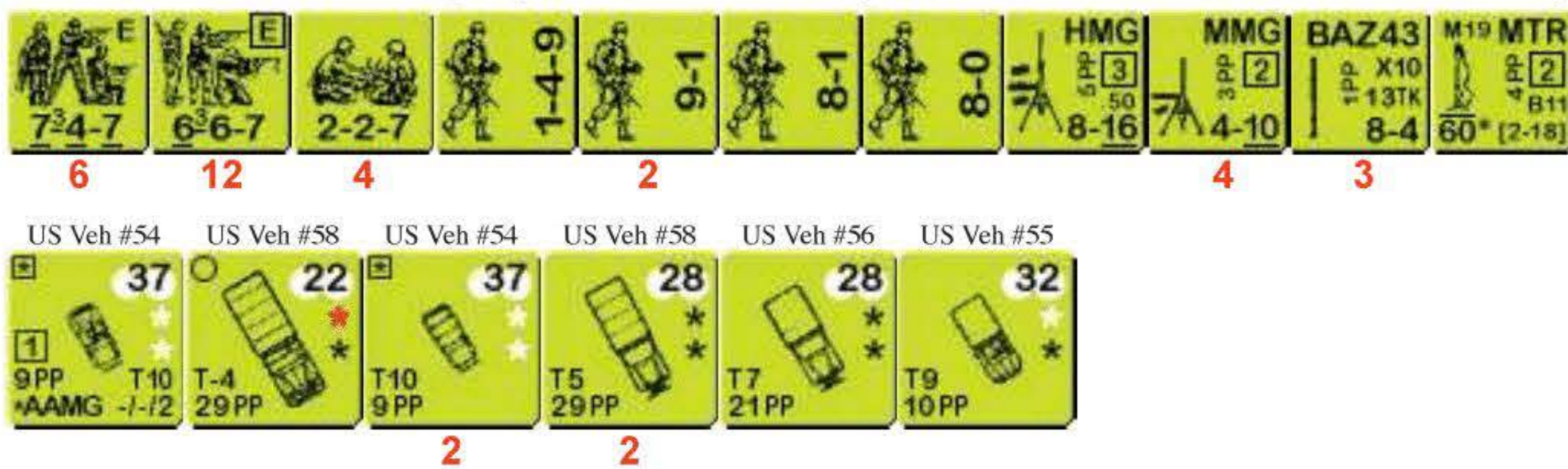


FOUR DAYS TO NAPLES (continued)

MWT-1 (continued)



Elements of 325th Glider Infantry Regiment, 1st, 2nd, and Weapons Battalions [ELR: 5] {SAN: 3} enter Turn 1 along the south edge:



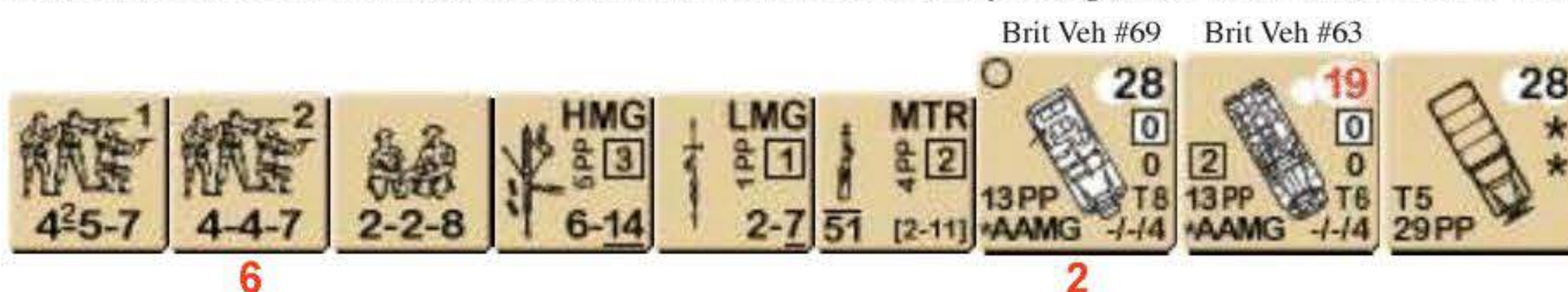
Elements of 1st Ranger Battalion enter Turn 1 along the south edge:



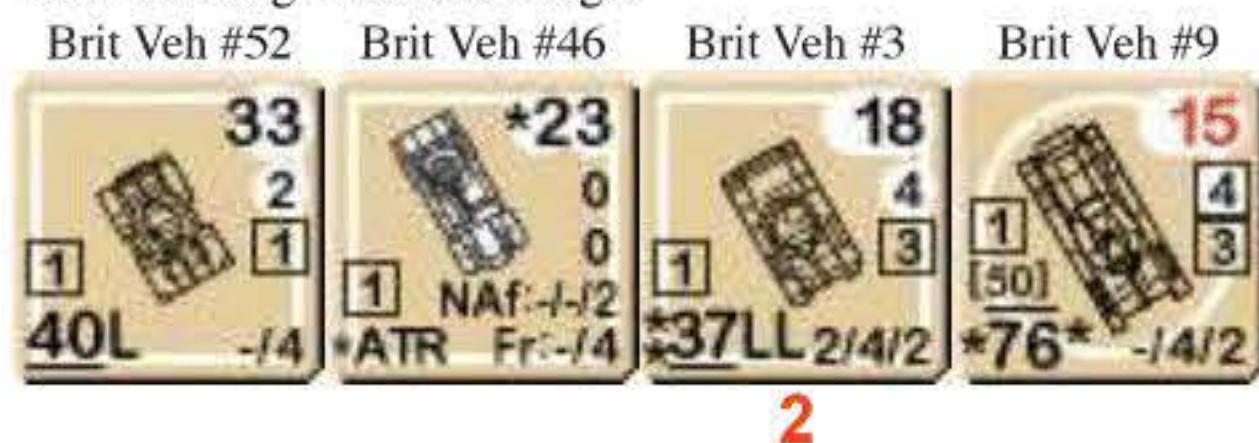
Lead elements of the 7th Armoured Division, 1/5 Bn Queen's Royal Regiment Territorials [ELR: 5] enter on Turn 2 along the south edge:



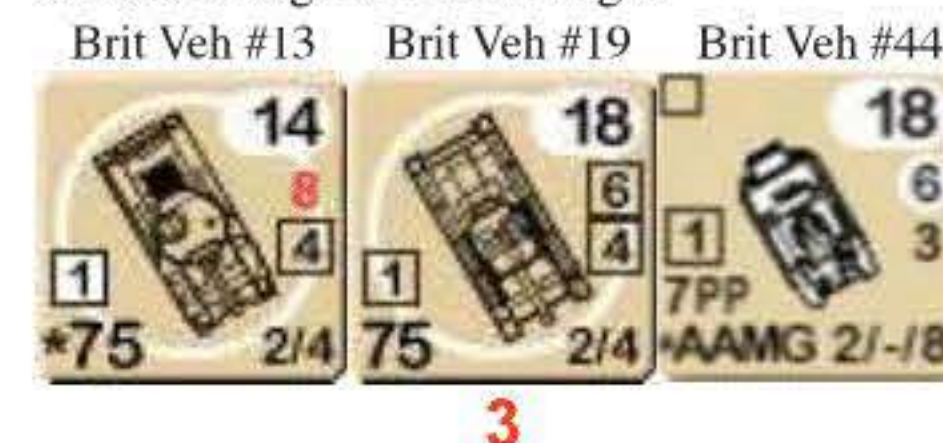
Lead elements of the 7th Armoured Division, 2/6 Bn Queen's Royal Regiment Territorials enter on Turn 2 along the south edge:



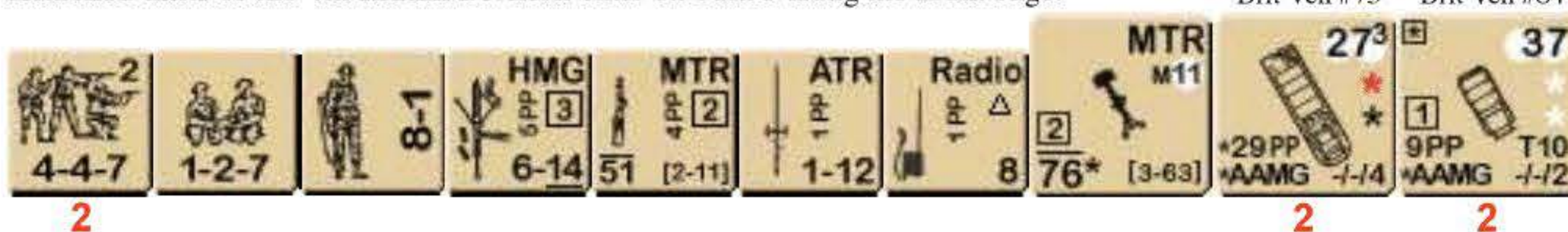
Elements of "A" Troop, 1st Battalion, 11th Hussars enter on Turn 2 along the south edge:



Elements of "C" Troop, 7th Queen's Hussars enter on Turn 3 along the south edge:



Attached units of the 4th Indian Division enter on Turn 3 along the south edge:



SPECIAL RULES:

1. EC are Overcast and Wet, with no wind at start. Mist (E3.32) is in effect. All roads are paved. Interrogation (E2) is in effect.
2. Germans may not setup more than 4 MMCs (and any SW/SMCs set up with them) on any one board. Germans may use Italian AFVs and SWs without any Captured Weapons penalties (A21.13-A21.2). Contrary to B28.1, Mines may set up HIP on a Paved Road. Germans may HIP any one MMC and any SW / SMC set up with it, per board. Germans suffer from Ammunition Shortage (A19.131).
3. Allied vehicles may not enter a non-road location at any time. Allies receive quadruple (not double) EVP for any prisoners exited at Game End. These EVP are added to the Allied scenario VP total. Allies may designate any one AFV as being Elite. (C8.2). Allied Radio represents a 100 mm Bn Mtr OBA module with Plentiful Ammunition. (HE, WP or Smoke). Use the American draw pile for this module. Contrary to D6.2, Allies may use Riders on Armored Cars, Tanks, TDs, SPA, Tankettes, Carriers, and Assault Guns.

4. Any Recalled AFV must be abandoned by its crew via Bailing Out and cannot be re-crewed for the remainder of the scenario.

AFTERMATH:

The FJ fought a skillful delaying action using the extra weapons just "liberated" from the Italian VI Field Army in the Calabria peninsula. With support from rear guard elements of both panzer divisions and some infantry detached from the Panzer Grenadiers, the road would remain closed for several days to any Allied attempt towards Naples. The time bought with the lives of the FJ and panzer crews allowed Kesselring's Engineers to demolish the entire port facility at Naples, rendering it useless to the Allies when it finally did fall on the 30th of September. Montgomery and Eisenhower failed to learn a lesson here in Italy. It would cost the Allies dearly in Holland, just one year later....