SICILY 1943

INTRODUCTION

Sicily 1943 covers the 12 weeks of the '*Operation Husky*' landings of July 1943, pitching the Anglo-American troops against Axis armies for the conquest of Sicily. The goal of the Allies is capture completely the island. §The Axis must prevent the conquest or at least ensure that enough good troops can get evacuated from the island if they can't push back the enemy to the sea.

Sicily 1943 lasts 12 turns, each representing on average 1 week, between July and September 1943. It opposes the Axis to the Anglo-American Allies over Sicily.

- The Axis is on the defense, behind their coastal bunkers and have some strong Panzer reserves
- The Allies must gain air superiority and land on Sicily to conquer it completely..

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 1h30
Favored Side: None
Most Difficult Side to Play: Allies

The scenario lasts 12 turns (between July and September 1943), each turn being equivalent to a week.

The **Allied player** always plays first, followed by the **German player**.

The **Allied player** controls the **American, Free French (kaki)**, **British (tan)** and **Canadian (brown)** units.

The **Axis player** controls the units from Italy (dark green), the **Wehrmacht (grey)**, and the **Luftwaffe (blue)**.

MAPBOARD

The map represents the whole island of Sicily, as well as some off-map boxes depicting nearby bases of Tunisia, Malta and mainland Italy. Those boxes, as well as the Reggio area, cannot be entered by the other side.

★★★★★ VICTORY

IMMEDIATE VICTORY
- One of the players reaches or exceeds 20 VP at the end of a turn.
- The **Axis player** wins if there are no **Allied** land units in Sicily.
- A player wins automatically if he controls the four key locations of Palermo, Messina, Siracusa and Catania at the end of the game.

Otherwise the player having most VP by the end of the scenario wins the game.

VP BONUS
- The **Allied player** earns 1 VP the first time he controls the following cities:
Catania / Trapani
- The **Axis player** earns 1 VP at the end of the game for every **German** regiment still in play and in Italy

- The **Allied player** earns 2 VP the first time he controls the following cities:
Palermo / Siracusa / Messina.

- The **Axis player** earns 2 VP at the end of the game for every **German** division still in play and in Italy

VP LOSS
- The **Allied player** loses 1 VP if he does NOT control the following cities at the end of the game:
Catania / Trapani

- The **Allied player** loses 2 VP if he does NOT control the following cities at the end of the game:
Siracusa /Messina.

SPECIAL RULES

REINFORCEMENTS

Allied Reinforcements:
- Turn 2 / all beaches: a supply unit (will help maintain supply if no port is yet held)
- Turn 2 / British Landing Beach: General *Montgomery**** + 4th Arm. and all British artillery
- Turn 2 / American Landing Beach: General *Patton**** + 2nd Arm. and all US artillery
- Turn 3 / Beacheads: 9th US Infantry division
- Turn 4 / Beachheads: 78th British Infantry division

Axis Reinforcements:
- Turn 2 / Messina: General *Heydrich** + 1. Fallschirm. D
- Turn 3 / Messina: 6th Alpini Division + 26. PZD
- Turn 5 / Messina: 185th Para Bde

COASTAL BUNKERS AND FORTRESSES
The Bunkers units never retreat. As long as they are present, they prevent conquest
of a region by the **Allies**, even if the latter are victorious in battle.
However, when suffering a "*Panic*" result or in case of **Axis** retreat,
they are eliminated.

ECONOMIC PHASE
There is no economic phase in this scenario.

LICATA
The **Allied structure** "*Licata*" is both a port AND a supply source that can only be
constructed in the region of Licata it is controlled by the **Allies,** using a card
(in hands from start).
If an **Axis unit** controls Licata, this supply source is gone.

SUPPLY
There is NO supply phase on the FIRST TURN.
Thenafter the supply phase occurs normally