

# ITALY AT WAR

## - Units

- **Black Shirt Militia** – I know these were removed from the V2 base game, but I thought they'd be a great unit to add back into this "Italy Expansion".
  - A:2 D:2 M:1 C:2
    - Black Shirt Militia can move outside of Italian Home Country.
    - Maximum of 2 can be built per turn.
    - Must be built in Home Country.
- **Bersaglieri** – Debated making this mountain infantry but didn't want to make them too strong.
  - A:3 D:5 M:1 C:4
    - Elite Italian Infantry.
    - Maximum of 2 can be built per turn. Only 6 can be on the board at any given time. Can be rebuilt if destroyed.
    - Must be built in Home Country.
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## - Abilities

- **The Italian 8<sup>th</sup> Army (Italian Army in Russia (ARMIR))**
  - At the beginning of their turn, the Italian player may decide to send up to 3 Italian land units to make up the Italian 8<sup>th</sup> Army. – Similar to what HBG has for a rule for the CEF in the China at War Expansion. Thought this would be a good way to show Italian efforts on the Eastern Front.
    - These units would move and fight with the German player as if German units in USSR Home Country, and Germany would choose what casualties are taken in combat.
    - On the Italians' non-combat movement phase, they may decide to take control of their units again. The units could not move in that non-combat movement phase but would be retained under Italian control for the next player turn.
    - This rule can happen any time during the game.
    - This ability cannot be used outside of USSR Home Country. If the units leave USSR Home Country at any point, they automatically revert to Italian control.

## - Campaigns

### ○ France

#### ▪ Italian Intervention in France

- Italy may build a submarine base in Bordeaux and may build one submarine a turn, separate from Germany's factory per turn limits.

#### ▪ Corp Aereo Italiano (CAI)

- After the fall of France, Italy may lend Germany the use of one Fighter, Tactical Bomber, or Medium Bomber.
  - This unit is controlled by Germany and attacks/defends with German units as if German owned.
  - The plane must always end its movement within originally French Home Country territories, Belgium, or the Netherlands.
  - The Italian player may recall the plane at any time during his Non-Combat Movement Phase.

### ○ The Balkan Campaign – I thought making an Italy Expansion have a heavy focus on the Balkans region was a good idea. This brings Yugoslavia and Greece into the game a bit more. I worked in some negative affects for Italian units, while also some bonuses to Axis units as well. I didn't want to overpower the Axis abilities too much. So, while Italy gains a couple units, and the Germans can get a free blitzing maneuver in here, there's also a handicap to the first Italian combat phase, and the Allied chance to send some immediate reinforcements to Greece.

- Background: Italy decided to attack Greece in haste and started the Greco-Italian War. Angry with Hitler for not informing him of German plans, Mussolini wanted to show that he was an equal partner and decided to attack Greece without forward warning to Germany that it was doing so. The Italians attacked from Albania and were ill-prepared with not enough men or supplies available for rugged mountain fighting. In the first couple months, with Bulgaria having declared neutrality in the war, the Greek forces were able to concentrate on the Italians and pushed them back and even occupied Albanian territory. At this point Germany launched Operation Marita, the dual assault on Yugoslavia and Greece. Greek resistance soon collapsed under threat of being flanked from German forces moving from Bulgaria, and proper resistance was not able to be restored with the retreat south.

▪ **Implementation:**

- After the fall of France, and on Italy's turn, the European Axis powers have the option to pay 10 IPP to the bank. Italy is required to pay at least 4 IPP.
- Place 2 Italian Mountain Infantry in Albania.
- On the first turn Italy attacks Greece, all Italian land units that attack in originally Greek territory suffer a -1-attacker penalty.
- Germany may blitz through Yugoslavia to Greece and ignores the terrain features that ordinarily limit blitzing. This blitz ability must begin in Yugoslavia and end in Macedonia.
  - If the German attack is successful on this first turn, Bulgaria will automatically align with the Axis. This replaces the base-game rules for Bulgarian alignment and does not count towards the per-turn limit to activating Romania or Hungary. – **Not 100% sold on this being something that can happen.**
- Immediately upon implementation, the Commonwealth (including ANZAC) has the option of paying 3 IPP to the bank. This allows for 2 Commonwealth infantry class units stationed in originally Commonwealth controlled territories bordering SZ 53 or SZ 81 to be immediately placed in Peloponnese territory without need to transport, as part of the British Expeditionary Force (Force "W").

- **The Fall of Italy**

- **Italian Surrender to the Allies** – **Simulating the Italian surrender and the ensuing German takeover seemed like a good place to go here too. Tried to get some fun parts to make this worth it to Germany to implement, while still giving an Italian player, who by now would have been close to defeat, a chance to play on a bit longer with a new capital and some partisans.**

▪ **Italian Social Republic (Operation Axis)**

- **Background:** After the invasion of Sicily (Operation Husky) in July 1943, the Italian Government arrested Benito Mussolini, and soon after entered negotiations in September with the Allies to end the war. After the Allies landed in Southern Italy, the Italian Government formally surrendered to the Allies. At the same time, Hitler had been planning Operation Axis, the German takeover of Italy.
- On the turn the Allies invade Southern Italy, the Italian Government surrenders to the Allies. The German player may

choose to create the puppet state of the Italian Social Republic.  
This costs 8 IPP to do.

- Northern Italy becomes the new Italian Capital. Italy does not lose it's IPP when Rome is taken. Italy Surrenders when Northern Italy falls.
- All other Italian Home Country territories not under Allied control are moved to German control. Germany collects the IPP for these territories.
- Italy gets 2 Black Shirt Militia, 1 infantry, 1 artillery and 1 Mountain Infantry on Northern Italy for free.
- Place 1 Italian Partisan in each Allied occupied Italian Home Country territory, and 2 Partisans in Rome once it falls.
- Roll a D12 for every remaining Italian unit in Italian Home Country. Italian units in other non-Home Country territories surrender like normal and are removed from the board.
  - On a roll of 1-3 that unit joins the new Italian Social Republic.
  - On a roll of 4-6 that unit is converted to a German unit.
  - On a roll of 7-10 that unit is removed from the board.
  - On a roll of 11-12 that unit is removed from the board and replaced with a US Partisan (representing Italian guerilla forces against Germany).
- Roll a D12 for each Italian naval unit that borders an Axis occupied land zone.
  - On a roll of 1-4 that unit joins Germany and is converted to the German equivalent piece.
  - On a roll of 5-8 that unit is sunk by Germany planes.
  - On a roll of 9-12 that unit escapes to Allied territory and is converted to the US equivalent piece.
  - All Italian naval units that do not border an Axis occupied land territory are converted to US naval units.