

# Death Ride Salerno

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Rules of Play for:

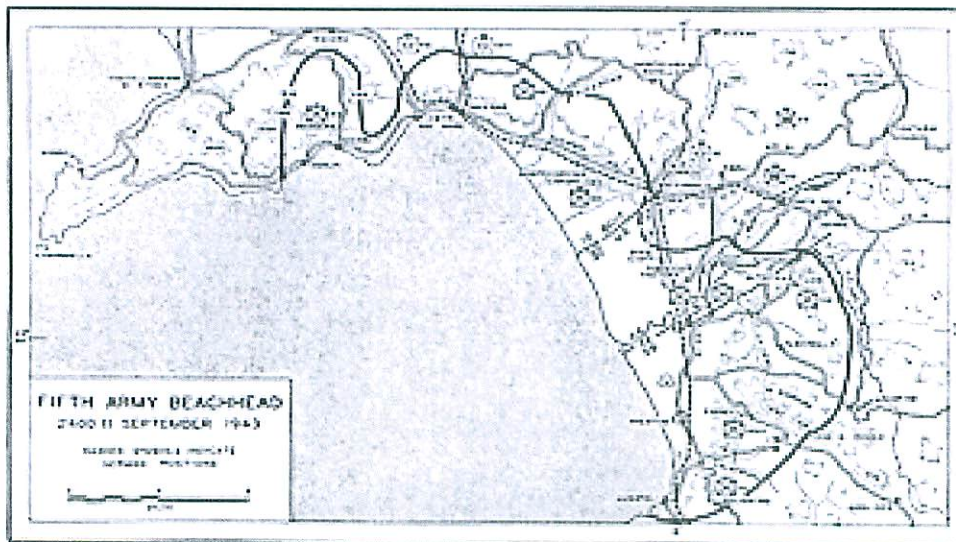
## Death Ride Salerno - 16<sup>th</sup> Panzer

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## 1. Introduction

This game starts the next large scale effort in the Death Ride series. This game has some interesting changes from the Death Ride Kursk game set. These changes will enhance game play significantly and provide more realism and challenge. The players in this game control the elements of the German 16<sup>th</sup> Panzer Division and the US 45<sup>th</sup> Infantry Division.

This game is a tactical level simulation. Our goal is to submerge the players into the fight of their lives. They will be challenged from the start to the finish in a way that will force them to make critical decisions at every point in the game. The German forces are modeled primarily as platoons and some battery elements, while the US is modeled as some platoons and mostly companies/batteries. This allows for an even and well rounded fight.

The rules are organized by the seven Battlefield Operating Systems (BOS). This organization of the rules will enable the application of specific models for each of the battlefield operating systems and make the game easier to understand. The seven battlefield operating systems are Maneuver, Fire Support, Intelligence, Combat Service Support, Mobility and Survivability, Air Defense, and Command and Control. Each of these areas is vital to the proper synchronization of the battle. Proper use of these seven BOS will enable the player to more efficiently utilize the troops they have to win the battle with fewer casualties and in less time. Optional rules are printed in 'red'.

Each Game includes:

- (1) Ten Sided Die
- (1) Death Ride Salerno – 16<sup>th</sup> Panzer Rules Booklet
- (8) 11" x 17" Full Color Maps of the Salerno Area
- (2) Full Color Wehrmacht and US Army Order of Battle Charts
- (11) Counter Sheets with Approximately 800 Wehrmacht and US Army Units and Markers
- Game Turn Record Track
- Movement Chart
- Fire Combat Resolution Table
- Assault Combat Resolution Tables
- Firepower Table and Diagrams
- Air Support Tracks and Air-Ground Attack Table
- Scenario Cards
- Command and Supply Relationship Cards

Game scale for the map is 330 meters per hex. Ground units represent platoons and companies/batteries. Air units represent flights of 4 aircraft. Each turn represents 1 hour of time, except night which represents 2 hours. Die rolls of 0 are read as 10. Map hexes have some bleed-over of terrain. In these cases the hex should be considered as the terrain that occupies more than half of the hex. Half hexes without numbers are not playable.

For Examples of Play visit <http://www.boardgamegeek.com/boardgame/74136/death-ride-kursk-gross-deutschland> to reference or download a .pdf file that shows how to perform some movement, artillery support, and how to take losses.

### Unit Factor definitions

### Dot Definitions



- Primary Weapon Data
- Hard Target
- Medium Target
- Track Movement
- Wheeled Movement

All game questions and comments should be sent to either:

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# Death Ride Salerno

Death Ride Salerno Map Section Connections

Map construction ----->





## 2. Sequence of Play

The sequence is divided into turns for each player. The Germans are the first player in each turn. The detailed version can be found on the following pages.

- 2.1 **Air Allocation Phase** (Once daily, first daylight turn of day, by both sides)
- 2.2 **Combat Service Support Phase** (Once daily, first daylight turn of day, by both sides)
  - 2.2.1 Reinforcements/Withdrawals
  - 2.2.2 Replacements (Medical, Maintenance)
  - 2.2.3 Reorganization
  - 2.2.4 Intelligence
  - 2.2.5 Supply Determination (**Optional**)
- 2.3 German Turn
  - 2.3.1 **Command and Control Phase** (**Optional**)
  - 2.3.2 **Operations Phase** (BOS's below can be executed in any order the player desires)
    - 2.3.2.1 Maneuver (includes fire and overrun attacks)
      - 2.3.2.1.1 Opportunity/Defensive Fire (Overwatch)
    - 2.3.2.2 Mobility and Survivability
    - 2.3.2.3 Fire Support (Air Support and Artillery)
      - 2.3.2.3.1 Allied Army Air Defense
  - 2.3.3 **Close Assault Phase**
  - 2.3.4 **Unit Suppression Recovery Phase**
  - 2.3.5 **Interdiction Placement/Return and CAS Mission Return Phase**
- 2.4 Allied Army Turn
  - 2.4.1 **Command and Control Phase** (**Optional**)
  - 2.4.2 **Operations Phase** (BOS's below can be executed in any order the player desires)
    - 2.4.2.1 Maneuver (includes fire and overrun attacks)
      - 2.4.2.1.1 Opportunity/Defensive Fire (Overwatch)
    - 2.4.2.2 Mobility and Survivability
    - 2.4.2.3 Fire Support (Air Support and Artillery)
      - 2.4.2.3.1 German Air Defense
  - 2.4.3 **Close Assault Phase**
  - 2.4.4 **Unit Suppression Recovery Phase**
  - 2.4.5 **Interdiction Placement/Return and CAS Mission Return Phase**
- 2.5 End of Turn Activities

# Death Ride Salerno

This detailed sequence of play explains the order in which action occurs and what things players can do with their units, when.

- 2.6 **Air Allocation Phase** (Once daily, first daylight turn of each day except 4 July, by both sides) – both players determine how many air units are available for the current day.
- 2.7 **Combat Service Support Phase** (Once daily, first daylight turn of each day except 4 July, by both sides)
  - 2.7.1 Reinforcements/Withdrawals – the German player consults the Scenario Card and receives reinforcements. They are placed on the map at the specific location stated in the scenario on the turn of the day they arrive. Arriving units may move and conduct operations normally on the turn they arrive. The Allied Army player then does the same and then ensures that all units designated to be withdrawn have done so by the last turn of the day they are listed to withdraw.
  - 2.7.2 Replacements (Medical, Maintenance) – the German player consults the Combat Service Support rules section for Medical and Maintenance and brings back the appropriate number of infantry and armor type units. These units are placed at a medical or maintenance unit of the unit being brought back's organization. Remaining losses are moved to the Total Losses box. The German player then consults the Replacement Table and receives replacements (taken if available in the Total Losses box). These replacements arrive from the south map edge. Hexes can be over-stacked when the replacements arrive, then the units must be moved and the stacking limits restored by the end of the German Operations Phase. If a Headquarters, Supply, Medical, or Maintenance unit is in the dead pile they are automatically returned to play without the need to use a replacement and may generate replacements for the next day. The Allied Army player then does the same.
  - 2.7.3 Reorganization – There are times when organizations become ineffective because they have lost most of their elements. This reduces the ability of the organization to get and use the integrity modifiers in combat. Units regularly reorganized in order to absorb elements of other units to make themselves whole again. The German player may exchange units on the battlefield with units that have been eliminated in order to bring a reduced organization closer to full strength and giving them the ability to get the organizational integrity modifier. The Allied Army player then does the same.
  - 2.7.4 Intelligence – Both players determine the level of patrol modifiers that are used for the day.
  - 2.7.5 Supply Determination (**Optional**) – the German and Allied Army players' determine the supply status of all units.
- 2.8 **German Turn**
  - 2.8.1 **Command and Control Phase** (**Optional**) – the German player determines the Command and Control status of all German units. Check to see if German units that were Out of Supply are now In Supply.
  - 2.8.2 **Operations Phase** (BOS's below can be executed in any order the player desires) this does not mean that a player must perform all Maneuver and then all Fire Support, etc. It means that a player may work on or remove some obstacles, then fire at some units, then move some units, then construct obstacles, etc. This will provide for considerable interactivity between the players and inject uncertainty into the battle. Players are encouraged to, not forced to; manage by groups, organizations, or some other method to keep track of what has moved and what has not. Additionally the players may fire as a group and then move the elements of the group before moving on to other areas.
    - 2.8.2.1 Maneuver – German units, at the German players' discretion, may conduct any form of maneuver that a unit is capable of. These could be in the form of Overwatch, Regular, Withdrawal, or Overrun. Units are moved in any order the player desires. Units can be moved as stacks and can form stacks during this segment. Fire and overrun occur at this time at the phasing players' option. Units may be placed in Reserve, if they have not moved or fired, for use after the Allied Army Operations Phase.
      - 2.8.2.1.1 Opportunity/Defensive Fire (Overwatch) – the Allied Army player may make opportunity fire attacks at units that move in their LoS. The Allied Army player may make defensive fire attacks at units that move adjacent to them.
    - 2.8.2.2 Mobility and Survivability – the German player may conduct operations to build or remove battlefield obstacles and rafting sites.
    - 2.8.2.3 Fire Support (Ground-Attack, Close Air Support and Artillery) – the German player may use aircraft and artillery units to support attacks that are carried out in this segment, or to conduct ground-attack missions against Allied Army units.
      - 2.8.2.3.1 Allied Army Air Defense – the Allied Army player may fire at German aircraft supporting attacks or conducting ground-attacks.
  - 2.8.3 **Close Assault Phase** – the German player may assault Allied Army units that are adjacent to them.
  - 2.8.4 **Unit Suppression Recovery Phase** – the German player reduces the level of **GREEN** suppression markers on his units and removes all 'OW' (Overwatch) markers. Both players turn their **RED** suppression markers over to their **GREEN** side.
  - 2.8.5 **Interdiction Placement/Return and CAS Mission Return Phase** – the German player may place close air support air units that have not performed any other action on a map hex in order to cost the enemy player more movement points to exit a hex. The German player returns all Close Air Support markers that have aided combat to their Flown box. The Allied Army player returns all interdiction markers to their Flown box.
- 2.9 **Allied Army Turn**
  - 2.9.1 **Command and Control Phase** (**Optional**) – the Allied Army player determines the Command and Control status of all Allied Army units. Check to see if Allied Army units that were Out of Supply are now In Supply.
  - 2.9.2 **Operations Phase** (BOS's below can be executed in any order the player desires) this does not mean that a player must perform all Maneuver and then all Fire Support, etc. It means that a player may work on or remove some obstacles, then fire at some units,



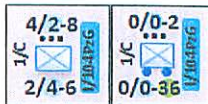
then move some units, then construct obstacles, etc. This will provide for considerable interactivity between the players and inject uncertainty into the battle. Players are encouraged to, not forced to; manage by groups, organizations, or some other method to keep track of what has moved and what has not. Additionally the players may fire as a group and then move the elements of the group before moving on to other areas.

- 2.9.2.1 Maneuver – Allied Army units, at the Allied Army players' discretion, may conduct any form of maneuver that a unit is capable of. These could be in the form of Overwatch, Regular, Withdrawal, or Overrun. Units are moved in any order the player desires. Units can be moved as stacks and can form stacks during this segment. Fire and overrun occur at this time at the phasing players' option. Units may be placed in Reserve, if they have not moved or fired, for use after the German Operations Phase.
- 2.9.2.1.1 Opportunity/Defensive Fire (Overwatch) – the German player may make opportunity fire attacks at units that move in their LoS. The German player may make defensive fire attacks at units that move adjacent to them.
- 2.9.2.2 Mobility and Survivability – the Allied Army player may conduct operations to build or remove battlefield obstacles and fording sites.
- 2.9.2.3 Fire Support (Ground-Attack, Close Air Support and Artillery) – the Allied Army player may use aircraft and artillery units to support attacks that are carried out in this segment, or to conduct ground-attack missions against German units.
- 2.9.2.3.1 German Air Defense – the German player may fire at Allied Army aircraft supporting attacks or conducting ground-attacks.
- 2.9.3 Close Assault Phase – the Allied Army player may assault German units that are adjacent to them.
- 2.9.4 Unit Suppression Recovery Phase – the Allied player reduces the level of GREEN suppression markers on his units. Both players turn their RED suppression markers over to their GREEN side.
- 2.9.5 Interdiction Placement/Return and CAS Mission Return Phase – the Allied Army player may place close air support air units that have not performed any other action on a map hex in order to cost the enemy player more movement points to exit a hex. The Allied Army player returns all Close Air Support markers that have aided combat to their Flown box. The German player returns all interdiction markers to their Flown box.
- 2.10 End of Turn Activities – all units of both sides that are turned face down are now turned back to face up.

## 3. Command and Control

This section describes many of the properties of units that are necessary to win the game.

- 3.1 Ground Units: These are used to take and hold terrain. There are a number of different types of units that a player uses in combination to give the best chance of



success in each engagement. This is called Combined Arms. The different types have some special capabilities that help in combat.

Units like the one represented above show a German Infantry platoon, front side (dismounted) and back side (mounted). The unit is 1<sup>st</sup> Platoon, C Company of the 1st Battalion of the 104<sup>th</sup> Panzer Grenadier Regiment.

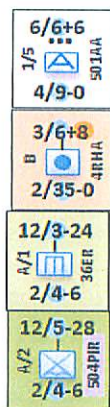
- 3.1.1 All ground units have factors that represent their abilities in combat and movement. The top set of numbers represents the secondary/primary weapon combat strengths and then the defense strength. The bottom set represents the secondary/primary weapons range factors and movement allowance of the unit. Units can fire their secondary weapon factor at one target and their primary weapon factor at another or the same target. For ease of reading see the Dot Definitions on page 4.
- 3.1.2 Units are color coded to represent the various services and nationalities.

Light Gray is German Wehrmacht

Brown is British Army

Light Green is US Army

Darker Green is US Paratroopers



- 3.1.3 Most units represent approximately 200 (Company/Battery) or 50 (Platoon) men. Transport units (trucks and halftracks) are counted as 10. All casualties are recorded based on these numbers. Headquarters units, ones that have symbols representing higher than a company in size, are actually 'companies' for casualty purposes. All platoons are considered to have 50 men for casualty purposes.

- 3.2 Air Units: The primary purpose of air units is to aid in the assault against and destruction of enemy units. Units represent flights (4) of ground-attack aircraft.

- 3.3 Stacking: More than 1 ground unit can occupy a hex at any given time. Enemy and friendly units cannot occupy the same hex at any time. The basic rule is that no more than 2 companies worth of units may occupy the same hex at the end of a game turn. For the purposes of this rule 3 platoons are the equivalent of a company or all the elements of the same company. Units can retreat through friendly units but may not end the turn in the same hex in excess of the stacking limit. Transport units can stack with their mounted or dismounted passengers for no extra stacking cost; otherwise they count as platoons or companies. Air units cannot be stacked outside the Air Support Track and only one air unit may support any given combat.

- 3.4 Reorganization: Units can be reorganized during the battle. This is simply one unit being exchanged for another unit. Like units must replace like units in type (i.e. armor with armor, infantry with infantry, etc.)

- 3.5 Replacements: The Replacement Chart shows the number of replacements that each side gets during the battle. Replacements must be taken when they are available (located in the Total Losses box) or they are lost. These arrive at the southern map edge for the Germans and the northern map edge for the Allied Army. Infantry replacement points can replace infantry/mech, recon, and heavy weapons. Engineer replacement points can replace engineer units only. Armor replacement points can be used to replace armor and tank destroyer units. Other replacement points can be used to replace anything not otherwise listed. Each replacement point represents a company equivalent or 3 platoons.

- 3.6 Reinforcements: German and Allied Army units arrive at designated hexes as reinforcements. They arrive in command control and in supply.

- 3.7 Headquarters (Optional): HQ's provide the linkage needed for sustainment of Command and Control. In the image to the right the Green band in the upper half of the unit represents the hex trace value from combat units to this headquarters. If the band is Blue then the trace value is the hexes from battalion headquarters to the regimental headquarters unit. If the band is Red then the trace value is unlimited from the regimental headquarters to the divisional, corps headquarters, or map edge hex.



- 3.7.1 Units belonging to and/or tracing to a headquarters that is suppressed are not in Command and Control.



- 3.7.2 Command and Control is determined before the Operations Phase and is in effect until the next Command and Control Phase.
- 3.7.3 To show that a unit does not have Command and Control rotate the unit 90 degrees to the right.
- 3.7.4 German units:
- 3.7.4.1 Combat units must be able to trace a path no more than 9 hexes long to their parent headquarters.
- 3.7.4.2 Battalion Hq must be able to trace a path no more than 15 hexes long to their parent headquarters.
- 3.7.4.3 Regimental Hq must be able to trace a path of unlimited length to their parent headquarters.
- 3.7.4.4 Division/Brigade Hq must be able to trace a path of unlimited length to their parent headquarters.
- 3.7.4.5 Korps Hq may trace a path of unlimited length to the southern map edge.
- 3.7.4.6 Non affiliated units must be able to trace a path no more than 15 hexes long to any Hq.
- 3.7.5 Allied Army units:
- 3.7.5.1 Combat units must be able to trace a path no more than 7 hexes long to their parent headquarters.
- 3.7.5.2 Regimental/Brigade Hq must be able to trace a path no more than 13 hexes long to their parent headquarters.
- 3.7.5.3 Division/Corps Hq must be able to trace a path of unlimited length to their parent headquarters.
- 3.7.5.4 Army Hq may trace a path of unlimited length to the northern map edge
- 3.7.5.5 Non affiliated units must be able to trace a path no more than 13 hexes long to any Hq.
- 3.7.6 Units that are in Command and Control may perform all missions normally.
- 3.7.7 Artillery that is in Command and Control may fire in support of units whose headquarters they have command and control linkage with.
- 3.7.8 Units that are NOT in Command and Control are not allowed to move closer to the enemy when they are within 5 hexes of the enemy.
- 3.7.9 Units that are NOT in Command and Control may not conduct assaults or overruns.
- 3.7.10 Units or stacks that are NOT in Command and Control may not fire in conjunction with or combine their fire with units from other friendly organizations, but may otherwise fire normally.
- 3.7.11 Artillery units that are NOT in Command and Control may fire in support of friendly units, but at half strength.
- 3.8 Combined Arms:
- 3.8.1 General: Units gain benefits from using all arms in combat. There is no limit to the number of die roll modifiers (once for each category) that can be achieved in a single combat and their effects are cumulative.
- 3.8.2 Pre-requisites: The types listed below must participate with infantry in an attack or defense. Infantry is any regular infantry/mech infantry type unit.
- 3.8.3 Effects: When the pre-requisites are met the player gains a dice roll modifier for each as listed on the Combat Results Table (CRT).
- 3.8.3.1 Assault Combat:
- 3.8.3.1.1 A/D; Infantry Type Company (German)/Battalion (Allied Army) Integrity (+1/-1)
- 3.8.3.1.2 A; Heavy Armor (+2)
- 3.8.3.1.3 A/D; Armor (+1/-1)
- 3.8.3.1.4 A; Engineers/Pioneers (+1)
- 3.8.3.1.5 A/D; Anti-Aircraft (+1/-1)
- 3.8.3.1.6 A; Recon (+1)
- 3.8.3.1.7 A/D; Artillery (+1/-1)
- 3.8.3.1.8 A/D; Close Air Support (+1;+2;+3/-1;-2;-3)
- 3.8.3.1.9 D; Anti-Tank/Tank Destroyers (-1)
- 3.8.4 Exclusions and Special:
- 3.8.4.1 The Armor and Heavy Armor bonuses are applied only when attacking into clear terrain hexes. If a player has heavy armor and armor the player gets only the heavy armor modifier.
- 3.8.4.2 The Anti-Tank/Tank Destroyer bonus applies only when the attacker has Armor or Heavy Armor.
- 3.8.5 Losses: When an attackers loss is called for in an attack that used combined arms then the first loss must be taken from the engineers/pioneers, armor, tank-destroyer, anti-tank, recon, or anti-aircraft units first, then an infantry unit, and then other units.
- 3.9 Controlled Hexes: There is no control of hexes that affect the ability of the enemy to enter or leave them. When determining the supply availability each morning the secondary weapon range is used to block supply flow. When a friendly unit moves adjacent to an enemy unit the enemy unit may initiate defensive fire, if it has not already fired opportunity fire on the unit.
- 3.10 Line of Sight: Maximum sighting distance is ~4000 yards or 12 hexes. Friendly units do not block Line of Sight. Enemy Truck and HT units do not block Line of Sight. If any part of a hex is non-clear then LOS is blocked at the first such hex. Line of Sight may go into the hex that blocks it, but not past it. Line of sight is always measured from hex center to hex center.
- 3.10.1 Line of Sight from higher to lower or lower to higher terrain is clear when:
- The firing unit is located on the edge of a rise; and
- If there is any terrain (Hill, Forest, or Town) that would otherwise block LoS closer to the firer than the target



- 3.10.2 Line of Sight from higher to lower or lower to higher terrain is blocked when:

The firing unit is located in a hex behind the hex on the edge of a rise; or

If there is any terrain (Hill, Forest, or Town) that would otherwise block LoS equal to or farther away from the firer

- 3.10.3 Line of Sight between units at the same elevation is blocked when:

There is Forest, Town, or a Hill of any elevation between the firer and the target

- 3.11 Night: LOS is reduced to 1 hex at night. Movement is halved during night turns.

- 3.12 Weather: There are 3 types of weather effects.

- 3.12.1 Clear ----->



- 3.12.2 Cloudy ----->



- 3.12.3 Rain ----->

- 3.12.4 All types of actions can be conducted during clear weather. The number of Air Support markers is limited to 5 during cloudy turns. During Rain using Air Support is prohibited, LOS is limited to 2 hexes, combat strength for attacks and movement allowances are halved.

## 4. Maneuver

This section defines the forms of maneuver.

- 4.1 General: There are 6 forms of movement. Regular movement where units move from one location to another. Overrun movement where units combine movement with an Assault. Overwatch movement, which allows the unit to move a little and still fire at enemy units that use opportunity fire to fire at friendly units. Reserve movement, which allows a player to respond with troops during the enemy player turn. Withdrawal movement, which allows units in close contact with the enemy to move away with a reasonable chance of success. And Paratroop Drops which provide a way for the Allied player to bring paratroop units into the battle near the front.

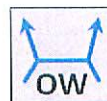
- 4.2 Specific: In Regular movement units move from one hex to another and must only consider the cost of the terrain being moved over to determine how many hexes they can move. For Overrun the units must also consider an additional cost of 4 movement points. Overrun is not a type of combat. It is only considered movement and the friendly units are allowed to conduct additional movement, if successful, and combat afterwards. Overwatch allows the player to move a little and be able to reply quickly to enemy opportunity fire thus providing protection for other friendly forces moving nearby.

Reserve movement provides a way for a player to respond to assaults by the enemy player and reinforce the front with additional troops. Withdrawal movement gives a player the ability to move away from the enemy, even in close quarters, and get away to fight another day. In all types of movement, except Overrun, a unit or stack of units must complete its movement before any other unit or units may move. In Overrun the player may move one stack, then another, then another before conducting the Overrun assault. They can then move afterwards one stack at a time, if allowed.

- 4.2.1 Regular movement is conducted on a hex by hex basis. Units move from one hex to another following the hex grid. The player expends movement points based on the terrain cost for each hex. During this movement the enemy player can call a halt to the movement of detected friendly units and conduct opportunity fire from any and all eligible units (a given enemy unit may fire only once at a specific target unit using opportunity fire). Units are considered detected the instant that line of sight is made. Units may move and use their entire allowance without being able to fire. Or units may fire without restriction and then move half of their allowance. Or units may move half their allowance and then fire with a modifier of -2. Rafts can be used to move units across water hex sides. Any unit may cross an all water hex using a raft by expending all its' movement points. Units may always move at least one hex.

- 4.2.2 Overrun movement is conducted exactly like regular movement except that the moving unit moves next to an enemy, pays 4 movement points, and may conduct an immediate assault. If the assault succeeds in eliminating all the enemy units from the hex the player may advance into the hex at no additional cost and may continue to expend movement points. More than one stack may move to conduct an overrun attack. They move at the cost of the unit expending the most points to reach the overrun hex. Units that have already fired and then moved may not conduct an Overrun.

- 4.2.3 Overwatch (OW) movement is conducted by the friendly player, who may move units  $\frac{1}{4}$  of their full movement and then place an OW marker on them to designate them as Overwatch units. If the unit is suppressed before entering Overwatch it may not then enter Overwatch. Units in this mode can fire at enemy units that try to make opportunity fire attacks. They may respond to any number of enemy opportunity attacks that are within range and line of sight. Only German units may use Overwatch. Their





fire is not further modified as in regular movement above by -2. Units designated to perform OW may not make regular fire attacks, even if they did not need to fire at enemy units performing opportunity fire. If an enemy unit is suppressed by the fire from the Overwatch unit then the opportunity fire is not conducted. Overwatch units may not fire in response to enemy defensive fire.

- 4.2.4 Reserve movement is conducted after the enemy players Operations Phase and before the Assault Phase. Units in Reserve are allowed to spend all their movement points to move into hexes that are being assaulted by the enemy player. Units using Reserve movement may not be fired on by the enemy player with opportunity or defensive fire. If units in Reserve fire in any way before being used as reserves, they lose their Reserve status and marker. Units are placed in Reserve at the beginning of their movement phase and remain that way until they either perform Reserve movement or the player removes the marker. Units with a Reserve marker placed on them may not otherwise move unless they use Reserve movement. Once these units move, the marker is removed.



- 4.2.5 Withdrawal movement is called for by the moving player and forces them to move toward their end of the board only. It provides an additional -5 die roll modifier against enemy opportunity fire attacks. Units using Withdrawal movement may not make any fire attacks. These units must always try to move further away from the enemy. They ignore S1 results, but must halt if S2 or higher results are made on them while moving in this manner. The intent of this rule is to provide units an opportunity to escape disaster, not to switch fronts.

- 4.2.6 Paratroop Drop is used for the 82<sup>nd</sup> Airborne Division elements that were sent in response to the German counter-attack. Units that drop into the battlefield using this method may not use other movement after they drop. There are 3 parts to this type of movement. The first is determining scatter. The player places the HQ unit of the group of units making a drop on a hex and then rolls a d10 for Scatter and which direction the drop units will drift. The second is determining drift. The player rolls a d10 to determine how many hexes away from the original drop hex, in the direction of scatter, to place the dropping units. Lastly is to determine the level of suppression on landing. The player rolls a d10 for each unit and places a suppression marker as determined by the roll.

- 4.3 Special:

- 4.3.1 Artillery units, those with primary weapons ranges of 10 or higher, may not use Overwatch movement.
- 4.3.2 Units must stop when entering a hex with wire, mines, and empty dug-in or empty fortification markers.
- 4.3.3 Load/Unload:
- 4.3.3.1 Load:
- 4.3.3.1.1 Trucks and Halftracks are always considered transport units for troops and towed weapons (movement allowance of 0).
- 4.3.3.1.2 Tanks are considered transport units for troop's only, not towed weapons.
- 4.3.3.1.3 Transport units must expend ½ of their movement factor to load a unit.
- 4.3.3.1.4 As long as the transport has the required movement it can load eligible passengers at any time during the movement phase.
- 4.3.3.1.5 Passengers may load as long as they have ½ of their movement left.
- 4.3.3.1.6 Suppressed units (S2 or higher) may not load onto transport units.
- 4.3.3.1.7 Artillery that has fired may not load.
- 4.3.3.1.8 Passengers are designated by placing them underneath the transport unit if it is a truck and on top of the unit when riding on tanks. Some units have back printing with the unit loaded. Flip the unit to show its loaded side.
- 4.3.3.2 Unload:
- 4.3.3.2.1 Transport units must expend ½ of their movement factor to unload a unit.
- 4.3.3.2.2 As long as the transport has the required movement it can unload eligible passengers at any time during the movement phase.
- 4.3.3.2.3 Transported units are immediately unloaded, at no cost in movement, if the transport unit is suppressed. Transport and passenger are both suppressed at the same level.
- 4.3.3.2.4 Passengers may not move after unloading.
- 4.3.3.2.5 Passengers may fire at ½ fire value after unloading.
- 4.3.3.2.6 Passengers may assault at ½ assault value after unloading.
- 4.3.4 Air units have unlimited range for the purpose of moving in this game.
- 4.3.5 Units can only move half their allowance at night.

## 5. Combat

There are two distinct forms of combat, fire and assault. Fire takes place during the operations phase. Assaults occur during movement when an overrun is attempted and during the close assault phase. Fire combat occurs between enemy units that can see each other over long or short distances. Assault combat occurs during the close assault phase between adjacent units in concert

# Death Ride Salerno

with heavy weapons and artillery. Combat outcomes between enemy units will help determine the winner of the game. The faster a player destroys the combat power of the enemy the quicker he can take the territory that will enable him to win. There is one special type of attack called counter-battery fire. Most units must have a Line of Sight to the target to conduct Fire Combat or Assault. Artillery units (those with primary weapons ranges greater than 10 hexes) can fire beyond the Line of Sight distance when supporting a Fire or Assault combat. For both Fire and Assault a player must have at least the number listed on the odds column in order to use that column.

- 5.1 Fire Combat: The attacker decides what units are firing and what unit(s) are the targets. The attacker may fire at each defending unit in a hex separately or in groups. Each target type must be attacked separately from each other. This means that soft targets must be attacked together or individually, likewise medium, and hard. A defending unit may be attacked more than once in the same operations phase. Players cannot target two target types in the same attack. Attacking and defending units factors are then added up retaining fractions. The attacker attack factor is divided by the defenders defense factor and expressed as a ratio. Units may be attacked by fire more than once during an operations phase. In the case where units are being transported by truck or halftrack units the defense strength of the transport is the defense strength of both units and they may not be attacked separately. In cases where a unit is riding on tanks the rider may be attacked separately and use half their own defense strength.
  - 5.1.1 The attacker may assign support from air and/or artillery units if they are eligible to participate in the combat.
  - 5.1.2 Units may attack through other friendly units.
  - 5.1.3 Units may fire into, but not through, non-clear terrain.
  - 5.1.4 When the player is calculating how many hex faces he is firing through the player determines how many hex faces the fire goes through. When the fire goes through 2 hex faces the attacker gets a +1 die roll modifier. When the fire goes through 3 hex faces the attacker gets a +2 die roll modifier. When the fire goes through 4 hex faces the attacker gets a +3 die roll modifier. When the fire goes through 5 hex faces the attacker gets a +4 die roll modifier. When the fire goes through 6 hex faces the attacker gets a +5 die roll modifier.
  - 5.1.5 Non-artillery units range to fire is restricted to 1 hex during night turns.
  - 5.1.6 Non-Phasing player units are provided the choice of firing at enemy units during the enemy Operations Phase. They may fire on any given enemy unit or stack either using Opportunity or Defensive Fire, not

both. Any action by a player during the Operations Phase that uses movement points is subject to Opportunity Fire by the enemy player. Loading/Unloading, building/removing obstacles/dug in/fortifications, or deploying rafts are all considered movement. This means that a unit that is moving may come under opportunity fire by an enemy unit. If the enemy player chooses not to use opportunity fire then they may use defensive fire. If the player chose to use opportunity fire they may not then fire at the same unit or stack with defensive fire.

- 5.1.6.1 Opportunity Fire: Units may perform Opportunity Fire only once, per weapon type (secondary, primary), per enemy unit, per Operations Phase. Units that are adjacent to enemy units may not use opportunity fire.
- 5.1.6.2 Defensive Fire: Units may perform Defensive Fire as many times as enemy units move into an adjacent hex during the enemy players Operations Phase as long as they did not previously fire at that unit or stack using opportunity fire.
- 5.2 Assault Combat: The assaulter decides what units from any adjacent hex or hexes are assaulting and must consider all the defending units in a hex as a single target. Assaulting and defending unit's factors are then added up retaining all fractions. The assaulting attack factor is divided by the defenders defense factor and expressed as a ratio. All unit types may participate in an assault and can use short and long range factors if attacking from an adjacent hex.
  - 5.2.1 When calculating the attackers factors a player is allowed to use the best multipliers possible. Therefore, if there is an enemy stack with soft and medium targets, the assaulter may calculate the strength of the assault by using the secondary weapons against the soft target and the primary weapons against the medium target. Artillery support would be calculated in a similar manner. In the same case as above the artillery would use the multiplier for soft since there is a soft target being fired at. If there were only medium targets then the multiple versus medium targets would be used to calculate the assault strength.
  - 5.2.2 The assaulter and defender may assign support from air and artillery units if they are eligible to participate in the combat.
  - 5.2.3 Most units assault from adjacent hexes. Heavy weapons units, those designated with an '\*' on the top line, may support the combat from within their range allowances when supporting units that are part of their organization. Artillery may always support assault combat for units that belong to the headquarters that it can trace command and control. i.e., Wpn/A/157 may only support an assault by elements of A/157. B/I/16PzA Art can trace



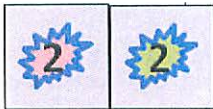
command and control to the 64<sup>th</sup> Panzer Grenadier Regiment HQ. It may fire in support of any unit in the 64<sup>th</sup> Panzer Grenadier Regiment.

5.3 Counter-Battery: This type of attack occurs only during the enemy turn. When an enemy artillery unit fires from a clear terrain hex the friendly player may select one unused artillery unit within range and return fire. The attack is conducted like a regular fire attack and if the results are suppression or destruction then the originally firing unit cannot be used for the remainder of the turn. The unit firing counter-battery is considered used and flipped over. If the Counter-Battery attack fails another cannot be conducted.

5.4 Combat Effects:

5.4.1 Elimination: Units are eliminated in 2 ways. Either directly from fire or assault, or through becoming too suppressed. When a unit accumulates 5 levels of suppression it is eliminated instead. In other words a unit that has 4 levels of suppression that is subsequently suppressed again is eliminated instead. Units that are being transported are eliminated if the carrier is eliminated. Armored units are turned over to their wreck side when they are destroyed. These wrecks block line of sight for enemy units and count against the stacking limit.

5.4.2 Suppression: For each level of suppression that a soft target unit has it loses 20% of its combat strength for attack and movement abilities; defense strength is increased by the level of the suppression. For each level of suppression that a medium or hard target unit has it loses 10% of its combat strength for attack and movement abilities (round down, 4.8 becomes 4); defense strength is increased by the level of the suppression. Units recover from the affects of suppression each turn. Each turn a unit, that is not adjacent to an enemy unit, has two levels of suppression recovered (e.g., level 3 becomes level 1). Units adjacent to enemy units recover 1 level less. Suppressed units may not conduct opportunity fire, but may fire defensively. The moment a unit carrying another unit is suppressed the loaded unit must unload and become suppressed at the same level as the carrier. Moving units that get a suppressed result of any type must halt their movement. Suppressed units may not move closer than 5 hexes away from an enemy unit. Units taking suppression are designated by placing them underneath a **RED** suppression marker with the level of suppression they are assessed. When the next Suppression Recovery phase occurs both players turn the **RED** markers over to their **GREEN** side. Should a unit with a **GREEN**



marker be assessed more suppression a **RED** suppression marker with the additional suppression is added (both a **RED** and a **GREEN** suppression marker will be stacked together. If the suppression of both the **RED** and **GREEN** markers is level 5, or over, the unit is eliminated.

5.4.3 Retreat: During assault units may be required to retreat. German units must retreat to the north and or east and Allied Army units must retreat toward the sea. Units with a 0 movement factor that are required to retreat are eliminated instead.

5.5 Combat Exploitation: When units are successful in combat and there are no enemy units' left in the hex the attackers are automatically allowed to advance into the hex as long as they are not suppressed. If this was the result of an immediate attack during overrun then the attacker may continue to expend movement points in the regular manner. Otherwise, no further advance is allowed. This exploitation does not trigger opportunity or defensive fire.

5.6 Special:

5.6.1 Fire:

5.6.1.1 Passengers in trucks may not fire.

5.6.1.2 Passengers in half-tracks or riding on tanks may fire with ½ their fire value.

5.6.1.3 The attacker chooses which enemy units are lost first.

5.6.1.4 Units may use opportunity fire only once per unit per weapon type (secondary and primary may each fire, separately if desired) per enemy unit.

5.6.2 Assault:

5.6.2.1 Passengers must unload in order to assault and their assault combat value is halved on the turn they unload.

5.6.2.2 The defender chooses which of their units are lost first.

5.6.2.3 Half-tracks may participate with other ground infantry or armor units but may not assault by themselves.

5.6.3 Units in Mine hexes are not allowed to conduct assault, but may be assaulted.

## 6. Fire Support

This section defines how fire support is used to be a decisive element of any battle.

6.1 General: The use of Air Support and Artillery has a profound effect on the battle.

6.2 Specific:

6.2.1 Close Air Support: The Germans and Allied Army were



aided by Air Forces in support of ground operations during the battle. Air units represent flights of 4 aircraft that participated in the battle. Units like the one pictured



to the left have support values that represent their effect on combat/movement; their range is unlimited in the context of this battle. The value at the bottom represents the support value of the unit.

- 6.2.1.1 Allocation: On the first daylight turn of each day the players each roll the die to determine how many air support markers they receive for the day. Once the determination of how many markers are received is made the players place the CAS markers on that number on the Air Track. Each players die roll is modified by the Daily Air Support Modifiers.
- 6.2.1.2 Use: Once the players have determined how many markers they get for the day they may use up to the counter count of air units on any given turn. This is 3 for the Germans and 10 for the Allied Army player. During a players Command and Control Phase each player determines how many Close Air Support markers they want to use for the current turn. The markers are then placed in the Ready box. When the players use the counters by placing them in the Ready box they must subtract that number from the CAS markers. When the CAS markers reach 0 the player may no longer use air support for the remainder of that day. If a marker placed in a ready box goes unused it does not get placed back in the available CAS points. They are lost if not used for a specific support mission.
- 6.2.1.3 Placement: Air units can be deployed during any part of the Operations Phase, friendly or enemy, in support of friendly attacks or defensively, or to conduct a Ground Attack. They may be placed on interdiction missions during the Interdiction Placement and Mission Return Phase if they have not performed any other mission.
- 6.2.1.4 Effect: Air units support values are added to friendly attacks and subtracted from enemy attacks dice rolls, or for interdiction add their support value to the movement points required to exit a hex. They are good for all attacks that occur in the hex they are placed in for that phase. Therefore if they are placed to support combat in a hex they lend their effects to any and all fire and assaults that may occur in that hex during that operations phase.
- 6.2.1.5 Return: Air units used to support combat are returned to base and placed on the players' side of map during the Interdiction Placement/Return and CAS Mission Return Phase.
- 6.2.1.6 Limit: Only 1 air unit shall be permitted to support any given combat or interdiction mission.
- 6.2.2 Ground-Attack: German and Allied Army air units may conduct an attack against an individual hex. If the result of a ground attack is suppression then target units in the amount up to the support value of the air unit are affected in the hex and are suppressed at the

assessed level. This is called a ground-attack. The player places an air unit on the target hex and consults the Air-Ground Attack Table. The results of the attack are immediate. Ground-Attack cannot be combined with other forms of air support. Only 1 ground attack may be attempted per hex.

- 6.2.3 Artillery and Mortars: Both sides used artillery to enhance their conduct of the battle. Artillery may fire by itself as long as it fires at a unit that it supports which has a clear line of sight to the target.
- 6.2.3.1 Use: When an artillery or mortar, not heavy weapons, unit is used it must be turned over to show that it may not be used again that turn. Artillery units must be in Command and Control to fire at full strength in support of friendly fire and assault combats, unless rule 3.7 Headquarters is not being used, otherwise they may fire at half strength.
- 6.2.3.2 Firepower: When firing in support of any attack the strength of the support is calculated differently for fire attacks and assaults. In fire attacks the artillery strength is calculated using the target type being fired at. In an assault the artillery strength is calculated using the best possible target type in the target hex. In other words if the target hex of the assault contains both medium and soft target types then the artillery may use the firepower multiple for soft targets which is the most beneficial.
- 6.3 Naval Gunfire Support:
  - 6.3.1 There are a number of ships that provided naval gunfire support to the allied forces. Destroyers, Cruisers, and Battleships all performed this duty to excellent effect in support of the ground troops ashore. These are actually direct fire weapons and they must use the weapon target table to determine their strength for any given combat and are always considered to be firing at long range.
  - 6.3.2 These counters may be used the same as Artillery fire support and if used in support of an assault provide the die roll benefit for having artillery.
  - 6.3.3 The counters are placed anywhere on the map in sea hexes. As they are used they are flipped over to show they have been used and are unavailable for use in other missions.
  - 6.3.4 There is range lines printed on the map. These represent the limit of where the unit types may support combat. DD's, CL's, and BB's each have a separate line which is used to limit the distance naval gunfire may be used. British ships may only be used to support combat and attacks on the 'E', 'F', 'G', and 'H' maps. US ships may only be used to support combat and attacks on the 'A', 'B', 'C', and 'D' maps.
- 6.4 Special:



- 6.4.1 The number of Air Support counters available to use is halved (round up) during cloudy turns and prohibited during rain turns.

## 7. Intelligence

This section defines the manner in which enemy units are identified and located.

- 7.1 General: All units are considered detected and known.
- 7.2 Specific:
- 7.2.1 Combat Patrols: Players are allowed to conduct patrolling operations during night turns. These patrols provide the players with die roll modifiers based on the amount of information they provide in relation to the other player and in accord with some randomness.
- 7.2.1.1 On the first night turn of each day both players may designate up to 5 foot mobile (4-8 movement allowance) units to patrol activities. The designated units are marked accordingly (Patrol Restrict 10:00) and instantly moved from their current location to a hex adjacent to a division or corps level headquarters. These units may not move or attack for the first 6 daylight turns following the night they are used for patrols. They are released for the 10:00 turn.
- 7.2.1.2 On the first daylight turn of each day the German player then cross-references the number of Red Army and the number of German units that were assigned to patrols and rolls the die, then adds to the die the modifier in the top table, then looks up the corresponding column in the lower table and uses the modifiers for the next 6 turns of the day for each combat. Place the Patrol Marker on the Patrol Track at the appropriate level and move it according to the table toward zero.
- 7.2.2 Effects on the Game: An A# means that the Allied player gets a modifier to all offensive combats equal to the #. G# means that the German player gets a modifier to all offensive combats equal to the #. Refer to the Patrol Tables.
- 7.3 Special:
- 7.3.1 There are some restrictions on the units that may be selected for patrol duty. Units in contact (adjacent to the enemy) may not be chosen. Units that are surrounded (where movement in any direction would be through a hex covered by enemy secondary weapons fire) may not be chosen.

## 8. Combat Service Support

This section defines the requirements for the effect of supplies on a unit's ability to conduct operations of every kind.

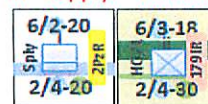
- 8.1 General: CSS is critical in determining if units can engage in combat at full strength or not. German and Allied Army units are either in supply, or not. Supply is determined at the first daylight turn of each day. They remain in supply for the entire day unless they become surrounded by enemy units' secondary weapons.

- 8.2 Specific: There are 3 main areas where Combat Service Support is critical to any operation. Those are Supply, Maintenance, and Medical. Supply units are the main elements for coordinating the resupply of units on the battlefield. Maintenance units are imperative to bring replacements for armor and transport units back to life during the battle. Without them the armored and motorized strength of the players will dissipate quickly. And the medical units are critical to keeping the manpower levels of the units up in a battle where the destruction of units happened overnight.

### 8.2.1 Supply (Optional):

- 8.2.1.1 Units belonging to and/or tracing to a headquarters or supply unit that is suppressed are Out of Supply.

- 8.2.1.2 In Supply: Combat units use a combination of



headquarters and supply units to keep themselves in supply.

If a designated supply unit is destroyed the units that receive their supply from that unit are considered Out of Supply until the unit is replaced. Supply units, like headquarters units, are replaced automatically during the next replacement phase. Supply unit that show a reddish bar in the bottom half of the counter help to identify them as supply units. Battalion headquarters show a thin green bar on the bottom half of the counter and this represents the supply trace distance from its combat units to it.

### 8.2.1.2.1 German units:

- 8.2.1.2.1.1 Combat units must be able to trace a path no more than 8 hexes long to their parent headquarters.

- 8.2.1.2.1.2 Battalion Hq must be able to trace a path no more than 16 hexes long to their Regimental Supply.

- 8.2.1.2.1.3 Regimental Supply must be able to trace a path of unlimited length to the northern map edge.

- 8.2.1.2.1.4 Non affiliated units must be able to trace a path no more than 24 hexes long to any Hq, Supply, or northern map edge hex.

### 8.2.1.2.2 Allied Army units:

- 8.2.1.2.2.1 Combat units must be able to trace a path no more than 7 hexes long to their parent headquarters.

- 8.2.1.2.2.2 Regimental Hq must be able to trace a path no more than 13 hexes long to their Brigade Supply.

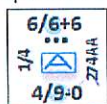


- 8.2.1.2.2.3 Brigade Supply must be able to trace a path of unlimited length to the southern map edge.
- 8.2.1.2.2.4 Non affiliated units must be able to trace a path no more than 12 hexes long to any Hq, Supply, or southern map edge hex.
- 8.2.1.3 Effects of being Out of Supply: An Out of Supply unit has its movement and combat factors for attack only halved. Out of Supply units are designated by rotating them 180 degrees.
- 8.2.1.4 During the Command and Control Phase the players may recheck the supply status of units that have moved back into range of their headquarters and supply units.
- 8.2.2 Maintenance: During the first daylight turn of each day the German player will take 60% (round up) of all their Daily armor (tanks) and motorized (trucks) losses back from either the dead pile (for trucks) or from the wrecks (then remove the remainder). The Allied Army may take 30% (round up) of all their Daily armor and motorized (trucks) losses back from either the dead pile (for trucks) or from the wrecks (then remove the remainder). The replaced units may be placed at any northern (for the Germans) or southern (for the British) map edge hex. The units can move and fight in the turn they arrive and can be used in combat normally.
- 8.2.3 Medical: During the first daylight turn of each day both players take 25% (round up) of the number of infantry/mech and heavy weapons casualties, in platoons for both the Germans and the Allied Army, back from the Losses pile and place them at a northern map edge hex location for the Germans (the remainder are removed), and a southern map edge hex for the British. The units can be moved and used in combat normally.
- 8.3 Special:
- 8.3.1 Units are not eliminated through being Out of Supply. Units that are Out of Supply and Out of Command are designated by rotating them 270 degrees.

## 9. Air Defense

This section defines the requirements of the need to defend the airspace above the battlefield.

- 9.1 General: Anti-Aircraft units are used to deny friendly airspace to the enemy. They also provide important ground attack and anti-tank capability to front line troops.
- 9.2 Specific: When an enemy air unit is placed on the board to support combat or conduct Air Support or Interdiction enemy anti-aircraft units in range may fire at it to cause it to abort its mission. The moment that the air



unit is placed on the map check to see which units are in range to fire and conduct the anti-aircraft fire. Each anti-aircraft unit in range can fire, and fires individually. Each anti-aircraft unit may fire more than once per turn, but only once at each air unit.

- 9.2.1 When anti-aircraft units fire at aircraft that are within their long range factor they receive no die roll modifiers.
- 9.2.2 When anti-aircraft units fire at aircraft that are within their short range factor the attack receives a +2 die roll modifier.
- 9.3 Special:
- 9.3.1 Anti-Aircraft units must be unloaded from transports in order to provide any fire, unless they are tracked movement type.
- 9.3.2 Suppressed anti-aircraft units may not fire at enemy aircraft that are within range.

## 10. Mobility and Survivability

This section defines the requirements for the ability to change the battlefield. The terms engineer and pioneer are interchangeable in this section. Both unit types can perform the same missions.

- 10.1 Specific: Wire, mines, dug-in, and fortifications have an impact on movement and combat on the battlefield. The effects of this battlefield operating system are significant upon both players and can make or break one side or the other in the battle.
- 10.1.1 Effects:
- 10.1.1.1 Movement (Obstacles): When a unit/stack enters a hex with wire or mines they must stop. Units may enter a hex with unoccupied enemy fortifications or dug-in markers. Those markers are then removed the moment this occurs. A unit/stack in a hex with wire may move out of the hex in the next turn. When a unit/stack enters a mine hex roll the die and apply the result from the Entering Mines Table. When a unit/stack attempts to exit a mine hex roll the die and apply the result from the Exiting Mines Table.
- 10.1.1.2 Combat: The following are the effects, in die roll modifications, for an attacking unit where the defender is occupying a hex with:

- 10.1.1.2.1 Fortification – Fire (-4)/Assault (-3)



- 10.1.1.2.2 Mines – Fire (+2)/Assault (+2)



- 10.1.1.2.3 Wire – Fire (+1)/Assault (+1)





## 10.1.1.2.4 Dug-in – Fire (-3)/Assault (-2)



10.1.2 Building: No building of additional obstacles may be performed.

10.1.3 Removal: Any unit, except trucks and half-tracks, may remove wire by spending 1 turn adjacent to it without performing any action. Forts and Dug-in markers are removed the moment an enemy unit occupies the hex with the unoccupied marker.

10.2 Special: (Optional) when placing obstacles (wire and mines) a player must place the markers face down. For a more interesting game the placing player can place the obstacles without knowing what they are. This will interject a good amount of uncertainty, for both sides. The counter mix is the limit of the number of obstacles that may be present at any time.

## 11. Optional Rules

This section describes a number of optional rules that can make the play of the game much more interesting and fulfilling.

11.1 General: The rules most affected by options are Combat Service Support and Command and Control.

11.2 Specific:

11.2.1 The Combat Service Support rule that is optional is Supply. Use rule 8.2.1 Supply to add some restrictions on both players that force them to ensure that units must be supplied in order to operate at full strength.

11.2.2 The Command and Control rule that is optional is 3.7 Headquarters.

11.2.3 Place all obstacle markers upside down on the map. Even the German player should not know what the markers are. Or they can be placed secretly by the German player by writing their location on a sheet of paper.

11.3 Special:








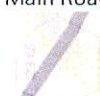



## 12. Designers Notes

This game is going to set the standard for Salerno games. While not going as far as having players land their forces on the beaches (yet!) this game allows for the best high fidelity experimentation with German and Allied doctrine used during the battle, but you may not have to wait too long to play the amphibious assault in this scale. There have been a number of excellent enhancements that will make players really fall in love with this system. The double sided counters, silhouettes for the armored units, a better minefield entrance and exit effects table, a better looking farmland effect on the maps, the naval gunfire, and some tweaks to the combat results and time scale. The looks and level of fidelity put you in the driver's seat for an experience unlike any other WWII game.

In the not too distant future there will be some model additions that are meant to bring the Logistics, Maintenance, and Air aspects of game play to a whole new level. We are putting some time into some more detailed versions of the rules specific to the Logistics, Maintenance, and Air areas that will provide greater detail, still not a burdensome amount of rules, and make you feel the real concerns of the commanders and staff on the ground, having to ensure all these elements are provided for the troops in the correct quantities.


## Appendix A – Terrain Effects

This chart details the effects terrain and markers on combat and movement. If a hex has 2 features use the worst.

Terrain/Marker	Effect on Movement	Effect on Combat
Wire  <b>+1</b>	Units must stop upon entering. Units may leave the next turn.	Fire combat against units occupying a Wire marker has a +1 die roll modifier.
Mines  <b>+2</b>	Units must stop upon entering after rolling on the obstacle table. Units may attempt to leave the next turn after rolling on the obstacle table.	Fire combat against units occupying a Mine marker has a +2 die roll modifier.
Dug-In  <b>-3/-2</b>	German units must stop upon entering, if abandoned. Units may leave the next turn. No effect on Allied Army units.	Fire combats against units occupying a Dug-In marker receive a -3 die roll modifier. Assault combats against units occupying a Dug-In marker have a -2 die roll modifier. Defender may ignore Retreat results.
Fortification  <b>-4/-3</b>	German units must stop upon entering, if abandoned. Units may leave the next turn. No effect on Allied Army units.	Fire combats against units occupying a Fortification marker receive a -4 die roll modifier. Assault combats against units occupying a Fortification marker have a -3 die roll modifier. Defender may ignore Retreat results.
Clear/Bottoms 	2 MP for Track 4 MP for Truck 1 MP for Foot	None
Woods 	3 MP for Track 8 MP for Truck 2 MP for Foot	None
Town 	3 MP for Track 3 MP for Truck 2 MP for Foot	None
Main Road 	1 MP for Track 2 MP for Truck 1 MP for Foot	None
Minor Road 	1 MP for Track 3 MP for Truck 1 MP for Foot	None
Elevation Changes 	+2 MP for Track +4 MP for Truck +1 MP for Foot	None
Hill 	2 MP for Track 8 MP for Truck 2 MP for Foot	None



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Terrain/Marker	Effect on Movement	Effect on Combat
Stream 	+2 MP for Track +3 MP for Truck +1 MP for Foot	Units assaulting across are halved
River	Prohibited for Track Prohibited MP for Truck All MP for Foot	Infantry types only may assault across the river at half strength

## Appendix B – Unit Symbols and Examples

This section contains the descriptions of unit symbols and types.

	German Panzer Grenadier (Dismounted/Mounted) – small arms; machine guns; soft
	German Anti-Aircraft – small arms; (2) AA main gun; soft
	German Aircraft (4) – Stuka
	German Heavy Weapons (Dismounted/Mounted) – machine guns; 81mm mortars; soft
	German Artillery – small arms; 105mm howitzers; soft
	Allied Army Towed Artillery (6-8 guns) – small arms; 25lb; soft
	Allied Army Aircraft (4) – Beaufighter
	Allied Army Armor ((5) Sherman tanks) – machine guns; 75mm main gun; medium
	Allied Army Truck - --; --; soft
	US Supply – small arms; machine guns; soft





## Credits and Sources

### Credits

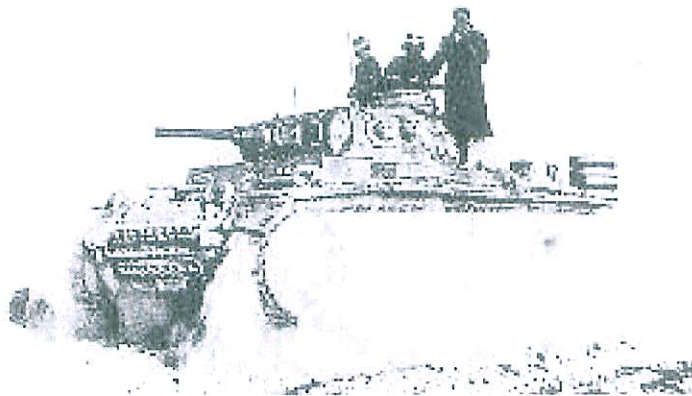
Game Design and Production: Chris Fasulo Sr

Playtest Leads: Chris Fasulo Sr

Map Artwork: Kyle Gebhardt

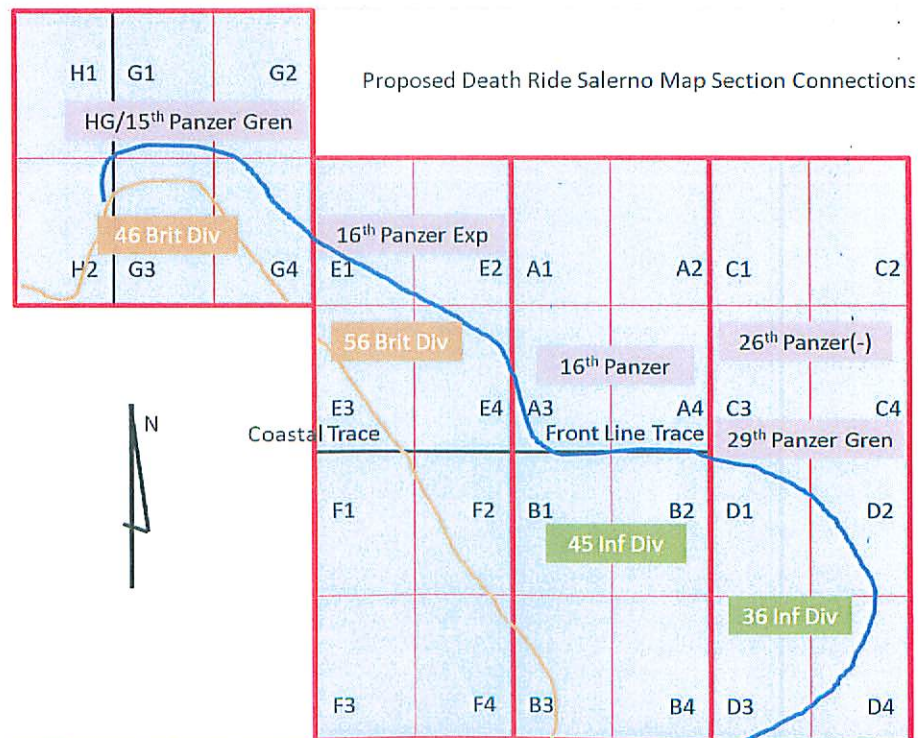
Historical Commentary: Chris Fasulo Sr

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Look for our next games in this series in 2012, Death Ride Salerno – 16<sup>th</sup> Panzer Expansion; Death Ride Salerno – 29<sup>th</sup> Panzer Grenadier, Death Ride Salerno – Herman Goring/15<sup>th</sup> Panzer Grenadier. Look for coupons for these products which will provide a pre-purchase for a discount at release. Here's a look at the entire Salerno area when the series is complete.





# Death Ride Salerno Firepower Table

	Hard Target				Medium Target				Soft Target			
	Secondary		Primary		Secondary		Primary		Secondary		Primary	
Weapon Factor Type	SR	LR	SR	LR	SR	LR	SR	LR	SR	LR	SR	LR
Target is Within----->	SR	LR	SR	LR	SR	LR	SR	LR	SR	LR	SR	LR
German and Allied units with (-)	x.5	N/A	x1	x.5	x.5	N/A	x1.5	x1	x1/x2	N/A	x1	x1
German and Allied units with (+)	x.5	N/A	x1.5	X1	x.5	N/A	x2	x1.5	x1/x2	N/A	x1	x1
Artillery < 100mm (-)	x0	N/A	x.5	x0	x.5	N/A	x1	x.5	x1	N/A	x1.5	x1.5
Artillery => 100mm (+)	x0	N/A	x1	x.5	x.5	N/A	x1.5	x1	x1	N/A	x1.5	x2
Heavy Weapons (*)	x0	N/A	x0	x0	x.5	N/A	x.5	x.5	x1/x2	N/A	x1.5	x1.5

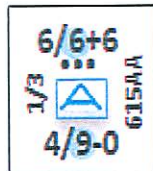
Notes:

\* x1/x2 multiple for target at greater than 1 hex away/multiple for adjacent target

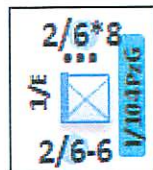
Hard	Medium	Soft	<- Target Type - Hard, Medium, Soft	<----- Defense Value
Sec	Pri		<- Firing Unit Weapon Type - Secondary, Primary	<----- Fire Values
SR			<- Target is within Weapon types Short Range	<----- Short Range Value
LR			<- Target is within Weapon types Long Range	<----- Long Range Value
			<- SW//SR Secondary Weapon firing at Short Range	
			<- PW//SR Primary Weapon firing at Short Range	
			<- PW//LR Primary Weapon firing at Long Range	



Armor with (-)  
Example



Gun with (+)  
Example



Heavy Weapons with (\*)  
Example



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- Primary Weapon Data
- Hard Target
- Medium Target
- Track Movement
- Wheeled Movement

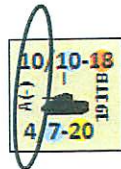


# Death Ride Salerno Weapon Target Diagram

Step 1: Determine Target Type

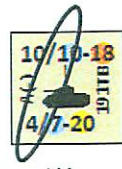
Hard Medium Soft

Step 2: Then match to Weapon Type and Range:



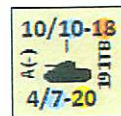
Use this color on the  
Firepower Table

Secondary Weapon firing  
at Short Range  
Target

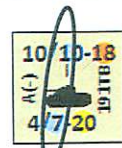


Use this color on the  
Firepower Table

Primary Weapon  
firing at Short  
Range Target



Secondary Weapon firing  
at Long Range Target  
– Not Allowed



Use this color on the  
Firepower Table

Primary Weapon firing  
at Long Range  
Target

## Legend

Hard Target  
Medium Target  
Soft Target

Secondary Weapons  
Primary Weapons

Track Movement  
Wheel Movement



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# Death Ride Salerno Assault Combat Table

Mod DR	0.25	0.33	0.5	0.75	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	Mod DR
-5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	S1/S	-5
-4	-	-	-	-	-	-	-	-	-	-	-	-	-	S1/S	R1/S	-4
-3	-	-	-	-	-	-	-	-	-	-	-	-	S1/S	R1/S	S1/S	-3
-2	-	-	-	-	-	-	-	-	-	-	-	S1/S	R1/S	S1/S	-S	-2
-1	-	-	-	-	-	-	-	-	-	-	S1/S	R1/S	S1/S	-S	R/R	-1
0	-	-	-	-	-	-	-	-	-	S1/S	R1/S	S1/S	-S	R/R	S/S	0
1	-	-	-	-	-	-	-	-	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	1
2	-	-	-	-	-	-	-	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	S/S	2
3	-	-	-	-	-	-	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	S/S	S/S1	3
4	-	-	-	-	-	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	S/S	S/S1	-S	4
5	-	-	-	-	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	S/S	S/S1	-S	S/S	5
6	-	-	-	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	S/S	S/S1	-S	S/S	R/S	6
7	-	-	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	S/S	S/S1	-S	S/S	R/S	1/S	7
8	-	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	8
9	S1/S	R1/S	S1/S	-S	R/R	S/S	-S	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	S/S	9
10	R1/S	S1/S	-S	R/R	S/S	-S	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	S/S	R/1	10
11	S1/S	-S	R/R	S/S	-S	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	S/S	R/1	S/S	11
12	-S	R/R	S/S	-S	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	S/S	R/1	S/S	S/S1	12
13	R/R	S/S	-S	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	S/S	R/1	S/S	S/S1	R/1	13
14	S/S	-S	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	S/S	R/1	S/S	S/S1	R/1	S/S	14
15	-S	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	S/S	R/1	S/S	S/S1	R/1	S/S	S/S1	15
16	S/S	S/S1	-S	S/S	R/S	1/S	S/S1	S/S	R/1	S/S	S/S1	R/1	S/S	S/S1	R/1	16

## Notes:

- \* Defense strength of target stack has suppression level added to defense strength
- \*\* Defender supporting fire support elements only need to reach the defending units hex
- And they use the multiple of the worst case for target type
- \*\*\* All Para (German and US) units and all Guard (British) are considered to be Elite.
- \*\*\*\* Losses must come from a combined arms element first.
- \*\*\*\*\* Attacks at lower than 1-4 are allowed at 1-4. Attack at greater than 6-1 are allowed at 6-1.
- \*\*\*\*\* Units assaulting from Wire hexes are at half strength
- \*\*\*\*\* Units may not assault from Mine hexes
- \*\*\*\*\* Infantry types are Engineer, Infantry, Recon, or Sub-Machine Gun

## Die Modifiers:

- 2 Defending unit is on Hill 2
- +2 Defender is in Stream Hex
- 2 Assaulting into town terrain
- 1 Assaulting into woods terrain
- + # Any defending unit is suppressed (Lvl 1, 2, 3, 4), maximum of +4
- # Any assaulting unit is suppressed (Lvl 1, 2, 3, 4), maximum of -4
- +2 Assaulting unit is Elite
- 2 Defending unit is Elite
- +1/+2/+3/+4/+5 Assaulting from >1 hex face - +1 for each hex face over 1 that the fire enters the target hex from, maximum of +5
- +1 Assaulting a unit at lower elevation - only 1 attacker must be higher
- 1 Assaulting a unit at higher elevation - all attackers must be lower
- +1 Assaulting into target hex containing a Wire marker
- +2 Assaulting into target hex containing a Mine marker
- 4 Assaulting During Night Turn
- 2 Defending unit is Dug-in
- 3 Defending unit is in Fortification



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## For the Assaulting Units

- +1 Infantry Type Company Integrity - 2 plt min
- +1 Armor if target hex is clear terrain
- +1 Engineers/Pioneers
- +1 Anti-Aircraft
- +1 Recon
- +1 Artillery
- +1/+2/+3 Close Air Support
- +/-# Patrol Modifier from track

## For the Assaulted Units

- 1 Infantry Type Company Integrity - 2 plt min
- 1 Armor - only if attacker has armor also
- 1 Anti-Aircraft/Anti-Tank - only if atkr has armor
- 1 Artillery
- 2 Close Air Support

Modifiers affected by Combined Arms Table

S#

Results are for attacker/defender.

S = 1 stack is suppressed 2 levels.

# = number of units lost.

R = Affected player must retreat one stack 3 hexes and become suppressed 2 levels.

Units defending in Entrenchments and Fortifications ignore Retreat results.



# Death Ride Salerno Fire Combat Table

Mod DR	0.25	0.33	0.5	0.75	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	Mod DR
-5	-	-	-	-	-	-	-	-	-	-	-	-	S1	S1	S2	-5
-4	-	-	-	-	-	-	-	-	-	-	-	-	S1	S2	S1	-4
-3	-	-	-	-	-	-	-	-	-	-	S1	S1	S2	S1	S1	-3
-2	-	-	-	-	-	-	-	-	-	S1	S1	S2	S1	S1	S2	-2
-1	-	-	-	-	-	-	-	-	S1	S1	S2	S1	S1	S2	S2	-1
0	-	-	-	-	-	-	-	S1	S1	S2	S1	S1	S2	S2	S3	0
1	-	-	-	-	-	-	S1	S1	S2	S1	S2	S2	S2	S3	S2	1
2	-	-	-	-	-	S1	S2	S1	S1	S2	S2	S2	S3	S2	S2	2
3	-	-	-	-	S1	S1	S2	S1	S1	S2	S2	S3	S2	S2	S3	3
4	-	-	-	S1	S1	S2	S1	S1	S2	S2	S3	S2	S2	S3	S2	4
5	-	-	S1	S1	S2	S1	S1	S2	S2	S3	S2	S2	S3	S2	S4	5
6	-	S1	S1	S2	S1	S2	S2	S2	S3	S2	S3	S2	S4	S3	S3	6
7	S1	S2	S1	S2	S1	S2	S2	S3	S2	S2	S3	S2	S4	S3	S3	7
8	S1	S2	S1	S2	S2	S2	S3	S2	S2	S3	S4	S3	S3	S3	S4	8
9	S2	S1	S1	S2	S2	S3	S2	S2	S3	S4	S3	S3	S4	S4	X	9
10	S1	S1	S2	S2	S3	S2	S3	S3	S4	S3	S3	S4	S4	X	S4	10
11	S1	S2	S2	S3	S2	S2	S3	S4	S3	S3	S4	S4	X	X	S4	11
12	S2	S3	S2	S2	S2	S3	S3	S4	S3	S3	S4	S4	X	S4	S4	12
13	S2	S3	S2	S2	S3	S3	S4	S3	S3	S4	S4	X	S4	S4	X	13
14	S3	S2	S2	S3	S3	S4	S3	S3	S4	S4	X	S4	S4	X	X	14
15	S2	S2	S3	S3	S4	S3	S4	S4	S4	X	S4	S4	X	X	2X	15
16	S2	S3	S3	S4	S3	S3	S4	S4	X	S4	S4	X	X	2X	X	16

## Notes:

- \* Defense strength of target unit has suppression level added to defense strength.
- \*\* All Para (German and US) units and all Guard (British) are considered to be Elite.
- \*\*\* Attacks at lower than 1-4 are allowed at 1-4. Attacks above 6-1 are allowed at 6-1.
- \*\*\*\* Night turn range to detect enemy units is limited to 1 hex.

When a transport unit carrying passengers is eliminated the passengers are eliminated also

## Die Modifiers:

- +2 If the target is adjacent
- 2 Firing into a town hex
- 1 Firing into a hill hex
- 1 Firing into a woods hex
- +2 (+) weapon firing at target < 7 hexes away
- # Firing is suppressed (LW 1, 2, 3, 4), maximum of -4
- +2 Firing is Elite. All Parachute are considered Elite (82nd Airborne, 1/3 Para, Herman Goring)
- +1 Firing from > 1 hex face; +1 for each hex face over 1 that the fire enters the target hex from, maximum of +5
- 1 Firing at target on lower elevation - at least 1 unit must be firing at a lower elevation hex
- 2 Firing at target 1 level higher in elevation - all units must be firing from lower elevation hexes
- 3 Firing at target 2 or more levels higher in elevation - all units must be firing from lower elevation hexes
- 4 Defender is Dug-in
- 5 Defender in Fortification
- 4 Firing at a unit making a designated Withdrawal
- 4 Firing during night turn
- +1 Firing into target hex containing a Wire marker
- +1 Firing into target hex containing a Mine marker
- +1/+2 Close Air Support
- 3 Opportunity or Defensive Fire
- +# Patrol Track Modifier
- 2 When firing after moving

