

FOUR DAYS TO NAPLES

v2.02

MWT-1

Designer: Jon Halfin



E45 Highway, Battipaglia, Italy, Sept 27, 1943: General Clark ordered the 82nd Airborne Division units, acting as the Landing force Reserve for the Salerno Beachhead, to proceed towards Naples as rapidly as possible. The German 1st FJ Division was continuing their fallback from the Calabria area, now in conjunction with the 16th Panzer Grenadier Division and the rear elements of the HG Panzer and 116th Panzer Divisions. Due to the early rains, only a single road lay capable for massed vehicle traffic towards Naples. In a maneuver that would become "deja vu" only one short year later, the 82nd Airborne tried to open a corridor for the Desert Rats of the 7th Armoured Division to pour through. The Allies were going to take Naples, hell or high water.

BALANCE:

- ✚ Add 4 concealment counters and one 7-0 leader to the German OB. Ammunition shortage is not in effect.
- ☆ Increase game length to 9 ½ turns.

BOARD CONFIGURATION:

68	71	p	u	z

◀ N

(Only hexrows A-Q on all boards are in play.)

VICTORY CONDITIONS: The Allies win by accumulating more VP than the Germans. VPs are awarded as follows:

	AFV	★ Vehicle	Gun	Crew	Squad	HS	SMC	Prisoners
Allies for exiting (via 68I10/68J10/68Q10)	4 (2 no MA)	2	2	2	4	1	1	see SSR 3
Axis for units eliminated	5	1	4	2	2	1	1	

Axis also receives: 10 VP per board never entered by any Allied vehicle; 3 VP per Allied MMC and 5 VP per Allied AFV on map at game end.

TURN RECORD CHART

✚ AXIS Sets Up First	☆	1 ☆	2 ☆	3	4	5	6	7	8	9	END
☆ ALLIED Moves First											



Elements of 1st FJ Division and 16th PzGr Division [ELR: 4] (SAN: 3) setup anywhere on board z:



2

setup anywhere on board u:



2

setup anywhere on board p:



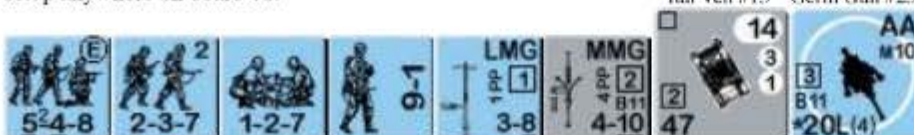
2

setup anywhere on board 71:



3

setup anywhere on board 68:



2

2

Elements of the HG Pz Division and 116th Pz Division setup on either board 71 or 68 with all units setup on the same board:

