

# Salerno, 1943

## *Flames of War* Mega-Game Scenario

After the conquest of Sicily the Allies turned their attention to Italy proper. The British 8<sup>th</sup> Army landed in the extreme south, the toe and the heel of the “boot”, while the Allied 5<sup>th</sup> Army planned a surprise landing south of Naples, in the Gulf of Salerno. Italy, forewarned, signed an armistice the day before the landing, so only German forces opposed the Allies as they came ashore.

Landing without a preliminary bombardment in the hopes of achieving surprise, the Allies found the Germans alerted and quick to organize counterattacks. In both the northern (British) and southern (US) sectors progress was slow and forces had to fight off heavy counterattacks throughout the first days.

This scenario concentrates on the initial Allied advance inland from the beaches, with British and American forces pushing inland toward the heights that rose over the beachheads. It offers an interesting historical situation where both sides intend to attack.

### **Special Terrain rules:**

- Buildings – the few buildings present in the area were used by both sides for defensive cover. Any stand touching a building should be treated as in concealing terrain and bulletproof cover.
- Ruins – the ancient ruins present in the area were used by both sides for defensive cover. Any stand touching a ruin should be treated as in concealing terrain and bulletproof cover.
- Hills – the coastal plain was flat, with scattered fields interspersed with small olive groves. The areas of high ground were of great tactical significance as they overlooked the entire Allied position, and tended to see heavy fighting. Line of sight may be traced to or from a hill area, but not through it. Hill areas are difficult tall terrain, and provide concealment to infantry and man packed gun teams within them.
- Fields – the landings took place in September, and the crops were unharvested and of good height. Fields are low terrain, providing concealment to any target where the LOS crosses it.
- Olive Groves – treat areas of olive grove as low terrain, providing concealment to any target where the LOS crosses it, and difficult, requiring a cross check.
- Railroad – a coastal rail line bisected the battlefield. It is difficult, flat terrain. No cross check is required if crossing it on a road or trail.
- Roads and trails – negate other terrain penalties for areas they traverse, and are roads for movement purposes.

### **Deployment:**

The game starts with some Axis forces initially deployed on the table, and others in reserve. Allied forces will take the first turn, entering from their assigned deployment areas.

### **German Forces –**

Axis forces are selected from the Afrika Korps book, at 100 points each.

- Up to one infantry unit from each German force may deploy on the table at the start, no more than 24“ from its deployment zone. All of the remaining units are initially in immediate reserve.

German reserve units enter when they are rolled for, measuring their move from any point on the table edge within their assigned deployment zone.

## Allied Forces –

Allied forces are selected from the Desert Rats book (north table), or Fighting First book (south table), at 100 points each.

Each Allied force will enter the table from its deployment area on turn one, measuring their move from any point on the table edge within their assigned deployment zone.

Naval Support: each Allied player is supported by a 4 gun 25-pounder battery (north table) or 4 gun 105mm Howitzer battery (south table) off table to their rear. this battery only has range to hit the first 24" of the table, measuring from the players' deployment zone.

## Additional Units:

The following units are additional choices for each side (see cards below):

- British Sherman Tank Platoon – by this time many British tank units had been re-equipped with the Sherman tank. Allied players may replace any Grant platoon they take in their force for a Sherman platoon at +2 points per vehicle.

Here are cards for the additional units allowed for the scenario.

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
10"	12"	18"	20"	3+

Range	Halted	Moving	AT	FP	Notes	
75mm gun	28"	2	2	10	3+	smoke, stabilizer
50 cal MG	20"	3	2	4	5+	self-defense AA
MGs	16"	2	2	2	6	

## Weather / Time of Day:

The weather during this period was generally good. Weather plays no role in the game.

## Airpower:

The Luftwaffe reacted strongly to the landings, while the Allied Air Forces enjoyed substantial aerial support. Only one Allied or German player per table may purchase air support for this scenario.

## Winning the Game:

The Axis forces knew that they needed to throw the Allies back into the sea quickly, or face a long slogging match up the peninsula. The Allies needed desperately to take enough high ground to make their beachheads secure.

To reflect this, there are seven objectives on each table reflecting key areas for the security of the beachheads. To throw the Allied forces back, the Germans must hold a combination of ten objectives on both tables after seven turns, which will secure them a strategic German victory. The Allies can make their beachheads secure by holding at least 4 objectives on each table after seven turns, securing a strategic Allied victory.

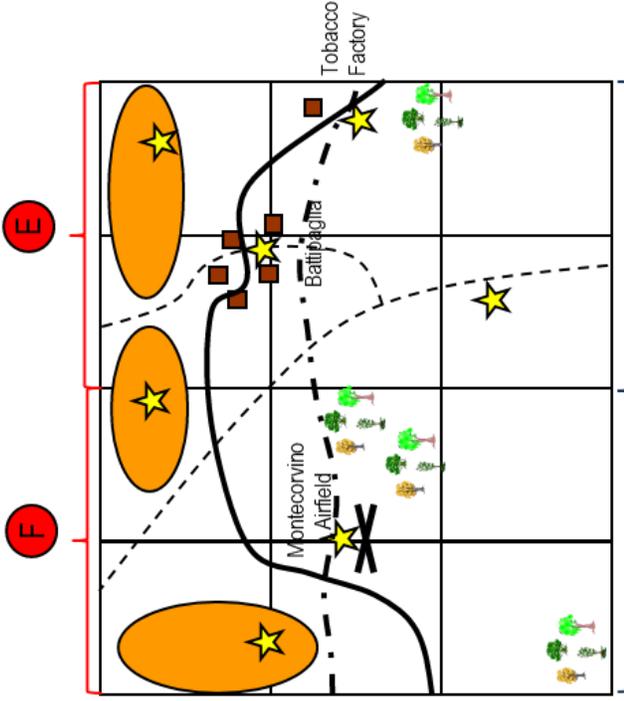
Any other result is a draw.

Map:

# FOW Mega-Game Avalanche – Salerno, 1943



Airfield	Woods	Railroad	Road	Hill	Ancient Ruins	Buildings	Objective	Track	Entry Area



Note – scattered tall fields and olive groves should cover the flat areas of the table

