaps the toughest fight of the campaign. II Corps initially expected 15th PzG to put up only a delaying action at Troina before falling back to Cesaro. Bradley and 1st Infantry commander Terry Allen expected that 39th Regiment, attached to the Big Red One from the 9th Infantry, could take the town. The US troops made good initial progress on 1 August, but a counterattack by 15th PzG erased their gains. The next day the 39th Regiment tried again, this time with rather heavy artillery support (165 field guns). Allen then sent in the 26th Regiment, the 4th Tabor of Goums, and plentiful artillery support. Progress was nil. Allen organized a night attack. Progress was small. The pattern of heavy supporting barrages, small advances against strong enemy fire, and German counterattacks repeated. Troina fell after five days of fighting when Hube realized it was time for the 15th PzG to fall back toward eventual evacuation rather than remain and risk encirclement. Terry Allen was relieved as commander of the Big Red One by Clarence Huebner, but not because of his performance at Troina.

While the battle for Troina dominated the fighting along Hwy 120, along the northern coast road 45th Infantry and then 3d Infantry battled forward. Making little progress by land, Truscott used a battalion-sized force for an amphibious "end run" that unhinged the 29th PzG's San Fratello line defenses. Patton, eager to reach Messina, wanted another such maneuver executed without delay at Brolo. Truscott complained that his artillery and the 15th Infantry Regiment were not yet in position to support the landing. After a brief argument that included mention of Truscott either getting on with it or being relieved, the landing went ahead. Once again, on 11 August, Task Force Bernard landed behind enemy lines; they soon found themselves holding out on Mt. Cipolla against strong German counterattacks. Casualties were heavy on both sides. Once again the ground troops enjoyed timely and heavy fire support from the Navy and conspicuously less involvement by the USAAF. As Truscott had warned, the rest of the division was unable to break through to the landing force until the next day. Brolo was not among Patton's tactical high points. The Germans fought hard against this threat of being cut off. An interesting speculation is what might have happened if the objective of these end runs had been not only to outflank a defender and resume progress, but to pocket and overwhelm that defender.

Hube was alert to the threat of being cut off. Hube planned a phased withdrawal from the Etna/San Fratello line back into the narrowing northeast corner of the island. The intention was to evacuate all the troops and as much of the equipment and vehicles as possible. The challenge was to accomplish this retreat in the face of Allied frontal assaults (the US at Troina and the British at Ardano) and the threat of a possible amphibious envelopment. Hube ordered the evacuation to begin on 4 August, against orders from OKW not to do so. Hube was in the right. With the fall of Troina, the capture of Ardano by the 78th Division, and the capture of Randazzo by the same unit on 13 August, linking the two Allied armies, it was already time to go.

Perhaps the most well-organized and efficiently run unit on either side during the Sicily campaign was the ferry service commanded by *Fregattenkapitän* Gustav von Liebenstein. He established the German ferry routes across the Strait of Messina, using the Siebel ferries and MFP barges to move prodigious amounts of troops, equipment, and supplies. In these operations, the Italians help up their end as well, running efficient ferry service on

their routes. Colonel Ernst-Guenther Baade was in charge of the considerable flak defenses and overall "fortress command" for the strait.

During early August the Allies flew bombing sorties, including some heavy bomber missions, continuously against Messina and the evacuation. Flak was difficult, and the air forces did not commit a full effort against Messina. The result was that air intervention did little to impede the evacuation. On 15 August Patton staged yet another amphibious end run, even though Truscott's 7th Infantry Regiment had already advanced beyond the landing site. That day Montgomery also ran a similar operation with 4 Armoured Brigade supported by commandos. But in the end, the Axis managed a very successful evacuation. By 17 August, they had extricated 39,951 troops, 14,772 casualties, 51 tanks, 9,789 other vehicles, 163 guns, 1,874 tons of ammunition and fuel, and 16,791 tons of other equipment.

The Campaign Concluded

In the end, the Battle for Sicily was not the battle of encirclement and annihilation that it could have been. The lack of a central strategic vision in the planning for Husky, combined with Alexander's loose and ineffectual leadership and the sometimes downright petty squabbling between senior Allied commanders resulted in a disjoint, uncoordinated campaign. We can speculate what might have happened if Montgomery had a more imaginative plan after the initial, Market-Garden-like rush to Catania had been frustrated. If the British infantry had more abundant transportation. If Alexander had trusted Seventh Army's capabilities and not moved the inter-army boundary in the Vizzini and Caltagirone area. If, instead of making a Mr. Toad's Wild Ride through western Sicily, Patton had been operating under orders to make a coordinated assault in concert with Eighth Army. Much has been written about the stupidity of Patton's soldier-slapping in Sicily, which were in fact emotional outbursts that Patton later tried to rationalize as emotional shock therapy. But one commander's impulsive folly should not mask the conclusion that other mistakes, committed with much more deliberation by the Allied commanders, had far greater consequences for the Allied effort.

None of the disagreements and misunderstandings among the Allied leadership, not even Alexander's inability

to get over the impression of US fighting ability he formed after Kasserine, were as bad as the poisoned atmosphere in the Axis upper echelons. Deep mistrust and antipathy prevented any effective coordination. This disjointedness is evident from the poor disposition of troops on the island, which left the Axis without any major troop concentration ready for a swift counterattack, all the way down to the stumbling twin thrusts against the Gela landings on D-Day. The surrenders by Italian troops showed neither cowardice nor folly, but a recognition of reality, as did the surrender of Italy itself as a result of the campaign. The Allies took from their victory in Sicily many lessons, some of them learned and all of them taught the hard way.

Axis Order of Arrival

10 Jul 43:

I-382, II-382 Inf Bn

Italian Air Units:

1x Z.1007bis

German Air Units:

2x Ju-88a

12 Jul 43:

New Reserve Markers: 7

Available in the Rome or Naples Box for Airlift/Airdrop:

1 FJ Div (I-3, II-3, III-3, I-4, II-4, III-4 FJ Bn, 1 FJ MG Bn, 1 FJ Pio Bn, I-1 FJ Arty Bn)

Notes:

- 1) The 1 FJ Div cannot move to the map by any means other than airlift/airdrop until 22 July.
- 2) The 1 FJ Div is free from the provisions of series rule 14.11d (planning of air drops). See 2.12.

Italian Air Units:

1x Re.2002

1x MC.202

1x SM84

German Air Units:

3x He-111h

1x Ju-52

1x Me-323

15 July 43:

14 Pz Corps HQ
29 PG Div (29 Pio Bn)

Optional: 29 PG Div (Remainder)

Notes:

1) Last turn in which the 1 FJ Div is free from 14.11d. See 2.12.

German Air Units:

1x Fw-190a
1x Me-109g
1x Ju-87d

22 July 43:

29 PG Div** (Div HQ, 129 AG Bn, 129 Pz Recon Bn, I-15, II-15, III-15, I-71, II-71, III-71 Inf Bn, I-29, II-29, III-29 Arty Bn, Organic Truck)

Optional: Alpi G Mountain Div (Div HQ, 10, 12, 20 Mtn Inf Rgt, 11 Mtn Eng Bn, Adige, Isonzo Mtn Arty Bn)

** Optional: Early entry on 15 July 43

Note: The 1 FJ Div can move to the map by moving from the Rome Box to the Boot entry hexes.

29 July 43:

Nembo Para Div (3-185, 8-185, 11-185 Para Bn)

1 Aug 43:

Activate the Axis Ferry routes (2.3b)

Allied Order of Arrival

Optional At Start:

11-4 Para Bn (1.Abn)
46 Brit Inf Div (All)

10 July 43:

62 Arm Arty Bn

14 July 43:

58 Arm Arty Bn

Remove: 1/2 of all remaining Landing Craft (e.g. 15 Landing Craft points remain, remove 8).

Exclude from this reduction deployed LST Ports and DUKWs. These are being withdrawn to prepare for the Salerno Landings.

15 July 43:

813 TD Bn
65 Arm Arty Bn

Restriction: No more unit air drops or glider insertions allowed. SPs alone can be air dropped or flown in by Glider.

19 July 43:

7 RM Marine Bn
91 Arm Recon Bn
9 US Inf Div (All)

24 July 43:

78 Brit Inf Div (All)

29 July 43:

601 TD Bn
Allied Rail Cap becomes 2 SPs

Terrain Effects on Combat (Special Modifiers)

Type	Combat Line	Armor	Mech	Other
Open	Open	[x2]	[x2]	x1
City	Very Close	x1/2	[x1/2]	x1
Village	Close	x1	x1	x1
Minor River	ot	[x1/2]	[x1/2]	[x1/2]
Mountain	Very Close	x1/3*	[x1/2]*	x1
Lava Flows	Very Close	x1/3*	[x1/2]*	x1
Low Hills	Close	[x2]	x1	x1
Hills	Close	x1	x1	x1
Rough	Close	[x1/2]	[x1/2]	x1
Railroad	ot			
Primary Road	ot			
Road	ot		use other terrain for these...	
Track	ot			
Ferry	ot			
Port	ot			
Sea/Lake hexside	P			

* Primary Road, Road Railroad, or Track Only
 [#] affects attackers only, defending units are x1.

Terrain Effects on Movement

Type	Track	Truck*	Leg	Notes:
Open	1	2	1	
City	2	1	1	Negate if using a road
Village		no effect		
Minor River	+3	+5	+1	
Mountain	p	p	all	Can't Overrun into
Lava Flows	p	p	all	Can't Overrun into
Low Hills	1	2	1	
Hills	1	2	1	
Rough	3	5	2	
Railroad	1	1	1	
Primary Road	1/2	1/3	1/2	
Road	1/2	1/2	1/2	
Track	1	1	1	
Port	ne	ne	ne	
Sea/ Lake hexside	p	p	p	

Variable Reinforcement Table

Roll	Allied	Axis
2-6	none	none
7	Pax	none
8	Eq	none
9	Pax	Pax
10	Eq, Pax	Eq
11	2x Eq, Pax	Eq, Pax
12	2x Eq, 2x Pax	Eq, 2x Pax

Allied Airborne Scatter Table

Scatter Roll	Scatter Distance
1	3 hexes
2-3	2 hexes
4-5	1 hex
6	No Scatter

Amphibious Landing Table

Terrain	Modified Dice Roll		
	Failure	Mixed	Success
Open/Village	2 or less	3-4	5+
Low Hills	3 or less	4-5	6+
Hills	3 or less	4-6	7+
Rough	3 or less	4-7	8+
Mountain/City	2 or less	3-8	9+
Port**	1 or less	2-3	4+

Roll on two dice with modifiers below on the above table.

Success: All Landing Craft and contents arrive safely.

Mixed: Half the Landing Craft are destroyed (round up), but the units and SPs arrive successfully

Failure: Half the Landing Craft (and their contents) are destroyed.

Randomly determine which Landing Craft and/or units are lost out of the stack.

**Note: If a friendly Port hex is being used and the Landing Craft size (not the load involved) is less than or equal to the Port's capacity, do not roll above. The landing is automatically successful. If the Landing Craft size exceeds the port capacity, apply the ALT (using the Port row) for the entire load.

Modifiers (all applicable are cumulative):

Adjacent to at least one Non-DG attack capable Axis Ground Unit¹— -2

Adjacent to any number of DG attack capable Axis Ground Units¹— -1

Adjacent to any number of non-attack capable Axis Ground Unit— no mod

Coastal Artillery (any strength)— -1 for each Coastal Artillery in range

¹ Italian Coastal Units (units without any symbol in its unit type box, regardless of divisional affiliation) do not apply the modifier to adjacent hexes.