

4-16 Sicily II (6 Sep 2019)

Map

1. The hexes of Messina should be connected by a RR.

Scenarios

1. Schm KG (Arty) is in 51.17 (not 52.14) (Scenario 3).
2. 6 & 61 CD have extra "C" after numbers; delete the Mule from 20.24 and 51.15 (Scenario 4).
3. Bedo is listed as Mx, but is actually AG (Scenario 5).
4. The extra MC.200 counter (make it the one that starts dead or reduced) will need to be used in place of a missing MC.202 counter in Scenarios 4-6.
5. The Special Rules (Scenario 5) say something about testing Loyalty after ALT rolls. This was done in an earlier version; ALT rolls no longer trigger Loyalty tests.
6. I had a request for an historical setup for Axis air units to use in Scenario 5. Here it is: German: 3x Bf.109 at 49.17 (at adjacent bases), 1x Bf.109 at 17.12, 1x Bf.109 at 7.19, and 1x Fw.190 at 46.06. Italian: 1x MC202 and 1x Ju.87* at 7.19, 1x MC202 at 12.14, 1x MC202* at 52.19, 1x MC205* at 21.24, and 1x Bf.109* at 17.12.
7. Add a +1 DRM to ALT rolls on 10 July only, reflecting surprise and the heavy pre-invasion bombardment.
8. Delete the Me.323 and the Halifax+Gldr from Scenario 4.
9. Scenario 4 setup, hex 52.16, the '6-4-3' CW Arm Bn should be '6-3-4' to match the counter values.

Rules Changes and Clarifications

1. Off-map boxes have ports.
2. Refit, construction, and arty barrages are free on The Toe because SP can be drawn from the holding box.
3. In scenarios where a die is rolled for Active planes, roll *after* setup is otherwise complete.
4. In Scenario 3, do not use 3.3d.
5. Neither side has a Supply Table. SP are shipped in.
6. Add to 3.2c(B) that 2nd AD's organic truck only counts as 1 RE for shipping, etc.
7. The Allies can use Pax to build Breakdown units (up to counter mix limits) if there are no other units to be rebuilt.
8. All of the mules arrive "loaded" on 14 July.
9. Pax rebuild 1 step at a time (not a whole division).
10. Use of the Supply Cache option, new to the v4.3 series rules, is encouraged. They are fixed (non-variable) reinforcements on 14 July and 31 July, with the Axis getting one and the Allies two on both of those turns. Note neither side has any at the start of any scenario. If you don't have the official markers, use coins or poker chips!

"Learning The Ropes" article...

Note a corrected version of this article has been posted on The Gamers Archive. Many thanks to Kevin Valerien especially for his help on this, and many regrets on my part for not doing a better editing job prior to publication!