

Blood on the Mountain

by Matt Simpson Siegel

September 10, 1943: Italy. 18 days of grueling battles begin along the rocky precipices of Chiunzi Pass. After securing the Western flank of the Allied invasion, US Rangers establish small footholds above the Naples plain, severing German supply lines. The Germans rush a thinly guarded mountain pass in an

attempt to relieve the strain at the Salerno beachhead.

OBJECTIVE:

The Germans score 1 VP for each truck that exits from any yellow hex on map boards 1b and 3b. The Americans score 1 VP for each truck

they destroy or prevent from exiting the map boards. Command awarded during the Command Phase of round 4 are counted as VPs. The nation with the most VPs at the end of round 4 wins.

"...we'll be there 'til Hell freezes over." Col. William Darby

Rounds: 4
Starting Initiative
Germans

Actions
2

Reinforcements
None

Terrain
-2 tank traps

Special Rules
Germans receive 3 actions per turn.

Trucks located on a yellow hex may spend 1 movement point to exit the board.

American Setup

Division One

- 4 Squad Bases
- 7 Regular Infantry
- 6 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1

Division Two

- 4 Squad Bases
- 6 Regular Infantry
- 6 Elite Infantry
- 1 Mortar Crew
- 1 Machine Gun Crew



x 1

Starting Strategy Cards: 2
Strategy Decks
- Morale I

Deployment Zone

Division One deploys in any hex with a dark green boarder. Division Two deploys in hexes with a light green boarder.

German Setup

Division One

- 6 Squad Bases
- 21 Regular Infantry
- 1 Officer
- 1 Machine Gun Crew
- 2 Opel Blitz Truck

Division Two

- 6 Squad Bases
- 21 Regular Infantry
- 1 Officer
- 1 Machine Gun Crew
- 2 Opel Blitz Truck

Starting Strategy Cards: 2

Strategy Decks

- Artillery I

Deployment Zone

Any hex with a grey boarder.

Special Rules

Trucks may not use their Transport ability.



