

# Operation 'Avalanche' 9<sup>th</sup> September 1943

16<sup>th</sup> Panzer Division defends the beaches south of Salerno  
against a landing by the British X Corps

A 'Rapid Fire' scenario by Mark Piper



Map Detail – British landings south of Salerno  
Museum of Operation Avalanche (MOA)

<http://www.moamuseum.it/en/>

## What Really Happened

Following the capture of Sicily, Allied forces were progressing slowly up the Italian 'boot'. In a bid to outflank the Axis forces, an amphibious assault was planned on the coastal plain south of Salerno, on the west coast of Italy. Unfortunately, the Germans were expecting a landing and despatched the 16<sup>th</sup> Panzer Division to the area. They had several days to setup anti-tank guns, cut down trees, build strong points, site machine guns and field pieces on the beaches. The assault brigades of the 46<sup>th</sup> & 56<sup>th</sup> British Divisions (British X Corps) landed on the left, astride the River Asa.

## Where to find out more

'Salerno '43 - Gulf of Hell' - Des Hickey & Gus Smith

'Salerno 1943' - Osprey Campaign Series # 257 - Angus Konstam

'Salerno 1943 - The Allied Invasion of Italy' - Angus Konstam

'A Travel Guide to World War II Sites in Italy' - Anne Leslie Saunders

'Salerno - Foothold in Europe' - David Mason

'Salerno' - After the Battle Magazine # 95

Museum of Operation Avalanche (MOA) - Eboli, Italy <http://www.moamuseum.it/en/>

Visited September 2019 (75<sup>th</sup> Anniversary of Salerno Landing)

## Scenario Designer's note

This scenario has been designed with the second edition of Rapid Fire (RF2) advanced rules in mind e.g. Aircraft, Beach landings, Naval Gunfire Support, Pre-registered Defensive Fire, Barbed Wire and Minefields. None of these currently exist in Rapid Fire Reloaded (RFR) so it is suggested that you make your own modifications or in some cases consider the rules optional.

Where it has been possible to give a quick rule for Rapid Fire Reloaded this is indicated. Some suggested advanced rules for RFR can be found on pages 14-15. These are suggestions to allow gaming of the scenario using RFR only and should not be considered as official conversions.

If using Rapid Fire Reloaded and unsure how to interpret, make up a simple rule that you think covers the situation at the time.

## The Game

The game represents the British amphibious assault on the beaches south of Salerno on the 9<sup>th</sup> September 1943. It is played widthways across an 8' x 6' table with a suggested game limit of a maximum of 16 moves.

## Victory Conditions (both sides)

**To win** - hold two out of three objectives at the end of 16 moves or force the opposing infantry from the table:

- Strongpoint 'Lilienthal'
- Montecorvino Airfield
- Pontecagnano

**To draw** - more than one objective is contested or unoccupied, or both sides have been forced from the table.

An objective is considered held if only one side has troops (not vehicles) deployed (i.e. not in transports) on the objective.

### **British Special Rules**

British forces arrive, on the turns as indicated by the landing schedule, along the table edge at either **B1** or **B2**. Air support is available from turn 2. British move first.

**British Aircraft** (rules 15.11 - 15.28) - throw a D6 at the beginning of each British turn starting with turn 2 : 1-2 = no aircraft available, 3-6 = Spitfire this turn. Remove from the table once any attack is carried out. "Friendly Fire" rules apply.

**Pre-game Bombardment** (rule 18.1 OPTIONAL) - 3 move pre-game bombardment - 'average' intelligence.

**'On the Beach'** (rules 18.10 - 18.14) - beaches are mined. British Landing Craft can only be targeted by German aircraft or artillery.

**Naval Gunfire Support** (rule 18.27) - once ashore the Naval Gunfire Support observer team may attempt to establish contact with the off-board naval gunfire. Throw 3D6. Any throw of a 1 means no contact can be made. Otherwise, the OP team can direct two shots of observed IDF per move.



**Left: British beaches south of Salerno September 2019**

### **German Special Rules**

German forces on board start in prepared defences and on reserved fire (**RFR: Ambush**). Reinforcements arrive at the location and turn indicated. Air support is available from turn 2. Germans move second.

**German LMGs** (rule 13.1) - all German infantry companies add 1 to fire effect D6 throws (**RFR: add 1 x D6 throw**)

**German Aircraft** (rules 15.11 - 15.28) - throw a D6 at the beginning of each German turn starting with turn 2: 1-3 = no aircraft, 4-5 = Fw 190, 6 = Ju 87 Stuka available this turn. Remove from the table once any attack is carried out. "Friendly Fire" rules apply.

**Pre-Registered Defensive Fire** (rule 14.8 OPTIONAL) - Germans have 3 observed pre-registered defensive fire points.





## Terrain

**Roads** - provide a benefit to troops and vehicles moving along them. Vehicles moving off road use cross country movement distances.

**Buildings** - are hard cover and start intact.

**Olive Groves & Vineyards** - do not restrict visibility or movement but provide soft cover.

**Stone Walls** - are not linear obstacles to movement but provide hard cover to the front for figures lined directly behind.

**Prepared Defences** - do not affect movement but are hard cover to small arms (deduct 2 from the D6 throw for HE effect rather than the usual deduction of 1) (RFR: remove 2 x D6 throws)

**Above: Road inland from British Beaches  
September 2019**

**Irrigation Ditches & Reed Lined Watercourses** - are treated as linear obstacles and provide soft cover to troops only

**Tobacco Crops** - do not affect movement or line of sight but provide soft cover to stationary troops.

**Barbed Wire** (rules 12.5) - barbed wire delays infantry and wheeled vehicles for one move once they are in contact. Tracked AFVs test as for crossing linear obstacles and make a 4" wide gap.

**Minefields** (rules 12.12 - 12.17 OPTIONAL) - maximum 6" move to cross. Test after movement. Throw a D6 per group of troops or vehicle (p83 Table 13 Casualties from mines).

### Aircraft & Artillery "Friendly Fire"

If the target of an aircraft is within 12" of a friendly troops and vehicles, throw for 'friendly fire'. On a 5 or 6 the target switches to the nearest friendly troops and vehicles instead. The same rule applies for IDF artillery fire if the target troops and vehicles is within 6" of a friendly troops and vehicles. If more than one group of troops or vehicles is 'closest' then throw a D6 to see which one.

**Right: German MG-42 on tripod**  
Museum of Operation Avalanche  
September 2019



### Tactical Tips



**British** - you have superiority of numbers, but it will take most of the day to get these forces ashore. Advance quickly from the beachhead and push the German forces back towards Battipaglia. Use your initial landing troops to capture the airfield. Be ready for the inevitable German counterattacks.

**German** - you are significantly outnumbered but must attempt to impose delay on the initial British sea landings. Holding your original positions only will not work. You will need to counter-attack to slow the British advance and then steadily withdraw towards Battipaglia. Where possible make good use of your limited artillery and air assets to harass the British landing.

**Above: Overgrown canal inland from beaches**  
September 2019



**Right: British infantry  
move inland**



**Left: British sharpshooters  
Farmhouse Battipaglia area**

**Right: Captured 'Italian AFV'  
moving inland from beach**



# British Forces

## Elements British 46<sup>th</sup> & 56<sup>th</sup> Infantry Divisions (Regular)

### 'Uncle Sector' (B1)

**128<sup>th</sup> Brigade. (-), 46<sup>th</sup> Infantry Division** Brigadier James  
Brigade Tactical HQ \* 6 figures, jeep \*Higher Level CO for 128<sup>th</sup> Brigade only

1<sup>st</sup> Battalion, 4<sup>th</sup> Hampshire regiment Morale: CO + 47 figures  
HQ CO + 6 figures, PIAT, 2" mortar, 15cwt truck  
Carrier Platoon 3 figures, PIAT, Bren Carrier  
4 x rifle companies each 8 figures  
Support Company 3 figures, 6pdr AT gun (Bedford Portee)  
3 figures, 3" mortar, Bren carrier

2<sup>nd</sup> Battalion, 4<sup>th</sup> Hampshire Regiment (as per 1/4<sup>th</sup> Hampshire Regiment)

4<sup>th</sup> Company, 2<sup>nd</sup> Battalion, Northumberland Fusiliers Morale: CO + 14 figures  
15 figures, 3 x MMG, 4.2" mortar

Engineer Beach Party 8 figures

Naval Gunfire Support observer team 2 figures, jeep

### 'Sugar Sector' (B2)

**169<sup>th</sup> Brigade (-), 56<sup>th</sup> Infantry Division** Brigadier Lyne as per 128<sup>th</sup> Brigade  
2/5<sup>th</sup> & 2/7<sup>th</sup> Queens Regiment Morale: CO + 47 figures each  
4<sup>th</sup> MG Company, 6<sup>th</sup> Battalion, Cheshire Regiment Morale: CO + 14 figures  
Engineer Beach party, Naval Gunfire Support observer team

### X Corps Support Units

#### **Royal Scots Greys**

HQ Sherman (75mm)\*\* , Humber scout car  
Reconnaissance troop 2 x Stuart\*\* (no turret VMG)  
3 x Squadrons each 3 x Sherman III (75mm)  
\*\* independent AFVs

**Battery, 142<sup>nd</sup> Regiment, RA** 2 x Sexton SPG (25pdr), observer team, Bren Carrier

**Troop, Royal Devon Yeomanry** 4 figures, 17pdr, towing vehicle

### Off Board Support

**Landing Craft Rockets (LCR)** either beach (but not both) nominated prior to turn 1

**Air Support** Spitfire (as per special rules)

**Naval Gunfire Support (NGS)** 2 'shots' observed IDF each turn (as per special rules)

## British Vehicle, Gun & Aircraft Statistics

<b>VEHICLE</b>			
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons / Turret Weapons
Jeep	30/18	F	
Stuart (turretless)	30/15	D	VMG
Bren Carrier	30/15	E	VMG*
Sherman III (75mm)	24/12	C	VMG / AT class 3 / HE 10 pts table 4 (or VMG)
Sexton SPG (25pdr)	24/12	E	- / AT class 3 / HE 12 pts table 4

\* can only fire a weapon when carrying passengers

<b>GUN</b>		
Description	AT / HE Value	Notes
2" mortar	HE 6 pts table 4	Minimum range 3", maximum range 18"
3" mortar	HE 8 pts table 4	Minimum range 6", maximum range 48"
4.2" mortar	HE 12 pts table 4	Minimum range 6", maximum range 60"
PIAT AT launcher	AT class 2 / HE 8pts table 4	Maximum range 6"
6pdr AT gun	AT class 3 / -	NO HE
17pdr AT gun**	AT class 1 / -	NO HE
Naval guns	HE 12 pts table 5	Off board

\*\* AT ranges: Short 0-12", Medium 12-36", Long 36-60". HE bands: 6 x 10"

<b>AIRCRAFT</b>		
Description	Type	Ground Attack Armament (p95)
Supermarine Spitfire V	Superior Fighter	4 x MMG and multiple 20mm autocannon



**Left: 6pdr anti-tank gun**  
Museum of Operation Avalanche  
September 2019



# British Vehicle, Gun & Aircraft Statistics

## Rapid Fire Reloaded

VEHICLE			
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons / Turret Weapons
Jeep	30/18	6	
Stuart (turretless)	30/15	4	VMG
Bren Carrier	30/15	5	VMG*
Sherman III (75mm)	24/12	3	VMG / AT class 3 / HE 4 x D6 (or VMG)
Sexton SPG (25pdr)	24/12	5	- / AT class 3 / HE 5 x D6

\* can only fire a weapon when carrying passengers

GUN		
Description	AT / HE Value	Notes
2" mortar	HE 2 x D6	Minimum range 3", maximum range 18"
3" mortar	HE 4 x D6	Minimum range 6", maximum range 48"
4.2" mortar	HE 5 x D6	Minimum range 6", maximum range 60"
PIAT AT launcher	AT class 2 / HE 4 x D6	Maximum range 6"
6pdr AT gun	AT class 3 / -	NO HE
17pdr AT gun**	AT class 1 / -	NO HE
Naval guns	HE 6 x D6	Off board

\*\* AT ranges: Short 0-12", Medium 12-36", Long 36-60". HE bands: 6 x 10"

AIRCRAFT		
Description	Type	Ground Attack Armament (p95)
Supermarine Spitfire V	Superior Fighter	4 x MMG and multiple 20mm autocannon

**Right: Sherman tank  
advances inland**

Museum of Operation Avalanche  
September 2019



## British Landing Schedule

Wave	"Uncle" Sector (B1)			"Sugar" Sector (B2)		
	1/4 Hampshire	Other	2/4 <sup>th</sup> Hampshire	2/5 <sup>th</sup> Queens	Other	2/7 <sup>th</sup> Queens
1 <sup>st</sup> Lands Move 1	LCA A & B companies	DUKW Engineer Beach Party NGFS OP	LCA A & B companies	LCA A & B companies	DUKW Engineer Beach Party NGFS OP	LCA A & B companies
2 <sup>nd</sup> Lands Move 3	LCA C & D companies	DUKW Brigade HQ Artillery OP	LCA C & D companies	LCA C & D companies	DUKW Brigade HQ	LCA C & D companies
3 <sup>rd</sup> Lands Move 5	LCM HQ & Support companies	LCT B Squadron, Royal Scots Greys	LCM HQ & Support companies	LCM HQ & Support companies	LCT A Squadron, Royal Scots Greys	LCM HQ & Support companies
4 <sup>th</sup> Lands Move 7	LCM 4/2 <sup>nd</sup> MG Company	LCT Battery 142 <sup>nd</sup> Regt RA		LCM 4/6 <sup>th</sup> MG Company	LCM Troop Royal Devon Yeomanry	
5 <sup>th</sup> Lands Move 9		LCT HQ, Scots Greys Recce Troop			LCT C Squadron, Scots Greys	

**DUKW** = amphibious truck

12 figures, or 1 gun up to 105mm\*\* and crew

**LCA** = Landing Craft Armoured

16 figures

**LCM** = Landing Craft Medium

24 figures, or 1 tank / SP gun / medium truck, or 2 light vehicles\* or guns and up to 8 figures

**LCT** = Landing Craft Tank

The number of models or guns that can be fitted into the vessel's tank deck and any vehicle crews

\* Light vehicles include jeeps, 15cwt trucks or carriers

### Rocket Firing Landing Craft (rules 18.23 - 24 OPTIONAL)

May only be used once in a game. The procedure is:

1. Use 12" grid in direction of fire, place so centred over enemy beach defence target.
2. Throw D10, square becomes NEW point of aim. Reposition grid
3. Throw D6 for every enemy unit, weapon or OP team in open positions: 4,5 or 6 = hit
4. Test for multiple mortar fire (12 pts table 5) with any deductions.

Rockets have no effect on bunkers and casemates. All units under grid including bunkers and casemates may not move, fire or observe in their next turn.

# German Forces

## elements German 16<sup>th</sup> Panzer Division (Regular)

### [On board]

**Strongpoint 'Lilienthal'** 17 figures, 88mm Pak 43, quad 20mm AA, MMG Morale: CO + 16 figures

### Field Defences

3 x lengths barbed wire (each 4" x 1")  
3 x marked minefields (each 4" x 4") including 1 "dummy"

### [Reinforcements]

**Kampfgruppe HQ\*** Oberst Stempel

CO + 5 figures, truck

[turn 4 @ G1]

\* higher level CO

**I Battalion (armoured), Panzergrenadier Regiment 64**

[turn 2 @ G1]

Morale: CO + 40 figures

HQ CO + 4 figures, 251/10 HT (37mm)  
1<sup>st</sup> Company 8 figures, Panzerfaust, Sdkfz 251/1 HT  
2<sup>nd</sup> Company 8 figures, Panzerfaust, Sdkfz 251/1 HT  
3<sup>rd</sup> Company 8 figures, Panzerfaust, Sdkfz 251/1 HT  
4<sup>th</sup> (HW) Company 6 figures, 2 x MMG, Sdkfz 251/1 HT  
3 figures, 80mm mortar, Sdkfz 251/2 HT  
Grille SP infantry gun (150mm)

**II Battalion (motorised), Panzergrenadier Regiment 64**

[turn 4 @ G2]

Morale: CO + 37 figures

HQ CO + 2 figures, heavy car  
5<sup>th</sup> Company 8 figures, Panzerfaust, truck  
6<sup>th</sup> Company 8 figures, Panzerfaust, truck  
7<sup>th</sup> Company 8 figures, Panzerfaust, truck  
8<sup>th</sup> (HW) Company 9 figures, 80mm mortar, MMG, truck  
3 figures, 150mm infantry gun, Sdkfz 10 HT

**III Battalion, Panzer Regiment 2 (less one company)**

[turn 6 @ G1 or G2]

HQ Stug III\* (long 75mm), Panzer III \*(flamethrower), Sdkfz 7/1 SP quad AA HT  
9<sup>th</sup> Company 3 x Stug III (long 75mm)  
10<sup>th</sup> Company 3 x Stug III (long 75mm) \* independent AFVs

**2<sup>nd</sup> Company, Panzer Pioneer Battalion 16**

11 figures, flamethrower, Kubelwagen, Sdkfz 251/1

Morale: CO + 10 figures

[turn 6 @ G1 or G2]

### Off Board Support

**I Artillery Battalion, Artillery Regiment 16**

2 x Wespe SPG (105mm), Panzer III OP (VMG - dummy main gun) [turn 2 @ G1 or G2]

**Air Support**

Fw 190 or Ju 87 Stuka (as per special rules)



# German Vehicle, Gun & Aircraft Charts

<b>VEHICLE</b>			
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons / Turret Weapons
Sdkfz 10	30/15	F	
Sdkfz 251/1	30/15	E	VMG*
Sdkfz 251/10 (37mm)	30/15	E	AT class 5 / HE 6 pts table 4
Sdkfz 7/1 quad AA HT	30/15	F	multiple autocannon
Panzer III (flamethrower)	24/12	C	VMG / flamethrower (or VMG)
StuG III (long 75mm)	24/12	C	AT class 4 / HE 10 pts table 4

\* can only fire a weapon when carrying passengers

<b>GUN</b>		
Description	AT / HE Value	Notes
80mm mortar	HE 8 pts table 4	Minimum range 6", maximum range 48"
Panzerfaust AT launcher	AT Launcher	Maximum range 6"
75mm Pak 40 AT gun	AT 2 / HE 10 pts table 4	48" direct
105mm howitzer	AT class 3 / 12 points table 5	48" direct / 72" IDF
88mm PAK 43**	AT class 1 / 12 pts table 4	

\*\* AT ranges: Short 0-12", Medium 12-36", Long 36-60". HE bands: 6 x 10".

<b>AIRCRAFT</b>		
Description	Type	Ground Attack Armament (p95)
Focke-Wulf FW 190 A	Superior Fighter Bomber	4 x HMG (12 pts) and multiple 20mm autocannon (15pts)
Ju 87 Stuka	Dive Bomber (light bomber)	2 x MMG (8 pts) OR 1 x heavy bomb (15 pts table 5)



**Left: Captured Stug III  
with British crew**  
Museum of Operation Avalanche  
September 2019

# German Vehicle, Gun & Aircraft Charts

## Rapid Fire Reloaded

<b>VEHICLE</b>			
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons / Turret Weapons
Sdkfz 10	30/15	5	
Sdkfz 251/1	30/15	5	VMG*
Sdkfz 251/10 (37mm)	30/15	5	AT class 5 / HE 2 x D6
Sdkfz 7/1 quad AA HT	30/15	6	multiple autocannon
Panzer III (flamethrower)	24/12	3	VMG / flamethrower (or VMG)
StuG III (long 75mm)	24/12	3	AT class 4 / HE 4 x D6

\* can only fire a weapon when carrying passengers

<b>GUN</b>		
Description	AT / HE Value	Notes
80mm mortar	- / HE 4 x D6	Minimum range 6", maximum range 48"
Panzerfaust AT launcher	AT class 2 / HE 4 x D6	Maximum range 6", one shot weapon
75mm Pak 40 AT gun	AT 2 / HE 4 x D6	48" direct
105mm howitzer	AT class 3 / HE 5 x D6	48" direct / 72" IDF
88mm PAK 43**	AT class 1 / HE 5 x D6	

\*\* AT ranges: Short 0-12", Medium 12-36", Long 36-60". HE bands: 6 x 10".

<b>AIRCRAFT</b>		
Description	Type	Ground Attack Armament (p95)
Focke-Wulf FW 190 A	Superior Fighter Bomber	4 x HMG and multiple 20mm autocannon
Ju 87 Stuka	Dive Bomber (light bomber)	2 x MMG (4 x D6) OR 1 x heavy bomb (6 x D6)

**Captured German soldiers**  
**'Sugar' sector**  
 Museum of Operation Avalanche  
 September 2019



## Rapid Fire Reloaded suggested 'Advanced' Rules for this scenario

Rapid Fire 2<sup>nd</sup> Edition (RF2) advanced rules used in scenarios can either be ignored or 'interpreted' when using Rapid Fire Reloaded (RFR). The following is a guide to using these rules with RFR with this scenario and is not an "official" set of rules.

**Higher Order CO (Rule 10.9 - 10.12)** - the loss of the nominated higher order CO is an additional -1 modifier when carrying out morale tests.

**Minefields (rules 12.12 - 12.17)** - each minefield is a 4" square. All troops and vehicles cross at a maximum 6" per move. Test after movement. Throw a D6 figure for every 2 figures or each vehicle: casualties are caused 4,5 or 6 for infantry, 5 or 6 for soft skin vehicles, 5 to damage an AFV or 6 to destroy. Minefields may be cleared by a stationary group of a minimum of 2 engineer or 4 infantry figures.

**Pre-Registered Defensive Fire (rule 14.8)** - pre-registered targets should be easily recognisable features or the centre of an observed enemy position. Any unit within 2" of this point is a target. Throw a D6 per 'shot': 4,5, or 6 (5,6 if target has moved) means a hit. Test for effect as normal.

### **Air Support (rules 15.22 - 15.24)**

Availability of aircraft will be determined by the scenario. A simple system is to throw a D6 at the start of each move for the side that has aircraft available. On a 5 or 6 an aircraft is available this move (**note: the required result is different for this scenario**). If more than one aircraft type is available (normally determined by the scenario) throw another D6 e.g. 1-3 = type A, 4-6 = type B.

The target of the aircraft can be any enemy troops and vehicles in the open or fired in the previous move. If requested by an 'air link' OP vehicle the aircraft may attack any target observed by the crew of the vehicle. A radio test must be successfully taken as for artillery.

If a friendly troops and vehicles is within 12" of the target throw for "**friendly fire**". On a 5 or 6 shift the target to the nearest friendly troops and vehicles. If there is more than one friendly group of troops or vehicles to choose from, throw a D6 e.g. 1-3 friendly troops and vehicles A, 4-6 friendly troops and vehicles B.

In a single move an aircraft may carry out either (a) a strafing, anti-tank/rocket or (b) bombing attack:

- **Stuka** - drops a bomb. 4,5 or 6 = hit. HE effect = 6 x D6. AT effect = gun class 3 (no modifiers).
- **Focke-Wulfe 190** or **Spitfire**. Strafing with MG /autocannon = 6 x D6 (small arms firing at medium range). AT = gun class 4 (no modifiers).



If the target is infantry (not artillery or vehicles) and they did not fire in their own turn the infantry has a chance to drive off the attack. Against a Stuka a throw of 6 is required, for a FW 190 or Spitfire a throw of 5 or 6 is required.

If a dedicated AA gun is within 24" of the target (and they had not fired in their own turn) they each add an additional D6 throw (results as per the infantry).

### **Preliminary Bombardment (rules 18.1)**

Each move 6 x 150mm naval guns can fire 'predicted fire' against a geographical feature or part of a feature or fixed enemy position within 36" of the waterline. No test required to target geographical features, but in the case of enemy positions throw a D6 for each gun.

To fire at the targeted feature or enemy position throw a D6 for each gun:

- 1 = miss
- 2, 3, 4 or 5 = near miss - throw a second D6 for the nearest unit (including enemy units) within 6" of the target troops and vehicles. If more than one throws a D6 e.g. 1-3= A, 4-6 = B
- 6 = target hit

Throw 8 x D6 for each hit with the usual deductions as per HE Indirect. In addition deduct the following:

- Deduct 1 x D6 - for any units hit by fire against a geographical feature
- Deduct 1 x D6 - if a unit is hit that is not occupying the enemy positions being targeted
- Deduct 2 x D6 - any hits on moving units

### **Rocket Firing Landing Craft (rule 18.23)**

Use the same procedure as for a preliminary bombardment. Throw 6 x D6 for each with the usual deductions as per HE Indirect. In addition all units targeted by rockets, including those in bunkers and casemates, may not move, fire or observe in their next turn.

### **Landing Craft and Amphibious Vehicles (rules 18.4 -18.7)**

Landing craft and amphibious vehicles take 2 moves to reach the beach and start to disembark on the during the second move, may only move 4". Infantry cannot fire. Once disembarked troops or vehicles the landing craft is removed. Troops in amphibious vehicles disembark as normal. Landing craft and amphibians in water can only be fired on by artillery in strongpoints. On reaching the beach throw a D6. 6 = hit a mine. Throw another D6: D6 = # passengers killed. Throw a d6 for each vehicle: 6 = destroyed. If a DUKW throw a D6: 6 = vehicle and load destroyed including any figures being carried.

### **On the Beach (rules 18.10 - 8.14)**

Maximum movement for vehicles on beaches is 6" per move. If mined throw a D6 for every moving vehicle per move: 5 = damaged, 6 = destroyed. Normal infantry morale rules do not apply whilst on the beach. Once the unit has arrived and is off the beach it is subject to normal morale tests. Infantry getting out a landing craft can only move 3".

# Operation 'Avalanche' Battle Map 8' x 6'

British deployment, German deployment & entry points and objectives

