OPERATIONAL COMBAT SERIES

Sicily II (1.1)

Introduction

Sicily II is a revision of the 7th game in the Operational Combat Series (a game originally published in 2000). The scale has increased to 3.5 miles per hex and two turns per week (previously it was 2.5 miles per hex and four turns per week). This makes for a smaller, faster game that conforms to the scale used in Beyond the Rhine and the upcoming games set in Western Europe. The redesign also features a revised order of battle, modified rules, and a new map.

By number of vessels, the Sicily landing in 1943 was the largest amphibious invasion in history. The campaign is also known for its missed opportunities and factional rivalries. We are really happy to get this classic design updated and back in print!

1.0 General Rules

1.1 Weather

Weather was extremely good during this campaign so there is no Weather roll.

1.2 Terrain Notes

1.2a Railroads. Constant Allied air interdiction prevented full use of Sicily's railroad net by the Axis. Full use of rails by the Allies was delayed until an (abstracted) railway battalion arrived.

- Both sides can always use railroads for trace supply (OCS 12.6a).
- Axis Rail Cap is always zero.
- Allied Rail Cap is initially zero, but rises to 2 in August.

1.2b Mountain Terrain. Mountains (and Lava Flows) are shown by four dark shades of brown. The presence of any makes it a Mountain Hex.

1.2c Available Ports. Ports too close to enemy air/sea assets cannot be used. This affects shipping, trace supply, and placement of reinforcements and LST ports. See also OCS 19.0a.

- The Axis can only use the ports in the arc extending clockwise from Palermo to Catania (inclusive).
- The Allies can only use the ports in the arc extending clockwise from Catania to Palermo (inclusive).

1.2d Italy's Toe. A slice of hexes on Italy's Toe is in the map's northeast corner. A holding box (1.4) is connected to the area, and it takes 1 MP to move between it and **any** hex of The Toe.

- The holding box's notional supply (1.4) makes refit and construction "free" on The Toe; arty can likewise barrage for "free" but will **always** suffer the "no correct spotter" shifts. Note The Toe's supply can **never** be used by units on the island (even via "adjacent is close enough").

- Allied ground units can **never** enter any part of The Toe.

1.3 Construction Limits

The Allies are limited to building no more than four new air bases; the Axis cannot build any at all. Both sides can improve **existing** air bases.

Neither side can build hedgehogs.

All other engineering functions (OCS 13.8) are handled normally.

1.4 Holding Boxes

Both sides have off-map holding boxes, some for ground units and some are for planes. These boxes have notional ports and HQs (for rebuilds), and unlimited supply dumps (use of which is restricted per 1.2d).

1.4a Moving To/From Boxes. Ground units require air or naval transport to move between a Holding Box and the map. Planes and ships move to/from a box per 1.5a and 1.5b. Air Transport missions can include cargo from the same box.

Note that Landing Craft cannot be used to move units to/from the Tunisia Box!

1.4b Off-Map Air Bases. The air bases in these boxes are handled abstractly. There are no restrictions on how many planes can stack or be Active, but refit in each is limited as noted on map.

1.4c Ownership. Axis has Sardinia, Central Italy, South Italy, and The Toe. Allies have Tunisia, Pantelleria, and Malta.

1.5 Air/Naval Entry Points

Around Sicily's coast are numerous Air Entry Points (AEPs) and Naval Release Points (NRPs). These hexes allow air units and ships to move between the play area and the Off-Map Boxes.

1.5a <u>Air Entry Points (AEPs)</u>. Each AEP lists one or more Off-Map Boxes and the number of hexes distant. A given AEP is only connected to the Off-Map Boxes listed. To move from the Off-Map Box to a given AEP (or vice versa) requires the expenditure of the listed number of hexes. Planes must always have the required number of hexes of range in order to use the AEP.

Example: The AEP in 35.06 is "Malta: 20," so a plane starting in Malta can enter the AEP's hex by expending 20 hexes of range. In reverse, an on-map plane could return to Malta by moving to the AEP's hex and then expend 20 range hexes.

1.5b <u>Naval Release Points (NRPs)</u>. The various NRPs along Sicily's coast connect the Floating Forces Box (3.2b) and the map. It costs no movement points for a ship in the Floating Forces Box to transfer to any NRP; likewise any ship on the map can transfer to the Floating Forces Box when it enters an 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 go directly from one NRP to another.

Important Note: The NRP in 18.28 **cannot be used** until the Allies have control of the western ports of Trapani and Marsala. See also 3.4c.

Example: In the Movement Phase, an LC loads cargo and transfers from the Floating Forces Box to the NRP in 60.03. This costs zero movement. The LC then moves to 56.06 where it unloads (using ALT) and stops movement (per OCS 18.5a). Note it can return to the Floating Forces Box in the Exploitation Phase, but is vulnerable to attack during Axis Reaction.

Play Note: Historically, Axis bombers damaged the Indomitable and a destroyer. Be smart and withdraw DG ships to the Floating Forces Box!

1.6 Mules, Wagons, Trucks

1.6a <u>Weird Sizes</u>. Organic trucks come in three capacities: 6T, 4T, and 2T. To get a 2T or a 6T organic truck back via Consolidation, you simply remove at least that number of trucks (can be regular and/or organic) from the map. Note a 6T truck can satisfy a 1-point loss, but not a 2T truck.

1.6b <u>Limited Captures</u>. In this game only regular trucks can be captured. A mule, wagon, or organic truck **cannot** be captured (any loaded SP is captured normally, but destroy any "captured" transport point of these types).

1.6c <u>Capture Rounding</u>. Round the Transport losses to the nearest full point except when a 2T truck is in the hex, in which case you round to nearest 2T. Note that supply captures still round to nearest 1T.

Example: A stack of 1 regular truck point along with 2T and 6T organic trucks is overrun. A 50% result captures 1.5 trucks (we do not round further, since a 2T truck is present). The player decides to destroy the 6T organic truck (since organic trucks cannot be captured in this game). The surviving trucks are displaced.

1.7 The Armies

The Axis player controls the Wehrmacht (gray), Italian (pale green), Blackshirt Italian (grass green) and Luftwaffe (light blue) units. The Allied player controls the American (olive-drab), British (red brown), Canadian (brown), French-Moroccan (blue), and Naval (pale blue) units. Colors on Transport Points and Reserve markers do not restrict their use in any way.

Generally players can use the units they command in any way desired, but the different Axis and Allied nations have some Cooperation issues (see 1.8).

1.7a <u>Rebuilds</u>. OCS option 21.7 **must** be used. Each side rolls twice each turn, once for each faction (see 1.8). Any repls received can only be used to rebuild **that** faction's units.

1.7b <u>Counter Limits</u>. The counter mix is a strict limit on breakdown regiments and how much "change" is available for Landing Craft. Notes:

- Breakdowns always have Leg MA in Move Mode, even when the parent is motorized.

- Some Landing Craft "change" is on the backs of Port Damage markers. There are 14 of these markers, but only ten ports that need them, so the LC side of four of these counters can be used at any given time.

1.7c <u>KGs and BGs</u>. Large regiments and brigades are all divided into a pair of units referred to as something like "2 BG" or "71 KG" with a "x1" or "x2" to indicate whether one or both is present. Each counter is 1 RE.

1.8 International Cooperation

There are two Axis factions: Italian and German (Wehrmacht and Luftwaffe). There are also two Allied factions: the Commonwealth (British, Canadians, and RN ships) and the American (US army, US ships, and the French unit). Cooperation between a player's factions is restricted.

1.8a <u>Combat and Barrage</u>. Factions can stack and defend together without penalty. Factions cannot participate in the same attack or barrage, however, and the "correct spotter" for any barrage (including ship-to-shore) must be from the same faction.

1.8b <u>Air Missions</u>. All of a mission's planes must be from the same faction. **Exception:** Tpt-Type can freely mix.

1.8c <u>Headquarters</u>. An Axis HQ can supply and rebuild units without regard to faction; Allied HQs can only supply and rebuild their own faction's units.

1.9 Airpower Options

The following are all **optional** (they are realistic, but non-essential).

1.9a <u>Ground Support</u>. Inter-service rivalry between Allied air and ground commanders reached a crescendo in

Sicily. Meanwhile, Axis bombers were focused on anti-shipping operations. As such, ground support available for both sides is limited.

Allied GS Strikes Avail During the Weather Phase, both players roll a die to see how many Ground Support (GS) missions — air barrages targeting enemy combat units — he can make this turn. Unused GS missions cannot be carried over to the next turn.

- Trainbusting and barrages targeting enemy ships, ports, or air bases have no limits.

- Scenarios can set the GS limit (just for 1st turn or at a fixed number).

1.9b Slow Refit. Shipment of aviation fuel was a low priority for the Allies. To indirectly reflect this, their on-map air bases only refit 1 plane per level.

1.9c Strategic Bombers. B-17, B-24, and Wellington planes are limited to making Facility Table barrages. (No carpet-bombing of troops allowed!)

1.10 Special Scenario Rules

Some scenarios use these rules.

1.10a Port Damage. Roll one die for each of the ten ports with a Damage Track to determine initial hits:

Die	Initial Damage
1-2	1 Hit
3-4	2 Hits
5-6	3 Hits

1.10b Landing Craft Split. On 10 July the US and Commonwealth must each get exactly half of the initial Landing Craft, LST, and DUKW points.

*Play Note: Landing units in multiples of 3 RE will minimize ALT rolls. When positioning LC and LST in the **Triumph & Folly** scenario, think hard about what might happen in the supply phase if one of your LSTs fails to deploy, and how combats will be supplied if the Italians don't surrender. Remember: SP on an LC can be used by adjacent units!*

2.0 Axis Special Rules

2.1 Supply and Reinforcements

2.1a Supply Sources. Axis sources are functioning Ferry Hexes (2.2b) and all ports that meet the requirements of 1.2c and OCS 19.0e. SP arrivals are limited to what can be transported (by sea and air) from the Central Italy Box.

2.1b Reinforcements. Every turn roll on the Repl Table and also check for scheduled reinforcements (see page 15).

Unit arrivals have one of two general arrival locations listed:

- **Mainland.** Place these units in any off-map Box or anywhere on Italy's Toe. They can be moved to Sicily using air transport, shipping (2.2a), or the Messina Ferry (2.2b).

- **Island.** Place these arrivals at any available port (1.2c) on Sicily that is not in an enemy ZOC. Note that units returning from Breakout also go here.

2.2 Shipping & Ferries

2.2a Shipping. Axis shipping capacity is 4 SP. It is used to move cargo between ports meeting the requirements of 1.2c and OCS 19.0a.

2.2b Messina Ferry. Four ferry routes connect Sicily with Italy's Toe (shown by the arrows connecting hexes near Messina). Each of the ferry routes has a capacity of 1 SP. The ferry routes can only be used in the regular Movement Phase, and are in addition to the normal shipping allowed by 2.2a.

Only **combat units** (not SP or transport points) can use a ferry. They must be in either Combat or Move Mode, and can move 1/2 their MA to reach the port of embarkation. Fuel is only needed if a unit spends movement points before crossing. No movement after crossing is allowed.

Enemy ZOC prevent ferry operations, and these cannot be negated. (Note that a ZOC into all-sea hex 57.32 shuts down two of the ferry routes.) A ferry cannot be damaged.

2.2c Intrinsic Flak. The key ports at Messina and Reggio are both protected by 4 points of intrinsic Flak. Several hexes nearby are protected by 2 points of intrinsic Flak (see map). Intrinsic Flak has no combat value or size. It is permanently destroyed if an enemy combat unit enters the hex, but cannot otherwise be attacked or barraged.

2.3 Hip Shoots and Air Drops

2.3a Hip Shoots. German planes can conduct Hip Shoots; Italians cannot.

2.3b Air Drops. The Axis air drops are restricted to SP only — no drops of combat units allowed! Use Air Transport missions to bring in 1st FJ Division.

2.4 German Kampfgruppen

The over-sized 15th PG Division is the backbone of four separate multi-unit formations:

- KG Körner. Elements of 15th PG Div, with the HG's recon.

- KG Schmalz. 115th PG Rgt, with the HG's Stugs and some infantry.

- KG Ens. 104th PG Rgt. Ens has no formation marker, so cannot use OCS 12.5c(A).

- KG Fullreide. 129th PG Rgt. Fuels like KG Ens.

2.5 No Strat Mode

Axis units can never use Strat Mode due to heavy Allied air interdiction.

2.6 Coastal Defense Units
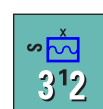
The loyalty of Italian Coastal Defense (CD) units was an uncertainty, but they were still an important part of the defense of Sicily. To make them easy to recognize, they are marked with a blue unit symbol on their counters.

2.6a Coastal Defense. Italian CD units have an extra negative affect on a nearby ALT landing. Note the "wave" symbol is only on the Combat Mode side of the counter, and both the symbol and the

extra effect are lost when a CD unit is oriented to Move Mode.

2.6b Loyalty Tests. Italian CD units were on the verge of surrender even before the shooting began. The first time any of these units is involved in any combat (attack or defense, regular or overrun), roll one die:

On a 1-4 put it in Dead Pile.

On a 5-6 it fights normally.

Notes:

A) Roll after a combat is declared, but before expending supply, making surprise rolls, or obtaining results. If the attack is an overrun, pay the 3 MPs no matter what.

B) During a Combat Segment (only), a "free" advance after combat can be made if all the combat units in a hex surrender. Only Attack-Capable units can do so, and this counts as their attack (even though no SP is spent).

C) Only one Loyalty Test is made per unit per game.

D) All of the CD units in a multi-unit formation are covered by the **first test** of any unit of the division; either the division's CD regiments all fight normally for the rest of the game, or they all surrender immediately.

Play Note: CD units that haven't been checked for Loyalty should be rotated 90° away from the "normal" orientation.

*Example: The Allies announce an attack on a stack containing the 133rd Coastal Rgt (part of the 208th Coastal Div) and the P Coastal Bde. Both are subject to wavering, so the Axis rolls twice on the table above. The P Bde fails its roll, so it is immediately removed, but the 133rd Rgt passes and will fight. The roll for the 133rd applies to its entire division, so all of those units have now passed their check for wavering. The Allies wish those rolls had been reversed, because if the 133rd had failed that entire division (excepting the 112th MG Bn, which is **not** subject to wavering) would have evaporated!*

3.0 Allied Special Rules

3.1 Supply and Reinforcements

3.1a Supply Sources. Allied sources are all ports that meet the requirements of 1.2c and OCS 19.0e. SP arrivals are limited to what can be transported (by sea and air) from the Tunisia Box.

3.1b Reinforcements. Every turn roll on the Repl Table and also check for scheduled reinforcements (page 15). New units arrive in the Tunisia Box. Place units returning from Breakout at any available port (1.2c) not in an enemy ZOC.

3.2 Shipping & Floating Forces

3.2a Shipping. Allied shipping capacity is 8 SP per turn. It is used to move cargo between ports (see 1.2c and OCS 19.0a for some limitations).

3.2b Floating Forces Box. Landing Craft are the only way to transport the ground units in this box to the map. **Floating Forces can only be loaded at the start of the Movement Phase.**

3.2c There are some special rules related to the amphibious landing:

A) Infantry divisions cannot detach breakdowns until reaching Sicily. They **can** detach breakdowns in an "after landing" move.

B) The Transport Equivilent (OCS 4.7) of an organic truck is never more than 1 RE and an infantry division is never more than 3 RE.

C) If an LST is eliminated by ALT or barrage, it returns to the Floating Forces Box as a reinforcement in 1-6 turns (roll a die).

D) Shipping **cannot** move cargo to or from the Floating Forces Box.

E) Landing Craft **cannot** move cargo to or from the Tunisia Box!

3.3 Hip Shoots and Air Drops

3.3a Hip Shoots. Allied planes cannot conduct hip shoots.

3.3b Air Drops. The Allies ignore the planning restrictions of OCS 14.10b.

3.3c The End of Airborne Operations. The disastrous initial air drops led to a cessation of these operations so the problems could be identified and fixed. Thus after the 14 July turn, Allied air drops are restricted to SP only — no more drops of combat units allowed!

3.3d Use it or Lose It. The Allies must **air drop** five BG-sized units from each airborne division during the first two turns. Parachute and glider landings count, but not air transport. The entire division is withdrawn from the game if less than five BGs are dropped.

The two "extra" BG, if still in Tunisia at the end of 14 July, can be traded one-for-one to rebuild a dead BG at an available port (1.2c) not in an enemy ZOC. This represents airborne stragglers being rounded up (so AR, strength, and even faction need not match).

Design Note: Two of the 12 airborne BGs are thus unlikely to really be used, because these "trades" are a cheap way to get fresh units over to Sicily. Historically, 2nd Bde did not actually fight on the island.

3.3e Scatter. A combination of high winds and inadequate training made a fiasco of the night air drops. After resolving Interception and Flak, scatter each air dropping (or glider landing) Allied combat unit individually prior to rolling for Air Transport Success:

Roll twice and shift the unit 1 hex in that direction (see diagram on map) each time. Destroy the unit if its final landing hex is all-sea or has an enemy combat unit. A lucky unit scattering back to the mission hex get a +1 for Air Transport Success (which cancels the standard Allied -1 DRM found on the table).

Note dropped supply does **not** scatter (nor does it get the "lucky" +1 DRM).

3.3f Air-dropped units are allowed to "attack empties" (per OCS 21.8c) on the turn they land.

3.4 Naval Rules

3.4a Mined Zones. The Axis sowed extensive minefields to cover the sea lanes near Messina. These are printed

on the map and no ship unit can enter a Sea Mine hex. See also 1.2c.

3.4b Carriers. Only air units with the carrier's abbreviated name (CV-F and CV-I) can base on a carrier. Damage reduces refit capacity to 0.

3.4c Northern Invasion (Optional). This alternate landing plan allows the NRP in hex 18.28 to be used right away. Also delete these from the setup:

- Any four Destroyers.
- 2x B-17, 1x B-24, and 2x B-25.

> **Design Note:** *One potential landing site was along the coast near Palermo. The choice was eliminated due to the proximity of the Italian mainland air bases and the potential for Italian naval actions. Here you can try it for yourself.*

4.0 Variants

These can be used in Scenario 5 or 6.

4.1 The 29th PG Division

Hitler vacillated over the release of this division to Sicily. Beginning with the Axis Reinforcement Phase on 14 July, the player rolls a die:

- On a 1-4, Hitler remains undecided and another roll is made next turn.
- On a 5-6, the division arrives On Mainland. No more rolls are needed.

If it hasn't occurred already, release is automatic on 28 July.

4.2 The 46th & Alpi G Divisions

Add the optional CW 46th Infantry Division and Italian Alpi G Mountain Division, per the arrival schedule.

4.3 Airborne What-Ifs

This variant has three parts. The 4th Airborne Brigade was still training but it could have been used, so add 4BG x2 to the set up. Also assume air transport

was a higher priority, so the C-47+Gldr units setup full strength. Finally, note that 3.3 still applies, but now **six** BG must be dropped in the first two turns.

4.4 Axis Deployment

Was the initial Axis deployment too scattered? In this option, the five Axis multi-unit formations are consolidated into just three: Schm KG and HG Pz Div are unchanged; Ens KG and Flrd KG are added to Krnr KG (they can fuel collectively). Setup is revised:

A) Pick any three of these possible starting locations: 11.17, 34.14, 38.17, 43.12, and 47.20. Secretly record which hex a formation will deploy in (different for each).

B) Do not deploy these formations until the Axis Reaction Phase of 10 July. Units can fan out into adjacent hexes as desired.

4.5 Allied Port Garrisons

In August the Allies must garrison ports with a capacity of 1 or more until game's end. Place one combat unit in each; just grab units from anywhere on Sicily and place them where needed. If possible, use airborne units.

> **Design Note:** *This limits the use of elite airborne during the grind near Messina.*

5.0 Victory Conditions

5.1 Victory Points

On 10 August, Hitler authorized an Axis withdrawal to the mainland. From this point, victory is determined by how long the island is held, how many Axis troops are saved, and how many Allied naval losses are inflicted.

5.1a Ending the Game. End the game after 31 August, or the **instant** every port and ferry on the island has been captured or shut down by Allied units or ZOC. (In the latter case, ignore any phases or turns that remain.)

5.1b Time Points. The Axis player gets Victory Points (VP) based on when the game ends. See map's Turn Record — points range from 0 VP for 10 August (or before) to 6 VP for 31 August.

5.1c Tally Points. The Axis player also gets VP based on the combined score of Allied naval losses and Axis withdrawals.

1) Count the Steps of "good" Axis combat units (must be AR3 or higher) that are in Italy's Toe.

2) Count Damaged/Sunken Ships. Reduced Carriers, Cruisers, and Destroyers count as 2 each (or 6 if in the Dead Pile). Hits on Landing Craft are not counted.

3) Add together the counts for Steps and Ships, and convert into VP:

Combined Tally	VPs
5 or less	0
6-11	1
12-17	2
18-23	3
24-29	4
30-35	5
36 or more	6

5.1d Situational Points. On certain turns players check to see if Situational Points are awarded. In all cases below, "Allies" are combat units (not ships) that are in trace supply (via draw or throw).

At the end of 21 July, one point is…

Subtracted if the Allies are 12 or fewer hexes from Messina's port.

Added if the Allies are not in Catania AND not in Palermo (any hex).

At the end of 3 August, a point is…

Subtracted if the Allies are 6 or fewer hexes from Messina's port.

Added if the Allies are not in Catania OR not in Palermo (any hex).

5.2 Victory Levels

Determine VP scored for Time and Tally, and then add or subtract any Situational Points to determine which side wins:

VP Total	Victory
7 or more	Axis Victory
6	Draw
5 or less	Allied Victory

6.0 Scenarios

Scenario Notes

a) The scenarios all specify who is the First Player on the first turn. Thereafter use regular initiative.

b) Organic Trucks and Mule Points **always** setup Full (this is extra/additional supply).

d) Axis units are German/Luftwaffe units if not otherwise indicated (It = Italian). Allied listings are US unless otherwise indicated (CW = Commonwealth and Fr = French).

Scenario 1:
Western Sicily

This scenario shows Patton's capture of Palermo. It is an exercise in speed and coordinated attack, but is not much of a situation for the Axis player.

General Information
Map Area: West of 31.xx (inclusive)
Set-Up Order: Axis, Allied
First Player: Allied
First Turn: 17 July 43
Last Turn: 24 July 43
Game Length: 3 turns

Special Scenario Rules
No Italians have rolled for Loyalty.

Neither side makes Repl Table rolls, and there are no Reinforcements or new SP.

Axis supply source is 31.25. Ports are not supply sources.

Allied supply source is 31.12. Ports are not supply sources.

Victory Conditions
The four Allied objectives are 31.25 and the port hexes at Palermo, Trapani, and Marsala. To win, they need to capture 3 of them. Otherwise the Axis wins.

Axis Information
Reserve Markers Available: 1
Available GS (option): NA
Shipping Points Available: 0

Level-2 Air Base: 7.19, 17.12, 21.24
Level-1 Air Base: 12.14

5.15:
202 It Coastal Div (43, 120 CD)
1 SP

6.19:
208 It Coastal Div (133 CD, 112 MG)
3-2-2 It CD Rgt (137)
1 SP

13.21:
208 It Coastal Div (147 CD)

17.12:
202 It Coastal Div (124 CD)
1 SP

20.24:
3-1-2 It CD Bde (P)
9-1-2 It Arty Rgt (103)
1 Wagon Point
3 SP

21.12:
202 It Coastal Div (142 CD)

23.17:
2-3-6 It Mx Bn (B)
2T

23.21:
2-3-3 It Cav Bn (30)

26.22:
12 It Corps HQ
1 SP

27.21:
2-2-2 It CD Rgt (136)

29.18:
2-3-6 It Mx Bn (A)

Allied Information
Reserve Markers Available: 3
Available GS (option): NA
Shipping Points Available: 0

24.09:
82 Abn Div (505 BG x2)

26.09:
82 Abn Div (325 BG x2)

25.13:
3-4-3 Cdo Bn (3 Rngr)

28.10, within 1 hex:
Corps HQ (Prov)
22-3-3 Inf Div (3)
3-5-3 Cdo Bn (1 Rngr)
3-4-3 Cdo Bn (4 Rngr)
20-2-3 Arty Rgt (36)
2 Truck Points
1 Mule Point
3 SP

31.08:
2 Arm Div (82 Recon, 1-66, 1-67 Lt, 2-66, 3-66, 2-67, 3-67 Arm, 41 BG x2, Arm Arty, 'F' Truck)

31.12:
2-3-3 Fr Inf Bn (Goums)
6 SP

US Ships at 22.07:
4x Destroyers

Scenario 2:
Gela Counterattack

This scenario is intended for solitaire play. It covers only the Axis player-turn of 10 July, and is a nice warm-up.

General Information
Map Area: East of 38.xx and west of 45.xx (inclusive)
Set-Up Order: Allied, Axis
First Player: Axis (only)
First Turn: 10 July 43
Game Length: 1/2 turn
Port Damage: Not Applicable

Special Scenario Rules
There are no reinforcements.

Axis supply source is 38.17.

The ships have saved their barrage.

Victory Conditions

The Axis wins by occupying 41.07 OR both 40.07 and 43.05. Otherwise the Allies win.

Allied Information

Reserve Markers Available: 0
Available GS (option): NA

US Ships at 40.05:

1x Cruisers   1x Destroyers

Allied Trainbusting Marker: 41.13

40.07:
3-5-3 Cdo Bn (1 Rngr)
3-4-3 Cdo Bn (4 Rngr)

41.07:
2 Corps HQ
2 Arm Div (41 BG x1)
6-3-3 Eng Rgt (39)
2 SP
Deployed LST Port

42.06, within 2 hexes:
22-4-3 Inf Div (1)
20-2-3 Arty Rgt (77)

43.05, within 2 hexes:
24-3-3 Inf Div (45)
6-3-6 Arm Bn (753)

43.08:
82 Abn Div (505 BG x1)

44.04:
82 Abn Div (505 BG x1)

Axis Information

Reserve Markers Available: 3
Available GS (option): 2

South Italy Box Air Bases:

German
1x He.111   2x Ju.88

38.11:
14-3-3 It Inf Div (Livno)

38.17:
KG Krnr (HG Recon, Siz B/C, 215 Pz, IV-115 Inf, 33 Pio, Arty, 'F' Truck)
19-3-3 Werfer Bn (I-1, II-1)
2 SP

40.13:
16 It Corps HQ
2 Wagon Points
5 SP

43.12:
HG Pz Div (I, II Pz, I-1 PG, I-2 Inf, Pio, PJ, Arty, 'F' Truck)
4-5-5 Tiger Co (2/504)
3 SP

Scenario 3:
Primosole Bridge

This scenario depicts Montgomery's airborne and amphibious assault across the Lentini and Simeto rivers that led to a vicious fight for Primosole Bridge. With help from the 1st Fallschirmjäger Division, KG Schmalz was able to break an encirclement and retake the bridge.

General Information

Map Area: East of 49.xx and south of xx.20, inclusive. All Off-Map Boxes are available.
Set-Up Order: Allied, Axis
First Player: Allied
First Turn: 14 July 43
Last Turn: 17 July 43
Game Length: 2 turns

Special Scenario Rules

Axis supply sources are Catania (per 1.2c), 52.20, and 53.20. No Italians have rolled for Loyalty.

The Ju.88s are Active. All other air units (both Axis and Allied) setup Inactive.

Ignore 3.3d in this scenario.

Neither side makes Repl Table rolls. New SP must be flown in from Central Italy and Tunisia. There are arrivals and departures at the end of 14 July:

- The Ju.52+Gldr and Halfx+Gldr are removed.
- Gldr BG x1 arrives at any available port (1.2c) on Sicily that is not in an enemy ZOC.

Victory Conditions

The Allies win by occupying Augusta at the end of 14 July and Catania at the end of the scenario. Otherwise the Axis wins.

Axis Information

Reserve Markers Available: 4 (but no units can setup in Reserve Mode)
Available GS (option): 2 each turn
Shipping Points Available: 0

Level-2 Air Base: 49.16, 49.18, 51.17, 55.14
Level-1 Air Base: 52.19

Based on Sicily:

Italian	German
2x MC.202	1x Fw.190A-5
1x G.50 bis	3x Bf.109G *
1x Re.2002	1x Bf.110

Based Off-Map:

German
1x Ju.52	1x Ju.52+Gldr
1x He-111	3x Ju.88 *

An '*' means 1 unit begins reduced.

Central Italy Box:
1 FJ Div (4 KG x2, 1 Pio, 1 Arty)

49.16:
30-3-2 It Arty Rgt (40)

51.17:
Schm KG (Arty)
1 FJ Div (1 MG)

52.14, within 1 hex:
Schm KG (115 KG x2, II-2 Inf, III AG, 'F' Truck)
1 FJ Div (3 KG x2)
1 SP

56.13:
2-1-2 It CD Bde (A)
5-2-2 It CD Rgt (121)
1 SP

52.18:
3-5-6 It AC Bn (2 Ard)
2-1-2 It CD Bde (C)
4-4-3 Inf Bn (Regio)
1 Mule Point ('F')
2 SP

51.18:
6-4-3 Inf Rgt (382)

52.20:
213 It Coastal Div (21, 135 CD)
2 SP

Allied Information
Reserve Markers Available: 4
Available GS (option): 2 each turn
Shipping Points Available: 0

RN Ships at 60.03:
Formidable (with Ftr and Tac)
Indomitable (with Ftr and Tac)
4x Destroyers

Level-2 Air Base: 57.09
Level-1 Air Base: 49.06, 55.04

At any Allied Air Base:

US	CW
2x C-47	4x Spit V
2x P-38	2x Ktyhk
	1x Hurri.II
	1x Boston
	1x Halfx+Gldr
	3x Wellington

52.11:
22-4-3 CW Inf Div (50)
6-3-4 CW Arm Bn (3 Yeo)

49.05:
1-5-3 CW Mar Co (40 RM, 41 RM)

55.12:
24-3-3 CW Inf Div (5)
6-3-4 CW Arm Bn (44 RTR)
2 DUKW Points
2 SP

56.07:
23 CW Arm Bde (40 RTR, 46 RTR, 50 RTR, 11 KRRC, 'F' Truck)

55.06:
13 CW Corps HQ
24-2-3 CW Arty Grp (13 M)
12-2-3 CW Arty Grp (13 FA)
(5)-3-3 CW AT Grp (13 AT)
7 SP
Deployed LST Port

57.11:
1 CW Abn Div (Gldr BG x1)
1-5-3 CW Cdo Co (2 SAS, 3 Cdo)
2 Landing Craft Points
2 SP

Tunisia Holding Box:
1 CW Abn Div (1 BG x2, Eng, Arty)

Scenario 4:
Driving to Messina

This scenario begins after Palermo has fallen. The German 29th PG Division is rushing to shore up the northern coastal road and the drive to Messina is about to begin!

General Information
Map Area: All
Set-Up Order: Axis, Allied
First Player: Allied
First Turn: 24 July 43
Last Turn: 31 Aug 43 (or sooner)
Game Length: 12 turns

Special Scenario Rules
After setup is complete, roll one die to determine how many German air units (player's choice, both Off-Map and on Sicily) are Active. Then do the same for the Italians. The rest of the Axis air is Inactive at start.

All Italian CD units that setup within 2 hexes of an Allied unit have passed their Loyalty test. The rest are untested.

Use Port Damage (1.10a), but add 1 hit to ports under Axis control and subtract 1 hit from ports under Allied control.

Axis Information
Reserve Markers Available: 8
Available GS (option): Roll
Dead Units:
202 It Coastal Div (all 4 units)
206 It Coastal Div (all 6 units)
207 It Coastal Div (all 5 units)
208 It Coastal Div (all 3 units)
213 It Coastal Div (135 CD)
It CD Bde (A, C, P, S)
It CD Rgt (6, 121, 134, 136, 137, 178)
It Inf Rgt (Com-I)
It Blk Rgt (Cm-LiR)
It Cav Bn (30)
It AC Bn (2 Ard)
It Mx Rgt (C-Sf)
It Mx Bn (A, B, D, E/H, F/G)
It Arty Rgt (103)
1x CR.42
1x G.50 bis
2x MC.202
1x MC.205
1x Bf.109

1 FJ Div (3 KG x1, 1 Pio)
KG Ens (104 KG x1)
KG Schm (115 KG x1)
KG Krnr (HG Recon, Siz BC, 215 Pz, 33 Pio, Truck)
Tiger Co (2/504)
1x Do.217K
2x Fw-190A-5
1x Bf.109G
1x He.111
1x Bf.110

Level-3 Air Base: 56.32, 59.31
Level-2 Air Base: 49.18, 51.32, 58.33
Level-1 Air Base: 52.19

At air bases in Off-Map Boxes:

Italian	German
1x SM.82	1x Bf.109G
2x SM.84	7x Ju-88 *
1x Z1007	1x Ju.52
1x Ju.87 *	

At air bases on Sicily or The Toe:

1x G.50 bis	4x Bf.109G *
1x MC.200 *	
1x MC.202 *	
2x Re.2002 *	

An '*' means 1 unit begins reduced.

37.25, within 1 hex:
13-1-3 It Inf Div (Assta; -1 step)
(3)-2-2 It AT Bn (505)
2-3-2 It CD Rgt (140)
2-1-2 It CD Rgt (61)

39.20, within 1 hex:
6-4-3 Inf Bn (382)
13-3-3 It Inf Div (Aosta; -1 step)
4-3-6 It AG Bn (Bedo)

43.29. within 1 hex:
12 It Corps HQ
2-3-2 It CD Rgt (179)
30-3-3 It Arty Rgt (12)
29 PG Div (15 KG x2)
1 Mule Point ('F')
1 Wagon Point
5 SP

42.19, within 1 hex:
Krnr KG (IV-115 Inf, Arty)
Ens KG (104 KG x1)
14-3-3 It Inf Div (Livno; -2 steps)

40.21:
Flrd KG (129 KG x2)

46.20, within 2 hexes:
HG Pz Div (I, II Pz, I-1 PG, I-2 Inf,
    Pio, PJ, Arty, 'F' Truck
13-3-3 It Inf Div (Nap; -2 steps)
2 SP

48.25:
16 It Corps HQ
2-3-3 It Cav Bn (23)
1 Mule Point ('F')
1 Wagon Point
4 SP

50.19. within 2 hexes:
1 FJ Div (3 KG x1, 4 KG x2, 1 MG,
    1 Arty)
Sch KG (115 KG x1, II-2 Inf, III AG,
    Arty, 'F' Truck)
(4)-0-2 Fort Bn (923)
19-3-3 Werfer Bn (I-1, II-1)
3-3-6 It AG Bn (Carm)
30-3-2 It Arty Rgt (40)
2 SP

52.24:
14 Pz Corps HQ
4-4-3 Inf Bn (Regio)
3 Wagon Points
6 SP

53.21:
213 It Coastal Div (21 CD)

56.32, within 1 hex:
29 PG Div (71 KG x2, 129 AG, 29 Pio,
    29 Arty, 'F' Truck)
(4)-1-2 Fort Bn (904)
4-2-2 It CD Rgt (119)
3-2-2 It CD Rgt (116)
2-1-3 It Blk Rgt (95)
4 Truck Points
2 SP

Allied Information
Reserve Markers Available: 8
Available GS (option): Roll
Dead Units:
    82 Abn Div (504 BG x1, Para Arty)
    1 CW Abn Div (Gldr BG x1, 1
        BG x1)
    1-5-3 CW Cdo Co (3 Cdo)

Level-2 Air Base: 7.19, 17.12, 21.24,
    49.16, 51.17, 55.14, 57.09
Level-1 Air Base: 12.14, 34.08, 41.09,
    43.11, 46.06, 49.06, 55.04

At any Allied Air Base:

US	CW
4x P-40 *	6x Spit.V *
2x Spit.V	2x Ktyhk
2x P-38	1x Hurri.II
2x A-36	1x Boston
1x A-20	1x Baltimore
2x B-17	3x Wellington *
1x B-24	
4x B-25 *	
3x B-26	
3x C-47	

An '*' means 1 unit begins reduced.

At 18.28 and/or 60.03:
Formidable (with Ftr and Tac)
Indomitable (with Ftr and Tac)
2x Cruisers   8x Destroyers

5.15:
82 Abn Div (504 BG x1)
3-5-3 Cdo Bn (1 Rngr)
3-4-3 Cdo Bn (4 Rngr)
20-2-3 Arty Rgt (77)
1 SP

6.19:
82 Abn Div (505 BG x2)

12.14:
82 Abn Div (325 BG x2)

16.22, within 1 hex:
2 Arm Div (82 Recon, 1-66, 1-67 Lt,
    2-66, 3-66, 2-67, 3-67 Arm, 41 BG
    x2, Arm Arty, 'F' Truck)
6-2-5 Arm Arty Bn (58, 62, 65)

28.22:
24-3-3 Inf Div (45)
6-3-6 Arm Bn (753)

20.24:
Prov Corps HQ
22-3-3 Inf Div (3)
3-4-7 Recon Bn (91)
3-4-3 Cdo Bn (3 Rngr)
20-2-3 Arty Rgt (36)
2 Truck Points
3 SP

34.07:
6-3-3 Eng Rgt (39)
2 SP

34.14:
2 Corps HQ
1 Mule Point ('F')
6 Truck Points
3 SP

35.21, within 1 hex:
22-4-3 Inf Div (1; -1 step)
4-2-8 Lt Bn (70)
20-2-3 Arty Rgt (17, 178)
2-3-3 Fr Inf Bn (Goums)

37.19:
5-4-3 Brkdwn Rgt

40.07:
3-2-8 TD Bn (813)

40.18:
24-4-3 Can Inf Div (1; -1 step)

33.07:
Deployed LST Port

41.07:
Deployed LST Port

56.02:
Deployed LST Port

56.08:
Deployed LST Port

43.12:
30 CW Corps HQ
(5)-3-3 CW AT Grp (30 AT)
1 Mule Point ('F')
2 Truck Points
3 SP

45.18:
22-4-3 CW Inf Div (51)

43.17, within 1 hex:
6-3-4 Can Tank Bn (Calgary, Ontario,
    Trois R)
24-2-3 CW Arty Grp (30 M)
12-2-3 CW Arty Grp (30 FA)

47.17, within 1 hex:
23 CW Arm Bde (40 RTR, 46 RTR, 50
    RTR, 11 KRRC, 'F' Truck)
24-2-3 CW Arty Grp (8 M)
12-2-3 CW Arty Grp (8 FA)
(5)-3-3 CW AT Grp (8 AT)

49.17:
6-3-3 CW Inf Bde (231)
6-3-5 CW Arm Arty Bn (11, 121)

51.15:
13 CW Corps HQ
1-5-3 CW Mar Co (40 RM, 41 RM)
24-2-3 CW Arty Grp (13 M)
12-2-3 CW Arty Grp (13 FA)
2 Truck Points
3 SP

52.16, within 1 hex:
24-3-3 CW Inf Div (5)
22-4-3 CW Inf Div (50; -1 step)
3-4-3 CW MG Bn (2/7 Msx)
6-3-4 CW Arm Bn (3 Yeo, 44 RTR)
(5)-3-3 CW AT Grp (13 AT)

56.13:
3-4-3 CW Mar Bn (7 RM)
1-5-3 CW Cdo Co (1 SRS, 2 Cdo)
2 DUKW Points
1 SP

57.11:
1 CW Abn Div (1 BG x1, Gldr BG x1)
1-5-3 CW Cdo Co (2 SAS)
2 SP

Floating Forces Box:
12 Landing Craft Points
2 DUKW Points
14 SP

Tunisia Holding Box:
82 Abn Div (Gldr Arty)
22-3-3 Inf Div (9)
1 CW Abn Div (2 BG x2, Eng, Arty)

Scenario 5:
Operation Husky

This scenario recreates the historical Allied landings and air drops. Players who want to create their own invasion plan should play the **Triumph & Folly** scenario, but note the first turn gets started a lot faster in this version!

General Information
Map Area: All
Set-Up Order: Axis, Allied
First Player: Allied
First Turn: 10 July 43
Last Turn: 31 Aug 43 (or sooner)
Game Length: 16 turns

Special Scenario Rules
After setup is complete, roll one die to determine how many German air units (player's choice, both Off-Map and on Sicily) are Active. Then do the same for the Italians. The rest of the Axis air is Inactive at start.

Use Port Damage (1.10a).

Start the game in the Allied Movement Phase, which is partially complete:

- Landing Craft have already finished moving. When fighter sweeps and other naval moves are done, make ALT rolls and after-landing moves.

- Air Drop missions have been placed along with their loads. Axis F-Type planes will need to be swept before executing these.

- Note a C-47 and 2 Landing Craft Points have been held back for use later in the turn (they can deliver SP to deployed LST ports and captured air bases).

Axis Information
Reserve Markers Available: 0
Available GS (option): 2
Dead Units: None

Level-3 Air Base: 56.32, 59.31
Level-2 Air Base: 7.19, 17.12, 21.24, 49.16, 49.18, 51.17, 51.32, 52.19, 55.14, 57.09, 58.33
Level-1 Air Base: 12.14, 34.08, 41.09, 43.11, 46.06, 49.06, 55.04

Based on The Toe or Off-Map:

Italian	German
1x CR.42 *	1x Bf.110
1x Z1007	1x Bf.109G
2x SM.84	4x Ju-88
2x G.50 bis	1x Fw-190A-5 *
1x MC.200 *	

Based on Sicily:

Italian	German
3x MC.202 *	5x Bf.109G
1x MC.205 *	1x Fw.190A-5
1x Bf.109 *	
1x Ju.87 *	

An '*' means 1 unit begins reduced.

5.15:
202 It Coastal Div (142 CD)

9.13:
202 It Coastal Div (124 CD)

13.13:
202 It Coastal Div (43 CD)

17.12:
202 It Coastal Div (120 CD)

6.19:
3-2-2 It CD Rgt (137)

7.19:
2-3-6 It Mx Bn (A)
1 SP

11.17:
Ens KG (104 KG x2)
1 Truck Point
2 SP

13.20:
13-1-3 It Inf Div (Assta)

13.16, within 1 hex:
13-3-3 It Inf Div (Aosta)
2-3-6 It Mx Bn (B)
9-1-2 It Arty Rgt (103)
2 SP

13.21:
208 It Coastal Div (133 CD)

15.22:
208 It Coastal Div (112 MG)

15.25:
208 It Coastal Div (147 CD)

20.18:
12 It Corps HQ
6-3-8 It Mx Rgt (C-Sf)
(3)-2-2 It AT Bn (505)
2 Wagon Points
5 SP

20.24:
3-1-2 It CD Bde (P)
2-3-3 It Cav Bn (30)
1 SP

24.09:
207 It Coastal Div (138 CD)

26.09:
207 It Coastal Div (12 CD)

27.10:
207 It Coastal Div (177 Brs Inf, 109
   MG)

29.08:
207 It Coastal Div (139 CD)

26.19:
30-3-3 It Arty Rgt (12)
3 SP

26.22:
2-2-2 It CD Rgt (136)

32.11:
4-3-6 It AG Bn (Bedo)
1 SP

34.14, within 1 hex:
14-3-3 It Inf Div (Livno)
Flrd KG (129 KG x2)
1 Truck Point
2 SP

34.07:
2-1-2 It CD Rgt (6)

40.07:
2-3-2 It CD Rgt (134)

43.05:
2-3-2 It CD Rgt (178)

37.25:
2-3-2 It CD Rgt (179)

42.27:
2-1-2 It CD Rgt (61)

43.29:
2-3-2 It CD Rgt (140)

34.10:
2-3-3 It Blk Bn (Cm-LiR)

46.06:
2-3-3 It Inf Bn (Com-1)

38.17, within 1 hex:
KG Krnr (HG Recon, Siz B/C, 33 Pio,
   215 Pz, IV-115 Inf, Arty, 'F' Truck)
19-3-3 Werfer Bn (I-1, II-1)
5 SP

40.13:
16 It Corps HQ
3-3-7 It Mx Bn (E/H)
2 Wagon Points
5 SP

43.12, within 1 hex:
HG Pz Div (I, II Pz, I-1 PG, I-2 Inf,
   Pio, PJ, Arty, 'F' Truck)
4-5-5 Tiger Co (2/504)
2 SP

49.03:
206 It Coastal Div (123 CD)

49.05:
206 It Coastal Div (230 AG)
1 SP

52.03:
206 It Coastal Div (44 CD)

53.05:
206 It Coastal Div (12 MG)

56.03:
206 It Coastal Div (122 CD)

56.07:
206 It Coastal Div (146 CD)

56.13:
5-2-2 It CD Rgt (121)
2-1-2 It CD Bde (A)
1 SP

57.11:
3-1-2 It CD Bde (S)
1 SP

49.09, within 1 hex:
13-3-3 It Inf Div (Nap)
2-3-5 It Mx Bn (F/G)
30-3-2 It Arty Rgt (40)
4 SP

49.19, within 1 hex:
2-3-8 It Mx Bn (D)
KG Schm (III AG Bn, 115 KG x2, II-2
   Inf, Arty, 'F' Truck)
2 SP

51.15:
3-3-6 It AG Bn (Carm)
1 SP

52.18:
2-1-2 It CD Bde (C)
3-5-6 It AC Bn (2 Ard)
2 SP

53.21:
213 It Coastal Div (21 CD)

54.25:
213 It Coastal Div (135 CD)

54.28:
4-2-2 It CD Rgt (119)

57.33, within 1 hex:
3-2-2 It CD Rgt (116)
2-3-3 It Cav Bn (23)
2-1-3 It Blk Rgt (95)
(4)-1-2 Fort Bn (904)
(4)-0-2 Fort Bn (923)
2 Truck Points
4 SP

> ***Design Note:*** *If you want to use an historical setup for Axis air units in Scenario 5 & 6, here it is: German: 3x Bf.109 at 49.17 (at adjacent bases), 1x Bf.109 at 17.12, 1x Bf.109 at 7.19, and 1x Fw.190 at 46.06. Italian: 1x MC202 and 1x Ju.87* at 7.19, 1x MC202 at 12.14, 1x MC202* at 52.19, 1x MC205* at 21.24, and 1x Bf.109* at 17.12*

Allied Information
Reserve Markers Available: 0
Available GS (option): 4
Dead Units: None

Airbases on Sicily: None

Based Off-Map:

US	CW
4x P-40	6x Spit.V
2x Spit.V	2x Ktyhk
2x P-38	1x Hurri.II
2x A-36	1x Boston
1x A-20	1x Baltimore
4x B-17	3x Wellington
2x B-24	
4x B-25	
3x B-26	
1x C-47	

At 45.01:
Formidable (with Ftr and Tac)
Indomitable (with Ftr and Tac)
2x Cruisers   8x Destroyers

33.07, 2 ALT roll loads:
3-4-3 Cdo Bn (3 Rngr)
1.75 SP
2 DUKW Points
22-3-3 Inf Div (3)
3 Landing Craft Points

37.08, 1 ALT roll load:
2 Arm Div (41 BG x1, 1-66, 2-66 Arm)
20-2-3 Arty Rgt (36)
3 LST Points

38.07, 1 ALT roll load:
3-5-3 Cdo Bn (1 Rngr)
3-4-3 Cdo Bn (4 Rngr)
1.5 SP
2 DUKW Points

41.07, 3 ALT roll loads:
2 Corps HQ
6-3-3 Eng Rgt (39)
1 SP
3 Landing Craft Points
22-4-3 Inf Div (1)
3 LST Points
2 Arm Div (41 BG x1)
6-3-6 Arm Bn (753)
2T
2 Landing Craft Points

42.05, 1 ALT roll load:
24-3-3 Inf Div (45)
3 Landing Craft Points

42.07 (planes must return to base):

82 Abn Div (505 BG x2, 504 BG x1)
2x C-47
1x C-47+Gldr (reduced)

54.02, 2 ALT roll loads:
1-5-3 CW Mar Co (40 RM, 41 RM)
1.75 SP
2 DUKW Points
24-4-3 Can Inf Div (1)
3 Landing Craft Points

56.02, 1 ALT roll load:
22-4-3 CW Inf Div (51)
3 LST Points

55.06, 3 ALT roll loads:
13 CW Corps HQ
6-3-3 CW Inf Bde (231)
1 SP
3 Landing Craft Points
22-4-3 CW Inf Div (50)
3 LST Points
6-3-4 CW Arm Bn (3 Yeo, 44 RTR)
1 SP
2 Landing Craft Points

57.09, 2 ALT roll loads:
24-3-3 CW Inf Div (5)
3 Landing Craft Points
1-5-3 CW Cdo Co (2 SAS, 3 Cdo)
1.75 SP
2 DUKW Points

55.10 (planes must return to base):
1 CW Abn Div (Gldr BG x2)
1x C-47+Gldr (reduced)
1x Halfx+Gldr

Floating Forces Box:
2 Landing Craft Points
29.75 SP
Corps HQ (Prov)
2 Arm Div (82 Recon, 3-66, 2-67, 3-67
    Arm, 1-67 Lt, Arm Arty, 'F' Truck)
4-3-8 Lt Bn (70)
20-2-3 Arty Rgt (77)
2-3-3 Fr Inf Bn (Goums)
6-3-4 CW Arm Bn (Calgary, Ontario,
    Trois R)
CW Corps HQ (30)
23 CW Arm Bde (40 RTR, 46 RTR, 50
    RTR, 11 KRRC, 'F' Truck)
6-3-5 CW Arm Arty Bn (11, 121)
12-2-3 CW Arty Grp (13 FA, 30 FA)
24-2-3 CW Arty Grp (13 M, 30 M)
(5)-3-3 CW AT Grp (13 AT, 30 AT)

Tunisia Holding Box:
82 Abn Div (325 BG x2, 504 BG x1,
    Para Arty, Gldr Arty)
12 Truck Points
1 CW Abn Div (1 BG x2, 2 BG x2, 1
    Eng, Arty)
1-5-3 CW Cdo Co (1 SRS, 2 Cdo)

Scenario 6:
Triumph & Folly

The entire Sicily Campaign, from Allied planning to the landings and then on to the Axis counter-punch and withdrawal.

General Information
Map Area: All
Set-Up Order: Axis, Allied
First Player: Allied
First Turn: 10 July 43
Last Turn: 31 Aug 43 (or sooner)
Game Length: 16 turns

Special Scenario Rules
The Axis setup is exactly the same as for Scenario 5. It is not duplicated here. Only the Allied information and these Special Rules are different.

After setup is complete, roll one die to determine how many German air units (player's choice, both Off-Map and on Sicily) are Active. Then do the same for the Italians. The rest of the Axis air is Inactive at start.

Carriers, Cruisers, and Destroyers can only make use of two NRP on 10 July (basically one for Commonwealth naval support and one for American). The Landing Craft, however, can use any and all of the NRPs.

Remember to use Port Damage (1.10a) and Landing Craft Split (1.10b).

Skip the Allied Repl roll on 10 July.

Allied Information
Reserve Markers Available: 0
Available GS (option): 4
Dead Units: None

Any NRP Hexes:
Formidable (with Ftr and Tac)
Indomitable (with Ftr and Tac)
2x Cruisers   8x Destroyers

Airbases on Sicily: None

Based Off-Map:

US	CW
4x P-40	6x Spit.V
2x Spit.V	2x Ktyhk
2x P-38	1x Hurri.II
2x A-36	1x Boston
1x A-20	1x Baltimore
4x B-17	3x Wellington
2x B-24	1x Halfx+Gldr
4x B-25	
3x B-26	
3x C-47	
2x C-47+Gldr (both reduced)	

Floating Forces Box:
24 Landing Craft Points
12 LST Points
8 DUKW Points
40 SP
Corps HQ (2, Prov)
24-3-3 Inf Div (45)
22-4-3 Inf Div (1)
22-3-3 Inf Div (3)
2 Arm Div (82 Recon, 1-66, 1-67 Lt, 2-66, 3-66, 2-67, 3-67 Arm, 41 BG x2, Arm Arty, 'F' Truck)
6-3-6 Arm Bn (753)
4-3-8 Lt Bn (70)
3-5-3 Cdo Bn (1 Rngr)
3-4-3 Cdo Bn (3 Rngr, 4 Rngr)
6-3-3 Engineer Rgt (39)
20-2-3 Arty Rgt (36, 77)
2-3-3 Fr Inf Bn (Goums)
6-3-4 CW Arm Bn (3 Yeo, 44 RTR, Calgary, Ontario, Trois R)
CW Corps HQ (13, 30)
24-3-3 CW Inf Div (5)
22-4-3 CW Inf Div (1, 50, 51)
23 CW Arm Bde (40 RTR, 46 RTR, 50 RTR, 11 KRRC, 'F' Truck)
1-5-3 CW Cdo Co (2 SAS, 3 Cdo)
1-5-3 CW Mar Co (40 RM, 41 RM)
6-3-3 CW Inf Bde (231)
6-3-5 CW Arm Arty Bn (11, 121)
12-2-3 CW Arty Grp (13 FA, 30 FA)
24-2-3 CW Arty Grp (13 M, 30 M)
(5)-3-3 CW AT Grp (13 AT, 30 AT)

Tunisia Holding Box:
82 Abn Div (325 BG x2, 504 BG x2, 505 BG x2, Para Arty, Gldr Arty)
12 Truck Points
1 CW Abn Div (1 BG x2, 2 BG x2, Gldr BG x2, 1 Eng, Arty)
1-5-3 CW Cdo Co (1 SRS, 2 Cdo)

Abbreviations

A or Arm—Armor
Abn—Airborne
AC—Armored Car
AEP—Air Entry Point
AG—Assault Gun
Alpi G—Alpini Graie
ALT—Amphibious Landing Table
Ard—Arditi
Arty—Artillery
Assta—Assietta
AT—Anti-Tank
BC—Bicycle
Bedo—Bedogni
BG—Battle Group
Blk—Blackshirt
Brs—Bersaglieri
Can—Canadian
C-Sf—Chiusa-Sclafani
Carm—Carmito
Cav—Cavalry
CD—Coastal Defense
Cdo—Commando
Ches—Cheshire
Cm-LiR—Campo di Licata-Ravanusa
Com-I—Comiso-Ispica
CW—Commonwealth
FJ—Fallschirmjäger
Flrd—Fullreide
Fort—Fortress
Fr—French
Grp—Group
Graie—Alpi Graie
GS—Ground Support
HG—Herman Göring
Inf—Infantry
It—Italian
KG—Kampfgruppen
KDG—King's Dragoon Guards
Krnr—Körner
KRRC—King's Royal Rifle Corps
Livno—Livorno
LST—Landing Ship, Tank
Mar—Marine
MG—Machine Gun
Mech—Mechanized Infantry
Mot—Motorized
Msx—Middlesex
Mx—Mixed Mech and Foot
Nap—Napoli
NRP—Naval Release Point
Para—Parachute
PG—Panzer Grenadier
PJ—Panzerjager
Pio—Pioneer
Prov—Provisional
Pz—Panzer
Recon—Reconnaissance
RM—Royal Marine
Rgr—Ranger
RTR—Royal Tank Regiment
SAS—Special Air Service
Schm—Schmalz
Siz—Sizilien (Sicilian)
SRS—Special Raiding Squadron
Trois R—Three Rivers
Werfer—Nebelwerfer/Rocket
Yeo—Yeomanry

Developer's Notes

Work on SICILY II was pretty straight-forward. The goal was to make a game that is reasonably small and without too many special rules. We stuck to the plan pretty ruthlessly, and are pleased with the result: a 1-map game with 560 counters that packs six scenarios into a 16-page rulebook.

The most difficult decision involved coastal artillery — there just weren't enough counter slots available for the kind of ship-to-shore gun battles that were featured in the old version. We considered giving coastal units a barrage ability, but decided it was a special rule we could do without. Instead we went with something like the ALT mechanics in KOREA and gave coastal units a little extra DRM to abstractly show their heavy gun batteries. Admittedly the solution is not perfect, but it works.

A new wrinkle on ALT has a landed unit become DG on a Mixed or Failure result. This makes after-landing moves less predictable — and recreating the chaos and uncertainty of the invasion of Sicily is definitely a thematic goal of this game's development.

The tight counter budget caused multi-unit Leg formations to lose the usual marker. Those who like the Fog option (OCS 13.7b) might get weepy over this, but hopefully most of you won't miss them at all. We also consolidated some small Italian units. Shed no tears for them either: they were absorbed into a few new CD units that arose from the ashes of the old coastal defense guns.

Also worth mentioning are the many Allied air units that were factored out of the mix. We assume they are busy bombing Italy and protecting the navy, but in the background they explain the high repl rate for air units.

Sometimes we reversed the trend toward consolidation. Large regiments were too brittle when depicted as a single counter, especially when resolving the tragicomic airborne landings (more on them later), so units like the 504th Abn Rgt and 104th PG Rgt were split into a pair of battlegroups. This works really well at the 3.5-mile scale!

Sicily II was designed to be a good introduction to OCS. As such, scenarios have been ordered in what we think is the best way to learn the game:

Western Sicily has no air units. There are a few Destroyers, but these function as floating artillery so by and large a new player can focus his attention on the core mechanics of ground movement, supply, and combat.

Gela Counterattack adds some Axis air units to the mix, but their use is limited to the simple mechanics of flak and air barrage.

Primosole Bridge has a lot going on. It is a mini-game using the rules to the max, including the complexities of Air Drop missions. Ric Van Dyke's article in this magazine walks a new player through the mechanics and thinking that drive the action. An Allied victory in the campaign game hinges on their quickly reaching Catania (and beyond), which makes this scenario good practice for the kind of operations needed to win the long, hard fight to Messina!

Driving to Messina is in some ways simpler than **Primosole Bridge** (it has none of those challenging Air Drops), but it skips "the good stuff" and is kind of a grind. All this combat drill will help a new player dig deeper into the system's tactics in a "full map" game that is both shorter and simpler than the game's two campaign scenarios.

Operation Husky is the game's meat and potatoes. In this we have set up the historical Allied plan (at least how it would look in game terms) so the Allied

player doesn't need to fret over how to load out the various Landing Craft and Tpt-Type air units. Initially we were going to include an "after the landings" version instead, starting with the Axis half of 10 July, but what you see in the published game turned out to be a better way to give the full experience of landings and loyalty checks in get-right-to-it fashion.

Triumph & Folly is for players who want to plan their own invasion — to chase the "northern landing" unicorn or explore some of the Variants provided.

There are some fairly crazy schemes to contemplate during the after-landing moves. If you set up some Allied units in Move Mode they can maybe seize an airfield that would otherwise be out of reach. But do this at your own peril: those Axis KGs are ready to maul any strung-out Allied troops!

There is perhaps nothing more wild in Sicily II than the Air Drops. The Axis player brings in the 1st FJ Division at the bases near Gerbini (using regular Air Transport missions, that have the advantages of safety and half-movement after hitting the runway). The Allies, alas, are required by "Use It or Lose It" to drop both of their airborne divisions. Between the scatter and the Air Landing Table, only a fool actually plans on these units doing anything very useful, but there is still wisdom in saving part of each division to drop on 14 July. This forces the Axis player to keep an eye skyward in both sectors.

The chaos coin's flip side is the rule for Italian Loyalty Tests. These send quite a few units to the Dead Pile without a fight, arguably an inefficient use of precious cardboard. But the "Italian Situation" is fascinating and this is a key variable that makes Sicily II worth re-playing. The Axis should be mentally prepared for the CD units to give up without a fight — and when they do hang tough, it's a glorious surprise!

The Axis faces a difficult decision right away. The choice is obvious: try to crush the landings (some luck and a double-turn will be needed), or just be content playing a fighting withdrawal towards Messina. The one thing you definitely

don't want to do is strand good troops out in western Sicily, an area that is extremely difficult to keep supplied!

Keep in mind these important rules:

- A port captured in the Movement Phase can immediately be used for shipping. Note an LST port cannot be used right away.

- A single combat unit can always be shipped into a port. This makes a 1T port much more useful!

- On the invasion turn DUKWs can get SP ashore by converting into trucks. Unloaded SP on other types of Landing Craft can only be used by adjacent units).

- Floating Forces cargo can only be loaded at start of the Movement Phase, but note Landing Craft can unload in ports during Reaction or Exploitation. You'll want to use regular shipping during Movement, but can use this trick to get more SP out of Floating Forces!

- Per OCS 4.7, some Leg MA units have reduced transport costs.

- Ground units can hit the beach in either mode. Move Mode has advantages (overrun is possible and deeper moves probable), but is dangerous given a possible Axis double turn.

One final rules comment. The most popular series options are Proportional Strength and Long Range Air Effects. The first one works very well here, but I feel that the range option is just too tedious in Sicily II because so many air units are counting their way onto the map via Air Entry Points. You have been fairly warned.

Many thanks to everyone who worked with me on this, especially Dean Essig (the map), Roland LeBlanc (the OB), and Ric Van Dyke (who made it work as the featured game in Operational Matters). We feel Sicily II is a perfect way to give new recruits their baptism in the fire of OCS, and is also a worthy entry in the series for players who have already earned their stripes.

Axis Order of Arrival

New arrivals are placed per 2.1.

10 July
Axis RR Cap is zero
Axis Sea Cap is 4 SP
Messina Ferry Caps are 1 SP (each)

On Island:
6-4-3 Inf Rgt (382)

On Mainland:
1 FJ Div (3 KG x2, 1 MG)
4-4-3 Inf Bn (Regio)
1x Ju.52
1x Ju.52+Gldr
1x Me.323
1x Ju.88
1x He.111
1x SM.82
2x Re.2002 (one is reduced)

Addenda

The map should have a railroad connection between the two hexes of Messina.

The game's extra MC.200 counter will need to be substituted for the missing MC.202 counter in scenarios 4-6. (A corrected counter was included in SMOLENSK.)

Use of the Supply Cache option, new to the v4.3 series rules, is encouraged. This rules update introduces them as fixed (non-variable) reinforcements on the Arrival Charts. Note neither side has any at the start of any scenario. If you don't have the official markers, use coins or poker chips!

There was a request for an historical setup for Axis air units in Scenario 5 or 6. Here it is:

German: 3x Bf.109 at 49.17 (at adjacent bases), 1x Bf.109 at 17.12, 1x Bf.109 at 7.19, and 1x Fw.190 at 46.06.

Italian: 1x MC202 and 1x Ju.87* at 7.19, 1x MC202 at 12.14, 1x MC202* at 52.19, 1x MC205* at 21.24, and 1x Bf.109* at 17.12.

14 July
New Reserve Markers: 8

On Mainland:
14 Pz Corps HQ
29 PG Div (29 Pio)
1 FJ Div (4 KG x2, 1 Pio, 1 Arty)
1 Wagon Point
1x Ju.88

Option 4.2: Roll for rest of 29th PG

At the end of this game turn…
- Place 2 Mule Points (loaded) with any HQs.
- Permanently remove the Ju.52+Gldr and Me.323 counters from play.
- Receive 1x Supply Cache (option).

17 July
On Mainland:
1x Ju.88
1x Do.217K. Roll a die to determine its arrival condition:
   1-3 = It goes in the Dead Pile
   4-5 = It arrives reduced
     6 = It arrives full strength

Design Note: *The new Fritz-X missiles are treated as torpedoes (OCS 18.3e).*

21 July
On Mainland:
29 PG Div (15 KG x2, 71 KG x2, 129 AG, 29 Arty, Loaded Truck)

Option 4.3: Alpi G It Mtn Div

At the end of this game turn…
- Check for Situational Points (5.2)

28 July
On Mainland:
Nembo It Para Div (185 KG x2)

31 July
At the end of this game turn…
- Both a Bf.109G and a Bf.110 take a step loss (to reflect transfers).
- Receive 1x Supply Cache (option).

3 August
At the end of this game turn…
- Check for Situational Points (5.2).

Allied Order of Arrival

New arrivals are placed per 3.1.

10 July
Allied RR Cap is zero
Allied Sea Cap is 8 SP
Option 4.3: 24-4-3 CW Inf Div (46)
Option 4.4: 1 CW Abn Div (4 BG x2) and the C-47+Gldr are full strength

14 July
New Reserve Markers: 8
3-4-8 Arm Recon Bn (91)
3-2-8 TD Bn (813)
20-2-3 Arty Rgt (17, 178)
6-2-5 Arm Arty Bn (58, 62, 65)
3-4-3 CW MG Bn (2/7 Msx)
12-2-3 CW Arty Grp (8 FA)
24-2-3 CW Arty Grp (8 M)
(5)-3-3 CW AT Grp (8 AT)

At the end of this game turn…
- Place 2 Mule Points (loaded) with any HQs.
- Remove 1x Halfx+Gldr, 2x B-17, 1x B-24, and 2x C-47+Gldr counters permanently from play. These can be reduced or even in the Dead Pile.
- Reduce Landing Craft and DUKW in play to not more than 12 and 4 points, respectively. (Note LST are not reduced.)
- No more air drops of combat units are allowed (3.3c). Make any "Use It or Lose It" trades (3.3d).
- Receive 2x Supply Cache (option).

17 July
22-3-3 Inf Div (9)
3-4-3 CW Mar Bn (7 RM)

24 July
22-4-3 CW Inf Div (78)
2-4-6 CW AC Bn (56 Rec)

31 July
3-2-8 TD Bn (601)

Option 4.5: Allied Garrison Needs

At the end of this game turn…
- Both American and Commonwealth factions get an Air repl plus either a Pax or Eq.
- Allied RR Cap is now 2.
- Receive 2x Supply Cache (option).

Terrain Effects Chart

Feature	Combat Line	Movement Track	Movement Truck	Movement Leg	Special Modifiers Armor	Special Modifiers Mech	Special Modifiers Other
Open	Open	1	1	1	[x 2]	[x 2]	x 1
Low Hills	Close	1	2	1	[x2]	x1	x 1
Hills	Close	2	3	1	x 1	x 1	x1
Rough	Close	3	5	2	[x1/2]	[x1/2]	x 1
Mountain	V. Close	P	P	All	x1/3*	[x1/2]*	x 1*
Lava Flow	V. Close	P	P	All	x1/3*	[x1/2]*	x 1*
Village	Close	ot	ot	ot	x 1	x 1	x 1
City	V. Close	ot	ot	ot	x1/2	[x1/2]	x 1
Road	ot	1/2	1/2	1/2	ot	ot	ot
Railroad or Track	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 5	+ 1	[x1/2]	[x1/2]	[x1/2]
Sea/Blocked	ot	P	P	P	P	P	P

[x#] — Attack times multiple; Defend at x 1.
P — Movement Prohibited

* — Via Road or Railroad if movement is "P" (OCS 9.1f).
ot — Dependent on other terrain in hex

Allied Repl Table

(two dice)

Roll	Repls
2 - 6	None
7	Air
8 - 12	Air + choice of Pax or Eq

Roll once for American and once for Commonwealth repls each turn.

Eq cannot be used for air rebuilds. Repls cannot be saved for later.

Common Rebuild Table

Units That Cost 1 Eq:
  all "Armor" (Yellow-symbol)
  all "Mech" (Red-symbol)
  all Artillery, AT, and Flak

Units That Cost 1 Pax (per step):
  all other combat units (HQ, inf, etc.).

Specialty Types:
  Ships = no rebuilds.
  Planes = each Air rebuilds 2 steps.

Axis Repl Table

(two dice)

Roll	Repls
2 - 8	None
9	Pax
10 - 12	Air + choice of Pax or Eq

Roll once for German and once for Italian repls each turn.

Eq cannot be used for air rebuilds. Repls cannot be saved for later.

Breakdowns can be built by Pax if there are no other dead units.

Amphibious Landing Table (two dice)

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

Diceroll Modifers:

-1	Per CD unit (wave symbol showing) within 2 hexes
-1	In an enemy ZOC
+1	In range of at least 25 ship barrage factors
+1	Cargo load is all Commando, Marine, and SP
+1	On 10 July (due to surprise and pre-invasion barrages)

* Use if landing at a friendly port and the load exceeds the port's capacity

Results:

Failure LC and at least 1/2 of cargo are destroyed; landed units are DG

Mixed LC are destroyed; landed units are DG

Success LC survive and cargo is ok

Example: A division lands in a Hills hex. The modified ALT roll is a '6' on two dice, which yields a "Mixed" result. The LC all die, but the division is successfully landed (in DG mode).

Notes:

A) Each applicable modifier can be applied just once except the one for CD units, which is "per unit."

B) Ships can affect numerous landings (given range limitations) and their use here does not affect their normal operations.