

Victory points (allies only):

1 VP for hexes: 4807, 4308, 3105, 1907

2 VP for hexes: 3318, 4011, 2614, 1510

Victory levels:

1-3 – six years of war, thousands pounds spent on polishing your skills and you can't even perform an easy operation?

You'll be transferred to the HQ of the one of our battalions in the Falklands.

4-6 – nothing great, even Montgomery could do this better. We demand much more fineness and decisiveness

7-9 – not bad, but you still need more training. You have to learn how to strike faster and to accept some risk.

10-11 – looks like you made it. Army of Rhine awaits you, along with the new challenges. Seems that our Soviet "allies" are preparing for the next war and we need someone to keep an eye on them. It'll be your job for the next few years.

12 – aren't you going bit too far? Do you think that you're better than Eisenhower? You're good, but don't try to jump the line.

Footnotes:

– Game starts at 9 and ends at 23 April 1945

– Initiative: Allies

– Supply: Germans: N, Allies: S

– **4025 (1)**: units may set up in the 1 hex range from the hex 4025.

– **u** – units in field fortifications

– **-2 SL**: division starts game with two strength levels already lost.

– British brigades: 24 G and 169/56 Inf may perform a sea landing in any allied movement phase. These units may land at any sea shore hex free of German units and their zones of control.

Sea landing can't be performed on the hexes north of the river Po. Unit that performs sea landing cannot make any further move in the same phase. Each of the following units may perform only one sea landing during a game.

– **Bomber Attack**: 9, 10, 11 April – 18 SP per day.

– **Fighters Attack**: 9, 10, 11, 12 April – 15 PS, since 13 April

– 11 PS per day.

TERRAIN INFLUENCE

Terrain	Movement		combat effect
	motorized (track or half-track)	non-motorized	
clear	2	2	-
hills	3	2	+2
forest	3	2	+1
citi	3	2	+2
town	2	2	+1
main route	1/3	1/2	-
secondary route	1	1	-
Po river	Only through the bridge	+3	Halves Attacker's SP
small river	+2	+1	+1
mountains	Only through the road	4	+3



BOLOGNA

In April 1945 Third Reich was about to expire. However, at the Italian front, two German armies still defended roads to the Alps and successfully resisted against an allied approach. To break the enemy lines, the Allies launched the major attack from the shores of the Adriatic sea and another, frontal assault through the mountains. Germans had to withdraw, but they still kept

the lines.

Only the capture of Bologna by Polish forces allowed Americans to move out of the mountains. From that moment Germans could do nothing more but to escape to the Alps. Their last hope was the river Po. They planned to set up their lines of defense along the river and to stop the Allies on their way to the southern Germany.

SETUP:

ALLIES:	7 Arm.Brig.	5021	Arm.Brig., Legnano	3926	91 ID	3225(1)
8. Army (br.)	25 Arm.Brig.	5121	BP (j)	4226	34 ID	3025(1)
4 ID (hind.)	21 Arm.Brig.	5126	BP CIL	4226	1 Arm.Div.	2725
V Corps (br.)	78 ID	5122	6 IB (gr.), Folgore	3825	88 ID	3229
HQ						
1 GA	4620		XIII Corps		IV Corps	
3 GA	4819		HQ	3427	HQ	2325
24 GB	5731		1 ID, Cremona	3625(1)	10 Mtn.Div.	2323(1)
169/56 ID	5731		6 Arm.Div.	3326(1)	1/IV Art	2324
167/56 ID	5218				2/IV Art.	1926
168/56 ID	4818		5. Army (USA)		365/92 ID	1124
8 ID (h)	4619(1)		II Corps		85 ID	1925
2 ID (nz)	4521(1)		HQ	2626	6 Arm.Div. (sa)	1528
4 ID (br.)	4921		1/II Art	3026	ID (bras.)	1527
46 ID (br.)	4822		2/II Art.	2625		
NIEMCY (umocnieni):	98 ID	4420, 4419	305 ID	3324, 3223, 3124	8 Mtn.Div	2723, 2622
10 Army			155 ID	4009, 4308, 4508	94 ID	2421, 2321, 2122
715 ID	3521, 3620		29 PGDiv..	4011	LI Corps	
LXXXVI Corps					HQ	2516
HQ, Art.	4416		14 Army		334 ID	2023, 1723, 1624
162 ID	5411, 5113, 5217		90 PGDiv., 504 bcz	3419	114 ID	1619
42 ID	4817, 4617		XIV Corps		232 ID	1122, 1321
362 ID	4518, 4418		HQ	2920	ID Italia	2614
			65 ID	3023, 2924, 2823		



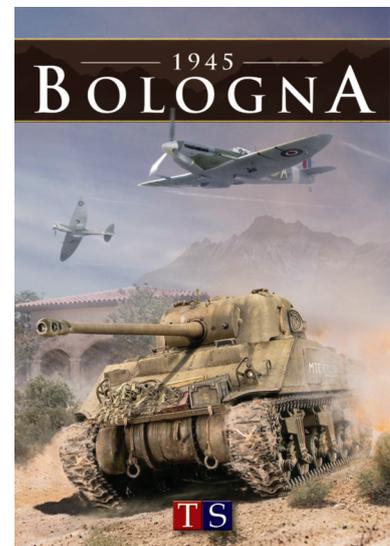
ARGENTA GAP

V British corps' goal was to secure the left flank of the allied forces. It's two British infantry divisions – 56th and 78th had to capture an area between Commachio lake and Ferrara. Argenta was a key point of this area. A whole space was swampy and partially flooded, making it easier to defend.

To lower attacker's losses, allied command decided to support an operation with special forces, sea landings, air forces and armored units. Attack was launched at 12th April and surprised Germans who weren't expecting any allied activity at this direction. Comman-

do brigade made its way through the Commachio, disorganizing Germans. Defender's backbone was 42nd Jaeger Division and 362nd Infantry Division. Their right flank was covered by 162nd Turkoman Infantry Division.

Of the whole 29th Grenadier Division, only 15th Grenadier regiment could be used instantly, other units lacked of fuel to reach battlefield quickly enough. Argenta was captured on 18 April. A day later British 6 Armored Division rode into the newly made hole, driving right into Po.



SETUP:

ALLIES:		GERMANS:	
8. Army (br.)	168/56 ID	4818	1060/362 ID
V Corps HQ	9 ArmBrig	5218	4418
1 GA	38/78 ID	4618	LXXVI Corps HQ: 4416
3 GA	11/78 ID	4520	15 Gren/29 GrenDiv
24 BG	36/78 ID	4719	Art/LXXVI
169/56 ID	2 ArmBrig/1 ArmDiv	4720	162 ID (trk)
167/56 ID	2 IB/1 ID	see SSR	5411, 5113, 5217
			25/42 JD
			4817
			40/42 JD
			4617
			1059/362 ID
			4518

Reinforcements:

3 Turn:

71 Gren/29 GrenDiv 4410

4 Turn:

29 StuG/29 GrenDiv 4410

Victory points (allies only):

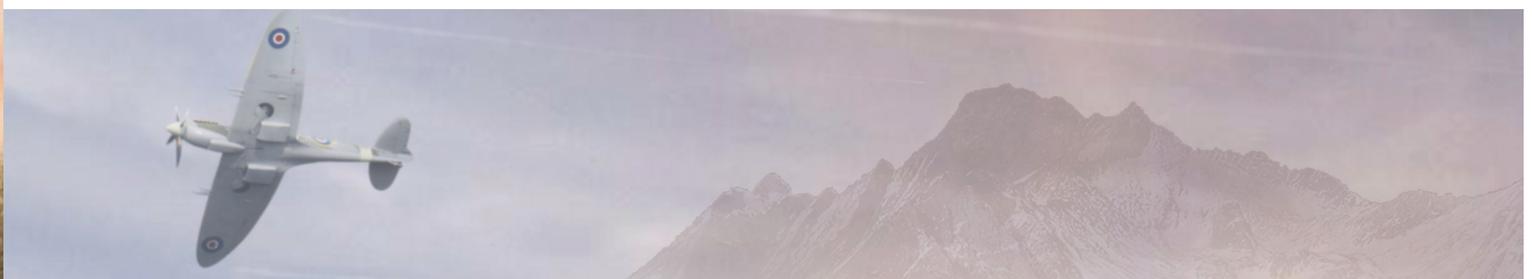
- 1 VP for hexes: 5125, 4417, 4717
- 2 VP for hexes: 4416 and 4513

Victory levels:

- 1 – six years of war, thousands pounds spent on polishing your skills and you can't even perform an easy operation? You'll be transferred to the HQ of the one of our battalions in the Falklands.
- 2 – nothing great, even Montgomery could do this better. We demand much more fineness and decisiveness
- 3-4 – not bad, but you still need more training. You have to learn how to strike faster and to accept some risk.
- 5-6 – looks like you made it. Army of Rhine awaits you, along with the new challenges. Seems that our Soviet "allies" are preparing for the next war and we need someone to keep an eye on them. It'll be your job for the next few years.
- 7 – aren't you going bit too far? Do you think that you're better than Eisenhower? You're good, but don't try to jump the line.

Footnotes:

- Scenario length: **12-18 April 1945**
- Supply:
 - Allies: Ravenna
 - Germans: Polsella, Adria
- There is a bridge between the hexes 4719 and 4720
- Morale: Ilike the main scenario, with two exceptions:
 - 2 IB (commando): **12**
 - 16 ID (turkoman): **9-12**
- Air forces (allied): Bombers: 9, Ground Attack: 6
- Scenario takes places east of hexrow 43xx
- At the first turn all the allied unit have +1 modifier for the combat table.
- 24 BG may perform sea landing according to the rules of the main scenario.
- 2 IB (commando) may start the game at the one of the following hexes: 4815, 4915, 5015 (player's choice). At the first turn this unit has its movement points halved. It pays 1 MP for each hex, ignoring the terrain table for the entire scenario. It has -1 modifier for all the combat rolls (in attack only) for the entire scenario.



PORTOMAGGIORE GAMBIT

A surprising attack through Reno and the loss of Argenta made Germans situation dire and complicated their plans of the withdrawal at the Po line. To clear this dangerous bridgehead, German HQ decided for the risky move, using its last reserves – two of the remaining three Panzer Grenadiers divisions, supported by the 504 Heavy Tanks Battalion. This group had to

take back Argenta and force the Allies back on the south bank of Reno. Since allies ruled in the air and had much bigger reserves, only quick, blasting attack could bring a success. But that was something that Germans mastered through the entire war. The problem was if allies won't try to take their chance as well and to surround attacking units.



SETUP:

ALLIES:				GERMANS:	
V Corps HQ, 1 GA	4518	169/56 ID (-1)	4814	(3rd Turn, see SSR)	314/162 ID (turk) (-1) 5113
3 GA	4817	167/56 ID	5116		303/162 ID (turk) 5411
36/78 ID (-1)	4316	9 Bpanc (-1)	5116		329/162 ID (turk) 5107
B/2 ArmBrig.	4316	24 BG	5114	LXXVI Corps HQ	4313 1227/155 ID 4308
11/78 ID	4515	4 ID	4921	Art	4313 1228/155 ID 4508
A/2 ArmBrig (-1)	4515	(2nd turn, see SSR)	1059/362 ID	4215	1229/155 ID 4806
38/78 ID (-1)	4613	46 ID	4822	1060/362 ID (-1)	4414 26 ArmDiv 4011
168/56 ID	4714	(2nd Turn, see SSR)	25/42 JD (-1)	4513	504 Panzer Battalion 4011
		25 ArmBrig	5122	40/42 JD	4812 29 ArmDiv 4411

VICTORY CONDITIONS:

Germans:

Instant victory if Argenta is captured by the Germans and allies have less than three fully strong brigades (or their equivalent – four weakened and one of the full strength) north of Reno.

Allies:

Instant victory if Argenta is controlled by the allies and at last 5 brigades of the full strength (or their equivalent, for example: six weakened and 2 of the full strength) are north of Reno and have supply.

If none of the players gains instant victory, a winner is a player who has at last two more victory points than his opponent. If none has enough victory points, the game ends with a draw.

Victory points:

1 VP: 4513, 4215, 4717

2 VP: 5116, 4416, 4011

SPECIAL SCENARIO RULES:

- Hypothetical scenario
- Scenario length: 17-21 April 1945 (5 turns)
- All the German infantry units are fortified
- (-1) – unit starts the game with one strength level lost.
- Scenario is played on the space marked with the lines between the hexes: 5325- 3918-3905
- Supply:
 - Allies: Ravenna
 - Germans: Ferrara, Rovigo
- Units of the German 155 Infantry Division can't cross river Po.
- There is a bridge between hexes 4717 i 4718.
- British units: 4, 46 ID, 25 ArmBrig starts moving in the turns given in the set up or automatically in the same turn when any German unit crosses Reno.
- Morale: just like in the main scenario, with two exceptions:
 - 162 ID (turkoman) : 9-12
 - 504 Heavy Tanks Battalion: 12
- Air forces (allies only): Bombers: 5 Points, Ground Attack: 6 points