

Invasion of Italy

Extended Player Aid Sheet

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Includes advanced rules; optional rules in italics.

A = Allied; G = German; B = Both; P = Phasing; NP = Non-phasing

Players can substitute 3 companies of the same type for a battalion unless stated otherwise.

Setup Notes

Place German strong points randomly and don't look.

Plan airdrops for turn 1 as below.

Green units start green (striped).

Definitions

Formations: The following may be considered assigned or unassigned: All German units, US 82nd, UK 7th, rangers, commandos.

16th Pz Regt HQs are HQs for all units of division.

If formation has no HQ in mix, all units are unassigned.

Shore artillery are immobile inf, ranger, commando, MG, eng, constr or recon battalion on beachhead hex.

Predawn Turn Sequence

A: Place ships up to 3 per hex in all-sea hexes.

Place beachhead markers on designated hexes.

Roll for each on table and move as indicated.

Place assaulting units on indicated beachheads.

Roll 2d6 for each non-HQ unit; if result < 3, lose 1 step.

Subtract 1 for each German artillery in range of beachhead.

May move (and infiltrate) each unit not reduced 1 hex.

Place follow-up units on beachhead hexes up to 2 battalions/hex.

3 companies = 1 battalion; leaders and HQs free.

Roll for each as above.

Conduct combat as below but all Allied attack strengths are halved (round up individually) and Allied units have no ZOC.

Perform any paratroops as below.

G: Roll 1d6 for each hex with German units.

If result = 1-4, may move full MA (finish before next attempt).

Check supply (as below) for any unit before it moves.

After all movement, conduct combat as below.

Initial Segment (AM turns only)

B: If reinforcement schedule shows replacements for turn, accrue and spend replacement points.

Increment replacement points as per reinforcement track.

Spend 1 replacement point per step to build up remnant, company, or flipped units.

May spend points on units 3+ hexes from enemy and not OOS.

May not spend point on disrupted or demoralized unit.

May only replacement one step/turn per division or Ranger brigade.

Must spend point of same nationality/service, and unit type.

Use infantry replacement for infan-

try, MG, construction, para, eng, AA, and recon.

Use tank for tank (not tank destroyer) regardless of nationality or service.

Place rebuilt tank and recon battalions ≥ 5 hexes from enemy.

May not rebuild other unit types, including Tigers.

G: Roll 2d6; check weather table.

A: Except on turn 2, place ships up to 3 per hex on all sea hexes.

B: Assign air points to air missions simultaneously and secretly.

First reduce all air point tracks to zero then add air points listed for this turn on Turn Track to missions.

Add 1 Allied air point for every 2 repaired German airfields.

Multiply air points by 2/3 (up) if cloudy; reduce to 0 if rain.

Place air point marker(s) on appropriate track(s).

May only assign a point to 1 mission/day, never at night.

Lose any used air points at end of turn.

B: Resolve air superiority.

Zero out side with fewest superiority points; remove same # from other side.

Side with remaining points may cancel enemy air on other missions 1:1.

B: Place any eliminated HQ on any unit of its formation not adjacent to enemy unit.

Allied Player Turn

P: Check supply path from units to sources.

Trace unit path: 12 hexes to in-supply HQ of same nationality.

Consider Rangers and 5th Army HQs to be either nationality.

G: For each 4 air points Allies have on interdiction, -1 to length.

Except: No need to trace for units on beachheads nor dropped para for drop turn and next 4.

Trace HQ path any length to source. Check both paths for blocks: unoccupied EZOCs, impassable hexsides.

Check source:

A: Friendly beachhead with shore party.

G: Any friendly road leading off-map.

Remove OOS or Iso marker from any unit now in supply.

Place OOS marker on any unit now out of supply.

Auto in supply: Allies first 3 turns, strongpoints.

P: Resupply any reduced ammo artillery unit that can trace a supply line.

Artillery types: M = mortar/rocket; 1 = 75 mm; 2 = 25 lbr, 100 mm, and 105 mm; 3 = 150 mm, 155 mm, 175 mm, 4.5", and 5.5".

G: If AM turn (not 1st), roll once on Artillery Resupply Table and increment appropriate artillery type on ammo track.

A: Increment appropriate artillery type on ammo track per Beachhead Capacity Table for up to 4 beachheads per turn.

Must allocate by nationality.

Land with reinforcements; Can't use

ammo until turn after landing.

Remove ammo of appropriate type and nationality from track and replace/flip to front artillery support markers.

A: Place any naval units Out of Ammo on turn track 12 turns hence.

A: Place serials of any airdrops planned this turn on entry hexes.

A: Plan airdrops by writing arrival turn and drop hex of each serial.

If drop hex is enemy controlled, earliest turn is 4 turns hence; if friendly controlled, earliest turn is 2 turns hence.

1 serial = 1 US para battalion broken down into companies.

May only plan drop for non-rain night turns.

May only change drop hex assignments by replanning.

P: Perform engineering functions with non-demoralized units.

If night turn, disrupt any unit that performs an engineering activity; if already disrupted, demoralize.

Repair blown bridge (remove marker) with engineer or construction battalion in 2 turns if unit adjacent to bridge and both adjacent hexes friendly.

Blow bridges with engineer or construction company or battalion in adjacent hex.

Roll; +1 if enemy occupies other adjacent hex.

If result = 1-4, place Bridge Blown marker.

Start/continue building IPs with any infantry, MG, ranger, commando, recon, glider, or para battalion or engineer company.

Must keep unit stationary in hex for 2 turns.

Except: May build with engineer or construction battalion in 1 turn.

Start/continue building forts with engineer or construction battalion in 2 turns in hex containing IP.

Repair Road Blocks (remove marker)

with engineer or construction battalion in 2 turns.

Destroy cliff roads with engineer or construction battalion.

Roll; if result = 1-4, place Road Blocked marker.

A: Repair airfields.

Increment turn # marker by 1 on each airfield containing an engineer or construction unit that did nothing last turn.

Place Under Repair marker if turn # marker < 8; place Repaired marker and remove turn marker when = 8.

P: Perform movement.

Place reinforcements.

B: Place ADC side of hurt leader on his formation's HQ.

Place displaced leader on formation's HQ.

G: Enter reinforcements at designated entry hex (pay cost of first hex).

If entry hex Allied-occupied, delay 1 turn or until free.

If enter at 1301, may delay 1 turn and enter at 2501, 2601, or 3601; if at 3052, may delay 3 turns and enter at 2551; if at 3052, may delay 2 turns and enter at 1151 or 1951.

Reinfs enter in supply and with full ammo.

A: Place reinforcements on beachhead marker up to capacity for beachhead per table on map.

Halve capacity for night turns.

Land artillery on limbered side.

Roll 2d6; if result < 2, remove 1 step from unit.

-1 per each German artillery within range of beachhead.

Don't roll for leaders, HQs.

May also land ammo, but halve number of artillery points landed if half or less of capacity is units; no ammo if all capacity used for units.

May only land 1 type of artillery ammo/beach/turn.

May land ammo on 4 or fewer beaches/turn.

May withhold reinforcements until a later turn.

Breakdown battalions per breakdown chart.

Place battalion in Breakdown box.

Place companies of same type, morale, armor/AT value in battalion's hex. If battalion reduced, breakdown in any denomination so long as combined company strengths are no greater than battalion's current strength.

Determine movement allowance (round all fractions up).

MA of mech or motorized unit with OOS marker = -2.

MA of leaders = 14 and may intermix strat/regular movement.

MA of Iso unit = -1 for foot, -4 for mech and motorized.

MA of demoralized unit = -2 for foot, -4 for mech and motorized.

MA of demoralized unit at night = halved after above.

MA = halved if rain turn.

MA = halved if engineer/construction unit attempted demolition this turn. MA = 0 if unit took replacement point and is AM turn; is Allied reinf that landed and is not GT 1; is transported by ship; is used as shore party.

MA = add left number on leader counter (foot/moto-mech) if leader within 2 hexes and unit (part of leader's formation or stacked with such).

MA = 4 if unit is para that dropped last turn.

If 9 AM turn, MA of all Allied non-para halved.

G: For every multiple of 2 Allied air points on interdiction, reduce German moto/mech MAs by 1 MP; for every multiple of 4, reduce German foot MAs by 1 MP.

Observe other general restrictions for all movement.

Use hex's worst possible cost unless moving by road.

Must limber artillery unit to move it.

Place Iso marker on any OOS mech/motorized if moves more than half MA.

If night turn, disrupt any unit moving more than half MA (round fractions up).

If already disrupted, demoralize.

Except: Don't change artillery if it only un/limbers.

G: May move using off-map costs; can't enter in EZOC.

G: If enter repaired enemy airfield, remove Repaired marker.

If move adjacent to enemy unit building IP or within 2 of enemy unit building fort, remove Under Construction marker.

Remove Under Construction marker if move building unit.

If enter hex with solo enemy leader, check for casualty; if he survives, displace as reinforcement for next AM segment.

Move units strategically.

Pay strategic movement costs.

May not move within 2 hexes of enemy unit.

May only enter hexes that started phase friendly.

May not strat move engineer/construction unit that attempted a demolition this turn.

May not strat move Allies on 9 and 10 Sepoint.

May strat move foot unit double its MA if not disrupted or demo.

If do so in day turn, disrupt unit.

If do so in night turn, demoralize unit.

May examine enemy units within 2 (1 if night, rain, or enemy in town/city/fort) of recon's hex at end of its movement.

Move non-infiltrating, non-strategic units normally.

Eliminate enemy units with 0 defense strength if enter their hex.

May always move 1 hex not EZOC to EZOC.

EZOCs: Pay costs to enter, leave; stop when enter.

EZOCs extend into all hexes eligible units can enter.

May limber, but not unlimber, artillery in EZOC.

Eligible: Stacks with attack strength of three or more; artillery with ammo; strongpoints.

Pay to limber/unlimber artillery per Limber/Unlimber Table.

Can't unlimber if landed this turn.

Reduce cross-river costs if engineer adjacent to crossing.

Must leave engineer there for whole phase.

Inf = +2; motorized battalion = +4; motorized company = +2; mech = P.

Can assist 2 battalions (= 6 companies) max/turn.

Attempt to infiltrate units from EZOC to EZOC after other movement.

Must have sufficient MPs for terrain, EZOCs; move as stack.

Roll 2d6; check Infiltration table. *New: 1d6 + morale.*

No roll needed to infiltrate leaders.

A: If not night turn, may naval transport 1 battalion (3 companies) from 1 beachhead to another not adjacent to German unit.

A: May move ship to any all-sea hex. Perform post-movement phase activities.

P: May examine enemy units within 2 (1 if night, rain, or enemy in town/city/fort) of friendly units.

NP: Eliminate any overstacked phasing units.

Max/hex = 5 units + 1 free HQ + any number of leaders.

British and US units may not voluntarily stack.

P: Remove any unoccupied friendly IPs or forts.

A: Resolve paratroops for each serial on map.

Roll 1d6 and follow result on Drop-zone Location Table.

Roll 2d6 for each serial and follow result on Drop Table.

Roll 1d6 for whole serial for direction; roll another 1d6 by company for distance.

Eliminate any unit landing in all-sea or level 6.

Reduce any unit landing on levels 4 or 5, town, or city.

May move each non-reduced unit 1 hex.

P: Remove battalions from breakdown box, place on map and remove companies if companies of right type, morale, and armor/AT in same hex.

Place battalion at strength corresponding to strength of companies.

May reform para companies that just landed.

P: Resolve all bombardments

Declare which ships, artillery, and air points will attack.

If use unit now, can't use for offensive fire support this turn.

May bombard enemy unit only within firing unit's range that is spotted by unit of firing unit's own nationality.

Range = +1 hex/2 levels higher artillery is than target.

Range = -1 hex/2 levels lower artillery is than target.

For both, odd level up.

May only bombard hex once/phase.

Trace spotting range from any friendly to target unit.

Range = 2 hexes if target and intervening hex is not town, city, or higher level and not night nor rain.

Range = 3 if target not in town, city, and spotter 1 level higher than target and not night nor rain.

Range = 1 (adj) otherwise.

Determine modified bombardment value (as per table) of all attacking units.

Determine stacking in target hex.

3 companies = 1 battalion; round

fractions down, minimum = 1 battalion.

Roll 2d6 and cross ref bombardment value with stacking on Bombardment Table.

Spend ammo for artillery, ships used to bombard.

Implement results as in combat.

If firing unit was a ship, automatically reduce it one ammo level.

G: Resolve anti-shipping air attacks

Allocate anti-ship air points to Allied warships.

May auto add 1 point/day that Allies can't reduce with air super.

Roll on Air Attacks table and implement result.

Perform combat

P: Declare which units will attack.

Voluntary except para that drop on top of enemy.

Max/stack = (2 battalions + 2 companies) or (2 battalions + 1 tank battalion).

Except: If 3 battalions of same regt/brig in same hex, then max = those 3 battalions + one company.

Can substitute only 1 company for each battalion here and for defender.

Cannot attack with units that strat moved, that dropped this turn and are reduced, or into terrain unit can't enter.

Except: Artillery may provide support if not in EZOC.

Artillery in EZOC attacks using limbered attack strength and can't support.

P: Declare defending units.

Cannot attack unit with 0 defense strength or leaders.

Max/stack = (2 battalions + 2 companies) or (2 battalions + 1 tank battalion).

Except: If attacked from 4+ adjacent hexes, max = 3 battalions + 1 company.

Artillery in EZOC defends using defense strength and can't support.

B: Observe general rules for both attacking and defending units.

Count each HQ beyond the first and each remnant as 1 company for combat.

A: If any involved unit has green stripe, roll.

If result = 1, remove 1 step.

On any other roll, replace counter with non-stripe version.

A: Cannot combine both UK and US units in attack or defense.

G: Reveal any strong point involved and include its values.

P: Choose Attacker option: Standard (no changes), Probe, Blitz, or Assault.

May only choose Blitz if movement allowance of all attackers is at least 12.

NP: Choose Defender option: Standard (no changes), Withdraw, Determined Defense, Retreat.

May not select Withdraw if all attackers have greater movement allowance than all defenders.

NP: Determine artillery and naval support.

Place artillery support markers on friendly unit being supported.

Unit being supported must be within artillery's range.

Modify range for elevations as in bombardment above.

Cannot use unit for support if: it bombarded this turn, is demoralized, is in EZOC, is limbered, is Out of Ammo, or if of different Allied nationality or German service.

EZOC restriction applies at moment of combat.

Except: Ranger HQ is both UK and US.

Max artillery + naval = printed defense strength of defenders.

Max naval = 2/def; only own nation Except BB and M.

If artillery assigned to formation supporting unassigned/different formation unit, halve support strength (round up).

Except: If artillery adjacent to other formation's HQ, don't halve.

If night turn, halve all artillery support (round final up).

Max artillery mods = night + 1 other least favorable to owner.

Roll; if result = 1 or 2, (flip support marker to back) or (removed flipped marker and place Out of Ammo marker) on artillery and ships used for support.

P: Determine artillery, air, and naval support; same as above except automatically expend artillery ammo.

Roll 1d6 for each ship; if result = 1-4, use ship and ammo; if 5-6, do not use ship or ammo.

Max artillery + naval support = double printed attack strength of adjacent attackers.

Max naval = 3/attack; only own nation Except BB and M.

If Assault, max artillery + naval = triple attack strength of adjacent attackers.

Max air = 4 ground support points which = 8 attack points.

If artillery = disrupted battalion, support strength = -1, min = 2.

May also double artillery strength but change ammo to Out and disrupt artillery.

P: If AM or night turn, may attempt surprise.

Roll; if result = 1 or 2, attacker gets 1R and defender gets no defensive support; otherwise, treat as normal combat.

Attacker may only allocate 1 artillery unit in support.

B: Determine which units participate based on morale value and determine morale shift for combat.

Pick morale level to use for combat.

Morale of at least one unit in combat must be at or above selected level.

If unit has Iso marker, morale = -1 (min 0).

If unit is demoralized, morale = -1 (cumulative with above).

Determine who participates.

Units at or greater than the morale level participate automatically.

For others, roll once/combat/side; unit with morale = level -1 fails on 1-2; if level -2, fails on 1-3; else on 1-4.

Do not include failing attackers; for failing defenders, include half defense strength and half tank/AT value (round down).

Calculate shift: If attacker's level greater than defenders, shift right = difference (max 3); if equal, no shift; if defender's greater, shift left = half (round up) difference (max 2).

Skip this step if one side is strong-point only.

Determine armor/AT effects on strengths and shifts.

B: Prereqs: Each armor/AT company or battalion must be stacked with leg-type company with defense strength more than 0 participating in same combat to use armor/AT value.

Except: Recon alone may do so.

Except: May use AT values of lone defending German mech and motorized engineer.

B: Pick highest armor (attacker) and AT (defender) values.

If unit has Iso marker, armor = -2; AT = -1 (both minimum 0).

If unit is demoralized, armor = -2, AT = -1.

Armor value in square = -1 in attack.

P: Determine effects on strength: if defender's AT level at least attacker's level + 2, halve tank and recon attack strength.

Determine armor/AT combat shifts.

P: Shift 1 right (max 3) for each armor level.

NP: Cancel 1 attacker shift for each AT level.

P: If attacking armor level is less than

defender's armor level, shift 1 left; apply even if no attacking armor.

Defender's armor value in square = -1.

P: If (attacking tank steps of highest value):(defending tank + AT steps of highest value) at least 5:1, shift I right.

No additional effect if defender has no tank/AT.

NP: *Perform AT fire.*

For each defending step with armor/AT value, subtract an attacking unit's armor value from defending value.

-1 to defender value if value in square (tank destroyer).

Roll 2d6; check AT Fire table and implement result.

P: Determine total attacking strength.

Modify for terrain, supply, disruption, demo, morale checks.

If unit has OOS marker, attack strength = -1 (min 1).

If unit has Iso marker, attack strength halved (indiv, up).

If attacker = disrupted battalion, attack strength = -1, min = 2.

If attacker is demoralized, modified attack strength halved (up).

Cumulate mods except not both OOS and Iso, and not both disrupted and demoralized.

Add artillery, air, and naval support calculated above.

NP: Determine total defending strength.

Modify for terrain, supply, demoralization, morale checks.

Modify for fort, IP except if IP is in a town hex.

If defender is demoralized, defense strength = half modified attack strength (round up).

If unit has Iso marker, defense strength halved (indiv, up).

Defense strength of any unit that retreated into hex this player turn = 0.

Add artillery and naval support calculated above.

NP: If Retreat and at least one attacker has movement allowance less than 14, may retreat recon and all moto/mech units stacked with recon 2 hexes.

May not retreat into EZOCs.

P: If hex vacant, may advance attackers and units stacked with them 2 hexes and attempt breakthrough as below.

P: Determine ratio (standard rounding).

B: Determine net shifts; all are ODDS shifts, not columns.

Surprise: 1 right if attempt was successful.

Morale: Use shift calculated above (max 3 right; 2 left).

Armor: Use shift calculated above (max 3 right + massed 1 right; 1 left).

Leaders: 1 in favor of leader's side if leader with or adjacent to units of his formation involved in combat and roll equal to or less than lower right number.

May use 1 leader/combat max.

May use leader max of 2 attempts/turn.

Integrity:

Attacker: Shift 1 right (2 max) if all battalions of inf/para brigade/regt adjacent to defender, not demoralized, and at least one battalion attacks.

Remnant = battalion only if morale at least 4.

Defender shifts 1 left (1 max) if undemoralized battalion of same brigade/regt with or adjacent to undemoralized defender.

Do not count remnants.

Can have lost 1 battalion; need at least 2 present.

For both: If morale of brigade/regt at least 5, must have more than half units involved = battalions or remnants with morale at least 4.

Never give tank or artillery battalions integrity shifts.

Allied mixed formation attacks: Shift 1 left if attacking units assigned to more

than 1 formation; treat para, rec, glider, commando, ranger, eng, tank, tank destroyer as unassigned for this.

Envelopments: If attacking from 4 or more adjacent hexes, shift 1 right.

Engineers: If defender in city, town, fort and each adjacent attacking hex has engineer unit with attack strength of more than 0, shift 1 right.

Higher Defender: Shift 1 left if all attackers attacking from hexes or across hexsides that are lower elevation than defender's hex.

P: Cross reference defender's terrain with final odds column and roll 2d6.

Cannot attack if final odds column off left side of table.

Resolve one attack before going to the next one.

If night, use Night row on CRT.

If Probe, decrease both sides' results by 1.

If Assault or Determined Defense, add 1 to both sides' results.

If Withdraw, decrease defender's result by 1.

Replace artillery support markers on owning artillery units.

B: Owner determines and removes any resulting step losses.

Steps lost = half result (up for attacker, down for defender).

If Blitz, double attacker losses and let defender choose.

If Withdraw, quarter defender's steps lost (round down).

Must remove from directly participating unit with appropriate strength (attack or defense) greater than 0.

If used engineer bonus, take half (up) losses from them.

Take casualties first from units that didn't fail morale.

All artillery units and German strong points have only 1 step.

Flip side of para = drop losses, not

combat step.

If unit now remnant, place full counter in Reduced box; if remnant eliminated, place original in Eliminated box.

Do the same for tank battalions reduced to companies.

If attacker has tank unit(s) and defender's AT level = attacker's armor level + 1, must take attacker's first step from tank unit with level at least designated level; if at least attacker's level + 2, defender chooses half (round up) of attacker's losses.

If leader in hex, roll 2d6; if roll equal to or less than (2 + steps lost), eliminate leader.

If roll = (3 + steps lost), roll 2d6; double result = days out.

Enemy losses -1 if can't fulfill own step losses.

If all defending units eliminated, take losses from others in stack.

G: Remove strong point that receives any adverse result.

B: Perform any remaining portion of result as retreat.

May attempt to stand fast (defender attempts first).

If Blitz, attacker must attempt.

If Determined Defense, defender must attempt.

If Withdraw, defender may not attempt.

Roll; -1 DRM if unit stacked within 2 of formation leader.

If result less than unit's morale, convert all hexes of retreat to step losses.

If result at least morale, retreat unit normally.

Must retreat all units in defending hex.

Must retreat all participating attackers; may retreat others.

If all attackers eliminated, may still retreat others.

Must follow priorities:

- 1) Not into EZOC, not overstacked,
- 2) Not into EZOC, overstacked.

- 3) 1 hex away from attackers.
- 4) Into friendly-occupied EZOC, not overstacked.
- 5) Into friendly-occupied EZOC, overstacked.
- 6) Into a vacant hex in EZOC.

Lose 1 step/stack for each EZOC entered.

Must retreat leaders with units in its hex.

Eliminate any unit that can't retreat (can't retreat into prohibited hex).

Eliminate retreating unlimbered non-SP artillery; limber, retreat SP artillery.

B: Place any resulting Disruption or Demoralization markers on participating units.

If Assault, automatically disrupt all attacking units.

If disrupted unit disrupted again, demoralize it.

If demoralized unit demoralized again, remove 1 step.

A: Remove para that dropped on enemy if enemy is still in hex.

B: If night turn, disrupt all attacking units (including artillery).

If disrupted prior to combat result, demoralize.

P: May advance victorious attacking

units and units stacked with them number of hexes retreated by defender along retreat path.

If Blitz, add 1 to number of hexes advanced.

Cannot advance in excess of stacking limits, into prohibited terrain, if retreated, or if not adjacent.

If Probe, can only advance attacking units, not those stacked with them.

Max advance: non-artillery foot, limbered self-prep artillery = 2; motorized non-artillery = 3; tank, recon, mech inf, German motorized inf = 4; non-self-prep artillery = 0.

If Probe or Assault, max advance = 1 hex.

If Blitz, maxes = +1.

If eliminated strong point, must stop in its hex.

Must stop if cross cliff hexside unless along road or highway.

May advance from EZOC to EZOC, but length of advance -1 for each EZOC exited.

Check stacking at end of advance.

If defender stood fast and was eliminated, may advance only a number of hexes equalling greater of unfulfilled result or 1 hex.

If enter hex with solo enemy leader, treat as during movement.

P: Place Iso marker on all OOS attacking units.

NP: Roll 1d6 for all OOS defending units in combat.

Result of 1-3 = place Iso marker.

P: Perform breakthrough combat with any units that advanced at least 1 hex.

May not examine enemy stacks.

At least 1 attacker must be with or adjacent to formation leader.

Roll; if result equal to or less than formation leader's tactical number, perform normal combat but neither side gets support.

May advance winners but cannot perform breakthrough again.

P: Recover units that did not spend MPs, build, or attack this player turn from disruption (to normal) or demoralization (to disruption).

If not adjacent to enemy, recover automatically.

If adjacent to enemy unit, roll; if result less than or equal to current morale, recover.

May not recover strongpoints.

German Player Turn

Same as Allied with roles reversed.

Game Turn Indication

If end of 9 Sept. night, remove all German strong point markers.

Advance turn marker.