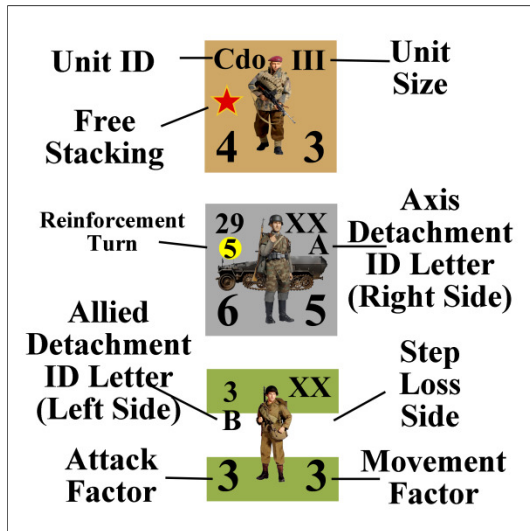


# ANZIO – Player Reference Sheet

## Second Edition

### COUNTER DIAGRAM



### COMBAT RESULTS TABLE

Die Roll/ Diff SPs A-D	<= -6	-5 to -3	-2 to +2	+3 to +5	>= +6
<=0	ALR	ALR	AL	AR	AR
1	ALR	AL	AR	AR	NE
2	AL	AR	AR	NE	NE
3	AR	AR	NE	NE	DR
4	AR	NE	NE	DR	DR
5	NE	NE	DR	DR	DL
6	NE	DR	DR	DL	DLR
7	DR	DR	DL	DLR	DLR

### WEATHER STATUS TABLE

Die Roll	Weather During Turn
1 - 4	
5	
6	

NE – No Effect

AR – The attacking stack must retreat one hex.

AL – One unit in attacking stack must take a step loss.

ALR – One unit in the attacking stack must take a step loss and the attacking stack retreats one hex.

DR – The defending stack must retreat one hex.

DL – One unit in defending stack must take a step loss.

DLR – One unit in the defending stack must take a step loss and the defending stack must retreat one hex.

MOVEMENT TABLE		
Terrain Type	Movement Cost	
 SEA	NOT ALLOWED	
 SWAMP	NOT ALLOWED	
 CLEAR	2	
 ROAD	1 IF MOVING FROM A ROAD HEX; OTHERWISE USE TERRAIN IN THE HEX	
 FOREST	2	
 TOWN	2	
 MOUNTAIN	3	
 RIVER/CANAL	3 INFANTRY ONLY ARMOR, MECH, AND PZG NOT ALLOWED EXCEPT AT ROADS	

GERMAN AIR ATTACK TABLE	
Die Roll	German Air Attack
1 - 4	NO
5 - 6	YES

BOMBARDMENT RESULTS TABLE		
Die Roll	German	Allied
1	MISS	MISS
2	MISS	MISS
3	MISS	HIT / MISS
4	MISS	HIT / MISS
5	HIT / MISS	HIT
6	HIT	HIT

HIT / MISS = HIT / MISS if CLEAR / CLOUDY

GERMAN SOLITAIRE TACTICS TABLE			
# GERMAN COUNTERS ON MAP			
Die Roll	1 - 10	11 - 17	18 +
1	E	C	B
2	E	C	B
3	E	B	A
4	D	B	A
5	D	A	A
6	C	A	A

German Solitaire Tactics Table Key



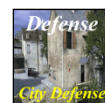
A: **ATTACK ORDER (Knockout).** Move all German units toward the Anzio-Nettuno hexes and attempt to capture those city hexes. Attack any blocking Allied stacks. Advance on Campoleone or Cisterna with one or two German units if Allied units are occupying or within two hexes of those cities.



B: **ATTACK ORDER (Counterattack).** For each German unit, determine which Allied stack is closest and move the German unit adjacent to the hex occupied by the Allied stack and attack.



C: **DEFEND ORDER (Key Position Defense).** Move toward the nearest intersection or toward the Aprilia (The Factory) hex and occupy the hex. Attack any Allied stacks that occupy these positions.



D: **DEFEND ORDER (City Defense).** For each German unit, decide which town is closest, Cisterna or Campoleone, and move to that city hex and occupy it. If stacking limits prevent a German unit moving into a city hex, the unit should occupy the road hex leading to the city.



E: **DEFEND ORDER (Dig In).** Hold and defend current hexes. Units can only defend.