

August 1945

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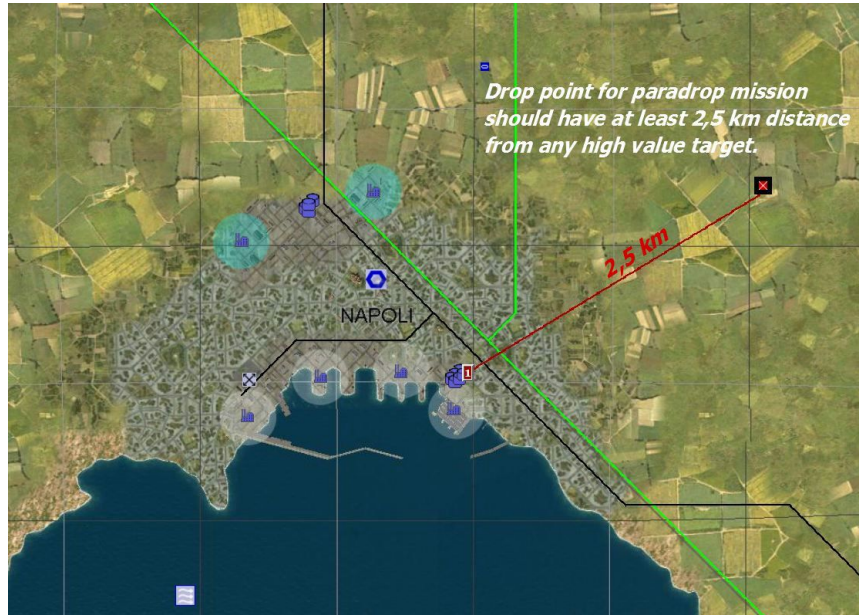
Explanations, tips and rules for:

SEOW Italy 1943-1944



1.) Paratroop operations.

No para drops allowed over enemy or friendly high value areas (industrial areas, docks, airfields and control points). Minimum distance from those areas should be $\Rightarrow 2.5$ km. They are allowed to be dropped over any enemy units regardless of proximity range. They are also allowed to be dropped over friendly positions to strengthen them if minimum distance from high value areas is $\Rightarrow 2.5$ km. After drop, they could be moved in by HQ redeployment (if in range) or by normal planned move in next mission. This will ensure that if some high value area is under ground attack and is about to be overrun, defender commander can not block take over by simple paratroop over friendly high value area but it still gives defender ability to make counter attack in next mission or to move in if area was not captured. Control distance for the campaign is set to 1.8 km. Distance of 2.5 km is used to ensure that wind can not disperse paratroops over high value areas by accident.



Penalty for breaking the rule is destruction of all units dropped and adding the same amount of units (equivalent type) to nearest enemy supply. If rule breaking made an influence on capture or defence of high value area, those will be corrected manually.

**Be advised, paratroop units use fuel much quicker than normal fighting units of the same or similar type. This simulate their lack of connection with friendly territory and friendly supply. Because of game limitations and because they can't have two different "modes" they will behave like that even over friendly territory.*

2.) Industrial areas and docks

Factories:

In this campaign factories are used in two ways, as plates (small and large) and as single factory target. When factory plates gets destroyed it will not stop producing at all because it will be repaired in the same mission (in our case by 20%). When single factory gets destroyed, it will stay dead for 4 missions and won't produce anything. Districts are relatively easy to hit,

especially large ones, but they require more bombs. In case of single you need to aim better but will need less bombs. Some cities, with industrial areas have their re-supply point near by. Material produced in that city will be delivered to that re-supply point. If some material can't be delivered to near resupply point because resupply point have some restrictions, than this type of war material will be delivered to next nearest re-supply point which don't have limitation for this type of war material. In some cases units will be created but they will be without fuel and will be inactive for one mission. Total production for all factories on the map is set to 5000 for Axis and 5500 for Allies per mission.

Docks:

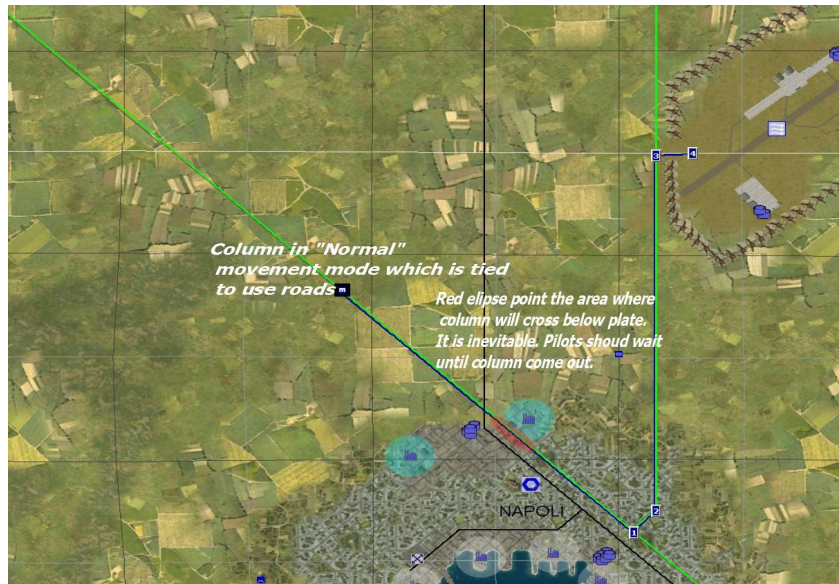
Small plates are also used for docks areas. They require the same amount of bombs like factories with small plate. Every dock has some value on it. This value means that on that dock you are allowed to unload that amount of war material or resources. Tonnage of the dock in the same harbour are combined together. In the MP dock looks like factory with the same icon, but they don't produce anything. Their only use is to display how much stuff can be unloaded at some place and to represent target with partial damage tracking.

Example: You came with a ship carry 400 000 L of fuel. You have 2 docks of 200t but one of them was bombed and is at 80%. So in this case you are allowed to unload $200 + 160 = 360t$... We are not going deep in to physic and won't calculate exact mass of the fuel. Will simplify and say $1L = 1kg$. So in this example ship will need to wait one more mission to unload or move away with 40 000L.

*****NOTE:** No units should be placed under the plates friendly or enemy. Also, it is NOT ALLOWED for units to be planed to stop below the plates at their last waypoint or to be parked on the edge of the plate. This is because factory plate is an invisible layer and pilots usually crash into them while attacking forces bellow. Usually units hit some of the building on route and they try to go around and there is a big chance that they gonna travel below plates. Because of that, commanders should use as detailed map as available for planning (or better use coordinates from FMB) and NOT PLAN their units to **travel, stop or park** closer than **500m** from the edge of the docks and factory plates. In some cases, at some places, there is still a chance that some of the units which have relaxed/strict/normal movement mode are forced to use official roads which could lead them below the plates. This cases are exception and there are not many of them. Planes crashed into plates for any reasons will not be returned. Pilots should study the target area and wait a bit until enemy unit pass dangerous area close to plate and then attack. Factory plates recon for both sides will initially be set at 50%



and all factory plates and docks circles are marked on the MP maps. For the sake of simplicity use above rule also for normal factories which don't have plates. Also keep in mind that if enemy take your city, he will get the points for the factories and docks if he didn't already destroy them once earlier. When one side re take (or bomb) the city which was their before, they will not get any points for the factories or docks!



Penalty for breaking the rule is destruction of all units involved in it and adding 2 Victory points to enemy side. If breaking the rule made an influence on capture or defense of high value area, those will be corrected manually.

***Tip:** Small plate radius is 200m. Large plate radius is 400m. By keeping your stationary units around 1 to

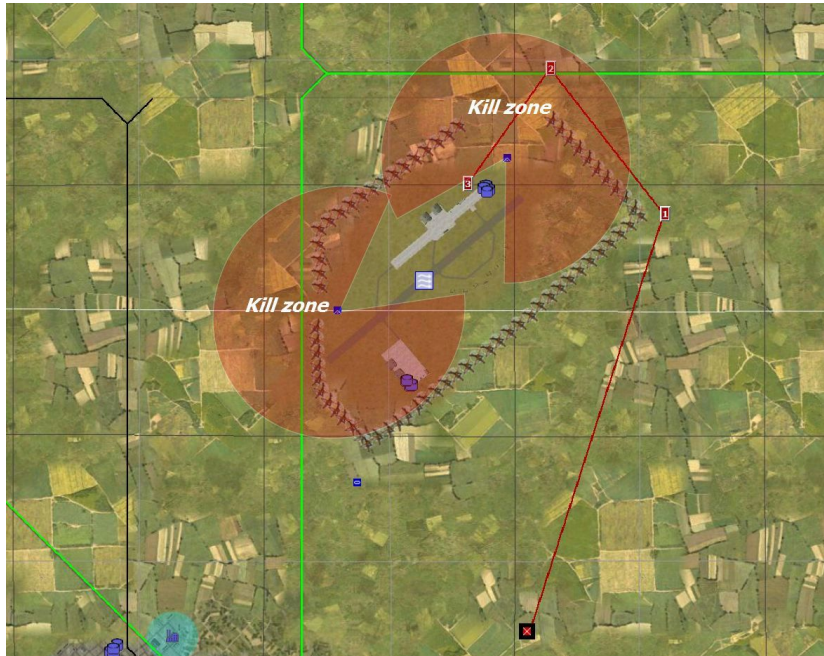
1,2 km from the industrial/docks centers is more than enough to hold them or to capture them (if there is no enemy units near) and you don't have any chance for penalty in any situation. If your units are more than 1,8 km (which is control radius in this campaign) from those areas, you won't be able to prevent nearby enemy from taking yours and vice versa. Also, some units should stay back and protect important areas.

****NOTE:** When you plan an air attack on the factory, dock, fuel depot or railway station, you need to plan that mission completely by selecting your target in MP. Only planned missions will make them ALIVE and SEOW system will place object in them that you need to destroy. This is because there is no reason to kill our fps by having them all active all the time if nobody will attack them. You don't need to do that for every target in the city because all targets in one city became alive with just one targeting through MP planner. So, when you plan the attack, plan primary, plan a backup target somewhere else and that's it. It will save us from many many not necessary object in mission file.

3.)Airfields

All grass airfields at the beginning of the campaign have 10 000 liters of fuel. Concrete airbases have 30 000 liters. Also all active airfields (bases with planes) have initially placed AA guns on them. Feel free to rearrange their positions as you wish. The guns are stationary and you can not plot moves for them. This stationary types of guns on both sides are shooting with elevation of -1 degree and are meant only for protection of the air bases from ground and air attacks. They are not allowed to be used anywhere else on the map. If and when they are

produced in factories they need to be transported by sea/air/land to airfield of commanders choice. Other AA guns on the battlefield can be plotted by moves. Unlike static ones, movable AA guns have elevation of 4 degrees which is putted like that to avoid shooting on ground units which is killing fps. Heavy flak's have elevation of 10 degrees. Some closer airfields, closer to initial front line, will also have 2 AT bunkers with 300 degrees fire coverage and AT obstacles.



Obstacles are not visible in the game. They are used only in MP so commanders know where are the entrances to airfield. No unit can go over the fence. Commanders are responsible to add additional defence to desired locations when they do template for their side. In case of capture, all planes on the airfield will be destroyed.

NOTE: *There is no need to put ultra heavy additional defences on all airfields because -1 degree fast firing AA + AT bunkers can repel*

most of light attacks and easy capture. Also be careful not to put units too close to the runway (especially infantry) because they could end up on the airstrip and ruin your day when mission starts.

Airfields have their own fuel production. That is why airbases don't have huge amounts to start with. Unlike internal air base storage, those fuel tanks can be destroyed. They stay destroyed for 4 missions and get repaired automatically just like ordinary fuel reservoirs. This fuel is not automatically added to airbase internal fuel storage which is used for refueling of our planes. Commanders need to use some transport unit/plane or AT bunker (where are available) to make transfusion from outside tanks to internal airbase tanks. Capacity of these fuel tanks is 3000 liters and at the beginning of campaign they are at 50% of total capacity. They obey the same rule about fuel production from settings page like all other fuel reservoirs. This global setting is set to produce 10% of reservoir total capacity per mission. In case of airfields it is fixed for all fields to 300 liters per reservoir per mission while fuel in industrial areas have different values from place to place. When airfield fuel reservoir or normal fuel reservoir comes to 100% of their capacity, the fuel is automatically added to off map reserves. Some airfields have just 2 reservoirs and some have more. Some have none. This fuel storage is NOT credited with victory points.

****NOTE:** *Depend on how much fuel you have on air bases, some loadouts might or might not be available to select during planning. You need to transfer some fuel to internal air base fuel storage to be over threshold needed to unlock it. This feature simulate weapon stocks on bases. Fuel/loadout table will be published with final planset.*

4.)Fuel Supply

Watch out for your supply. It simulate not just fuel but fuel, food and munition. Without it your units loose range, morale and ability to move or command.

Allied side have 2 000 000 liters while German side have 500 000 liters in offmap reserves.

German production is much closer, they have more reservoirs, but they have less reserves off map. One of Allied goals is to bring as much fuel as they can over Italy mainland so they have much more off map resources. On Corsica, Axis have supply dump with 2 000 000 liters which is their task to transfer to supply points on the mainland. Neither Corsica nor mainland supplies could be captured or destroyed on both sides. Keep in mind that there are 2 different supply columns, slow and fast, and that tanks also can carry supplies.

5.)Repair workshops

During the real battles, armies were using workshops to repair their war material and to be ready for the next day fight. Repairs will be available on Army level. One Army, one repair column, one repair point. That means that each sides will have 2 of them. For Germans they are initially at 10th and 14th Army positions. For the Allies they will be at 5th and 8th Army positions. But you can move them where you need them.

How to create a repair point? Open the sector where your repair column is located. Go to "Organizational". Select your repair column in the dialog, click on the map around the column where you want it and click "Create". You can create them, but you can't delete them. This will be admins job.

What do you need to do to repair something? Well it is simple, just bring unit which you want to repair within 5km from your forward supply point (point is created by repair column), right click on the unit and select withdraw. After that you can immediately create it again with the same or different name. Unit will be created without fuel and will refuel itself after mission end. Make sure you have enough fuel around your workshops. Unit without fuel can not be planned, but it can be transported. Primary use of repair workshops is to repair columns of any kind and bring them to full strength. But you can use it also to regroup your partially destroyed units ie. 2 tank platoon strength 2 to create one strength 4.

Tip: Workshop repair columns are very expensive, so you might want to keep them away from direct enemy fire. You can use forward supply point to hide some of your units in it but it is not recommended because of two things. First, your units need to be created to be refueled and second destroyed column means also destroyed forward supply point with everything in it.

6.)Movement:

Ground movement:

To save us all from frustration when some of the units take completely different route from what we planned or shoot on their own units in front from the same platoon, all fighting units will have "Simple movement model".

It is the model where they don't care about roads, bridges and waters. They go directly to planned points and that is it. This is of course unacceptable because we want that our bridges have some use and meaning! And we want some order on the roads.

That's why we don't put all units to Simple mode transport and columns will have "Normal movement type".

Normal movement mode is mode where unit want to stay on the road as long as possible and will exit the road in last waypoint. Units will take into account roads and bridges on their planned route.

Units which are using Simple mode must be planned to cross rivers directly at the bridges. This might look strange in real mission when you see that tanks are going just beside the bridge (because of their simple movement mode) but it is the best way to put bridge guards and blockades in some practical use. Unfortunately, unit can not have two modes in the same time. It can not behave in the back like it should and use roads/bridges and when it reach the frontline go offroad and fight. Only commander can plot it so it looks like some kind of order. So please, when you are 50-60+ km away from the front line, click your moves as close as you can to roads even if your units have Simple movement mode. Simple mode is here to save us from trouble on the battlefield, not to allow us to take shortcuts through the woods or some plains. If your bridges are destroyed and it's not that far to go around the river, you are of course allowed to do that with units which can go off road.



Example of Normal

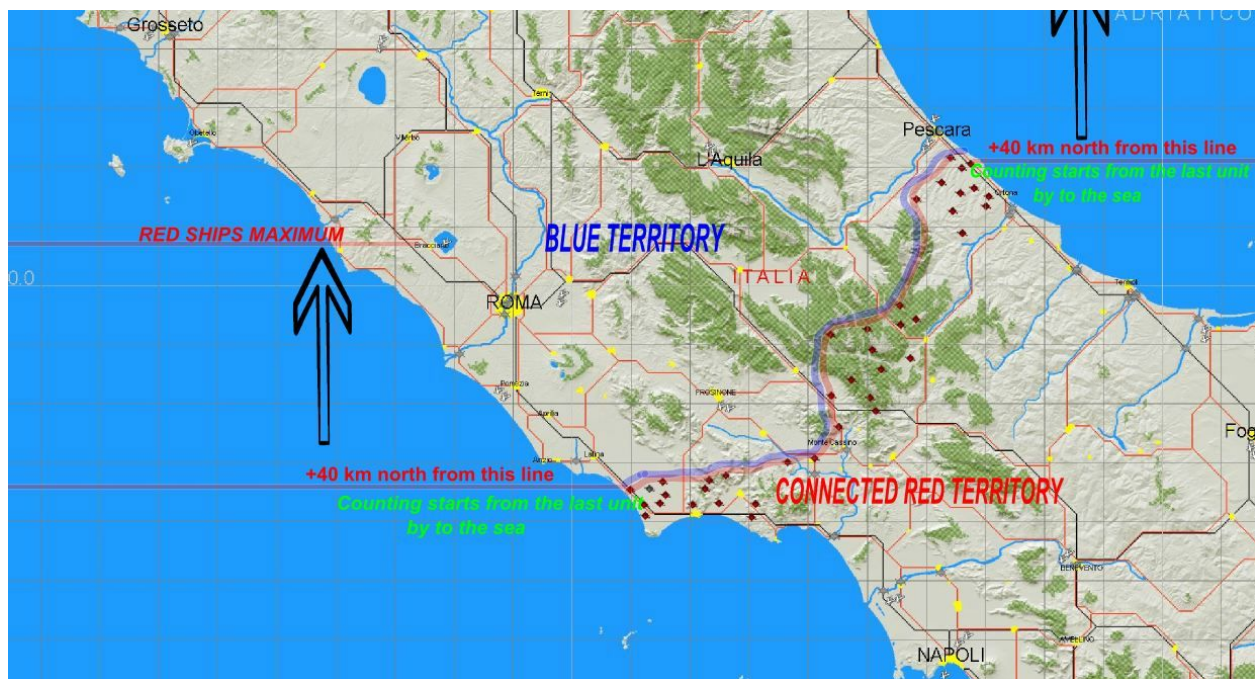
mode: Commander has planned move over bridge and bridge was destroyed in the same mission before column could go over. That column will stop at the bridge. If commander plan the move over already destroyed bridge, then column will try to find

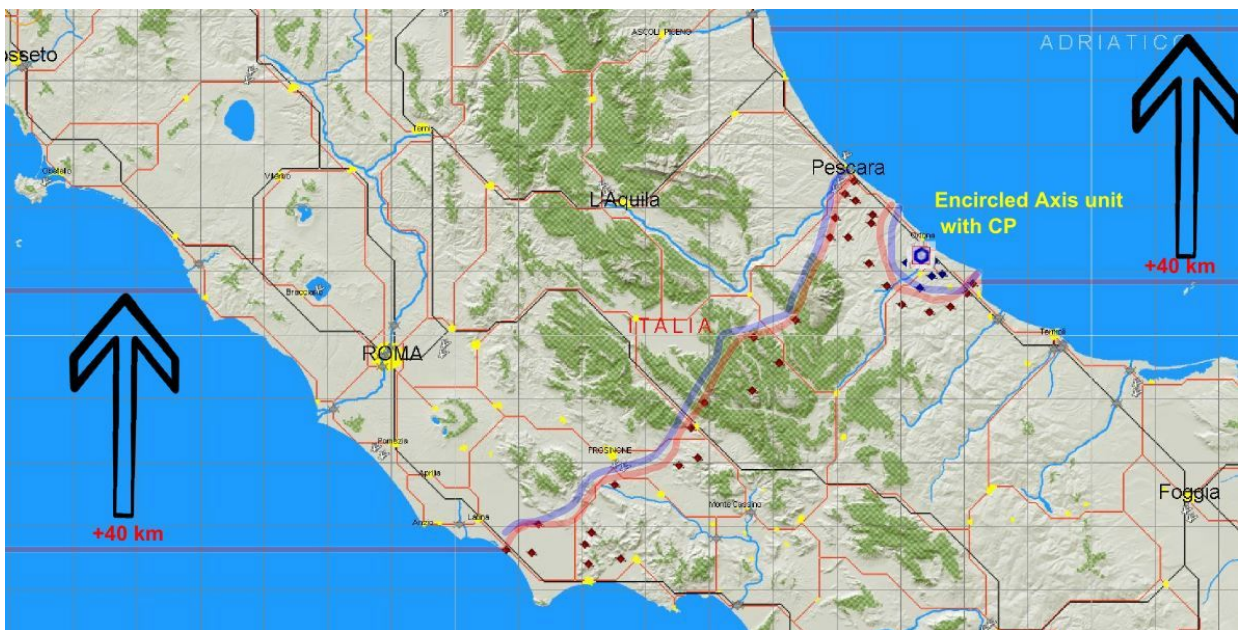
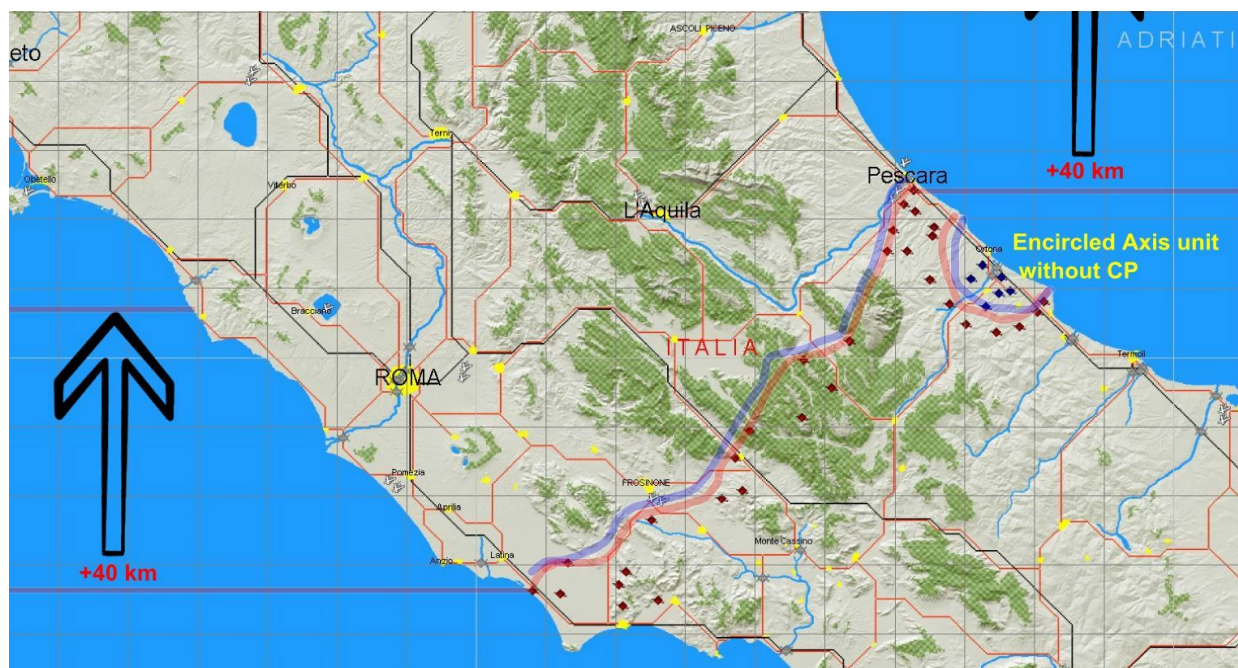
shortest route to it's destination by avoiding destroyed bridge. In the same case where unit with Simple mode is planned to cross the bridge and bridge get busted in that mission, unit will cross the bridge like nothing happened. It is not a bug. It works like that. Of course, it is forbidden to plan such a unit over already destroyed bridge.

Tips: Try not to use ground movement to the last minute. Give them some time which they might lose somewhere on route. Around 15min less than total time should be ok in most cases.

Only supply, engineers, flaks and repair columns are using normal movement mode.

Space is big, we don't want to exploit the radar and we don't have 500 pilots to search the sea so ships will have **"Rule 40"**. In short that means that ships can go only +40 km into enemy territory from the point where their last units are close to the coast on their connected territory. The only ship excluded from the Rule 40 is actually a sub. Subs are slow and subs from both sides could go almost anywhere. Only Tunis area is locked for Axis and Croatian coast for both sides.





Rule 40 also is NOT valid for allied landing forces in red zone marked on info picture No1.

After they land or they land somewhere else "Rule 40" in red zone becomes operational for Allies also.

Ships are interesting in this game. They are so precise when they shoot at stationary targets. And sure, they have a lot of fire power packed on them. That is why capital ships (CA, BB, CVE, CV) will be limited to $\Rightarrow 15$ km from the enemy and also friendly coast. Why friendly? Because NO ground counter attack with no matter how big army is possible with battleship parked near by. They could be parked close to friendly coast ONLY for repairs (where ship supplies are) and to take fuel in some friendly port. In case of taking fuel ship is coming at the end of the mission and will leave at next mission start.

Destroyers firepower was cut a bit (they are still dangerous) and they can come as close as you want to the coast. These ships are fire support for transports/tankers/LSTs. This can be done ONLY during the landing no matter where Allies choose to land. For practical reasons try not to come closer than 500-600m. I don't like seeing destroyers coming out from the pub. The same goes for troop ships and LSTs. After landing has been done, destroyers should not come closer than 10 km from the coast. If Allies plan to make another landing somewhere else and they need to use protection of destroyers for troop/LST ship again, they are allowed to come closer again. Axis have no abilities to make beach landing. However they can come in into friendly harbour with ferry/troop ship/tanker. Their destroyers are also allowed to come closer, guard them and will stay away from the coast after delivery is done.

In case if destroyers during their landing support operation kill some enemy dock or any other industrial object in the harbour/city, this damage will be repaired and no points awarded.

Crossing more than 40 km into enemy territory results in losing ship and enemy side get the points like they earned them. Crossing the coast less than 15km with capital ships or less than 10 km with destroyers after landing, and destroying some enemy units on the ground results with resurrection of killed units and with 80% damaged ship who did it.

Bringing the ship and unloading it in enemy harbour IS NOT allowed. Bringing the ship in friendly harbour in blockade and under attack IS allowed. Any ship which had collision with friendly ship or ship wreckage in front of him will be returned to map at place of collision with all onboard units/fuel. Penalty for that bad planning is 1 VP.

7.)River crossing

Units with Normal or Strict movement mode require bridges to cross. When bridge is destroyed, you need to move your engineer column close to it (column must be within 1.8km from the center of the bridge) and they will repair it in one mission.

Units with Simple movement mode, even if they don't require it, must be planned to cross directly over bridge. Even on big sector maps it is possible to click within 100m left right from the bridge but use as detailed map for that as you can. The best thing would be to click your waypoint on the road before and after the bridge.

Exceptions are Infantry units, mortars, MG's and commando units which are able to cross rivers anywhere!!!



If any side try to exploit river crossing, on enemy territory, by crossing too far (anything above 100m) from the bridge with units which ignore bridges, penalty will be 1VP.

Penalty for units that are planned over destroyed bridge will be their removing from the map, enemy side will get equivalent unit type, with the same amount, in their supply and will also get 2 VP. Admin will repair eventual damage made by those units. Second rule also apply for loading your columns/trains with any kind of units above destroyed bridge except the allowed ones (infantry, mortars, MGs, and commando units).

Example: Let's say that in at the end of mission 2 you just came with your tanks in front of the bridge.

Unfortunately, enemy bombers blew it up in mission 1 or during the mission 2. Luckily enough, your advance forces have engineer column with them and it is parked within 1.8 km from the bridge. During the mission 3 your forces will have time to make a BBQ. In other words tanks are going nowhere. At least not over that bridge. In mission 4 they can all cross the bridge and proceed forward.

In case that enemy bomb the bridge in mission 4, it doesn't matter. Your plans were already made and units with Simple movement mode (in this example tanks) will cross over. Column on the other hand will not because their movement model prevents them from doing that and will need to wait for another repair.

Bridges could also be destroyed by use of engineers or commando groups.

Tip: Secure your vital crossings with infantry, AAA and have 2 engineers close.

8.) Special ops commando units:

Both side have them. This units are engineer class of unit so they can be used as demolish squad, can repair bridges, they are AT capable and are paradrop. They use fuel fast and they are expensive.

9.) Victory points

Points could be earned on few different ways. The most obvious way is by capturing control points where you gain something and enemy lose something. Every CP have description how much points each side get or lose by holding it or losing it.

Example: CP initially held by Germans has description G 2vp A 3vp....that means that if Germans lose it, they lose 2 points from their total VP holdings while Allies earn 3 points. So, total difference is 5 in Allies favor.

10.) Signallers

There are few units on both sides which have signallers abilities.

11.) Unit relocation

For this you have to be in command range of your HQs. There are few different types of HQs here and with different cover radius. Airfields (if they have fuel) and supply points also gives you HQ ability. Without it, your units can not be planed to move or change location. Why are we using HQ relocation? Because this is the easiest way to consolidate your front, make a formation and so on without losing any move. It would be good if game could handle 500+ moves per side and everything is planned but it can't. The point is to use this on limited area, not to teleport over huge distances. You can relocate units either by change location function or via load unload feature of your columns/trains. Only one thing to keep in mind NO UNIT IS ALLOWED to be moved this way more than 6 km from original location! If you need more plan your units by move. It is a bit easier with load unload because it will not give you more than max 6 km (in radius) but most of the time columns are not where we would like them to be. So, you can have both. Also keep in mind that you can not go over enemy units. Use the common sense. If there are more than one commander, divide your areas so you don't get yourself in situation where one commander relocate something and the other one relocate the same unit again because he didn't know.

If any side make so called "lucky chain" or use HQ relocation ability to jump over friendly or enemy territory in more than one 6km jump, that unit/column/fuel will be deleted from the map and 2 VP penalty will be given to enemy side. This not apply for Messina-Calabria crossing and they have their own procedure. Also, keep in mind that you can not use HQ relocation over destroyed bridges except for infantry, mortars, MGs and commando units.

12.)Rail operations

Heavy freight is enabled and you will need to go to railway station to disembark your heavy stuff. Fuel can be pump out anywhere. Axis side have no worries with trains. They have steady stream of trains. The only condition is that at one point of time there can not be more than 5 trains of any type on the map.

Five train limit also apply for Allies but they need to build their trains.

Be extra careful when you cross over the railway with ground units. Unlike other ground units, trains will be destroyed in the crash.

In case of bad planning when crash occurs, trains and their cargo will be returned to place where they have crashed and that side will get 1 VP penalty. If crash happened because of wrong turn made by system, train will be put on planned destination with no penalty. If wrong turn was done by the system but no damage was done, commander will need to re plan the train again next mission.

13.)Barrages

For fps reasons try not to overuse them. Around 10 per side should be ok. Keep in mind that barrage units drain fuel very very quickly.

14.) Placing the units

We all know that this game have many weird things. One of them is certainly putting the flak gun onto very steep hill which will anulate its angle and enable shooting on ground units over very long distance. I think we all agree this is not normal and should not be exploited. We have really a lot of hills and mountains in Italy and most of the fights will be in those mountains.

When to tell this is ok this is not?

Well it is hard.

No magic stick.

The best would be to go in games FMB and see how terrain



looks like. In my opinion 50-60 degrees would let say be fair for everything except flaks and



anything beyond that would be exploit. For flaks try to use as narrow plain as possible in some area. Rather put those units on the top of the mountain and problem solved. Nobody will ask how the hell did they get there. By monkey of course. Mortars and infantry should not

have any limitations regardless of mountain angle.

No units should be placed under the bridge, in the buildings, below plates and stop or travel through the woods.

15.) Support operations

New stats has been requested and made and together with credited destruction of bridges and industrial (seen in KTO53), from this campaign support operations will be credited also. This include recon, supply, paratroop, propaganda and relay missions. So this is most likely the first time ever where dedicated bomber pilots will potentially have better looking stats than fighter aces:)

16.) Italian Army surrender option

If, at any point of time Allied forces capture 2 cities (**Potenza, Salerno, Napoli, Bari, Avellino, Benevento, Foggia and Termoli**), Italian Army surrender will start. If Salerno is one of those cities (default setting), Allies need to capture at least 4 of 5 CPs in Salerno landing zone.

What will actually happen if it starts?

Navy:

All big Italian ships (SUB, DD, CA, BB) which were, at the moment of surrender, caught south of Gothic line will change the owner and will need to go to one of two harbours to surrender. Those harbours are Trapani and Milazzo. Ships just need to come 15 km to

the coast. Next mission after they reach them, they can be planned to go to war on Allied side or be withdrawn (removed from the map) to totally prevent Axis to neutralize the loss. Allied side will get VP points for surrenders ships ONLY in case if ships reach one of those two ports. In case they get destroyed by Axis before they reach those two ports, Axis side will not get any points. Axis side will need to wait for them to reach the harbours and then attack them if they want to grab points on them and neutralize their loss.

If Allied side have no moves left to send all Italian ships to these two harbours, they can request (in commanders only thread) exchanging some of their ground moves for sea moves for number of missions they think it will be enough. If Allies don't request that, any ship which has not been planned will be deleted from the map without points for anyone.

In short for Allies, bring those ships you want to those two harbours and grab the points. For Axis, wait for them to surrender, then attack and grab the points. Or get them while they are still closer to you but without points.

Air Forces:

Any Italian plane on any airport south of Gustav line will be transferred to nearest Allied airfield and will become member of ACI force who will continue to fight alongside Allies.

Any Italian aircraft on any airfield north of Gothic line will become ANR and will fight alongside Germans.

Any Italian aircraft on the mixed airports (bases with both Germans and Italian planes) between Gothic and Gustav line will be removed from the map. Any Italian aircraft on pure Italian airbases will be put to neutral and fuel from the base will be depleted. Who gets there first will have them.

Ground forces:

All ground forces north of Gothic line becomes RSI (*Repubblica Sociale Italiana*) and fight alongside Germans.

All ground forces between Gothic and Gustav line will simply leave their positions, garnisons and coastal batteries and go home. In short, they are deleted from the map. Cities under guard of their garnisons gets neutral status. That means that they don't produce for Axis anymore and Germans (if not already) need to send their own forces to regain control.

All ground forces south of Gustav line will leave the Axis side and will fight for the King as Italian Co-belligerent Army alongside Allies. All of this units will be moved 20 km southern

than from position where they were at the moment of surrender. They can start their hostilities against Germans at once.

Ground and air units that are lost by Italian surrender which are only deleted from the map will not be counted in Victory sheet as loss for Axis side.

Both Italian divisions, Friuli and Cremona altogether with coastal batteries and air units on Sardinia and Corsica are becoming ACI and will start to fight against Germans.

17.) Messina-Calabria crossing:

Some good amount of Allied resources are on Sicily. They can be transported to Italian mainland on 3 ways. By ship, by train and by road. Ships are simple way. Load them and send them to some harbour with enough tonnage capacity to unload the cargo from the ship. If you decide to go by train and road, you need to bring the units to Messina. In Messina they would normally use ferry to cross over. But, we won't use Allies moves for ships to do this task on 2,5 km sea gap. Instead of ferry Allied commander would just klik on the unit and select withdraw. Units will jump over the water and they will be immediately available for creation on the other side. On Calabria side those units will be created without fuel. After one mission and their refuel, they will be able to travel alone. Of course they could be put on the trains waiting for them and start even if they are empty and lose no time. Why don't we just use HQ to move units by coordinate from Messina to Calabria? Because this will simulate the time which they would lose on the ferry anyway. You can do this for train with loads also. Only thing which you can not carry over this way is fuel. That's why Allies have good quantity of fuel from the beginning in Calabria.

It is possible to pump fuel with ships from Messina to Calabria. Please don't use this limitation to cheat. Penalty for this will be destruction of all units in Messina and Calabria and Axis side will get 2 VP. This is really not necessary because huge quantities of fuel could be brought by ships to Calabria. This penalty will also be applied if commander go around the process and just use HQ/freights to go over.

18.) Radar:

Both sides have radars. Ground radars are only long range. On ships we have long radars on the carriers and the battleships, and short radars on the cruisers.

Radar for both sides is first version and will not have friend or foe distinction in 1943. When we enter in 1944 after 10 missions, both sides will get friend or foe distinction and radar will be late version. Radars can be produced on both sides.

Initially radar sites will be deployed in a way where they are 50 km behind friendly forces.

In game, long range radar is a car which is easy to strafe and which doesn't even look like a radar. That is why I'll make him static and will add an object over that car which looks like a antenna tower.. So you'll need a bomb for this.

19.) Transport ships

Ships which are transporting resources (fuel) from Tunisia toward Napoli or Taranto will go only one way. After they safely reach Napoli or Taranto they will unload fuel into one of the indestructible bunker, taking care of available tonnage of the docks and ship payload, and will withdraw. This will teleport them into Bizerta or Kelbiba ship supply point and there will get 1 mission delay. There is no point of using the moves to return ships that far back and those ships are on steady stream anyway. If Allied were able to protect them that far, no point in escorting them back again. That way Allies could have stream of incoming ships practically having only 5-7 ships in the water in one point of time on both routes and not need to worry about ships that are already done their part. None of warships or LST can use this "feature" because withdraw point will be invisible to them. They need to be plotted.

The same goes for German ships from Corsica to Genova, Piombino, Livorno and La Spazia. They have entry points in Corsica and Sardinia and exit points in each harbour mentioned. If Axis run out of transport ships, they need to build them. They don't have steady stream of transport ships like Allies do.

Both sides can use any other friendly harbour with docks to unload the resources/war material but then they don't have automatic return system and will need to plot return route.

NOTE: Ferry/Transport/Tanker are tied to harbours.

LST ships

This is the only type of big ship which Allies are able to build. Also this one is meant to drive in with war materials directly to the beach. If for any reason the only option to drive fuel is to use LST, it must go to friendly harbour and use dock!

20.) Adriatic sea entrance.

The map was made with Italian boot heel cut just south of Taranto. I wanted to give commanders more abilities to use both sides of Italian coast for navy operations. That is why I and L sectors are extended. Our boot is still missing a heel but commanders are able to use their navy with much more flexibility. All the rules from the west coast also apply for east Italian coast.

21.) Storage depots

Each side have a chance to collect some good amount of VPs by transferring resources or war material or both from some places to some other places. This is not just for sport. Both sides will need those resources/war material in their warfare.

So something was needed where each side could transfer and keep resources without danger that it will be destroyed. I made a bunker impossible to destroy which shoot 360 and have a protection of medium plate above it. Both side depot will be marked with fire close to that bunker. Don't try to attack on them because you don't have nuke. They are not worth of any points, they have enough forces in them to avoid surrender, you can't get those resources out so don't bother. Think of them like underground facilities locked from the inside:) They are here just to have easy way to see and track how much who brought. Status of the supply depots will be tracked at the end of every four missions when Victory sheet is going to be made. In meanwhile use this fuel freely. It is better to have fighting units



with

enough fuel and good morale than a stockpile of resources and bunch of guys who will surrender anytime.

22.) Landing options

Allied side is not forced to make landing in Salerno nor they need to do it in first mission. I have chosen Salerno wide area just to be on historical track even in semi historical campaign. If Allies chose to land somewhere else, Salerno CPs will be deleted except Salerno City CP which will than have G 3VP A 4VP.

That other place will than divide its CP to 5 smaller CPs each with G 1VP A 1VP and in length of 30 km.

If there is no CPs in the area of landing, five of them will be added with values G 1VP A 1VP in length of 30 km.

All ratios and conditions to repel invaders back to the se stays the same.

If landing is planned on east coast "Rule 40" need to be obeyed.

If initial landing is not done in wide Salerno area marked with red in info picture No.1, "Rule 40" also applies for that red area.

How to know is it landing or not?

Any place where any landing ship (LST, LSD, LCVP, LVT) in any quantity touch enemy coast will be considered as landing site and that place will get those 5 CPs one of which will be in invaders hand. CPs will be created only once regardless how many landings Allied perform in the future. Any place or isolated area where landing ships touch friendly beach is not considered as landing but reinforcement mission and no CPs will be created at that point. Sardinia is under total Axis control with not a single Allied unit on it even if you can see on the picture No.1 that sphere of influence have southern part red. Any Allied landing ship can land there at any point of time. Sardinia is not considered as important because Germans are leaving so NO CPs will be created over there.

ONLY landings on Italian mainland with landing ships are considered as landing. In case if Allied command decide not to perform landing anywhere on Italian mainland, bonus for throwing Allies back to the sea is no longer valid!

23.) French forces

In real life it looks like they were acting on their own when we look at their landing on Corsica. No major help from other allies. At least not at the beginning. In this campaign French forces (Allied command) will have choice to start this landing between 1st and 8th mission. Allied commander just need to inform admin when to put this forces on the map.

This units will not have any recon. Units must land on western part of Corsica at any point they choose. French forces will be delivered directly on the beach on Corsica. Commander responsibility is to check the terrain first and not to unload units in front of Axis guns where they could be crashed in a moment. Any capturing of any place on Sardinia or Corsica have no influence on lifting "Rule 40" for Allied fleet. However "Rule 40" from Italian mainland DO HAVE influence how far north Allied fleet can go on Sardinia and Corsica.

24.) Garrisons

It's a huge territory on this map. A lot of ground to cover on the front line, but also in the back. To avoid to have empty cities or to put huge amount of ground forces doing nothing most of the time, i decided to use garrisons to guard cities. What is garrison in the game? Well, in the game it will be represented with a bunker which have static object above it. This bunker will serve as place where commanders will be able to put their divisions so they are not killing our mission file with unnecessary size, and those units are not in contact with the enemy any time soon. Commander should leave outside ~20% of this forces just in case enemy comes with planes so they have something to shoot at and you have something to repel the attackers. This bunker can not be destroyed. But also it will not shoot. If commander use it only as a shelter and put all its units "underground" and enemy comes with army which killed everything except the bunker, units in the bunker will be forced to surrender. This can't be done automatically and will be done manually. So balance on this. There is no point having 30 platoons outside of garrison when you guard the city 200 km away. Also, it is risky to leave units in the shelter while you are in driving range of enemy tanks. As closer to the front line you go leave more and more units outside.

25.) Recon units

Recon units have autonomous movement. That means they have ability to move without need to be in range of HQ. They can go into enemy territory as far as commander wants but CAN NOT perform attack operations on any type of industrial installations, docks, CPs or airfields.

Damage made on those objects will be repaired and recon destroyed with 1 VP penalty.

They are allowed to attack any enemy unit on their path.

26.) Restarts

General conditions for restart will be 3 pilots lost per side in first 10min of the game. Each restart require a lot of time for people to jump in again so i think if we start on time 10min is good number. If we start later, that number can shrink to 0...in other words...no restart

27.) Mission planner

I think that CountZero's practice to put in temporary stats and wait for reports of errors and bad things is very good so i tend to implement it. Stats will be published on next day Monday morning. In rare cases when i am not working next day could be Sunday night. Errors if any will be fixed during Monday or Tuesday if reports are late, so MP should be ready for planning at latest Tuesday 20:00 CET. Don't ask me to fix things after i open MP for planning.

Planning should be done by Sunday morning 09:00 CET when I'll put MP to "Read only" This timing will allow mixed planners from Europe and US/Canada.

I made this campaign in best effort and i tried to stick to history as much as i could. I tried to predict and cover all aspects and limitations of the game to have air/sea/land operations possible.

Even with lots of testing errors are possible. I reserve right to change any aspect of the campaign in case i notice that i have miscalculated something and some side or both side can not function normally to achieve their given tasks. Those changes will be published in first post of Italy Info thread. Also if i forgot here to cover and write down something very important, it will be added in first post below this manual.

I hope we'll have a good fight with lot of sweat and no tears:)

Cheers,

=VARP=Thor