

Kesselring

Kesselring is a simulation for two players of the allied invasion of Southern Italy in late 1943. One player controls the Axis forces led by Field Marshal Albert Kesselring and the other assumes the role of his historical opponent Field Marshal Bernard Montgomery.

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A. COMPONENTS

(A1) These Rules.

(A2) Mapsheet.

This represents the area involved in nearly all the fighting during the relevant period and three abstract "off map" areas (Sicily, the NW and NE boxes) which are usable as "holding" zones (see section P). In order to regulate movement and combat the map is covered with

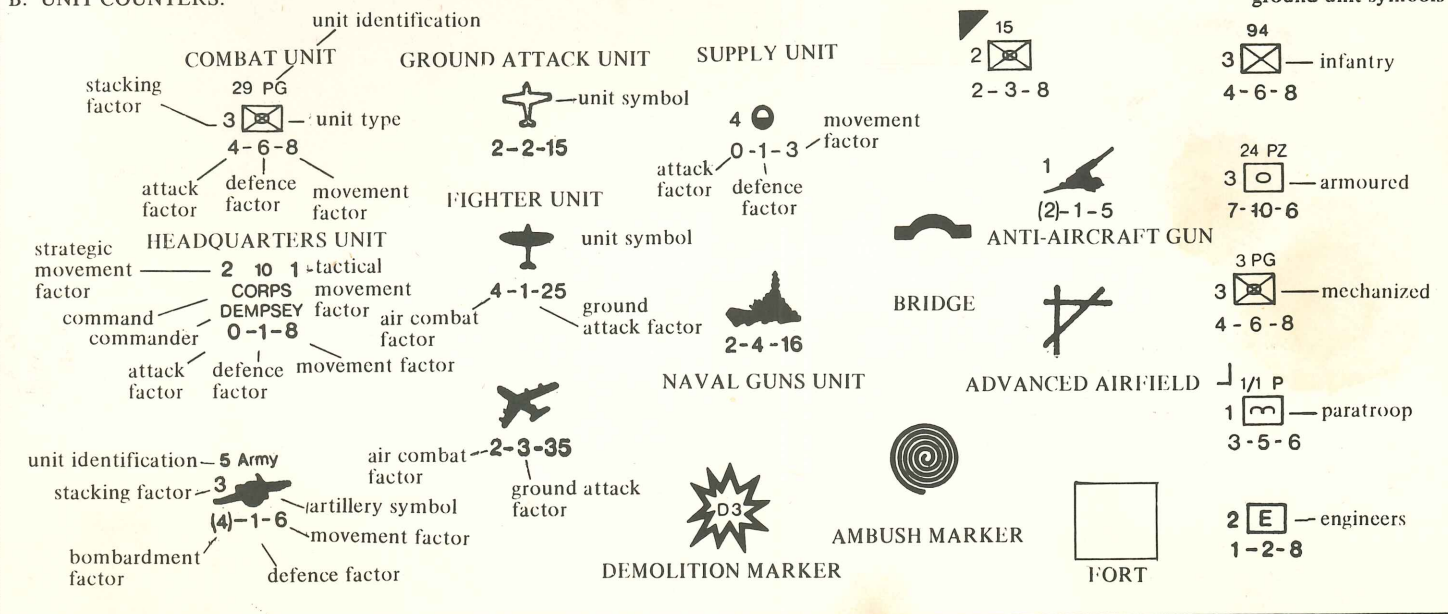
a hexagonal grid on which the cardboard unit counters move from "hex" to adjacent hex according to the rules governing movement (Section I) Also on the map sheet are charts and playing aids.

(A3) UNIT COUNTERS

There are two main divisions of counter types. First unit counters, representing actual historical forces in the case of infantry,

mechanised, specialist, armoured and HQ units, and also abstract forces representing supply, air and artillery assistance available. These troop units belong to one side or the other according to their colour and are not usable by the opponent. The second type of counter is used to keep record of demolitions, ambushes, bridges, the weather, passing of 'historical' time etc., and in many cases are usable by either side.

B. UNIT COUNTERS.



C. AIMS OF GAME

Each player attempts to gain victory points and deny them to his opponent. There are minimum and maximum points levels for each turn from turn two onwards which can cause the game to reach a quick conclusion (if one side achieves an overwhelming advantage), or be used to adjudicate an unfinished game as explained under victory points. Victory points are gained by the capture or retention of various geographical features, and in certain other ways (see section R).

Before play starts players should decide which player will command which army, and which of the optional rules, if any, are to be used.

D. GAME TURN

(D1) GENERAL

Each game turn represents one week of historical time and is divided into "phases" during which the phasing (i.e. moving) player may carry out certain operations. As each phase is completed the phase indication counter

should be moved on to the next segment of the circular phase recorder on the mapsheet

(D2) PHASE ORDER

1) HEADQUARTERS PHASE: the players decide which way up their HQ units will be for the rest of the turn, Allies first (see section H).

2) WEATHER DETERMINATION PHASE: one die roll is cross indexed with the weather numbers on the Time Record Track (see rule E).

3) **ALLIED MOVE:** the Allied player moves his units within the movement rules, carrying out over-runs, invasions, commando and paratroop drops, etc., followed by air movement.

4) **GERMAN STRATEGIC MOVE:** the German player may move those units capable of strategic movement as determined by HQ placement and range.

5) **ALLIED TACTICAL MOVE:** the Allied player moves those units eligible for tactical movement as determined by HQ placement and range.

6) **ALLIED & GERMAN BOMBARDMENT:** each player makes bombardment attacks, the Allied player first, then the German player.

7) **ALLIED COMBAT:** all German units in Allied Zones of Control (ZOC's) are attacked by Allied units.

8) **ALLIED REPLACEMENTS AND REINFORCEMENTS:** new Allied units due are placed on the map, replacement points taken, and depleted Allied forces rebuilt.

9) **GERMAN MOVE:** as Allied move, but no sea movement or commandos.

10) **ALLIED STRATEGIC MOVE:** allied equivalent of phase 4.

11) **GERMAN TACTICAL MOVE:** German equivalent of phase 5.

12) **GERMAN AND ALLIED BOMBARDMENT:** as phase 6 but reverse order (i.e. Germans first).

13) **GERMAN COMBAT:** all Allied units in German ZOC's are attacked by German units.

14) **GERMAN REPLACEMENTS AND REINFORCEMENTS:** German equivalent of phase 8.

After completion by both players of all the above phases the turn is complete, and the Turn Record Counter is advanced one box along the Time Record Track (TRT).

E. WEATHER

The die is rolled and compared with the weather indicator numbers on the Time Record Track for that game turn. If the first number in the box for that turn is not exceeded then the weather is GOOD, if it is exceeded but the second number not equalled the weather is POOR, and if the die is equal to or greater than the second number, the weather is BAD. Place the weather marker counter in the weather market counter in the appropriately marked box over the Terrain Effects Chart (TEC). Only the column under that box of the TEC is in operation for movement effects that turn.

F. ZONES OF CONTROL (ZOC)

The six hexes surrounding a ground unit are in its ZOC unless they are all-sea hexes or there is a high peak hex SIDE between the unit and the hex in question (EXCEPTION: unlike other units mountain units do exert ZOC's across high peak hex sides). HQ and Supply units do not exert a ZOC. ZOC's affect movement, combat and supply -

MOVEMENT: units must stop upon entering an enemy ZOC (see section I).

COMBAT: generally, units must attack enemy units in their ZOC (see section M).

SUPPLY: supply cannot be traced through an enemy ZOC unless it is occupied by a friendly unit (see section N).

G. STACKING

"Stacking" refers to the number of units that may be stacked in, that is occupy, a single hex at the same time. Each unit has a stacking factor (see unit display, section B), apart from HQ, Naval Guns, and Air units. At the end of any movement phase, the following stacking limits must be observed: -

1. German and Allied units may never occupy the same hex (this restriction applies during a movement phase as well as at the end of the phase). Exceptions: Naval Gun and Air units may occupy the same hex as enemy units. So may units involved in an 'over-run' (see below).

2. The total stacking factors of units in a single hex must never exceed 7. Exception: over-runs (see below). Note: Naval Guns, HQ, and Air units have no stacking factors; they may therefore stack freely with other units without adding to the total of stacking factors

in the hex. There is no limit to the number of stacking factors that may occupy a single hex during a movement phase, i.e. a unit may move through a hex containing the maximum permissible stack, but may not exceed the limit at the end of the phase. Units forced to retreat after combat (section M) must not exceed stacking limits in doing so.

Exception: Over-runs. When units of one side over-run units of the other, land units of both sides may temporarily occupy the same hex. Neither side may have more than 7 stacking factors present in this case, but their combined stacking factors may total as much as 14 (see section I).

H. HEADQUARTERS PHASE

H1. In this phase the players may invert their HQ units if they choose. The Allied player makes any adjustments he wishes first, then the German player. The purpose of this is to choose which strategic and tactical factors players want showing (and therefore usable) for the remainder of the game turn (see unit display, section B).

H2. The Strategic Factor is the number of units that may use strategic movement if within range of a suitable HQ; the Tactical factor is the number of units that may use tactical movement if within range of a suitable HQ.

HQ range for giving strategic and tactical movement is five hexes, irrespective of terrain or enemy units. The number of units permitted to move in the strategic and tactical movement phases is one unit counter per factor; for example an HQ with a strategic factor of 2 uppermost allows a maximum of two units to be moved during the strategic movement phase - they must of course also be within range. Exception: Some divisions are represented by more than one unit counter, namely 82nd Paratroop Division (U.S.) and the Hermann Goering Division and 29th Panzer Division (German). A single HQ strategic or tactical factor is sufficient to enable all the counters of one of these divisions to move in the appropriate phase (see section K).

H3. HQ units can only be destroyed by land combat. When rebuilt they are placed on Sicily on the appropriate boxes, in the normal way. HQ units cannot retreat through enemy ZOC.

H4. Allied units can use the HQ's of other allied nations.

I. MOVEMENT

II. GENERAL

In the normal movement phase of his turn, each player may move all, some or none of his units.

Units are moved from hex to adjacent hex, at their owners' discretion, and pay a movement factor (MF) cost for each hex entered or in some cases hex SIDE crossed, as shown on the Terrain Effects Chart (TEC) and as modified by the prevailing weather. No unit may exceed its movement factor in any single movement phase of any sort (normal, strategic or tactical). If it has not enough MF's left to enter a hex, it may not do so. Also, units may not 'save' MF's from one phase (or move) to another, or lend or borrow MF's from each other.

Units must immediately stop movement on entering any enemy ZOC (exception: see over-runs) and if they start a movement phase in an enemy ZOC they may leave it only if they do not immediately enter another enemy ZOC. For movement purposes, friendly units do not negate enemy ZOC's i.e. a unit may not move through an enemy ZOC, even if the hex in question is occupied by a friendly unit.

Armoured units pay no penalty for leaving an enemy ZOC but all other units, including mechanised units, pay 1 extra MF.

I. 12.OVER - RUNS.

When, during any movement phase, enough units have been brought to bear to guarantee the reduction to a remnant of all enemy units in a hex by normal combat only (excluding any artillery or strategic and tactical reactions) the defenders are said to be "over-run". The attack may be computed using Combat Results Table (CRT) 'B' provided that the requirements of a CRT 'B' attack are met (see section M).

Over-run units lose their ZOC from the

moment they are over-run, and no longer affect enemy movement. The over-running units must remain adjacent to the over-run unit(s) for the remainder of the movement phase; and they must attack the over-run unit(s) in the combat phase if 'gally possible. From the moment of over-run moving units may move through, or end movement on, the enemy occupied hex. Units ending on top of over-run units must engage them in the combat phase.

Over-runs are the only case where ground units of both sides may occupy a hex at the same time.

I. 13. SEA MOVEMENT

This may be carried out only by Allied Non-Italian units and may take several forms, all of which may be carried out only in the normal movement phase.

14. NAVAL GUNS UNIT

This may move at a movement cost of 1MF per coastal hex (i.e. part-sea hex) or all-sea hex and ignores all enemy units for movement purposes, even stacking with them in coastal hexes. When the Naval Gun unit occupies a coastal hex it may bombard either that hex or any adjacent hex. The Naval Gun unit may never enter all-land hexes.

I. 15. INVASION

One Allied invasion takes place during turn one. A second invasion may be carried out at the Allied player's discretion, at any time during the last four game turns. All units taking part in an invasion are automatically in supply during the invasion turn, but after that turn they must be supplied in the normal way (see section N). Invasion units may only land on beach hexes (see Terrain Effects Chart) and pay no movement cost to enter this first hex, but have their MF cut by half for all movement phases that game turn, rounding fractions down.

A supply counter must be placed on an all-sea hex next to the invasion beach area to indicate the supply capacity of the beach head. Supply counters so placed are the only 'land' units allowed to end a movement phase on an all-sea hex.

Units landing on a beach hex in an enemy ZOC may not move further that phase.

Second Invasion takes place at the Allied player's discretion during the normal movement phase of any of the last four game turns. A maximum of 10 stacking factors may be landed in good weather, 8 in poor weather and 5 in bad weather. A supply counter placed in an all-sea hex to indicate the supply capacity of the beachhead does not count towards this limit.

Commando units cannot be used in invasion turns, but paratroops can be dropped.

I. 16. PORTS AND BEACH-HEADS

Certain towns are regarded as having an intrinsic supply (see TEC) and units may trace supply from them.

A town with an intrinsic supply hex adjacent to it on an all-sea hex is a PORT. (i.e. all coastal towns with intrinsic supply symbols are regarded as ports). In addition to their other supply functions (see section N) ports may be used by the Allies to land or transfer units, providing they do not contain an effective demolition counter (see section J) N.B. The intrinsic supply symbol is printed at sea for ease of identification; it should be regarded for purposes of play as being in the town hex.

Units may move from or to such a port hex on any normal movement phase after it has been occupied by any friendly land unit moving on to or through the hex. Such sea transfer may not occur in the same movement phase in which the port was occupied.

Beach-heads. All beach hexes (see Terrain Effects Chart) may be used for invasions, and beach-head supply may be traced through them. Invasions may not take place elsewhere and sea transfer may not take place from or to other coastal hexes, except ports and the SICILY box.

To trace beach-head supply over a beach-head the allies must move a supply counter into any all-sea hex adjacent to the area. More may be added, in order to increase the supply capacity of the beach-head, at the maximum rate of one supply counter per game turn. The supply capacity of ports may be similarly

increased. Supply counters may be placed on all-sea hexes only under the following conditions:

1) a normal land supply counter starts the normal movement phase on a beach-head coastal hex and is moved to an adjacent sea-hex.
2) when carrying out an invasion, the allied player allots a supply counter to be used as a beach-head supply course.
3) All the beach-head hexes were/are occupied last by allied units and a supply counter is sea-lifted from elsewhere, subject to normal sea transfer rules, including expending 1 MF to be unloaded onto the all-sea hex. Only the Allied player can use or create beach head supply sources.

DESTRUCTION OF PORTS When the German player re-occupies a port it is immediately eliminated. It must be re-occupied by the allies to function again as a port.

Supply counters used to indicate beach-head supply capacity may never be moved once placed on an all-sea hex, and if eliminated by the Germans, they are placed on one side and are not usable again for any purpose during that game. They may not be used to give 'attack' supply (see section N).

Supply counters placed on all-sea hexes to indicate beach-head supply capacity are eliminated when German units were the last to occupy every hex on the beach head.

17. SEA TRANSFER

Land units may be transferred by sea, using the following procedure. The unit being transported is moved to an operative port or beach head hex at normal movement cost. It costs 1 MF to "load" and 1 MF to "unload" (additional to the cost of terrain at destination) and 1 extra MF if the distance covered by sea is more than 15 hexes.

Weather has no effect on sea movement. If the unit has MF's left after having landed it may use them if it chooses. In order to make use of sea-transfer a unit must have sufficient MF's to 'unload' that turn.

There is no limit on the number of units which may be transferred by sea, except that sea transfer cannot take place during an invasion turn. Sea transfer may not be used in the strategic or tactical movement phases.

Allied units may be sealifted from port to port irrespective of distance between the ports, subject only to the restrictions above.

J. DEMOLITIONS AND AMBUSHES

J1. GENERAL: Demolitions, when effective, affect terrain. Ambush counters make a 1-2 bombardment attack on the first unit entering the hex occupied by the ambush. Both may be placed on any hex containing land, and demolitions may be placed on port supply (all-sea) hexes. They are placed during the normal movement turn only.

J2. PROCEDURE: DEMOLITIONS

Demolition counters may be placed on the map by the following units only: Allied bomber, engineer and commando units; and German bomber and land units other than HQ's, supply and flak units. For air demolitions see air rules, and for commando demolitions see commando rules.

During the German normal movement phase any land units may place, at a cost of 2MF, no more than two "D3" demolition counters and two blanks. In addition, the German engineer unit may place a "D5" counter or blank. These are all placed inverted. When no counters are available the German player may re-use any counter he has previously placed, simply removing it from the map and placing it in its new location.

The Allied engineer units may place a "D3" counter during the Allied player's normal movement phase. Demolitions may not be placed in enemy ZOC's. "D3" counters may also be placed by bomber units (see air rules).

J3. PROCEDURE: AMBUSHES

Ambush counters may be placed inverted by commando units during raids by the Allied player (see commando rules). No other Allied unit may set ambushes. Any German land unit may place an ambush counter, inverted, on any hex that it passes through, at a cost of 2 MF.

J4. EFFECTS:

The first land unit entering a hex containing an inverted counter that may be an ambush or

demolition, turns it up to see what it faces. If it is a blank he removes it and carries on with his move at no penalty, if it is an ambush he immediately undergoes an attack at 1-2 on the bombardment table and if the unit suffers a loss (i.e. if a die of 1 or 2 is rolled) the unit loses a step and may move no further that movement phase. If it does not suffer a loss, the unit carries on without penalty. In either case, the ambush counter is removed. If the counter revealed is a demolition the player rolls a die and if the number exceeds the "D" number, the demolition is removed and has no effect: it is ineffective. If effective, it remains in place and is operative until removed.

EFFECTIVE DEMOLITIONS. If placed on a road hex, they negate the road bonus for movement purposes and they halt the first unit moving on to them (i.e. the one 'discovering' them) unless the owning player rolls the die once and gets a result equal to or less than the units stacking factor, in which case it may carry on losing only the road bonus. On intrinsic supply hexes demolitions negate the intrinsic supply until removed; on air bases they render them inoperable until removed; on ports (the placing unit moves on to the relevant town: the "D" counter is then placed on the all-sea hex), they render them inoperable until removed; next to bridges they negate the bridge until removed.

J5. REMOVAL of DEMOLITION COUNTERS

These may be removed in any of the following ways:

1) by the placing player, during a subsequent movement phase, to re-use elsewhere.

2) by the first unit 'discovering' it throwing a die and exceeding the "D" number.

3) by any other land combat unit (except engineers) subsequently moving on to it and expending 3 MF's to attempt to remove it by equaling its own stacking factor with a die roll; if it fails the unit may not move further in that phase.

4) by an engineer unit moving on to it and rolling a die of 1-5 at a cost of 1 MF.

J6. Demolition counters may be removed during any type of movement phase: normal, tactical, or strategic.

J7. No more than 3 demolition counters, 1 ambush counter, and 2 blanks may be placed by German ground combat units in a single game turn. Any counter placed by the Engineer unit counts towards these totals.

K. STRATEGIC & TACTICAL MOVEMENT

During this phase, the owning player may move his units in the same manner and subject to the same restrictions, as during normal movement but subject to the following extra restrictions.

STRATEGIC MOVEMENT: Each HQ may enable a number of units to move, up to its strategic factor (see unit display section B). That is, each strategic factor point of an HQ permits one unit counter to move be it HQ, combat, supply or artillery. Certain divisions have counters representing their component regiments rather than just one divisional counter e.g. the three regiments of the 82nd US paratroop division (the only Allied unit with this benefit), and the Herman Goering and 1st Paratroop divisions. These regiments have "same-division" identifying marks for easy recognition. Two or three regiments of a single division need only one strategic (or tactical) factor point in order to be moved, rather than one per regiment. Thus all three 82nd paratroop regiments for example, need only one strategic factor point to be moved by an HQ.

During strategic movement, units may leave enemy ZOC's but not enter them. In order to be able to use strategic movement units must start the phase within five hexes of an HQ. This five hex range ignores all terrain and enemy units and ZOC's.

TACTICAL MOVEMENT has the same restrictions as strategic but is subject to the tactical factor of the HQ's (see unit display). In this phase units may enter enemy ZOC's but if they start the phase in a ZOC are not allowed to leave.

The same unit may use strategic and tactical movement during the same game turn.

EXTRA RESTRICTION When the German 1st paratroop HQ is on the mapboard, the German 1st paratroop division may only benefit from tactical or strategic movement from this HQ. The division may use other HQ's when 1st paratroop HQ is off the map as a remnant.

L. BOMBARDMENT

L1. GENERAL

Bombardment is carried out against adjacent hexes, by artillery, flak, and the naval guns unit (and air units: see air rules). Bombardment is always voluntary and takes place during the owning player's two bombardment phases each game turn. The same unit may bombard in both phases, but no unit may split its bombardment factors between two or more hexes in one phase.

L2. PROCEDURE

Total all of the bombardment factors (BF's) of all units taking part in a barrage against one hex and compare this total to the defence value of the terrain occupied by the defender's units (see Terrain Defence Value Chart) Reduce this to the lowest ratio, rounding off in favour of the defender, on the Bombardment Results Table. For example: - 3BF's against defensive terrain of 2 (clear) gives 3-2 rounded down in defender's favour to 1-1. Roll the die and cross-index the die roll with the odds to get a numbered result. This number is the number of steps lost by the units occupying the hex bombarded. (defender's choice of which units suffer).

There is an 'overkill' effect if a 6 is thrown at 3-1, which gives the additional effect of a "fort" (see section O) being placed immediately on the attacked hex. This rule is intended to simulate the effect produced, for example, by the Allied bombardment of Monte Cassino, whereby the resulting rubble created a more formidable defensive position than the original monastery! This is the only occasion in which a "fort" can be built in an enemy ZOC, it is also the only type of "fort" that can be used by Allied forces. All such forts caused by artillery fire are removed at the end of the game turn in which they were created. In the event of an overkill result on an existing fort hex, the extra "fort" is added to the original fort and its effects are additional.

The Naval Guns counter may only occupy sea or coast hexes, and may bombard adjacent hexes in exactly the same manner as normal artillery. It may suffer bombardment attacks (only) in which case it uses its defence factor, not that of the terrain. If it is in a coastal hex it must be bombarded separately from any other units in the hex.

L3. Roads and Bridges. If a successful bombardment attack is made against a road or bridge a demolition counter is placed on the hex in question; The units on the hex are unaffected. Conversely, if a bombardment attack is made against the units the road or bridge is not affected.

M. COMBAT

M1. GENERAL

At the start of the combat phase, all of the phasing player's units with attack factors (bombardment factors are not attack factors) that are in the ZOC's of enemy units with attack factors must take part in combat. The only exception is that mountain units may choose not to attack across high peak hex sides and are the only units that can (and indeed must) be attacked across a high peak, even by other mountain troops.

Similarly, all enemy units with attack factors in the phasing player's ZOC's must be attacked by at least one unit. Enemy units without attack factors, e.g. HQ and supply counters, may be attacked or ignored at the phasing player's discretion as long as they are not stacked with units with attack factors, in which case the stack (as a whole) must be attacked. Combat is apportioned at the attacker's (i.e. the phasing player's) discretion as long as the above conditions are met. Attacking units in a stack must be treated as one defensive whole. Attack factors cannot be withheld, nor can the attack factors of individual units be divided between two separate attacks or lent to other units.

Units which are stacked with attacking units, but which themselves have no attack factors,

may not be reduced as part of the attacker's losses but may advance after combat within normal restrictions. Units without attack factors on their own in an enemy ZOC are treated similarly if all adjacent enemy units are attacked.

Units without attack factors (i.e. HQ, Artillery & Supply counters) on their own in the ZOC of an enemy unit which has an attack factor, where the enemy unit(s) can not be attacked by any friendly unit, are automatically retreated one hex at the end of the combat phase. If there is no retreat path because of terrain rules, or the retreat can only be into an enemy ZOC, the unit(s) suffers an automatic one step loss (see below).

M2. PROCEDURE

Total all the attack factors of the attacking units participating in the combat (modified if necessary by terrain) and compare with the total of the defending units involved (similarly modified) and reduce this comparison to the nearest ratio on the Combat Results Table (CRT) rounding down any leftovers in favour of the defender.

EXAMPLE: Units with a total of 15 attack factors, attack an enemy unit across a river and are therefore halved to 8 (rounded up); the defending unit has a defence factor of 3, doubled in a mountain to 6; thereby producing a ratio of 8-6, which is rounded down to 1-1. Similarly 15-8 is 1-1, but 16-8 is 2-1.

A die roll is cross referenced with the odds on the CRT, and the result is expressed as two numbers separated by a slash. The number before the slash is the number of steps lost by the attacker, the second number is the number of steps lost by the defender. The owning players decide which of their participating units suffer losses, defender first. Resolve one combat before going on to the next. The order in which attacks are made is determined by the attacker, i.e. by the phasing player.

The second step lost by a defender in each attack is not taken as a step loss, but instead causes the stack to retreat one hex. The path of retreat is determined by the defender, but may not be into an enemy ZOC, or across an unbridged river hexside, or high peak hexside (exception: mountain troops may retreat across a high peak hexside). If there is no legal retreat path, the unit (or stack of units) loses the step instead and may be retreated (at the attacker's discretion) into an enemy ZOC of the defender's choice. If the attacker refuses permission for the unit to retreat into one of his ZOC's, the unit simply loses one step and remains in place. The second step lost by an attacker is not replaced by a retreat.

M3. STEP LOSSES

Units may suffer losses, which are expressed in steps lost, either as a result of combat or from lack of supply. Some units, for example Flak and Italian units, have only one step to lose. When inverted these units are blank and when they suffer any loss they become 'remnants' and are removed from the map, and appropriate action is taken under the remnants rules (see section P). Other units have one step down to a BG (battlegroup) status. If any unit with 'BG' on its reverse face suffers a further loss it goes down a further step and becomes a remnant and is removed from the map. Some powerful units have 'secondary' counters (e.g. 7th armoured division). They may never have the original and the secondary counter on the map at the same time, not even in the holding boxes nor adjacent to the Time Record Track (TRT) as remnants. At full strength these units have the strongest side (the side with the highest combat factors) showing and are inverted to show their first step lost. The second step lost is represented by replacing them with the secondary counter, higher CF side uppermost. This is inverted to BG status as a third loss and removed as a remnant for a fourth step lost.

Some units have no secondary counter, but when inverted do not show a BG sign, just weaker CF's. These units (e.g. the regiments of the Hermann Goering division) suffer a second step reduction by being replaced with an anonymous BG counter of the same type if available, i.e. armoured BG for an armoured unit, infantry for any other. If no BG counter is available the unit becomes a remnant and is

removed from the map. These BG's are treated like normal BG's, but the unit loses its divisional bonuses for strategic and tactical movement until it is built back and no longer anonymous. Italian units are permanently eliminated when suffering any loss and can not be rebuilt.

M4. ADVANCE AFTER COMBAT

When a hex is vacated as a result of combat (by a retreat or elimination) any victorious unit(s) that took part in the combat may advance into the vacant hex, within stacking limits. This advance costs no MF's and may be made directly from one enemy ZOC to another. Such an advance must be made immediately after the particular combat has taken place, or not at all.

M5. CHOICE OF COMBAT RESULTS TABLE

There are two CRT's headed respectively 'A' and 'B'. The attacking player may always use CRT 'A'. In order to use CRT 'B' however at least one of the units participating in an attack must be both within HQ range and within attack supply range. A unit is within HQ range if it is within five hexes of an HQ counter, irrespective of terrain and enemy units. There is no limit to the number of attacks that may be traced to a single HQ. A unit is within attack supply range if it is within 8 MF's of a supply unit, the movement counted as for armoured units. This supply path may be traced through enemy ZOC's only if the hex(es) is occupied by friendly units. One supply unit may supply any number of CRT's 'B' attacks, but whenever a CRT 'B' attack is made, even a single attack, the supply unit fueling it is removed from the map at the end of the phase. Intrinsic town or port hexes may not give attack supply. The use of CRT 'B' is always voluntary. Neither a supply unit nor an HQ unit is needed for CRT 'A' attacks.

N. SUPPLY

N1. GENERAL. Generally speaking, units must be able to trace a supply path either to a town or port with intrinsic supply (see TEC) or to a supply counter - whether mobile or in place on an all-sea hex to indicate beach-head supply capacity. Exceptions: units taking part in an invasion, during the invasion turn; supply counters themselves; commando units for the first two turns of a landing.

N2. GENERAL SUPPLY to be in general supply a unit must be within 15 MF's, counted as for armoured movement, of a friendly supply source. A friendly supply source is either: a friendly supply counter, or a town or port last passed through by one of the owning player's units, with an intrinsic supply capacity, and which does not contain an effective demolition counter. General supply is computed at the end of the phasing player's normal movement phase. Each supply counter or symbol may give general supply to no more than ten stacking factors. Supply units themselves need no general supply and do not count towards this limit. Any number of units which do not have stacking factors may draw supply from a single supply source.

N3. ATTACK SUPPLY gives units the chance of using CRT 'B', if they are within attack supply and command range, at the cost of removing the supply unit used at the end of the combat phase. Attack Supply paths may be traced through enemy ZOC's if occupied by friendly units but not otherwise.

N4. UNSUPPLIED UNITS are those either beyond range of a supply source or in excess of the number of units that can be supplied (in which case the owning player chooses which units are in general supply and which unsupplied). At the end of the normal movement phase, unsupplied units are reduced one step. Unsupplied units are not allowed to take replacements.

Commandos and paratroops have special supply rules (see rules Q & T).

N5. Italian Supply. Italian units controlled by the allied player (ie. not including the NEMBRO unit) are considered in supply for turn 1. After that they must be supplied by allied supply sources normally, or by intrinsic supply from a source they have been the last to occupy or pass through.

O. FORTS

Forts may be built by the German player on the game turns indicated 'FORT' on the TRT, at the rate of one per fort turn. Simply place the fort counter on the chosen hex at the end of the German Replacement and Reinforcement phase. A fort cannot be built on a hex that is not within general supply to the Germans nor can it be built within an Allied ZOC. 'Forts' may also occur as a result of bombardment 'overkill' (see section L) Forts built by the Germans are removed the moment any Allied unit with an attack factor enters the hex occupied by the fort. Forts do not need to be occupied by friendly units to be built or maintained, and neither air or artillery bombardment destroys forts.

Forts 'absorb' or negate the first step lost in any combat that involves, on one side, EXCLUSIVELY units in a fort whether attacking or defending. Allied units benefit only from artillery 'overkill' forts, i.e. they may not make use of forts built by the German player.

Units in forts cannot advance after combat. They suffer normal attrition from lack of supply.

P. REMNANTS, REPLACEMENTS and REINFORCEMENTS.

P1. REMNANTS. A unit becomes a remnant when it suffers a combat loss and has no remaining steps to lose.

They are removed from the map and placed alongside the Time Record Track (TRT), the number of boxes in advance of the Turn Record Counter equal to the number of extra steps they have lost. Example 1: A 'BG' unit suffers a combat loss of one step, and is therefore removed from the map and placed on the TRT one box ahead of the Time Record Counter. Example 2: A unit still having one step to lose suffers a combat loss of three steps; it is therefore placed on the TRT two boxes ahead of the Time Record Counter, i.e. equal to the extra steps lost which it could not absorb in the normal way.

In the event of more than one unit in a single combat suffering losses no unit may become a remnant until all of the units are down to their last step. Similarly, if all such units suffer 'overkill' and become remnants they must suffer equal losses as far as possible; e.g. all must be placed one box ahead of the Time Record Counter before any can be placed two boxes ahead.

These remnants can be rebuilt, to their lowest strength, during the Replacement and Reinforcement phase of the game turn they are adjacent to on the TRT, at the normal replacement costs (see below), and can then come on as reinforcements.

If a unit is eliminated at 7:1 or more its BG counter is placed 1 box ahead on the Time Record Track.

P2. REPLACEMENTS. Each turn the players receive a number of replacement points (RP) as indicated alongside the Time Record Track. These replacement points are used to rebuild units which have suffered losses, RP's need not be expended in the turn they become available, but may be saved from turn to turn; a record of the current total of RP's available to each player is kept by moving the Replacement Markers along the Replacement Points Track.

The costs in RP's of rebuilding the various types of units is indicated alongside the Replacement Points Track. Extra costs for rebuilding specialists units such as paratroops or commandos are paid only when the step rebuilt is such as to restore that unit's special capacities. Units which are in enemy ZOC, or are out of general supply, cannot be rebuilt. RP's may be used either to rebuild units on the map, or to restore remnants one step. Restored remnants are brought back into the game as reinforcements, at their lowest strength. No unit may be rebuilt more than one step per game turn.

PROCEDURE. Deduct the cost of rebuilding units, by moving the Replacement Marker back down the Replacement Points Track the number of boxes equal to the number of RP's expended. If there are not sufficient RP's to rebuild a unit it must be left in its weakened

state.

If a player has more RP's due to him then he can accommodate on his Replacement Points Track, he loses the excess, but gains one victory point for each RP so lost (see section R).

P3. REINFORCEMENTS. German reinforcements enter the game by being placed in the NE or NW box and are available for movement normally in the next German turn. Allies start in Sicily in the same manner. Rebuilt remnants come on board just as if they were additional reinforcements.

P4. ALTERNATIVE ENTRY FOR GERMAN REMNANTS (optional rule) German remnants are allowed on at FOGGIA, PESCARA, NAPLES or ROME instead of the NE/NW boxes.

P5. WITHDRAWALS (optional rule) When the TRT calls for a unit to be withdrawn it is immediately removed from the map unless it is out of general supply, in which case other units (owner's choice) of at least equal attack factors are removed. Units which are under-strength at the moment of withdrawal must be 'made up' by immediate loss of the necessary RP's or the loss of two victory points per RP if sufficient RP's are not available.

P6. Italian units may not be rebuilt. The German player receives 2 replacement points when the Italian armoured unit is eliminated.

P7. Replacement Costs. Many of these are printed on the map, alongside the Allied Replacement Points Track. Other replacement costs are as follows:—
HQ units: 1 RP.
Engineers: 2 RP.
Supply Units: 3 RP.

Q. COMMANDOS

Q1. GENERAL. Commando units may be used as normal infantry or, provided they have the 'C' still showing on the face up, for commando raids or landings. In order for a commando unit to take part in a raid or landing, it must start the movement phase in a friendly port, beach-head hex, or in Sicily.

Q2. COMMANDO RAIDS. Maximum of one per game turn. Procedure: place an inverted ambush or 'D3' counter on any coastal hex not in an enemy ZOC. Roll the die twice and if an 11 or 12 is the total reduce the commando unit specified for the raid by one step. If the total of this double die roll is 1-10, the commando unit suffers no loss. When carrying out a raid the commando unit is not moved from its starting position; the raid is assumed to be of short duration, and the unit to return to its base within the week represented by a single turn.

Q3. COMMANDO LANDING. Also a maximum of one per game turn (you may carry out both a commando raid and a commando landing in a single turn). The commando unit is landed on any coastal hex (not just beach hexes) not in enemy ZOC, and may move half its MF that turn. Commando units basically move according to the same rules as other units, i.e. they move their full movement allowance in the normal movement phase, and their full movement allowance in the strategic and tactical movement phases if they begin the phase within normal HQ range (five hexes) of an HQ unit with the appropriate factors uppermost. In addition commando units may move half their movement allowance in the strategic (and tactical) movement phases irrespective of the range to an HQ unit, though the number of units which may be moved is still limited by the HQ's strategic (or tactical) factor.

Commandos may 'evacuate' from any coastal hex that has no 'port' operating at a cost of one step lost. Commandos are automatically in general supply for the first two turns (inclusive) from a landing.

R. VICTORY POINTS AND CONDITIONS

Victory points are scored by the Allies for fulfilling certain conditions, and deducted by the Germans if they achieve certain other conditions. For each turn there is a high and low figure for victory points

Table 1

Turn	Allied Victory Points Totals	
	Low	High
3	30	76
4	30	76
5	40	84
6	40	84
7	40	92
8	45	92
9	45	95
10	50	95
11	50	95
12	60	98
13	60	100
14	65	110
15	70	115
16	75	120

A running total is kept and if at the end of the German normal movement phase the Allies have reached or exceeded the higher total for that game turn they score an automatic victory. If at the end of the Allied normal movement phase the Allied player has not reached the lower total he automatically loses. If the game has to be left unfinished these totals can be used to adjudicate who is winning at that time. The player who is nearer to his winning figure during the last game turn victory points computations is the winner and the greater the difference the better the victory. At the game end the victory tally is compared to the following table.

Table 2

Final Victory Points Table

75 or less	Significant German victory
76-85	Successful German defence
86-90	German marginal victory
91-100	Stalemate
101-110	Allied marginal victory
111-119	Successful Allied advance
120 plus	Significant Allied victory

Victory Points are scored for being the last player to occupy a town with a land unit. If the unit is not in general supply score half points, rounded down. Towns and victory points scored if Allied controlled: Salerno (5), Crotone (5), Castrovillari (7), Reggio (5), Taranto (10), Bari (5), Foggia (10), Potenza (5), Naples (15), Capua (8), Cassino (8), Termoli (8), Vasto (7), Ortona (7), Pescara (8), Terracina (5), Rome (10 per hex). The Allies keep 8 victory points while they retain a beach-head supply capacity (i.e. a supply counter in an all-sea hex) at Salerno beach. The Allies gain one victory point each time they lose a Replacement Point (RP) because of lack of space on the Replacement Points Track and the Germans reduce the Allied total one point for each Replacement Point they similarly lose. Either side can gain one victory point for each turn that a full strength division is voluntarily withdrawn from the game, via Sicily (Allies) or the North edge of the map (Germans). Voluntarily withdrawn units cannot return to the game.

If the German player elects to use the 2 optional extra divisions, the allied player gains 2 extra victory points per division per turn. If the German player withdraws these divisions (at full-strength), the allied victory point bonus disappears, but the German player does not gain victory points for such a withdrawal.

Salerno beach, though this ceases after the completion of the November 10th turn. The Allies gain one victory point each time they lose a Replacement Point (RP) because of lack of space on the Replacement Points Track and the Germans reduce the Allied

S. SET-UP & FIRST TURN RESTRICTIONS

S1. GERMANS. Place the Replacement Marker on box 2 of the German Replacement Points Track, the reinforcements on the Time Record Track as indicated, 60 PG and 71st Infantry Divisions on the last box of the TRT (see note above the TRT), and place units on the map as follows:—
Hex 1324: 2 Para Division, 76 Pz HQ, a

flak unit, and a supply unit.

Hex 2422: 15 PG (3 units).
Hex 3021: Hermann Goering Division (3 units), 10th Army HQ, a flak unit and a supply unit.
Hex 3220: 711 (NW) unit.
Hex 3720: 16 Pz.
Hex 3914: 29 PG.
Hex 5218: NEMBRO unit (pro-German Italian).
Hex 4516: 26 Pz and a supply unit.
Hex 3107: 1 Para. Div., (3 units), 1 Par Div. HQ, a flak unit, and a supply unit.
Hex 1508: Engineers.
NW Box: 11 flak HQ, 3PG.

AIR SET UP (if optional section V is being used). 1 Bomber counter in ROME, 1 in FOGGIA; 1 Fighter counter in each of FOGGIA, ROME and NAPLES. German bombers start on the ground, fighters in the air.

The German player must at all times keep at least 1 unit with an attack factor in Rome.

S2, ALLIES. Put the Replacement Marker on box 4 of the allied Replacement Points Track, and place the following units in Sicily — BRITISH 78 Div, 4 + 23 Armoured US 82 Para. Div. (3 units) + Rangers, BR 30 Corps HQ, 5 Corps Artillery, 30 Corps Artillery, US Army Artillery, 13 Corps Artillery, 10 Corps Artillery, 1 supply unit. Italian units: armoured in NE hex of Rome, infantry in SE hex of Rome.

The following invasions are launched in the first turn:—

(1) TARANTO: place 1 British Para, 2 British Para, a supply unit, and 5 Corps HQ on Taranto or within one hex of Taranto.

(2) REGGIO Beach Area: 5 BR. Inf, 1 CDN Inf, British Engineers, 13 Corps HQ, British 231 Inf. Brigade, a supply unit on 5624. Reggio is usable as a port. Half movement, normal invasion

(3) SALERNO: Land on beach area, normal invasion, half movement. Navy Guns Unit, US 5 ARMY HQ, and 10 British Corps HQ, US 36 and 45 Divs., US Engineers, British 46 and 56 Divisions, and one supply unit at sea to indicate beach-head supply capacity.

ALLIED AIR SET-UP (if optional section V is being used) In SICILY:

US: 1 Ground Attack, 2 Fighter, 1 Bomber; British: 1 Ground Attack, 2 Fighter, 1 Bomber. All allied aircraft start on the ground.

All units are initially at full strength.

T. PARATROOPS (optional).

In order to be paratrooped, paratroop units must start the normal movement phase in a major airfield. They may paratroop on any hex within bomber range, moving with a bomber unit and suffering the same losses, if any, as the bomber unit in flight.

They may not land adjacent to an enemy unit. On landing a die must be rolled. If a 6 is thrown, the unit loses one step and may move no further that turn. A throw of 1-5 results in no effect upon the unit. Paratroop units have 3 MF's left after landing. They may not paratroop in BAD weather. They are treated as normal infantry in all other cases, except that: they are automatically in general supply for the first two turns after being dropped; they cannot use strategic and tactical movement on the turn they drop; and — like commando units — they may in subsequent turns trace a path of unlimited range to an HQ for purposes of strategic and tactical movement, but if this range is more than five hexes, their movement allowance is halved. (Optional: supply units may be paratrooped similarly).

Paratroops may only be dropped if the air rules module is being used.

A full-strength bomber unit may carry a full-strength paratroop division; a half-strength bomber unit may carry one paratroop regiment.

U. MAP BOXES.

SICILY and the NE and NW boxes are abstract areas for holding troops. It costs 1 MF for German units to enter the NE or NW box, and 1 MF for allied units to be transferred by

sea from SICILY (alternatively they may cross to Reggio at river-crossing movement cost). Units may transfer from NE to NW German boxes (or vice-versa) at a cost of all their movement factors.

V. AIR MODULE (optional).

V1. GENERAL. Air units ignore ground units for all movement and stacking purposes — they may even stack with enemy ground units. They must spend at least 5 MF's on a friendly air base (bombers must use a major air base) at least some time during their move, unless they start from a suitable airbase, in which case they may move their full movement allowances. This requirement to spend some MF's at a friendly airbase must be met if possible; if it is not possible the air unit remains 'aloft' and loses one step. Units ending a move on an airbase and wishing to take advantage next turn of the starting bonus must be placed on the 'on-ground' box near the designated airbase. Air units move at the end of the normal movement phase and pay 1 MF cost per hex irrespective of terrain. They have special ZOC's which do not affect ground units and equally ground units' ZOC's do not affect air units.

Within the above restrictions units may move up to their MF limits but may not use tactical or strategic movement. Air units which start the normal movement phase stacked with other air units may move in either of two ways. Either each unit can move singly, or the stack as a whole may move. Individual units may be 'dropped off' by a moving stack, but may then move no further that phase. Moving stacks of air units may 'pick up' other air units, other than those which have previously dropped out of a stack during that phase, which may then move as part of the stack.

Air units have two combat factors, ground attack and air combat. They also have two steps down: one to the inverted weaker status and then removal to remnant status. They may be rebuilt in the same manner as ground units during the Replacement and Reinforcement phase, except that they may be rebuilt only by the expenditure of air replacement points. They may be rebuilt at a rate of one step per air replacement point per turn while on a friendly airbase 'on ground' or, in the case of remnants, reintroduced at the lower strength on the Sicily or NW or NE boxes air bases (Sicily for the Allies, the other boxes for the Germans). Air reinforcements as indicated on the Time Record Track, arrive on any friendly air base.

V2. AIR-TO-AIR COMBAT. Occurs during the movement phase at the non-phasing player's option whenever a moving air unit(s) enters a hex adjacent to any fighter unit(s) belonging to the non-phasing player. Only fighter units may attack enemy air units in air-to-air combat. Procedure: total all the attacking air combat factors and compare to the total air combat factors of all the defending air units in the stack attacked. Reduce this to a ratio, rounding off in the defender's favour and make the attack on the relevant column of odds on the bombardment table. The defender takes his losses from fighter units first, until they are all eliminated, then at his discretion. Then the moving player may continue his move. Ignore any 'FORT' results at 3-1 and just impose the one-step loss. Attacks may not be made on units as they leave AZOC's nor may combats occur between air units in the same hex. But each time air units enter an enemy AZOC they are liable to attack. There is no limit to the number of air-to-air attacks that can be made by a unit in a turn.

V3. AIR-TO-GROUND COMBAT. Takes place in the owning player's turn, during the friendly bombardment phase only. No attacks may be made during the bombardment phase of the other player's turn, so air units make only one air-to-ground attack per game turn (unlike Naval Guns, Artillery and Flak units — all of which may attack twice per turn).

Procedure: The air unit uses its Ground Attack factor in exactly the same manner as any other bombarding unit against enemy units in adjacent hexes, either alone or in conjunction with ground bombardment units, using the terrain defence factor total bombardment ratio on the Bombardment Results Table. Remember,

no unit may be bombarded twice in the same bombardment phase.

Also, instead of bombarding a hex they are adjacent to, air units may attempt bombardment against the terrain of the hex they are on or in the case of bridges a hexside of the hex they are on.

Procedure: Compare the terrain defence value of the hex the air unit is on and make the attack on the Bombardment Results Table. Any defender loss results in a demolition, or in the case of a bridge a demolished bridge.

V4. AIR REPLACEMENT POINTS are taken by the owning player on turns marked * on the TRT. Each * enables one air unit step-up to be rebuilt, but only if the unit in question is on the ground during the Replacement and Reinforcement phase.

New allied air units are created, at the lower strength, in Sicily, using Air RP's as above.

V5. GROUND-TO-AIR COMBAT. Air units passing over, or through the ZOC of an enemy artillery, Naval Guns or flak unit, are subject to attack from those units on the Bombardment Results Table at 1-2. No ground unit may engage in ground-to-air attack more than once per turn. Air units attacking such targets are attacked at 1-1. Air units attacking airbases are subject to a 1-1 attack and air units always take losses from anti-aircraft fire before they make attacks. The losses in these cases are selected by the owner of the ground unit, not by the owner of the air units. Attacks on air bases are made either against air units on the ground or to cause a 'D3' to be placed on the airbase for one complete game cycle. The attacker states which type of attack he is making before the combat is resolved.

Note: The 1-1 (intrinsic) bombardment attack against aircraft attacking an air base is both automatic and additional to any attack from a flak unit.

V6. WEATHER AND AIR UNITS

CLEAR: no restrictions.

POOR: air units are reduced to two thirds of their normal movement and subtract 1 from die rolls when attacking.

BAD: all air units are grounded. Any air units aloft at the beginning of a bad weather turn should be moved by the owning player towards the nearest friendly airbase by the quickest route, landing if possible. Movement in bad weather is at two thirds the normal air movement rate.

V7. STACKING. There is no limit to the number of air units which may stack in a single hex whilst in flight. Whilst on the ground, the maximum stacking limits are as follows. Minor airbases: two full fighter or ground attack units, or their equivalent in part units, per base. Major airbases: three full air units, or their equivalent, of any type. Bomber units may not land at minor airbases.

V8. AIR BASES. Foggia and Naples have an intrinsic strength of 1 CF, which is defensive only and operates only when they are unoccupied by friendly units. If they suffer a step loss, this intrinsic defence is permanently destroyed. All air bases defend against air and/or artillery attacks aimed specifically at the airbase, at the normal terrain value of the hex they are in. No more than the maximum permitted stacking number of air units (see V7 above) may spend 5 of their MF's on the ground at each airfield, per turn.

V9. EXTRA AIR UNITS. The 'extra' air units over and above those listed in the set-up are available to be built by the players later in the game.

W. STACKING UNITS AND HIDDEN MOVEMENT COUNTERS.

Each side has three counters marked A, B & C (allied) and D, E & F (German) and three similarly marked boxes on the map. To simplify large stacks of counters you can replace the stack with the 'A' Counter, say, and move the units to the 'A' box, where they can be spread out. The A counter represents all those units, which can be brought back on that hex for movement off if chosen. In this way up to three stacks per side can be more easily handled.

The "?" counters and box can be similarly

used to give a limited "fog-of-war" effect. Any unit starting normal movement at least two hexes from the nearest enemy land, sea or air unit can be replaced with two "?" side up counters. One has a blank on the reverse and is a dummy the other has 'REAL' on it and is the real unit. Place the unit in hiding in the "?" box. Both "?" units may now move the MF rate of the unit in the "?" box and are revealed (turned over) only by being next to any enemy land unit. When one of the "?" counters is revealed, both "?" counters are removed and the original unit is returned to the board in place of the 'REAL' counter. The "?" counters may be used again indefinitely.

Units at sea cannot make use of the "?" counters, i.e. they cannot land the "?" counters at two points on the coast. However they can land and then immediately make use of the "?" counters in order to confuse the enemy player as to the direction they move inland.

X. OPTIONAL EXTRAS

X1. OPTIONAL INVASION SHORE BATTERY RULE. The first unit ashore (only) suffers a 1-3 artillery bombardment whenever an invasion occurs, including turn 1.

X2. OPTIONAL GERMAN OOB. The German player can elect to use the two extra divisions which Kesselring claimed would have tipped the scales. If he so chooses, they are placed in the NW box at the start of the game. 1VP per division is added to the Allied victory total each turn they are on board. If the units are voluntarily withdrawn this VP Penalty stops, but the German player does not get the victory point bonus for withdrawal that he gets for other units.

The two optional divisions are the 24 Pz and 1 LAH.

X3. GERMAN SECURITY UNITS. To add to the difficulties of Allied Commando and paratroop units, the German player may secretly note one German held town to have an intrinsic strength of 1 (unaffected by terrain). Allied units cannot pass through this town without destroying the intrinsic defence, but if they do so they gain an extra VP.

Each player is limited to using one bridge counter at a time.

Y. ALTERNATIVE SCENARIO: East Coast Invasion.

As an alternative to the above game, the Allied player may choose to use the Salerno forces at the Pescara or Ortona beach-heads. The German player is then allowed to move all units except 2 PARA up to their full normal allowance, to new positions. Then start as the normal game, counting the Pescara or Ortona port as the Salerno one for VP purposes. If German units occupy Reggio in pre-1st turn move, allies may land Reggio units at Crotone beach-head.

Z. Building Airfields and Bridges

Any engineer unit may place a bridge counter over a river hex-side by spending the whole of its movement turn stationary on a hex next to a river hex-side. The engineer unit may not be in an enemy ZOC at this time. Place the bridge counter next to the engineer unit at the end of the movement phase and before judging supply. Bridges created in this way operate just like bridges printed on the map.

Advanced airfields may be created by the allied player, using the same procedure as for the creation of bridges. Advanced airfields may not be used by bomber aircraft. Advanced airfields cannot be created in marsh or mountain hexes.

CLARIFICATIONS

Question: Can units move from Sicily via river movement on Turn 1?

Answer: During Turn 1 Additional units can only move onto the mainland during the strategic or tactical movement phases.

Question: Can a phasing player initiate air-to-air combat, i.e. by moving his fighters to attack enemy bombers?

Answer: No.

Question: Can a single bomber unit both carry out a bombing mission and drop paratroops in the same turn?

Answer: No.

Question: If a single unit is attacking two enemy units, one of which is across a river, is the attacker halved?

Answer: No.

Question: When is a hex a mountain hex?

Answer: All brown hexsides are treated as mountain for movement, part-brown hexsides as clear. For combat purposes any brown in a hex make's it a mountain hex.

Question: If ground units occupy an airfield containing enemy air units, i.e. with enemy air units on the ground, are those air units destroyed?

Answer: They are only destroyed if at the end of the enemy combat phase the airfield hex was last in an undisputed enemy ZOC. If at that time the airfield is in both friendly and enemy land ZOC the air units are not destroyed.

Question: Can you capture a port and bring troops into it by sea in the same turn?

Answer: No. A port can only be used for sea movement on the turn following its passing into allied control.

Design: Bob Latter

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DESIGN AND PLAYERS' NOTES

Comparisons are inevitable between *Kesselring* and Avalon Hill's *Anzio*, and indeed Dave Williams' masterpiece is the obvious starting point for anyone wishing to design a game about the Italian Campaign in World War Two. However, I hope there is sufficient in *Kesselring* that is completely novel to give an altogether new game, with different problems to be faced by players and different strategies open to them.

The very different rules concerning HQ's, artillery, and supply show the areas that I felt needed more emphasis, and the extensions to the map gives two whole new fronts to worry about. No longer can the German keep the whole Allied army at bay with seven weak units sealing off the South with impunity. Units still reduce in steps but cannot be permanently eliminated, so one is no longer faced with the total loss of three or more divisions with two consecutive bad die-rolls! Supply is crucial, not just for survival but also to build attacking potential, and the Allies can no longer fuel units in Genoa from sources as far away as Salerno. Commandos are more dependent on supply and cannot exist forever out of touch with base.

Initially, the German must use his movement phases to seal off Salerno as tightly as possible and use 1 Para. Division to contain the Taranto bridgehead. The forces in the 'toe' must choose whether to withdraw slowly and send help to the Salerno front, or stand and

Question: Can units landing on the first turn at Taranto move during the normal movement phase of that turn?

Answer: Units landing at Taranto on the first turn can move 1 hex from the point of landing, but no further. They can move normally in the strategic and tactical phases.

Question: May Allied Italian units use strategic/tactical movement?

Answer: Yes, provided they are within range of an appropriately placed HQ...

Question: What exactly is a "division" for game purposes?

Answer: A division is any unit which at full strength has an attack factor of 4 or greater.

Exception: those divisions which have separate counters representing each regiment - in order to "exit the division" from the map in this case, all regimental counters would have to be exited.

Question: Is hex 4608 an "all-sea hex"?

Answer: Yes.

Clarification of losses for artillery, Flak, Naval Guns and HQ units. Artillery, Flak and HQ units have no step reduction: one loss and they are treated as remnants. The Naval Guns unit has one step down, then becomes a remnant.

Development: Keith Poulter, Chris Hunt, Marcus Watney.

Graphics: David Green and Colin Wheeler.

Errata

Terrain Effects Chart

Delete "4 MF for Supply Units" wherever it appears*.

Terrain Defence Value Chart

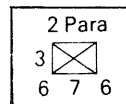
For "rivers" read "bridges"*. "For" should read "fort"*.

Time Record Track

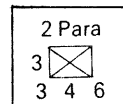
Delete all reference to the following units: - 1st and 9th US Divisions; 50th and 51st British Divisions; 334th German Division*.

Counter Mix

The counter for the 2nd German paratroop division is omitted from the counter mix. Players should use one of the grey blank counters to manufacture this unit as indicated: -



(Front)



(Back)

The unit whose designation reads "24 EG" should read "24 GDS" (ie. 24 GUARDS). The British 1st Para divisions should have a "p" (Paratroop) capability when at full strength. The unit designation for the NEBELWERFER unit should read "NW 711" not "NW 71".

perhaps even counter-attack against the Allied forces that have landed at Reggio. The automatic victory conditions may tempt the German player especially to overreach himself in an attempt at a quick win (Kesselring himself was a great optimist!) but beware of commando landings in the rear and the better Allied replacement rate. Even so, the German has his best attacking chances early on in the game and should make the best of them as a battle of attrition will work against him if entered on too soon. If the early attempts to throw the Allies back at Salerno fail, then a short front and carefully phased withdrawal should keep the Allied player frustrated, but watch out for commandos snipping supply lines. Ports need to be carefully placed to hold the Allies up at key positions, and supply and headquarters units deployed in such a way that you don't find yourself without them on one coast as lateral communications are bad.

For the Allies, of course, the converse of most of this is true. Salerno must be held but enough units sent to the South to ensure a steady advance without over extending. It is important to use your H.Q.'s correctly and, as the Allies will be attacking in the South, they will need the higher tactical factors showing. Often it pays to use two H.Q.'s together, one each way up, to give flexibility in the case of a surprise German counter attack. Commandos are very potent but also fragile so remember that the threat is often greater than the execution. Providing that you have reserves it is

usually worth swapping losses with the German, who can afford them less. The Allied artillery is a good eroder of German steps.

Both sides must watch the weather closely as it can foul up supply and the return of air units to bases. The autumn of '43 was exceptionally severe in Italy and is so in the game, but if you feel its effects are too great try subtracting one from weather die-rolls.

If the rules concerning air units are used, then the Allied player does best in the South where his units can land, refuel and still have enough MF's to get back to his targets, but at Salerno it is the German who has the initial plus. Therefore the capture of airfields and construction of advanced bases is important. Keep bombers moving with fighter protection if their target is defended by fighters. The air module is very abstract, of course, but much less so than most land games boast and gives both players more decisions to worry about.

If you find the game too complex at first, drop the demolition, commando and supply rules and the need for a supply counter when using C.R.T. 'B'. However I hope that you will enjoy the challenge of a fairly complicated long game as a counterpoint to the faster, shorter ones. After 'Africa', and 'Blenheim' a game like 'Kesselring' shows the WWW are trying to provide something for everyone.

Finally, my thanks to Keith, Chris and Martin for tidying the rules up (you should have seen them before!) Any remaining goofs are all mine...

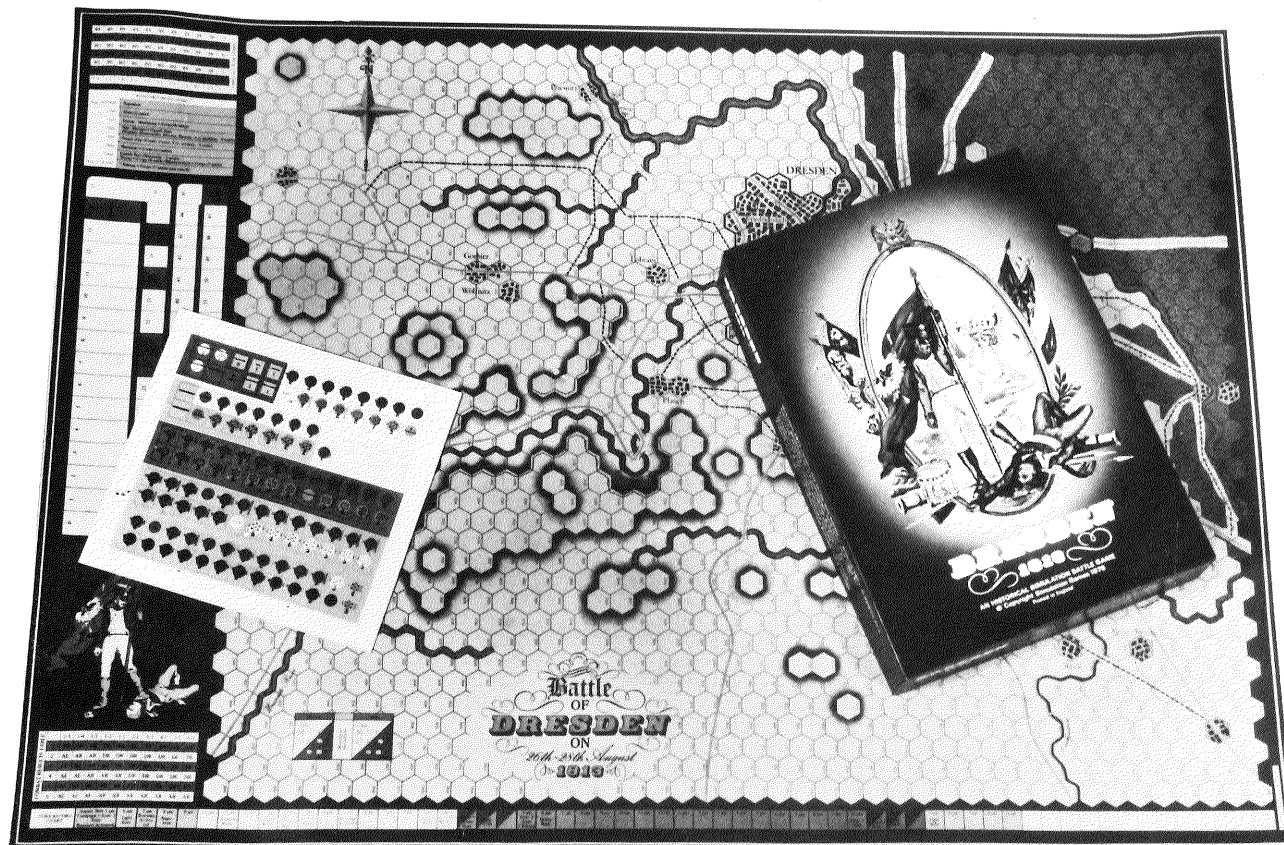


World Wide Wargamers is the international association for board wargamers, with members in over 35 countries. WWW's magazine The Wargamer appears quarterly and its professionally produced 44 pages are packed with information, reviews, games analysis, designers notes, letters, replays, hobby news and reviews, competitions, and much more. AND you get a complete new game with separately printed map and die cut pieces with each issue.

KESSELRING originally appeared in ISSUE 5. Annual subscription (includes membership of WWW) is \$14.00 US. \$18.00 air mail (£6 U.K.). Send to The Secretary World Wide Wargamers, ETON LODGE, HIGHWOOD, Nr. CHELMSFORD ESSEX, CM1 3QH. ENGLAND.

DRESDEN

1813



SIMULATION GAMES proudly announces its new board game,
DRESDEN 1813, a superbly balanced two-player Napoleonic game with . . .

- 156 1mm. thick die-cut double sided playing pieces in 6 colours.
 - Large (24" x 29") six-colour playing map.
 - Basic and Advanced versions plus scenarios.
 - Six different games in all.
 - Boxed and attractively presented.

. . . the most challenging Napoleonic game yet

52 LOWM 3 6-8-8	BG 1 2 1-2-8	4-1-25	24 EDG 1 2-2-8	7 4 6-7-6	7 4 3-4-6	78 3 4-6-8	5 3 6-8-8	1 BR 3 6-8-8	46 3 4-6-8	56 3 3-4-8	4 2 3-2-6	23 2 3-2-6
231 3 3-3-8	201 GDS 1 2-3-8	2P 1 2-2-8	1P 3 4-6-6	2SS C 1 2-3-8	1 MECH 2 1-2-8	BG 2 2 1-2-8	BG 3 2 1-2-8	BG 4 2 1-2-8	2 10 1 CORPS DEMPSEY 0-1-8	2 5 1 CORPS ALFREY 0-1-8	2 13 1 CORPS LEESE 0-1-8	2 30 1 CORPS CRERAR 0-1-8

10 Corps 2 (2)-1-6	13 Corps 2 (2)-1-6	30 Corps 2 (2)-1-6	5 Corps 2 (2)-1-6	4-1-25	4-1-25	2-2-15	2-3-35	2-4-16	2 1-2-8	4-1-25	4-1-25	4 0-1-3
4 0-1-3	4 0-1-3	Replacement points	4-1-25	4-1-25	D	E	F	?	?	4 0-1-3	4 0-1-3	4 0-1-3

4 0-1-3	4 0-1-3	5 Army 3 (4)-1-6	3 4 3-4-8	BG1 2 1-2-8	1 5 9-9-6	BG 2 2 1-2-8	BG 3 2 1-2-8	1 5 5-5-6	3 4 7-10-8	45 4 3-4-8	45 4 7-10-8	2 1-2-8
36 4 6-8-8	34 4 6-8-8	RGR C 1 3-4-8	1st us cdr 1 3-4-8	82/325 P 1 2-3-8	82/504 PC 1 2-3-8	82/505 P 1 2-3-8	3 5 Army Clark 1 0-2-8	4-1-25	4-1-25	4-1-25	2-2-15	2-3-35

PHASE						GAME TURN	2 NZ 5 8-9-8	2 NZ 5 4-4-8	1 CDN 5 7-10-8	1 CDN 5 3-4-8	Fr 4 MtnM 1 2-2-6	BG 1 1 1-2-6
2-3-35							4 Ind M 3 5-6-8	8 Ind 4 5-7-8	1 CDN 2 3-2-6	ITALIAN 4 3-3-6	Fr 2 MorM 4 4-6-6	ITALIAN 4 2-3-8

76 3 6-9-8	76 3 4-6-8	BG 1 1 0-1-8	BESSEL 2 1-2-8	29 PG 3 6-9-8	29 PG 3 4-6-8	4-1-25	4-1-25	4-1-25	2-3-35	2-3-35	BG 2 1 0-1-8	BG 3 1 0-1-8
BG 4 1 0-1-8	BG 5 1 1-1-6	1 11 Flak CORPS 0-1-8	2 10 Army Von Vietinghof 0-1-8	0 1 Para Heidrich 0-1-8	2 76 PZ 1 Herr V.Senger 0-1-8			305 3 4-6-8	5 Mtn 3 4-6-8	71 3 6-9-8	71 3 4-6-8	60 PG 3 4-6-8

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HUD 44 3 6-9-8	1 (2)-1-5	1 (2)-1-5	1 (2)-1-5	1 1/3 1 2-3-6	1 1/4 1 2-3-6	1 1/1 P 1 3-5-6	26 PZ 4 7-10-6	HUD 44 3 4-6-8	24 PZ 3 7-10-6			
65 3 3-4-8	26 PZ 4 5-7-6	16 PZ 4 7-10-6	16 PZ 4 5-7-6	NEMBRO ITALIAN 1 2-2-6	Replacement points	WEATHER	BG 8 1 0-1-8	24 PZ 3 5-7-6	94 3 4-6-8			

[illegible]

