Battalion Combat Series:

Danger Forward

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Glossary (Game Specific)

Abn	Airborne
Arm	Armor/Armored
Art/Arty	Artillery
AT	Anti-Tank
Bn	Battalion
CL	Light Cruiser
Co	Company
Com-Isp	Comiso-Ispica
DesRon	Destroyer Squadron
Div	Division
DZ	Drop Zone
Grp	Gruppo (Group)
HG	Hermann Göring
HMS	His Majesty's Ship
HQ	Headquarters
Inf	Infantry
LW	Luftwaffe (German Air Force)
KG	Kampfgruppe (Task Force)
Mech	Mechanized
MG	Mitragliatrice (Machine Gun)
MON	Monitor (smaller warships with very large guns)
Mt.	Monte (Mount)
NAP	Nuclei Anti Paracadutisti (Anti-Parachute Unit)
PG	Panzergrenadier (Armored Infantry)
Pio	Pioneer (Engineer)
PIR	Parachute Infantry Regiment
Plt	Platoon
Pz	Panzer (Tank)
Pz Recon	Armored Cavalry Reconnaissance
Rgr	Ranger
Tgr	Tiger I tank
TF	Task Force
US	United States
USS	United States Ship

Introduction

Danger Forward covers the first three days of Operation Husky and the fighting around the city of Gela on the south coast of Sicily in 1943. Its small size and limited game length is designed to provide a good introduction to the *Battalion Combat Series*.

References are provided extensively to relevant rules sections in parentheses to assist new players. *BCS* v2.0 Series rules references have *BCS* preceding the relevant rules section number. **Danger Forward** Game Specific Rules (*BCS* 1.0c) references just have the relevant rules section number.

Map and Charts

All necessary charts needed to play the game are printed on the map. This includes the Turn Record Track, Terrain Key, Terrain Effects Chart, Replacement Tables (Allied and Axis), as well as the game specific Scatter Direction and Air Drop Table.

Scale

The map is 1 km per hex. Everything else is *BCS* standard (*BCS* 1.0a).

Counter Colors and Ownership

Allied Player. The Allied player controls all American (Green) units. The Allied player also controls all Naval units (White to Blue Gradient) which include US Navy (American Flag) and Royal Navy (British Ensign) vessels.

Axis Player. The Axis player controls all Luftwaffe Ground Troops (Blue Grey), German Army (Gray), and Italian (Blue Green) units.

Naval Gunfire and Static Unit Backs. Italian Static units (*BCS* 1.1h) have their set up hexes and Allied Naval Gunfire (2.3) units have their Beach Sector (2.1a) printed on the back of the counter. As their backs are normally blank and as there are no alternate set up hexes for the scenarios, it made sense to ease setup for these units. Note that the Naval Gunfire units only list their starting Beach Sector as they can move to the other Beach Sector (2.3).

1.0 Common Special Rules

1.1 Weather

The Weather is always clear and dry. There is no Weather roll. There are no effects on Trafficability (*BCS* 3.2i). Visibility (*BCS* 5.4f) is always 4 hexes.

1.2 Series Rules Matters

1.2a <u>Repls</u>. Each player obtains Repls from his Repl Table normally (*BCS* 2.2).

1.2b <u>Buddies</u>. (*BCS Glossary*)
<u>Allied</u>. 82 Abn and TF Kool are Buddies with all Allied Formations and vice versa.

<u>Axis</u>. No Axis Formation is a Buddy with any other.

1.2c <u>Recon Unit Types</u>. As per the Series rules and only Arm Cav units are Recon Capable (*BCS* 1.1f).

1.2d <u>Support</u>. Italian AV units cannot enter Support. Allied and German AV units can enter Support (*BCS* 1.5).

1.2e <u>Supply</u>. Map edge Supply Sources (*BCS* 3.1) are marked for the Axis. The Allied Supply Sources use Beach (2.1c) and map edge Supply Sources as marked. Combat Trains can be placed on Beach hexes at Legal Hexes (*BCS* 3.1a).

1.2f <u>Daily SNAFU DRMs</u>. Each side has its own Daily SNAFU DRM on the Turn Record Track (*BCS* 3.2b).

1.2g <u>Air Points</u>. Neither side is given Air Points (*BCS* 2.3c).

2.0 Allied Special Rules
2.1 Beach Landing

2.1a <u>Beach Sector</u>. There are two Beach Sectors (one for the Dime Forces and the other for the Cent Forces) bounded by a thick red line made up of individually named beaches (separated by dashed red lines). Each named beach consists of one or more Beach hexes (2.1b). Beach Sectors contain Naval Gunfire units (2.3) and Supply Sources (2.1c).

2.1b <u>Beach Hexes</u>. Allied Units start the game set up on their designated Beach hex. Reinforcements arriving at a given Beach Sector can be placed in any Beach hex within the beach's dashed red boundary lines. A Beach hex is treated as an Entry Area (*BCS* 2.1d). Handle Reinforcements arriving on Beach hex Entry Areas as per the series rules (*BCS* 2.1). Allied Units receiving a Retreat result (*BCS* 5.5) in a Beach hex ignore the Retreat and each unit takes a Step Loss (in addition to any Step Loss results from a Combat or Engagement Table result) instead.

2.1c <u>Supply Sources at Beach Hexes</u>. Certain Beach hexes contain a Supply Source for Allied Formations (1.2e). The MSR it creates can use these Beach hexes, provided it does not contain an enemy Combat Unit or non-negated EZOC (*BCS* 3.1a) and connects to a Formation's Combat Train via a Legal Hex.

2.2 Paratrooper Rules

The 82nd Airborne Division landings at the opening of Operation Husky were marked by terrible misdrops and scattered landings.

2.2a <u>Air Drops</u>. Airborne units arrive on the map in the Reinforcement Phase on the 10 Jul 43 turn. For each of the entering Airborne group of units, roll a die to determine the accuracy on the **Air Drop Table**.

Exception: The 82 Abn HQ does not roll and always lands on its designated hex.

Drop Zone (DZ) hex locations are:
• **DZ Q**: 27.24
• **DZ S**: 22.19
• **DZ T**: 23.18
• **Misdrop #1**: 36.10
• **Misdrop #2**: 33.05

If units land on the map, roll a die for each unit to determine the direction of the scatter per the Direction Roll diagram on the map. Roll another die which determines the distance in hexes from the DZ hex.

Airborne units that land off-map do not arrive in the game. If the unit lands on an enemy unit or Ocean hex, it is eliminated. EZOCs have no effect on the landing unit. Airborne units arrive via Air Drop on their Move-side (exception to BCS 1.0f).

Example: G/505 and H/505 Abn Inf Co (82 Abn) are scheduled to land in DZ T (23.18). Place the units on that hex and roll one die. If that roll is 4 or more, the units scatter. G/505 rolls a 3 for direction and a 5 for distance. It is placed in hex 28.15. H/505 rolls a 1 for direction and a 1 for distance. It is to land in hex 23.19 but is eliminated because there is an enemy unit.

2.2b <u>Airborne Command & Control</u>. Allied Airborne units were trained to operate independently. With the large scattered airdrops, the ad hoc groups set about to achieve their objectives. The 82 Abn formation's Command Radius (*BCS* 1.4) is infinite. When activated, the formation can activate all its units. No 82 Abn unit suffers from Isolation (*BCS* 3.6).

82 Abn does not have Combat Trains. Airborne units are assumed to have a Complete MSR and hence do not need to consider a Legal Hex for retreat purposes (*BCS* 3.1 and 4.7e). For Daily SNAFU DRM purposes, MSR is never considered Optimal (*BCS* 3.2f) and is assumed to use Tracks (*BCS* 3.2i).

2.3 Naval Gunfire

The Allies have five Naval Gunfire units that act similar to Air Points (*BCS* 5.4c). Starting with the **second** turn's Reinforcement Phase, Naval Gunfire units can be moved to another Beach Sector's Available box as desired. Unlike regular Assignments (*BCS* 2.3), Naval Gunfire units do not need to be unassigned first before being moved. There can be a maximum of four Naval Gunfire units per Beach Sector. Once assigned, the unit must remain in that box until the turn ends. Naval Gunfire units cannot barrage north or east of the hexes containing the Naval Gunfire Limit.

Exception: *HMS Abercrombie can fire at any hex on the game map provided it is spotted. The counter has an infinite symbol above the barrage value so players can remember this.*

Naval Gunfire units with a Barrage value of 2 must expend both points on the same target. There is no restriction on the number of Naval Destruction Barrage Points that can be used on a target when not part of any Attack (exception to *BCS* 5.4h part ii). The number of Points for a Regular Attack and Shock Attack still apply (*BCS* 5.4h).

Available Naval Gunfire units can be Spotted (*BCS* 5.4f) by Formations using that Beach Sector's Supply Sources (Dime or Cent). 82 Abn cannot spot for Naval Gunfire units. Move the Naval Gunfire unit to its Used Box after firing. Used Naval Gunfire units move to the Available box during the Game-turn End phase (*BCS* 2.0 step f).

2.4 Task Force Fargo

Fargo Arm Inf TF (Force X) arrives at Entry Area A. This unit can trace an MSR directly from the Allied Supply Source at hex 1.24. This is an exception to normal MSR (*BCS* 3.1) where there is no need to connect from its HQ through the Combat Train. Otherwise it behaves like any part of a formation that begins Out of Command during an Activation (*BCS* 1.4d).

3.0 Axis Special Rules
3.1 Nationality Effects

There are no nationality effects restricting German and Italian units. Any Axis Supply Source can be used by any Axis Formation.

4.0 Victory

4.0a <u>Victory Points (VP)</u>. The Allied player must attack to control as many of the 8 VP hexes on the map as possible. The winner is determined by the number controlled as listed below. "Control" is awarded to the side which occupies (or is last to occupy) that hex with a friendly unit in Command Radius. An OBJ is required to initially control a VP hex (*BCS* 3.3).

The available Victory Point hexes are:

Location	Hex
Mt. Del Zai	10.25
Gela	12.18
Gela-Farello Landing Ground	18.18
Ponte Olivo Airfield	18.25
Niscemi	25.27
Biscari Station	29.12
Acate	36.14
Comiso Airfield	47.11

Rate Victory by the following:

VPs Controlled	Victory
2 or less	Axis Major Victory
3 - 4	Axis Minor Victory
5	Draw
6 - 7	Allied Minor Victory
8	Allied Major Victory

4.0b <u>Sudden Death Victory</u>. A Sudden Death Victory occurs if the Axis occupies any two Beach hexes (they do not have to be adjacent) by the end of any turn. Units must be in Command Radius (*BCS* 1.4) and the formation has a complete MSR (*BCS* 3.1). If Sudden Death occurs, ignore the normal Victory Conditions, and the game ends instantly with an Axis Major Victory.

The historical result was an Allied Minor Victory.

AIR DROP TABLE

Roll	Result
1	Misdrop #1. Place all the units on the Misdrop #1 DZ (36.10) then roll for scatter for each unit.
2	Misdrop #2. Place all the units on the Misdrop #2 DZ (33.05) then roll for scatter for each unit.
3	Overshoot. Those units land off-map and do not arrive in the game.
4-6	Scatter. Place all the units on the DZ hex designated by the OOA then roll for scatter for each unit.

5.0 Scenarios
5.1 Battle of Gela (Campaign)

The Battle of Gela, from initial American sea and airborne landings to the Italo-German counterattack against the beachheads, concluding with the American drive toward inland objectives. This scenario gives the players all the historical possibilities to explore the battle, from the chaotic airborne misdrops, choice of reserve commitment for TF Kool, and possible routes for the Axis counterattack.

First Turn: 10 Jul 43 (*BCS* 1.0g)
Last Turn: 12 Jul 43
Game Length: 3 Turns
First Player: Roll for initiative

Axis Set Up: (*BCS* 1.0f)
Units are Italian unless otherwise noted.

Independents:
　27.15: Dirillo Static Plt
　18.25: Ponte Olivo Static Bn
　35.23: San Pietro Static Bn
　12.18: 1/429 Static Co
　11.19: 2/429 Static Co
　16.16: 3/429 Static Co
　23.19: 4/429 Static Co
　30.00: 1/389 Static Co
　30.03: 2/389 Static Co
　25.10: 3/389 Static Co
　27.07: 4/389 Static Co
　10.19: 616 MG Static Co
　24.20: 455 NAP Static Plt
　25.27: 456 NAP Static Plt
　36.14: 457 NAP Static Plt
　40.06: 458 NAP Static Plt
　47.06: 459 NAP Static Plt

Livorno Inf Div:
　16.24: HQ (Fresh), 526 NAP Static Plt
　10.25: III/33 Inf Bn
　25.25: 1/E Mech Grp
　26.25: 2/E Mech Grp
　19.27: Combat Trains

LW Pz KG:
　Entry C or D: LW Pz KG (HQ (Fresh), HG LW Pz Recon Bn (-), I/HG, II/HG LW Pz Bn (-), HG LW Pz Pio Bn (-), Combat Trains)

LW PG KG:
　Entry C or D not used by LW Pz KG: LW PG KG (HQ (Fresh), 2/504 TGR Pz Co, I/HG 1, II/HG 2 LW Inf Bn, Combat Trains)

Formation Activation Markers in Play:
LW Pz KG, LW PG KG, Livorno Div

Reinforcements:
11 Jul 43
　Any HQ: H Mech Grp
　B: Livorno Inf Div (I/33, II/33, I/34, II/34, III/34 Inf Bn, IV AT Bn)
　No more than 2 units can arrive in each entry hex, to include H Mech Grp if it is assigned.
　E: Comiso Inf Grp (HQ (Fat-0), Com-Isp Inf Grp, G Mech Grp, Combat Trains)
　Roll one die, Comiso Inf Grp arrives if the roll is 3 or more. Otherwise, the formation arrives on 12 Jul.

12 Jul 43
　If Comiso Inf Grp did not enter last turn, the formation arrives this turn at Entry E.

Allied Set Up: (*BCS* 1.0f)
Beaches Box:
　Dime Force Beach Sector: DesRon 17, USS Boise, USS Savannah
　Cent Force Beach Sector: HMS Abercrombie, USS Philadelphia

Force X:
　11.18: HQ (Fresh), 4 Rgr Bn, 1/39 Eng Bn, Combat Trains
　10.18: 1 Rgr Bn

1 Inf Div(-):
　15.16: HQ (Fresh), 2/16 Inf Bn, 3/16 Inf Bn, Combat Trains
　16.15: 1/16 Inf Bn
　13.17: 1/26 Inf Bn, 3/26 Inf Bn
　14.16: 2/26 Inf Bn

45 Inf Div:
　26.05: HQ (Fresh), 1/179 Inf Bn, Combat Trains
　24.07: 2/179 Inf Bn
　26.06: 3/179 Inf Bn
　21.11: 1/180 Inf Bn
　22.09: 2/180 Inf Bn
　22.10: 3/180 Inf Bn

Formation Activation Markers in Play:
Force X, 1 Inf Div(-), 45 Inf Div, 82 Abn Div

Reinforcements:
10 Jul 43
　DZ S: 82 Abn Div (HQ (Fat-0, Used))
　Lands at DZ hex. Not subject to Overshoot, Misdrop, or Scatter (2.2a).
　DZ Q: 82 Abn Div (G/504, H/504, I/504 Abn Co) – *Move-side*
　DZ S: 82 Abn Div (A/505, B/505, C/505 Abn Co) – *Move-side*
　DZ S: 82 Abn Div (D/505, E/505, F/505 Abn Co) – *Move-side*
　DZ T: 82 Abn Div (G/505, H/505 Abn Co) – *Move-side*
　DZ T: 82 Abn Div (I/505 Abn Co) – *Move-side*

11 Jul 43
　At 45 Inf Div HQ: 45 Inf Div (753 Arm Bn (Support))
　A: Force X (Fargo Arm Inf TF) *See 2.4.*
　F: 45 Inf Div (2/157, 3/157 Inf Bn)
　Dime or Cent: *Select either Dime Force Beach Sector or Cent Force Beach Sector then place all units in any Beach hex of that Sector:*
　TF Kool (HQ (Fresh), C/82 Arm Cav Co, I/67 Arm Co(+), A/41 Arm Inf Co, 1/18, 3/18 Inf Bn, Combat Trains)
　Dime or Cent: *The following arrive on a Beach Hex at the same Beach Sector as TF Kool. Each unit can either be assigned to TF Kool or another formation using the Beach Sector as a Supply Source (Force X or 1 Inf for Dime or 45 Inf for Cent). They cannot be assigned to 82 Abn:*
　3/67 Arm Bn(-)
　2/18 Inf Bn
　1/41 Arm Inf Bn(-)

5.2 Cent Beach (Intro)

This scenario is a good starter scenario to ease players into BCS and Danger Forward. The scenario starts with only one formation on each side.

Playing Area: East of the Acate River and Terrana River (starting at 21.12 and ending at 34.27, inclusive)
First Turn: 10 Jul 43 (*BCS* 1.0g)
Last Turn: 12 Jul 43
Game Length: 3 Turns
First Player: Roll for initiative

Replacement Points: Divide the Table result by two (round fractions down).

Victory Conditions: Use a modified Victory (4.0) with the following:

VPs Controlled	Victory
0 - 1	Axis Victory
2	Draw
3	Allied Victory

Axis Set Up: (*BCS* 1.0f)
Units are Italian unless otherwise noted.

Independents:
35.23: San Pietro Static Bn
30.00: 1/389 Static Co
30.03: 2/389 Static Co
25.10: 3/389 Static Co
27.07: 4/389 Static Co
36.14: 457 NAP Static Plt
40.06: 458 NAP Static Plt
47.06: 459 NAP Static Plt

Roll one die to determine which Hermann Göring formation enters at Entry D:

Die roll	Formation
1-2	**LW Pz KG** (HQ (Fresh), HG LW Pz Recon Bn (-), I/HG, II/HG LW Pz Bn (-), HG LW Pz Pio Bn (-), Combat Trains)
3-6	**LW PG KG** (HQ (Fresh), 2/504 TGR Pz Co, I/HG 1, II/HG 2 LW Inf Bn, Combat Trains)

Formation Activation Markers in Play:
LW Pz KG or LW PG KG

Reinforcements:
11 Jul 43
Roll one die, H Mech Grp arrives if the roll is 3 or more at any HQ. Otherwise, it does not arrive in the game.
E: Comiso Inf Grp (HQ (Fat-0), Com-Isp Inf Grp, G Mech Grp, Combat Trains)
Roll one die, Comiso Inf Grp arrives if the roll is 3 or more. Otherwise, the formation arrives on 12 Jul.

12 Jul 43
If Comiso Inf Grp did not enter last turn, the formation arrives this turn.

Allied Set Up: (*BCS* 1.0f)
Beaches Box:
Cent Force Beach Sector: HMS Abercrombie, USS Philadelphia

45 Inf Div:
26.05: HQ (Fresh), 1/179 Inf Bn, Combat Trains
24.07: 2/179 Inf Bn
26.06: 3/179 Inf Bn
21.11: 1/180 Inf Bn
22.09: 2/180 Inf Bn
22.10: 3/180 Inf Bn

Formation Activation Markers in Play:
45 Inf Div, (82 Abn Div)

Reinforcements:
10 Jul 43
Conduct Air Drops as normal (2.2a) even though the DZs are not in the Playing Area. If the Air Drop roll is a 1 or 2, follow the results for the corresponding Misdrop. Place the 82 Abn HQ at either Misdrop #1 or Misdrop #2 if there are 82 Abn units in play.
See above: **82 Abn Div** (HQ (Fat-0, Used))
DZ Q: 82 Abn Div (G/504, H/504, I/504 Abn Co) – *Move-side*
DZ S: 82 Abn Div (A/505, B/505, C/505 Abn Co) – *Move-side*
DZ S: 82 Abn Div (D/505, E/505, F/505 Abn Co) – *Move-side*
DZ T: 82 Abn Div (G/505, H/505 Abn Co) – *Move-side*
DZ T: 82 Abn Div (I/505 Abn Co) – *Move-side*

11 Jul 43
At 45 Inf Div HQ: **45 Inf Div** (753 Arm Bn (Support))
F: 45 Inf Div (2/157, 3/157 Inf Bn)

Roll one die, TF Kool arrives if the roll is 5 or more and place all units in any Cent Beach hex. Otherwise, it does not arrive in the game.
TF Kool (HQ (Fresh), C/82 Arm Cav Co, I/67 Arm Co (+), A/41 Arm Inf Co, 1/18, 3/18 Inf Bn, Combat Trains)
The following arrive on a Beach Hex if TF Kool arrives. Each unit can either be assigned to TF Kool or 45 Inf. They cannot be assigned to 82 Abn if in play:
3/67 Arm Bn (-)
2/18 Inf Bn
1/41 Arm Inf Bn (-)

5.3 Dime Beach (Small)

This scenario focuses on the Dime Beach Sector and a slight step up from scenario 5.3 with a few more formations and VPs.

Playing Area: West of the Acate River and Terrana River (starting at 20.12 and ending at 33.27, inclusive)
First Turn: 10 Jul 43 (*BCS* 1.0g)
Last Turn: 12 Jul 43
Game Length: 3 Turns
First Player: Roll for initiative

Replacement Points: Divide the Table result by two (round fractions down).

Victory Conditions: Use a modified Victory (4.0) using the following:

VPs Controlled	Victory
0-2	Axis Victory
3	Draw
4-5	Allied Victory

Axis Set Up: (*BCS* 1.0f)
Units are Italian unless otherwise noted.

Independents:
27.15: Dirillo Static Plt
18.25: Ponte Olivo Static Bn
12.18: 1/429 Static Co
11.19: 2/429 Static Co
16.16: 3/429 Static Co
23.19: 4/429 Static Co
10.19: 616 MG Static Co
24.20: 455 NAP Static Plt
25.27: 456 NAP Static Plt

Livorno Inf Div:
16.24: HQ (Fresh), 526 NAP Static Plt
10.25: III/33 Inf Bn
25.25: 1/E Mech Grp
26.25: 2/E Mech Grp
19.27: Combat Trains

Roll one die to determine which Hermann Göring formation enters at Entry C:

Die roll	Formation
1-4	**LW Pz KG** (HQ (Fresh), HG LW Pz Recon Bn (-), I/HG, II/HG LW Pz Bn (-), HG LW Pz Pio Bn (-), Combat Trains)
5-6	**LW PG KG** (HQ (Fresh), 2/504 TGR Pz Co, I/HG 1, II/HG 2 LW Inf Bn, Combat Trains)

Formation Activation Markers in Play:
LW Pz KG or LW PG KG, Livorno Div

Reinforcements:
11 Jul 43
Roll one die, H Mech Grp arrives if the roll is 5 or more at any HQ. Otherwise, it does not arrive in the game.
B: Livorno Inf Div (Livorno Inf Div (I/33, II/33, I/34, II/34, III/34 Inf Bn, IV AT Bn)
No more than 2 units can arrive in each entry hex, to include H Mech Grp if it arrives and is assigned.

Allied Set Up: (*BCS* 1.0f)
Beaches Box:
 Dime Force Beach Sector: DesRon 17, USS Boise, USS Savannah

Force X:
 11.18: HQ (Fresh), 4 Rgr Bn, 1/39 Eng Bn, Combat Trains
 10.18: 1 Rgr Bn

1 Inf Div(-):
 15.16: HQ (Fresh), 2/16 Inf Bn, 3/16 Inf Bn, Combat Trains
 16.15: 1/16 Inf Bn
 13.17: 1/26 Inf Bn, 3/26 Inf Bn
 14.16: 2/26 Inf Bn

Formation Activation Markers in Play:
Force X, 1 Inf Div(-), 82 Abn Div

Reinforcements:
10 Jul 43
Conduct Air Drops as normal (2.2a). If the Air Drop roll is a 1 or 2, treat as an Overshoot result.
 DZ S: 82 Abn Div (HQ (Fat-0, Used))
 Lands at DZ hex. Not subject to Overshoot, Misdrop, or Scatter (2.2a).
 DZ Q: 82 Abn Div (G/504, H/504, I/504 Abn Co) – *Move-side*
 DZ S: 82 Abn Div (A/505, B/505, C/505 Abn Co) – *Move-side*
 DZ S: 82 Abn Div (D/505, E/505, F/505 Abn Co) – *Move-side*
 DZ T: 82 Abn Div (G/505, H/505 Abn Co) – *Move-side*
 DZ T: 82 Abn Div (I/505 Abn Co) – *Move-side*

11 Jul 43
 A: Force X (Fargo Arm Inf TF) See 2.4.

Roll one die, TF Kool arrives if the roll is 3 or more and place all units in any Dime Beach hex. Otherwise, it does not arrive in the game.
 TF Kool (HQ (Fresh), C/82 Arm Cav Co, I/67 Arm Co(+), A/41 Arm Inf Co, 1/18, 3/18 Inf Bn, Combat Trains)
The following arrive on a Beach Hex if TF Kool arrives. Each unit can either be assigned to TF Kool, Force X, or 1 Inf. They cannot be assigned to 82 Abn:
 3/67 Arm Bn(-)
 2/18 Inf Bn
 1/41 Arm Inf Bn(-)

5.4 American Husky (Historical Ground Entries)

This scenario bakes in the historical entries for units except for the American Airborne units to let the players see how the battle unfolded.

First Turn: 10 Jul 43 (*BCS* 1.0g)
Last Turn: 12 Jul 43
Game Length: 3 Turns
First Player: Roll for initiative

Axis Set Up: (*BCS* 1.0f)
Units are Italian unless otherwise noted.

Independents:
 27.15: Dirillo Static Plt
 18.25: Ponte Olivo Static Bn
 35.23: San Pietro Static Bn
 12.18: 1/429 Static Co
 11.19: 2/429 Static Co
 16.16: 3/429 Static Co
 23.19: 4/429 Static Co
 30.00: 1/389 Static Co
 30.03: 2/389 Static Co
 25.10: 3/389 Static Co
 27.07: 4/389 Static Co
 10.19: 616 MG Static Co
 24.20: 455 NAP Static Plt
 25.27: 456 NAP Static Plt
 36.14: 457 NAP Static Plt
 40.06: 458 NAP Static Plt
 47.06: 459 NAP Static Plt

Livorno Inf Div:
 16.24: HQ (Fresh), 526 NAP Static Plt
 10.25: III/33 Inf Bn
 25.25: 1/E Mech Grp
 26.25: 2/E Mech Grp
 19.27: Combat Trains

LW Pz KG:
 Entry C: LW Pz KG (HQ (Fresh), HG LW Pz Recon Bn (-), I/HG, II/HG LW Pz Bn (-), HG LW Pz Pio Bn (-), Combat Trains)

LW PG KG:
 Either Entry D: LW PG KG (HQ (Fresh), 2/504 TGR Pz Co, I/HG 1, II/HG 2 LW Inf Bn, Combat Trains)

Formation Activation Markers in Play:
LW Pz KG, LW PG KG, Livorno Div

Reinforcements:
11 Jul 43
 At PG KG HQ: H Mech Grp
 B: Livorno Inf Div (I/33, II/33, I/34, II/34, III/34 Inf Bn, IV AT Bn)
 No more than 2 units can arrive in each entry hex.

12 Jul 43
 E: Comiso Inf Grp (HQ (Fat-0), Com-Isp Inf Grp, G Mech Grp, Combat Trains)

Allied Set Up: (*BCS* 1.0f)
Beaches Box:
 Dime Force Beach Sector: DesRon 17, USS Boise, USS Savannah
 Cent Force Beach Sector: HMS Abercrombie, USS Philadelphia

Force X:
 11.18: HQ (Fresh), 4 Rgr Bn, 1/39 Eng Bn, Combat Trains
 10.18: 1 Rgr Bn

1 Inf Div(-):
 15.16: HQ (Fresh), 2/16 Inf Bn, 3/16 Inf Bn, Combat Trains
 16.15: 1/16 Inf Bn
 13.17: 1/26 Inf Bn, 3/26 Inf Bn
 14.16: 2/26 Inf Bn

45 Inf Div:
 26.05: HQ (Fresh), 1/179 Inf Bn, Combat Trains
 24.07: 2/179 Inf Bn
 26.06: 3/179 Inf Bn
 21.11: 1/180 Inf Bn
 22.09: 2/180 Inf Bn
 22.10: 3/180 Inf Bn

Formation Activation Markers in Play:
Force X, 1 Inf Div(-), 45 Inf Div, 82 Abn Div

Reinforcements:
10 Jul 43
Do not roll for Air Drop result. The entry lists the DZ hex to place the Airborne group. Roll for scatter (direction and distance) as normal (except 82 Abn HQ). Note that 2/505 Parachute Infantry Bn historically overshot so those units are not in play for this scenario.
 DZ S: 82 Abn Div (HQ (Fat-0, Used))
 Lands at DZ hex. Not subject to Overshoot, Misdrop, or Scatter (2.2a).
 DZ Q: 82 Abn Div (G/504, H/504, I/504 Abn Co) – *Move-side*
 DZ S: 82 Abn Div (A/505, B/505, C/505 Abn Co) – *Move-side*
 Misdrop #2: 82 Abn Div (G/505, H/505 Abn Co) – *Move-side*
 DZ T: 82 Abn Div (I/505 Abn Co) – *Move-side*

11 Jul 43
 A: Force X (Fargo Arm Inf TF) See 2.4.
 F: 45 Inf Div (2/157, 3/157 Inf Bn)
 At 45 Inf Div HQ: 45 Inf Div (753 Arm Bn (Support))
 Any Beach Hex in Dime Force Beach Sector: TF Kool (HQ (Fresh), C/82 Arm Cav Co, I/67 Arm Co(+), A/41 Arm Inf Co, 1/18, 3/18 Inf Bn, Combat Trains)
 3/67 Arm Bn(-) (Assigned to 1 Inf)
 2/18 Inf Bn (Assigned to 1 Inf)
 1/41 Arm Inf Bn(-) (Assigned to Force X)

5.5 Bitter Victory (All Historical Setup)

This scenario includes all the historical entries for both ground reinforcements and the air drops. This prepares the battle purely along historic lines on the morning of 10 July 1943.

First Turn: 10 Jul 43 (*BCS* 1.0g)
Last Turn: 12 Jul 43
Game Length: 3 Turns
First Player: Roll for initiative

Axis Set Up: (*BCS* 1.0f)
Units are Italian unless otherwise noted.

Independents:
    27.15: Dirillo Static Plt
    18.25: Ponte Olivo Static Bn
    35.23: San Pietro Static Bn
    12.18: 1/429 Static Co
    11.19: 2/429 Static Co
    16.16: 3/429 Static Co
    23.19: 4/429 Static Co
    30.00: 1/389 Static Co
    30.03: 2/389 Static Co
    25.10: 3/389 Static Co
    27.07: 4/389 Static Co
    10.19: 616 MG Static Co
    24.20: 455 NAP Static Plt
    25.27: 456 NAP Static Plt
    36.14: 457 NAP Static Plt
    40.06: 458 NAP Static Plt
    47.06: 459 NAP Static Plt

Livorno Inf Div:
    16.24: HQ (Fresh), 526 NAP Static Plt
    10.25: III/33 Inf Bn
    25.25: 1/E Mech Grp
    26.25: 2/E Mech Grp
    19.27: Combat Trains

LW Pz KG:
    Entry C: LW Pz KG (HQ (Fresh), HG LW Pz Recon Bn (-), I/HG, II/HG LW Pz Bn (-), HG LW Pz Pio Bn (-), Combat Trains)

LW PG KG:
    Either Entry D: LW PG KG (HQ (Fresh), 2/504 TGR Pz Co, I/HG 1, II/HG 2 LW Inf Bn, Combat Trains)

Formation Activation Markers in Play:
LW Pz KG, LW PG KG, Livorno Div

Reinforcements:
11 Jul 43
    At PG KG HQ: H Mech Grp
    B: Livorno Inf Div (I/33, II/33, I/34, II/34, III/34 Inf Bn, IV AT Bn)
    No more than 2 units can arrive in each entry hex.

12 Jul 43
    E: Comiso Inf Grp (HQ (Fat-0), Com-Isp Inf Grp, G Mech Grp, Combat Trains)

Allied Set Up: (*BCS* 1.0f)
Beaches Box:
    Dime Force Beach Sector: DesRon 17, USS Boise, USS Savannah
    Cent Force Beach Sector: HMS Abercrombie, USS Philadelphia

Force X:
    11.18: HQ (Fresh), 4 Rgr Bn, 1/39 Eng Bn, Combat Trains
    10.18: 1 Rgr Bn

1 Inf Div(-):
    15.16: HQ (Fresh), 2/16 Inf Bn, 3/16 Inf Bn, Combat Trains
    16.15: 1/16 Inf Bn
    13.17: 1/26 Inf Bn, 3/26 Inf Bn
    14.16: 2/26 Inf Bn

45 Inf Div:
    26.05: HQ (Fresh), 1/179 Inf Bn, Combat Trains
    24.07: 2/179 Inf Bn
    26.06: 3/179 Inf Bn
    21.11: 1/180 Inf Bn
    22.09: 2/180 Inf Bn
    22.10: 3/180 Inf Bn

82 Abn Div: (must set up on Move-side per 2.2a)
    22.19: HQ (Fat-0, Used)
    31.22: G/504 Abn Co – *Move-side*
    29.23: H/504 Abn Co – *Move-side*
    26.24: I/504 Abn Co – *Move-side*
    23.20: A/505 Abn Co – *Move-side*
    33.09: G/505 Abn Co – *Move-side*
    35.04: H/505 Abn Co – *Move-side*
    22.18: I/505 Abn Co – *Move-side*
    Not in play: B/505, C/505, D/505, E/505, F/505 Abn Co

Formation Activation Markers in Play:
Force X, 1 Inf Div(-), 45 Inf Div, 82 Abn Div

Reinforcements:
11 Jul 43
    A: Force X (Fargo Arm Inf TF) See 2.4.
    F: 45 Inf Div (2/157, 3/157 Inf Bn)
    At 45 Inf Div HQ: 45 Inf Div (753 Arm Bn (Support))
    Any Beach Hex in Dime Force Beach Sector: TF Kool (HQ (Fresh), C/82 Arm Cav Co, I/67 Arm Co(+), A/41 Arm Inf Co, 1/18, 3/18 Inf Bn, Combat Trains)
    3/67 Arm Bn(-) (Assigned to 1 Inf)
    2/18 Inf Bn (Assigned to 1 Inf)
    1/41 Arm Inf Bn(-) (Assigned to Force X)

Designer Notes
By Carl Fung

Danger Forward was Dean's last *BCS* design. The idea was suggested some time back by MMP's Brian Youse as a possible intro *BCS* game like Arracourt. Dean and I discussed it and to be honest, I was skeptical at first. Certainly the armored counterattack on the American beachhead on Sicily would make for some dramatic activations, but my hesitation was if the game was basically going to be a single turn of action for the Italians and Germans... then what? But Dean persisted (as he did) and we worked on the map, initial Order of Battle, and draft rules. As usual when I start my in-depth research, I began to see a viable game with this battle. The Axis conducted a two-day counteroffensive that reached to within tank gun range of the beaches before being halted between a combination of offshore Allied warships and infantry supported by armor. The Americans didn't just sit back and defend, they had to press inland to capture objectives like airfields for further operations into Sicily. So there were offensive and defensive actions for both sides in a short time frame. This was ideal for an interactive introductory *BCS* game.

Dean's intent was to showcase the game at the 2024 Winter Offensive, but worsening health issues prevented him from going. He passed in March 2024 with the material ready but untested. I took up the game after the completion of **Inflection Point** in fall of that year and set to work to develop the game. Despite being an amphibious and airborne landing, the rules governing these aspects weren't that involved. Dean's initial draft had a fairly straightforward Beach landing sequence and rules for offshore HQs and Combat Trains. Yet the sea landings were unopposed with none of the static Italian Coastal Defense units defending right along the beaches, I felt we could make the rules cleaner by having all the units and formations start right on the beaches and reinforcements being placed on beach Entry hexes.

Poor Allied parachute landings and flexible entry offshore reserves, along with multiple axes of advance for the Italian and German formations, allowed natural variability while still playing out along historic lines. Playtesters validated this in their multiple playthroughs of having different opportunities and results. It was challenging and quick playing enough that they wanted to try it again with different strategies. There's a lot to do in three turns and a lot that can happen. So this game was not just a good introduction to *BCS* with few game specific rules, but was also a challenge for veteran players.

The most difficult part of the development was finalizing the Victory Conditions. A sudden death victory for the Axis incentivized attacking the beaches instead of just hanging back to defend the VP hexes. The VP hexes proved a challenge. While there were a number of historic objectives the Allies wanted to take in their move inland, there was a Goldilocks aspect to determining how many and where they were. At its highest point, there were 13 VP hexes.

In a three-turn game with the need to place an OBJ to capture VP hexes, it proved difficult for the Americans to take the requisite number for a victory. The VPs included some locations that were close to the beaches, as an additional incentive to the Axis player to advance and remain forward if they thought sudden death was unachievable. Other VPs include interim locations like Piano Lupo and Ponte Dirillo, junctures that were tasked to the Airborne. In the Cent Beach Sector, there were a myriad of VP locations that the 45th Infantry Division took in the opening days, including the faraway San Pietro Airfield which was a stretch goal. But a single formation taking 6 or 7 VP hexes (which included Scoglitti and Vittoria) was near impossible, coupled with defending against one or both Hermann Göring formations. In the end, having 8 VP locations satisfied that Goldilocks "just right" moment of what could be controlled and contested over the span of the game. Many of the playtests were tight games that were often undecided until the last turn, if not the last activation.

Historical Notes

Sardinia, Sicily, Corsica, or Greece? Where would the Allies strike following their victory in North Africa? To execute Churchill's "Soft Underbelly" strategy to knock Italy out of the war, Allied planners narrowed the choice to either Sicily (Operation Husky) or Sardinia (Operation Brimstone). Both offered advantages, but Sardinia was less of a springboard for future operations into Italy or France. During the Casablanca Conference in January 1943 as the fall of Tunisia was imminent, Sicily was selected. The Allies launched Operation Barclay to deceive the Axis of their target. For those familiar with Operation Fortitude, the deception plan for the invasion of France in 1944, Barclay was similar – creation of fake units, false radio traffic, and fake troop movement reports. The most famous of the ploys was Operation Mincemeat. A corpse was disguised as a Royal Marine officer and faked documents indicating an invasion of Sardinia and Greece were planted on the body. The body was delivered by submarine off the coast of Spain, with the expectation that the discovery of an intelligence breakthrough would make its way to the Germans. It did. Hitler told Mussolini to defend Sardinia, Corsica, and Greece at all costs and made moves to reinforce those locations. Whether or not Operation Husky succeeded as a direct result of Operation Mincemeat is debatable, but the execution of the deception plan was flawless.

The where and with what the Allies were to land their forces was a little more complicated than the bathroom scene between Montgomery and Bedell Smith in the movie Patton. Sparing all the back-and-forth administrative planning and internal politics, it was decided to land General Bernard Montgomery's British and Canadian Army (Eastern Task Force) on the southeast vertex of the Sicilian triangle. The American Seventh Army (Western Task Force), under General George Patton, would land to the west of the Commonwealth forces. The American area contained three beach sectors, codenamed Joss, Dime, and Cent from west to east. An infantry division was assigned to each: 3rd Infantry Division,

1st Infantry Division, and 45th Infantry Division, respectively, serving under Omar Bradley's II Corps. The 3rd Infantry Division participated in the Operation Torch landings but was not in active combat in Tunisia. Its commander, Lucian Truscott (later promoted to Corps and Army command during the war), trained the division well and was selected for landing in the first wave. For details on the 1st and 45th Divisions, see the Order of Battle Notes. The 2nd Armored Division, under Hugh Gaffey, was floating reserve, organized into two semi-independent Combat Commands, along with a detached regiment of the 1st Infantry Division, to land on any beach as the situation dictated. Gaffey would later serve as Patton's Chief of Staff and commanded the 4th Armored Division during the Battle of the Bulge. Three Ranger Battalions were assigned to buttress the forces. The 3rd Ranger Battalion was assigned to Joss force, while the other two became Force X assigned to Dime Beach. A reinforced Parachute Infantry Regiment of the 82nd Airborne Division was to be parachuted behind enemy lines to secure the high ground and block key road intersections.

The main objectives immediately following the beach landings were securing ports and airfields. In the American sector, the capture of port cities of Licata (Joss), Gela (Dime, 11.19-12.18), and Scoglitti (Cent, 30.00) would secure shipping of supplies to further support inland operations. Airfields near the coasts would allow Allied warplanes to use as forward bases. In the Dime and Cent areas, Ponte Olivo (18.25), San Pietro (also referred to as Biscari, 35.23), and Comiso (47.11) Airfields, as well as the Gela-Farello Landing Field (18.18) were objectives for US forces.

The air landings, both the US parachute and British glider landings (Operation Ladbroke) went awry. In the latter, only a small force seized the bridge objective but were all captured when their ammunition ran out. The rest of the gliders were released too early and landed in the ocean, were shot down, returned to Tunisia, or were widely scattered. US Paratroops were widely scattered with pockets of paratroopers moving onto objectives independently. The landings across the Commonwealth and American beaches went well, with some hiccups. There was little resistance on the beaches, and both Commonwealth and American ground forces started to move inland on D-Day towards their objectives.

In the Gela area, however, Italian and German forces attacked in force, causing a dent in the Allied timetable and a foreshadow of the difficult campaign ahead for Sicily. This is the focus of

Danger Forward. The counterattack was immediately planned on 10 July to involve Italian and German forces situated nearby to drive the Allies off the beach. Communication issues and delays hampered a joint attack. A battalion of the Italian Livorno Division approached in parade ground formation towards Gela from the northwest. US Rangers readily defeated this attempt. To the north, the combined arms Gruppo Mobile "E" split itself in two, with one element coming south from Niscemi (25.27) through Piano Lupo (23.19) to Route 115, and the other moving west from Niscemi, past Ponte Olivo Airfield (18.25), and down Route 117, both aimed at Gela. The eastern group fought past a roadblock established by scattered Paratroopers but was stopped by units of the 1st Infantry Division and naval gunfire support as it reached Piano Lupo. The western group made its way to Gela, but like the Livorno, was stopped by Rangers. The US defenders used the urban terrain to pick off the tanks, causing the Italians to retreat.

The Hermann Göring Panzer Division (less one Kampfgruppe) was stationed in Caltagirone, 25 miles (40 km) northeast of Gela. The division was to conduct a pincer movement to attack the beach landings. The Panzer-centric Kampfgruppe passed through Niscemi to Piano Lupo down the same road that part of Gruppo Mobile "E" took. The results were the same as the earlier assault. Paratroopers, Infantry, and Naval Gunfire blunted the Panzers. The Panzergrenadier-based Kampfgruppe, with a company of Tiger Is, travelled on parallel backroads (stemming from both Entry Ds) past San Pietro Airfield, joining at Acate (also referred to as Biscari, 36.14) before heading west. Its progress was slowed by the lumbering Tiger I tanks which struggled to traverse through olive groves. The Kampfgruppe did succeed in overrunning a battalion of the 45th Infantry Division and capturing its commander before being stopped by another battalion.

The results of the counterattack on 10 July were poor. The Italians and Germans had little to show for their efforts. While hurt, they still had enough power to try again the following day. For the Americans, the attack reinforced the need to move inland to take their objectives while defending against strong enemy attacks. They had been lucky as there was no armor or air support, and little artillery support, which often provided Allied combined arms advantage over the Axis. Naval gunfire helped make up this deficiency that day. By the end of D-Day, the 1st Infantry Division pushed inland towards Piano Lupo to help relieve the scattered Paratroopers, while Force X stood in place to defend Gela. The

U.S. and British troops landing near Gela, Sicily, July 10, 1943

45th Infantry Division, facing limited opposition on its right flank, took Scoglitti in the afternoon and advanced towards the outskirts of Vittoria (39.07). In terms of Victory Points vis-a-vis the game vs. history, the Americans had secured Gela (12.18), Gela-Farello Landing Ground (18.18), and Biscari Station (29.12).

This sets the stage for the second day's actions. Patton ordered the floating reserve (Kool Force) to land at the Dime Beaches to confront the armored threat. Its arrival took time, due to enemy air attacking offshore ships, threat of mines, and beach conditions. The entire force was landed in time to provide armored support for the Dime Beaches. A number of its constituents were assigned to Force X or 1st Infantry Division to help reinforce those formations. The 1st Infantry Division advanced overnight to position itself further north, with one regiment situated by Casa del Priolo (24.20) and Abbio Priolo (24.21), and another regiment along Route 117 aimed at Ponte Olivo. This positioned itself well against the expected attacks at dawn. Force X remained in Gela, digging in to defend the city. The left flank of the 45th Infantry Division moved inland, setting up positions over the Acate River near Ponte Dirillo (27.15) and Biscari Station (29.11). The right flank continued its deep advances, assisted by the last regiment of the division which moved up behind Scoglitti, having landed south of the port city. Together, Vittoria and Comiso (47.06) were taken and units closed in on Comiso Airfield (47.11). Like Dime Beach, Cent Beach received armor support in the form of an independent tank battalion.

After the debacle the day before, the Germans and Italians coordinated their efforts for their renewed assault to the beaches. With limited avenues of approach given the road network and terrain, the attack routes were similar. The remainder of the Livorno Division, approaching from the north and northwest, continued its attack on Gela itself. The Rangers held on again, reinforced by elements of the 1st Infantry Division and Kool Force. The westernmost prong of Livorno was met by an incoming patrol from the Licata beachhead, sent to make contact with the Dime Beach sector. The company-sized US force captured a battalion's worth of Italian infantry. The rest of the assault failed terribly, with the Livorno Division rendered ineffective by the end of the day.

On the left flank, Gruppo Mobile "H", another of the ad hoc tank-infantry units, was busy mopping up scattered Paratroopers around San Pietro Airfield. It was operating near the Hermann Göring Panzergrenadier Kampfgruppe, advancing southwest from Acate where they were met by Paratroopers along Biazza Ridge (33.14). The troopers were part of the large number that were misdropped a dozen miles from their Drop Zone. They were led by Colonel Jim Gavin, who marched north towards the sound of battle, and fought against the Tigers and Panzergrenadiers. The lightly armed paratroopers were reinforced by units of the 45th Infantry Division, supported by tanks. The fighting lasted the entire day, with desperate fighting for both sides. Eventually, the German Kampfgruppe was broken and scattered.

The center is where the Axis achieved its highwater mark. The Panzer Kampfgruppe, along with the remnants of Gruppo Mobile "E", swept south along Route 117, the road to Piano Lupo, and across the Gela Plain. Hermann Göring's commander, General Paul Conrath, took personal charge of one of the thrusts and fierce fighting occurred all along the 1st Infantry Division's front. He prematurely reported that the Americans had re-embarked on their landing craft. The panzers advanced far enough that a few tanks started shelling the beaches with their cannons. Naval gunfire continued to come down against the Axis, with air support also being requested, but no Allied planes arriving to help the beleaguered infantry and paratroopers. The tide turned through gritty defense and the commitment of Shermans from Kool Force. The Panzer Kampfgruppe was finally beaten back.

In the swan song of the day's action, the remainder of the 82nd Airborne Division, under their divisional commander Matthew Ridgeway, was flown in at night to reinforce the American forces. Miscommunication and itchy trigger fingers due to Axis warplanes bombing the naval vessels offshore triggered friendly ground and sea anti-aircraft fire on the C-47s. Nearly half of the transport planes were either destroyed or damaged, and those surviving scattered their paratroops. There was barely any semblance of a cohesive unit until days later. The poor airlanding was a difficult lesson that was still being learned when Operation Overlord occurred the following year.

The Axis forces suffered greatly in their assault on 11 July, but there were enough forces left to block the American advance. There was a lot of fingerpointing between the German and Italian senior commanders. Much of the blame went to the Italians, which fed into the stereotype of their poor performance in the war. While the Livorno Division had instances of missteps, it attacked bravely. Had Livorno not been against well-trained Rangers holed up in an urban environment, results may have been different. The Hermann Göring Division, with all the fanfare of being an elite division by virtue of being named after the head of the Luftwaffe and being attached the vaunted Tiger tank, had wavering quality. The veteran division commander was disappointed by his subordinates and knew the quality of his troops were not up to par. This led him to personally take charge and relieve both Kampfgruppe commanders. Axis High Command had wanted to retreat and form new defensive lines behind Caltagirone, but Conrath and the Italians remained situated where they fell back, helped by the mountainous terrain that rung around the beaches a few miles in.

The fighting for the day was intense. The normally cool under fire General Allen of the 1st Infantry Division showed concern over the situation when asked by Patton. His divisional Command Post was close to being overrun. The Americans prevailed, but the ferocity of the fighting had stalled their advance, preventing them from taking any additional objectives. The following day would allow the Allies to finally go on the offensive.

In the 45th Infantry Division's sector on 12 July, two regiments fought against Italian defenders at Comiso Airfield, winning it over. To advance towards the deeper objective of San Pietro Airfield, the remaining regiment fought against the German remnants at Acate and eventually drove them from the city by nightfall. San Pietro Airfield would fall two days later. To the west, the 1st Infantry Division moved up and secured Ponte Olivo airfield in the morning. The parallel drive to Niscemi was stymied, mimicking the hard fighting that had occurred the past two days. Niscemi would not fall until the following day after Axis forces had retreated north, vacating the city. Force X, reinforced by Kool Force, attacked up the mountains north of Gela, securing Mount Del Zai (10.25) and the adjacent Mount Della Lapa (8.25). In game terms, the capture of four additional VPs pushed the Americans to a minor victory only on the last turn of the game.

The campaign for Sicily would continue for another month, culminating at Messina. There, the Axis were able to evacuate over 100,000 personnel. Overall, the Allies succeeded, taking the island, pushing out the Axis and establishing a jumping off point for the next prize: the Italian mainland. However, the campaign was fraught with difficulties for the Allies. The landing and approaches were conservative, allowing the Axis forces to trade time for space as they retreated back to Messina. The terrain benefitted the defender against a straightforward attritional approach. For the positives, tactically, Sicily would give many Allied units combat experience. Operationally, it taught seaborne landings that would be vital for the landing in Normandy. Strategically, and most importantly, the defeat led to Mussolini being overthrown and knocking Italy out of the war. Germany, with weak allies, had to prosecute the war on three major fronts. It was only a matter of time as how long Germany could hold out.

Order of Battle Notes

Despite the game being titled after 1st Infantry Division's WWII code name, there were other fascinating formations that participated in the battle around Gela.

Axis

4ª Divisione fanteria "Livorno" - The Livorno Division was considered the best Italian Division in Sicily. It experienced combat in the brief campaign along the France-Italian border in June 1940. Later, it was a motorized division with only two regiments (typical of Italian Divisions) but only four of its battalions were fully motorized. Exactly which ones weren't motorized was not certain, but it appeared to be the first battalion in each regiment. It had high morale and pressed against Force X well, but two incidents showed traits of insufficient training. The first was a column of Livorno infantry marching in parade formation right into the US Rangers, where they suffered many casualties as a result. The second was another battalion being swept up by TF Fargo and having 553 men captured. These two battalions were lowered to AR 2. The division was effectively destroyed in Sicily; only a small percentage of troops were shipped back to the Italian mainland. It was disbanded following the Italian surrender in Sept 1943.

Panzer-Division Hermann Göring - The vaunted division named after the head of the Luftwaffe was a bit of a paper tiger at Gela. Following its piecemeal deployment and retreat from Tunisia, the division was sent to Sicily to reform and act as reserve. For the anticipated invasion, the division was split into three Kampfgruppen. KG Schmalz was the best, led by an experienced commander and comprised the III/Pz Bn fielding StuG IIIs, I/HG 2 Bn (mounted in halftracks), an artillery battalion, and a company each of armored cars and pioneers. It fought against the Commonwealth. The other two Kampfgruppen are represented in the game as Pz and PG, indicating the regimental HQs they were based on. They were variously named "Rechts" (Right) and "Links" (Left) or "Caltagirone" and "Catania" (areas in which they started from), respectively. The game does not label them as such given the player's entry choice in the main campaign scenario. The divisional commander was combat experienced and aggressive. He took personal charge of the Panzer KG after its initial slow progress. The two Panzer Battalions in that KG had a company each that was not deployed in Sicily. The Panzergrenadier KG had a battalion from each of the division's two PG regiments, and a company of the Army (Heer) 504th Heavy Panzer Battalion. Enough of the Hermann Göring Division was able to be salvaged after Sicily that it was rebuilt and continued to fight in Italy, notably at Monte Cassino, then sent to the Eastern Front in 1944 following Operation Bagration. Like other late-war German gambits of expanding "elite named" formations, like Grossdeutschland and Feldherrnhalle, the division was split into a second sister division (the original numbered the 1st) and a Hermann Göring Corps formed. At that stage of the war, however, these new formations were elite in name only, unable to properly man, equip, and train units. Overall, the debate if the Hermann Göring Division was elite or not can be argued both ways. It became a veteran division by virtue of its combat engagement throughout the war, but the constant rebuilding and finding sufficient leadership would dip into its quality. In Feb 1944, Fallschirm- (Parachute) was appended to the title, purely as an ego-stroking effort, leading to jokes among Grognards of one-time parachutable panzers.

Comiso Group - The Comiso Group is an ad-hoc formation for game purposes. It consists of the Comiso-Ispica Group based around the CLXXIII CCNN (Camicie Nere or more familiarly "Blackshirt") Battalion. As the unit's name implies, it was stationed by those two locations. Also, near Comiso was Gruppo Mobile "G". Both of their participation around the Battle of Gela is uncertain. They would fight at Ragusa (off map to the east of Comiso) which was the meeting point for the 45th Infantry Division and the Canadian 1st Division. There was resistance at Comiso Airfield that looked stiffer than the nominal local forces stationed there, thus I speculate elements of one or both of these units participated. In the game, their variable entry shows their chancy commitment.

Gruppo Mobile - There were eight ad hoc battalion-sized Gruppo Mobile units in Sicily, lettered A through H. Three appear in the game that were organized similarly. Roughly, these three had a company each of the following: tanks, 47mm AT Guns, infantry, and a battery of 75mm guns from a battalion of the Napoli Division. Gruppo Mobile "E" had a company of captured French R35 tanks as well as the 155th Bersaglieri Motorcycle Company in addition to coastal infantry. Gruppo Mobile "G" only had a platoon of R35s and a company of Blackshirt infantry. Finally, Gruppo Mobile "H" had a company of light Fiat 3000 tanks with infantry from the Napoli Division.

Coastal and Air Base Static Units - Defending the coastline between Gela and Scoglitti were two battalions from the XVIII Coastal Brigade. The Dime Beaches faced off against the CDXXIX Battalion of the 134th Coastal Regiment and the Cent Beaches against the CCCLXXXIX Battalion of the 178th Regiment. Note that in the Italian Army, all battalions were numbered in Roman numerals, unlike the German army which used Arabic numbers for independent battalions while using Roman numerals for battalions belonging to a regiment. For brevity, 429 and 389 are used on the counters. Coastal units were made up of reservists and of limited utility. They did resist the landing but were defeated quite easily. At Gela, the defenses were assisted by the independent 616th Machine Gun Company. This was part of the Guardia alla Frontiera ("Frontier Guards") tasked to defend Italy's borders. The air base garrisons were a mix of air force personnel, infantry, and MG companies from Coastal units.

Nuclei Anti Paracadutisti (NAP) - These anti-parachute units are fascinating organizations. Formed in 1941, the Italian Army created 330 small independent units following high profile examples of what Parachute units could do like Eban Emael and Crete. They were assigned to Coastal formations and stationed near important locations likely to be targeted by enemy airborne forces. On paper, NAP consisted of 30 men led by a lieutenant with a variety of small arms. There was to be organic transportation, but the ones stationed around Gela looked to be static. Their effectiveness was limited given their limited training and size. Their inclusion in the game was to reflect their uniqueness, as well as play spoiler given Airborne scatter and a modicum of defense for important locations and crossroads.

Allies

Force X - Comprised of two Ranger battalions under the command of the legendary William O. Darby. Darby created the 1st Ranger Battalion in 1942 basing their role and training off of British Commandos. Following action in Tunisia, the battalion was used to create and train three additional Ranger Battalions. The 4th Ranger Battalion joined the 1st as part of Force X for its mission to take the port city of Gela. It was joined by the 1st Battalions of the 39th Engineer Combat Regiment and 531st Engineer Shore Regiment, while supported by the 83rd Chemical Mortar Battalion. The 531st Engineers were used as Shore Party to control beach traffic and logistics.

Hence it is not represented in the game to prevent any misuse as a combat unit. The 39th Engineers, however, did fight alongside the Rangers while also helping clear mines and other engineering duties. On 11 July, a patrol under Major Lynn D. Fargo was sent from the Joss Beach Sector west off the map to contact II Corps at Gela. Fargo's unit was from the 30th Infantry Regiment of the 3rd Infantry Division and consisted of a platoon of Sherman tanks, a platoon of infantry, and two platoons of regimental cannon company (short barreled 105mm howitzers). For such a small unit, it punched above its weight. Making the unit independent did not make sense as it would otherwise be attached to some wayward formation. So it is baked in as part of Force X, but with special arrival and activation rules outside Command Radius and Safe Path distance.

Kool Force - Besides having a similarly cool (no pun intended) name as Force X, Kool Force was the floating reserve for the Seventh Army. It was based on the 2nd Armored Division, less Combat Command A (CCA), and the detached 18th Infantry Regiment of the 1st Infantry Division, under the command of the former's commander. Due to shipping limitations, two battalions of the 67th Armored Regiment, an artillery battalion along with much of its support units, remained in North Africa. This effectively left the division, built around Combat Command B (CCB), a battalion each of tank, armored infantry, and artillery, as well as parts of the divisional armored reconnaissance battalion. The force was further split up with the 3/67 (less I Company and an attached platoon from 2nd Battalion's E Company) supporting the 1st Infantry Division, the 2/18 Infantry Battalion reverting back (in BCS terms, Assigned) to its parent division. Also, the 1/41st Armored Infantry Battalion, less A Company, was attached to Force X. The battalion lacked halftracks given shipping restrictions and fought as leg infantry. A Company, however, retained their halftracks. Following Sicily, 2nd Armored Division was shipped to England to prepare for the invasion of occupied France.

82nd Airborne Division - Under Matthew Ridgway, Operation Husky was the division's first division-sized drop, and it was a near disaster. It operated as a two-regiment division, the 504th and 505th Parachute Infantry Regiments (PIR). Its 325th Glider Infantry Regiment was not used in Sicily. On D-Day, the 505th PIR (commanded by James "Jumpin' Jim" Gavin) and the 3/504 were to land around the Piano Lupo area to support the beach landings. A night landing, coupled with high winds and insufficient training caused nearly all paratroops to miss their designated drop zones. 2/505 landed southeast off the map edge and fought independent actions south of Scoglitti. G and H Companies of 3/505 flew past its DZ and scattered west of Vittoria (Misdrop #2). 3/504, 1/505, and 3/505 were widely scattered in their respective DZs Q, S, and T. Only I/505 landed close to where they had planned. Over the next day, groups of men would form into small company-sized units to take important objectives and fight against the Axis counterattack. The 1-step units in the game represent ad hoc companies of up to a 100 men.

45th Infantry Division - A National Guard division that was federalized before the war, built from men from Arizona, Colorado, New Mexico, and Oklahoma. It had a good reputation as being well trained, despite Sicily being its debut action. The division was commanded by Troy Middleton, who would go on to lead a Corps under Patton in the ETO. Its beach sector had less opposition than the 1st Division's, and it achieved its initial objectives quickly. The 157th Infantry Regiment landed by itself south of Scoglitti, and moved north to link up with its fellow units to help take Comiso Airfield. Fighting with some scattered units of the 82nd Airborne, it helped beat back the German counterattack along the Acate (listed in most accounts as Biscari but officially changed in 1938) axis. Two units of the 180th Infantry Regiment have lower Action Ratings than the others as they had command and morale issues, with Middleton considering relieving its commander and one battalion commander captured during the German counterattack. Possibly due to the regiment's poor performance, there was a massacre of Italian and German prisoners in two incidents by the regiment at San Pietro Airfield following its capture on 14 July. As the division continued fighting, it gained experience and was a veteran outfit when it was selected to land in Southern France for Operation Dragoon. It remained with the Seventh Army, fighting at the Colmar Pocket and into Germany.

1st Infantry Division - The division was and still is the longest continuously serving division in the US Army. Following the US entry into WWII, the division was sent to England before departing for North Africa to participate in Operation Torch. By July 1943, it was a veteran division and loyal to its aggressive commander, "Terrible Terry" de la Mesa Allen. Patton personally selected the 1st Infantry Division to land at Gela, declaring, "I won't go without them!" The Division performed well in Sicily, solidifying its reputation, but cost Allen his position due to his personality differences with his Corps Commander, Omar Bradley. Allen would command another division later on in the war where it benefitted from his influence. The division added to its laurels landing on 6 June 1944, fighting in the Hürtgen Forest, and at the Battle of the Bulge. During the war, the 1st Infantry Division had the code name of "Danger," with its HQ as "Danger Forward" and subunits having like code names starting with "D". The division is more recognizable by its nickname, "The Big Red One." The 2/26 Inf Bn has a lower AR as half of it were replacements from fighting in Tunisia.

Naval units - The naval component of the Western Task Force was tasked to land US forces on the beaches while providing protection and naval gunfire support. Task Force 81 was responsible for Dime Beach and gunfire support was provided by the US Navy with two Brooklyn-class Light Cruisers and Destroyer Squadron (DesRon) 17. The USS Boise (CL-47) and Savannah (CL-42) each mounted sixteen 6-inch guns (150mm) along with four twin 5-in guns (127mm), 40mm Bofor, and 20mm Oerilikon cannons for anti-aircraft defense. DesRon 17 contained a total of nine Gleaves-class

destroyers, mounting four 5-in guns and a typical complement of Bofors, Oerlikons, and torpedoes. The Squadron was split into two Divisions, DesDiv 33 (USS Murphy (flag), Glennon, Jeffers, Maddox, and Nelson) and DesDiv 34 (Butler (flag), Gherardi, Herndon, and Shubrick). USS Maddox was sunk on 10 July 1943 following an air attack by German Ju-88 and Italian-piloted Ju-87 Stukas. Typical duty for the destroyers was to rotate a destroyer from each Destroyer Division daily as gunfire support while the others performed duties like landing ship escort or anti-submarine patrol. In the context of the game, the destroyer squadron unit represents those destroyers tasked as gunfire support, not the entire squadron. On the Cent side of the landings, Task Force 85 had the Brooklyn-class USS Philadelphia (CL-41), British HMS Abercrombie (F109), and two DesRons – 15 and 16. HMS Abercrombie was a Monitor, a type named after the USS Monitor of American Civil War fame, and defined as a relatively small warship mounting large caliber guns. In this case, the guns were two 15-inch guns, normally found on battleships. Given the size and range of its guns, it could bombard further inland than the light cruisers and destroyers, hitting Comiso Air Base to support the attack there. It was also sent to support the Dime sector as the panzer counterattack came close to the beaches. While there were two Destroyer Squadrons with TF 85, their participation as gunfire support was limited, and hence not included in the game.

Armor Values

The tanks that fought at Gela reflected the state of forces and organization that fought there. As expected, the American tankers were using the M4 as their medium tank. The M4A1 variant looks to be used by at least the 2nd Armored Division, as evidenced in photos by the cast hulls compared to the welded hull of the base M4 variant. All the Shermans were 75mm, except for the few 105mm armed tanks in a tank battalion used as assault guns. Hence US tank units are 3 AV universally on their deployed or support side. The exception is TF Fargo, which has its AV reduced by 1 to show that only a platoon of Shermans was present in that unit. M5 Stuarts were found in D Company of the 3/67th and 753rd Tank Battalions. As their AV is subsumed into the overall value of the unit, they are not shown explicitly. The lone US armored cavalry company (Cavalry Reconnaissance Squadron) had M8 Greyhounds along with Jeeps to perform reconnaissance duties with the nominal AV 1 to represent the 37mm armed cars.

At this stage of the war, German Panzer Divisions had mixed Panzer Battalions fielding a combination of Panzer IIIs and Panzer IVs. A Battalion would have three light companies with Panzer III lang ("long" mounting 50mm L/60 gun) and a company of long-barreled Panzer IV lang (either 75mm L/43 or L/48). With a company from each battalion not present in Sicily, the Hermann Göring Panzer Regiment had a total of 43x Panzer III lang, 3x Pz III Ausf. N (mounting the 75mm L/24 for support fire), 32x Panzer IV lang, and 7x PzBef III (command variants of the Pz III). The Panzer III lang (Ausf. J, L, and Ms used in Sicily) with its gun and armor was roughly

the equivalent of the M4 Sherman in BCS terms. There were not enough Panzer IV lang with its more powerful 75mm L/43 or L/48 to increase the Armor Value. The organization and therefore AV for these units are the same as those Panzer Battalions depicted in **Baptism by Fire** and **Inflection Point**.

The lone Tiger unit in Sicily was the 2nd Company of the 504th Heavy Tank Battalion (schwere Panzer Abteilung 504). Early Tiger Battalions only contained two companies, with an initial configuration pairing Tiger Is with Panzer IIINs. This was due to slow production rate. In 1943, the battalions were pure Tiger Is. The 1st Company was sent to Tunisia, and its entire complement of Tigers lost (one was "Tiger 131" that starred in the movie Fury). A 3rd Company was formed in Germany but was assigned to the Grossdeutschland Division and became a permanent unit in that division. Another 3rd Company was formed at the end of 1943 by renaming the independent 314th Funklenk Panzer Company (Tiger Is coupled with remote controlled Goliaths). The 2nd Company was shipped to Sicily following creation and was attached to the Hermann Göring Division and participated in the attack toward the beaches. Note it was the only German Army (Heer) unit to participate at Gela. The Tiger's performance during the battle was iffy. There doesn't appear to be any Tiger scare moments among the US soldiers who faced off against them. There were complaints over the width and weight of these big beasts on poor roads and through narrow towns. Sicily was the unit's first action, and its uneven performance doesn't warrant a default higher Action Rating, where typically Tiger battalions were meant to be filled up with highed trained and veteran crews. Through the Sicilian campaign, the company was attritted down to a single tank, which was shipped over the Messina Straights during the retreat.

With Italian Armored Divisions deployed and subsequently destroyed in North Africa, their main medium M13/40 and M14/41 tanks largely went with them. Hence in Sicily, the tanks present were the dregs of what was left. The 131st Armored Regiment was split up into the scattered Gruppo Mobile and static defense units. One battalion (XII) had Fiat 3000 tanks, which was based on the French FT WWI-era tanks. The tank was very obsolete and was armed with either dual-machine guns or an old low velocity 37mm gun. From what I can tell, only MG variants were available in Sicily. The tank, while being slow comparative to modern tanks of the age, was faster than the FT (slightly faster than a person walking). The remaining two battalions (CI and CII) operated captured French Renault R35 tanks. Following the defeat in Operation Compass in North Africa in 1940, Italy agreed to purchase the R35s that Germany had captured from France. Only enough tanks were sent to equip these two battalions. There were no modifications made besides a paint job to show new ownership. By 1943, the R35 was wholly obsolete, with a low velocity 37mm gun and one-man turret, completely outmatched by the M4 Shermans. Still, Gruppo Mobile "E" showed spirit and attacked on 10 July 1943, reaching Gela. The R35s were repulsed, in the face of Light Cruisers and Rangers using bazookas and captured Italian guns.

Fiddly Bits
Why aren't Hermann Göring's two Kampfgruppen formations Buddies with each other?

Despite their apparent elite status in historical accounts and lore, the Hermann Göring Division had a mixed reputation. Following its divisional combat debut in Tunisia, its piecemeal commitment, subsequent losses, and evacuation required the division to be rebuilt. Replacements were not of great caliber and much of its senior leadership was lacking. As such, while being the armored fist for the counterattack on the American beaches, the two Kampfgruppen were not well-coordinated.

Why does I/505 Abn Co not land with the rest of its Battalion?

All of the Parachute Battalions (see Allied Order of Arrival), landed relatively near one another, whether scattered by their designated DZ or Misdrop area. The exception was I/505 Abn Co which landed away from the rest of its battalion (G/505 and H/505). It is in an Airborne group of its own to replicate the possibility of air dropping on its own.

Where is the subsequent air drop landing by the remainder of the 504th PIR?

While the 505 PIR along with a battalion of the 504 PIR landed overnight into 10 Jul, they were followed up by the remaining two battalions of the 504 PIR on 11 Jul. But this was the infamous air drops which were fired on by Allied ships which didn't receive word that friendly airborne forces were inbound. As such, the two battalions of the 504 PIR were scattered even worse than the 505 PIR. I decided to not include this second drop in the game given its more scattered nature where the small ad hoc groups didn't form into anything cohesive until after the game ends.

Why are there no Air Points in the game?

There were negligible Allied aircraft to provide Close Air Support, as they were allocated to interdiction missions further inland. This left ground forces vulnerable during the armored counterattacks in the opening days, which fortunately for the Allies, was compensated by naval gunfire support. The Axis, likewise, dedicated their aircraft in the first few days to attacking Allied naval vessels.

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Terrain Effects Chart

Terrain	Movement Type			Terrain for Combat/Barrage	Blocking Terrain?	Key Terrain?
	Leg	*Tac*	*Truck*			
Open	1	1	1	Open	-	-
Beach	1	2	4	Open	-	-
Orchard	1	2	4	Yes	Yes	-
Rough	2	5	P	Yes	Yes	-
Mountain	All	P	P	Yes	Yes	Yes
Secondary Road	1/2	1/2	1/2	-	-	-
Track	1/2	1	1	-	-	-
RR	1	1	1	-	-	-
Stream	+1	+1	+4	Yes [(1)]	-	-
Water Barrier	P	P	P	-	-	-
Ocean	P	P	P	-	-	-
City	ot	ot	ot	Yes	Yes	Yes
Point of Interest/Airfield	ot	ot	ot	-	-	-
Pond	ot	ot	ot	-	-	-
Fort	ot	ot	ot	Yes	-	Yes
Supply Source	ot	ot	ot	-	-	-
Entry Area/Drop Zone/VP Hex	ot	ot	ot	-	-	-
Naval Gunfire Limit	ot	ot	ot	-	-	-

ot	Use other terrain in the hex for this purpose.
-	No Effect.
Open	The "Hard Red AV in Open" DRM in Combat applies.
Yes	Terrain that applies the effect at the top of the chart.

Notes:

[(1)] Rivers provide Terrain for Combat against Attacking Stacks which must cross the hexside to attack the Defender's hex (ignore Assist units in this determination), but as per *BCS* 5.0a, hexside features do not apply to Engagements, Barrages, or Attacks by Fire.

SICILY, 1943
ALLIED PLAN FOR THE INVASION OF SICILY. 10 July 1943 AND AXIS DISPOSITIONS