

SOFT UNDERBELLY

14.0 GAME TURN RECORD SHEET

✓ Done	Date & Game Turn	German 10 th Army Reinforcements	Allied Reinforcements	Notes
	Sep 9 – 10, Turn 1	–	–	–
	Sep 11 – 12, Turn 2	–	–	Commit to Wacht am Tiber (WaT)? Plan Allied end-run invasion?
	Sep 13 – 14, Turn 3	–	–	WaT: II SS Pz Corps arrives this turn on 1 – 4.
	Sep 15 – 16, Turn 4	76 Infantry 24 Panzer*	US 1, 3, 9 & 34 Infantry 8 Indian Infantry	WaT: II SS Pz Corps arrives this turn on 1 – 8.
	Sep 17 – 18, Turn 5	–	–	WaT: II SS Pz Corps arrives automatically.
	Sep 19 – 20, Turn 6	–	–	WaT: make the first roll for 5 th Panzer Army arrivals (d10 divided by two; round down). British MF normal if no WaT.**
	Sep 21 – 22, Turn 7	–	British 50 & 51 Infantry	–
	Sep 23 – 24, Turn 8	Forts x14***	–	–
	Sep 25 – 26, Turn 9	–	–	WaT: make a second roll for 5th Panzer Army arrivals (d10 divided two; round down).
	Sep 27 – 30, Turn 10	–	–	–
	Oct 1 – 4, Turn 11	–	–	WaT: same roll as Turn 9, and each turn hereafter until all 5 Pz has arrived.
	Oct 5 – 8, Turn 12	65 Infantry	New Zealand 2 Infantry	–
	Oct 9–12, Turn 13	–	–	Earliest possible Allied end-run invasion.
	Oct 13 – 16, Turn 14	44 Mountain & 94 Infantry	–	–
	Oct 17 – 20, Turn 15	305 Infantry	–	–
	Oct 21 – 24, Turn 16	–	–	–
	Oct 25 – 28, Turn 17	5 Mountain	US 1 Armor	–
	Oct 29 – Nov 1, Turn 18	–	–	–
	Nov 2 – 7, Turn 19	–	–	If no WaT, withdraw both Allied paratroop units. If WaT active, no withdrawal.
	Nov 8 – 13, Turn 20	–	–	Last turn for Salerno-Naples supply switch.
	Nov 14 – 30, Turn 21	–	–	Roll for possible Luftwaffe port raid (1 – 5).
	Dec 1 – 15, Turn 22	334 Infantry	British 1 Infantry 4 Indian Infantry FX Mountain British 52 Mountain	Roll for possible Luftwaffe port raid (1 – 5)? If no WaT, withdraw British 7 Armor. If WaT active, no withdrawal. British 52 Mountain only received if WaT active; otherwise not received.
	Dec 16 – 31, Turn 23	–	–	Roll for possible Luftwaffe port raid (1 – 5)?

Notes. *If WaT is activated (on a roll of 1-5), this unit arrives as part of II SS Pz Corps. **If WaT is activated, British MF always normal. ***If WaT is activated, no forts are received.