

GAME MANUAL

PIERCING FORTRESS EUROPA



EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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INTRODUCTION

Piercing Fortress Europa (PFE) covers the campaign of the Western Allies against the Axis forces in the period from July, 1943, to April, 1945 in Sicily and Italy. Two separate maps are included in order to cover each of the campaigns at a level that best matches the respective unit and time scales.

SCALE

- Each hex represents a distance of roughly 12 km.
- Each unit represents a division, a brigade or a commando unit.
- Each turn represents 4 days in the summer, up to 6 days in the winter. For the Sicily campaign a turn represents 3 days.

OVERVIEW

The units are of varying types including armoured, infantry, airborne and some commando and garrison units. Each division is rated for type, quality and strength. The level of disruption for each unit is also tracked as it gradually decreases and increases during play.

Although strength and disruption are important, the focus of the game is on supply. Each unit can be given up to three combat supply points and these are spent making attacks or defending against attacks. Combat supply however, is very limited, therefore it is up to the player to decide which units receive combat supply and in what quantities.

At the start of the Sicily scenario or the Italian campaign, all units have a low amount of combat supply. The first thing a player will do is add combat supply to some or all of his on-map forces.

In the case of the Allied player, the first thing to consider is where to launch an amphibious invasion and how many stacking points will need to be moved by sea. In the case of the Italian campaign its possible not to amphibiously move units at all. Forces can instead be ferried directly from Sicily (Messina) to the toe of Italy. Another option is to purchase an airborne drop and seize a port that way. Paradrops can only be undertaken by actual airborne units such as the US 82nd or the British 1st Para.

Scenarios do not necessarily start on “turn 1“. Instead the Italian campaign has different start points and end points. So a scenario could start on turn 27 for instance. Another could end on turn 26.

INSTALLATION

SYSTEM REQUIREMENTS

Please ensure your system meets the minimum requirements listed below.

MINIMUM SYSTEM REQUIREMENTS:

Windows XPSP2/Vista/7/8

Pentium 500 MHz or Athlon Equivalent

512 MB RAM

200 MB of Free HDD space

INSTALLING THE GAME

To install the game, insert the game DVD disc into your DVD drive. If you have disabled the Autorun function on your DVD or if you are installing from a digital download, navigate to the DVD or download file location, double-click on the installation file, and if it is a zip archive, then double click on the executable (exe) file that is shown inside the archive. The correct file name will normally include the words “SetupRelease“. Follow all on-screen prompts to complete the installation.

UNINSTALLING THE GAME

Please use the Add/Remove Programs or Programs and Features option from the Windows Control Panel or the “Uninstall“ link in the game’s Windows START menu to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

PRODUCT UPDATES, AND REGISTERING YOUR GAME

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the “Check for Updates” link in your Game Menu or by using the “Update Game” shortcut in your Windows START menu folder for the game.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these bonus game-related materials. Follow this process:

1. Sign Up for a Matrix Games Member account: THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the onscreen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.
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We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title).

Also on this list is a Downloads for Registered Games hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for your registered titles. You can also access patches and updates via our “Latest Downloads” section (<http://www.matrixgames.com/products/>)

RE-DOWNLOADING YOUR GAME

If you were logged into your Members Club account when you purchased your game, it will be automatically registered and you can access an automatic re-download link by going to <http://www.matrixgames.com/members/myorders.asp> or using the “My Orders” link in the Members Club. If your download does not show up there, you can contact our Help Desk at <http://www.matrixgames.com/support/> to receive a new download link. This process generally takes one business day, but is often faster during normal work hours.

GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

TECHNICAL SUPPORT

Should you have a technical problem with the game, the best way to get help is to post a note in the Technical Support sub-forum of the main game forum at <http://www.matrixgames.com/forums>. You’ll then hear back from either our Matrix Games Staff, the development team, or from one of the many helpful players of the game. This is usually the fastest way to get help. Alternatively, you can contact our Help Desk at <http://www.matrixgames.com/support/>. Support requests will generally be answered within 24 hours, except on weekends and holidays.

SCENARIOS

1. **The Sicily Campaign.** Only sixteen turns long and containing a small number of divisions. In this scenario the Allied player is provided with sea transport points and one paradrop point at start instead of having to build them in the first couple of turns. Sixteen turns is not a long time to destroy the Axis forces and conquer the island, taking the cities of Syracuse, Palermo and Messina.

The Axis player has a difficult time of it. The Italian forces are weak, the German forces are too few. Its very difficult to hold a line for any length of time so a slow withdrawal towards Messina is the default strategy.

2. **The Italian campaign,** which begins on September 1st, 1943 and runs for twenty months till the end of April, 1945. The Allied forces here are tasked with conquering all of Italy including the Po Valley. The faster the Allies accomplish this the greater their level of victory. The task for the German player is prevent the Allies from crossing the Po.

The Allies have at their disposal a strong army with a steady rate of replacements as well as air support and the ability to make amphibious landings in the German rear. They'll need all of those as the Germans have some high quality units and advantageous terrain.

Over the course of the campaign both sides will have to deal with units being withdrawn from the theatre at inopportune times and less than ideal levels of supply and fuel.

3. **The Southern Italy campaign.** Essentially the same as the campaign but covers only the first twenty-six turns. This scenario focuses on the initial invasion of Italy, the capture of ports such as Taranto and Naples and the capture of the airbase at Foggia. For a decisive victory the Allies could also attempt the capture of Cassino and the town of Ortona.

The opening phase of the Italian campaign can be somewhat chaotic as the Germans seek to establish a front and the Allies are fresh and driving for their objectives.

- 4. Breaking the Gustav Line.** Covers the crucial period when the Allied advance on Rome was being held up at the Gustav Line centred on Cassino. Historically the Allies attempted to outflank the German position by landing in the rear at Anzio. In the game the Allied player is free to try his own strategies to break the line and capture Rome.

This scenario is thirty-two turns long. To win a full victory the Allies must capture Rome, Pescara, Cassino, Ancona and Civitavecchia. The opposing German forces hold a strong fortified line which will be expensive to assault.

- 5. Advance to the Alps.** This scenario covers the battle along the Gothic Line and the breakthrough by the Allies into the Po Valley and to the foothills of the Alps. Unlike earlier in the war the Allies are short of the resources they need for a broad assault and many of their forces have been withdrawn to other theatres.

The German army starts in a good fortified position but their position lacks strategic depth. The Po valley will be hard to defend once the Allies break through the Gothic Line.

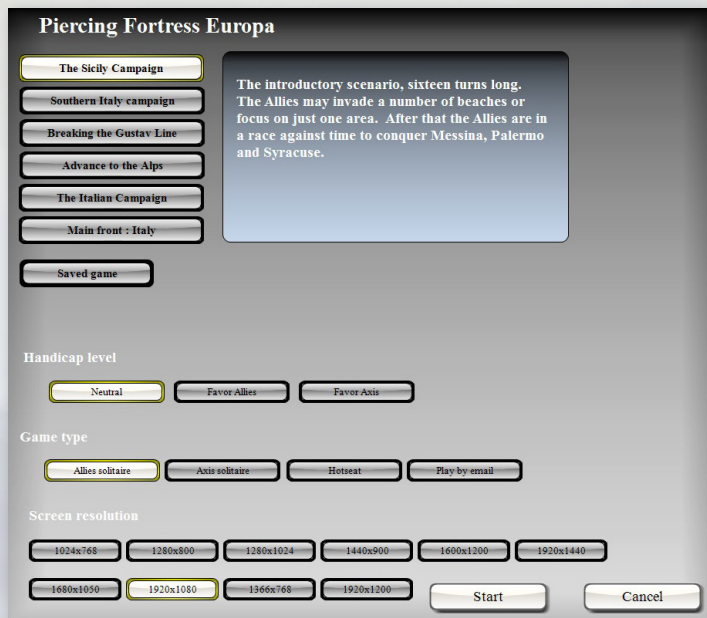
The scenario is sixty-six turns in length and to win a full victory the Allies must capture Florence, Mantua, Genoa, Venice and Verona.

- 6. Main front: Italy.** An alternative long campaign which assumes the invasion of southern France doesn't happen and the forces and resources are instead kept in and/or diverted to the Italian campaign.

The campaign up until the spring of 1944 is pretty much historical. After that there are a number of differences. The withdrawals of units from the Allied army no longer takes place and the reduction in resources is cancelled.

As a tradeoff for the advantages gained by the Allies, they are expected to reach the Po Valley by December of 1944 or the campaign is considered to be a failure.

INITIAL OPTIONS



On the start up screen there are several other options besides choosing a scenario. Players also have to select the type of game, there are three types. First is a solitaire game with the computer opponent playing one side or the other. Second is a two-player "hotseat" game where players take turns inputting their orders and watching the results on the same computer. Third, a play by email (PBEM) game where two players pass a game file back and forth between two computers via email or memory stick etc.

The next option is selecting the balance. The default is no advantage to either side. If one side is given an advantage they benefit from a 33% increase in combat supply and fuel, a bonus of 20% in replacements and receive a 20% bonus to their firepower in battle.

Another option is the screen resolution players want to play on. Set this based on your current screen resolution, **the game will NOT reset your actual screen size**, it will assume the resolution of the screen is whatever the player selects. This means you are allowed to select a screen size that your system is not running which means you may experience problems. It is possible to play the game in a smaller window than your screen resolution but don't select a screen size bigger than your current resolution.

***Piercing Fortress Europa* runs in a window, it does not run in full-screen mode. This allows easy access to other programs you may have running.**

When the initial game options have been selected the game will start, loading the chosen campaign.

UNIT COUNTERS



In the top left corner is a yellow circle. Inside this circle is a number called the Stacking Value. It represents the physical size of the unit and is important in determining how many units can be in one hex and how much capacity is used when amphibiously moving a unit to a port. Units vary from 1 to 5 stacking points each.

The symbol in the middle of the counter denotes the type of unit, armour, infantry, panzer grenadier, paratroop or commando. The colour of the counter denotes the nationality.

In the top right of the counter is an upside down coloured triangle. This represents troop quality. A green symbol means very elite, a yellow symbol means high quality, a red symbol means average and a black symbol means low quality.

The larger triangle in the bottom right indicates the level of combat supply with the unit. A green symbol means 3, a yellow symbol means 2, a red symbol means 1 and a black symbol means 0 combat supply. Units with a black symbol may not attack and units with a red symbol may attack but with low intensity.

The coloured line under the unit symbol is the strength of the unit compared to its maximum strength. The actual numerical strength of the unit is the number underneath that line. The coloured line represents that number as a percentage

of its maximum strength. This is so the player can see at a glance whether the unit needs replacements.

The coloured line at the bottom of the counter is to indicate the amount of disruption on the unit. The longer the red line the greater the level of disruption.

If there is an upside down triangle in the top left corner, it indicates the unit does not exert any Zone of Control to the surrounding hexes. This normally appears when a unit arrives during the game. It can also happen if a unit is disrupted enough by combat or lack of supply.

AMPHIBIOUS INVASIONS

Only the Allied player may launch amphibious invasions. Amphibious points, also called naval transport points, must be spent to move units by sea. Amphibious points cost 25 fuel points and a variable number of supply points (1 to 3). Each amphibious point may move one stacking point. To invade an inactive port or beach requires a number of amphibious points equal to the stacking value of the unit. To move a unit by sea between friendly ports or beaches requires one amphibious point less than the stacking value.

Example, an infantry division with a stacking value of 3 would require 3 naval transport points to move by sea and invade a non-friendly beach and 2 amphibious points to move the same unit to a friendly beach or port.

The cost of an amphibious point for the first 27 turns of the campaign is 1 supply point and 25 fuel points. On turn 28 the cost is increased to two supply points and on turn 73 the cost goes up to 3 supply points. This represents the fact that Allied shipping resources in the theatre gradually became more scarce due to transfers to other theatres.

Purchasing invasion points means a loss of other capability, due to the expenditure of fuel and supply, in return for the ability to open a new invasion beach.

Its possible an Allied player will click on a unit in Messina (or Malta if playing the Sicily scenario) and not see the option to amphibiously invade. This may happen because 2 port workers must be available for an amphibious invasion to take place. If all the port workers are already engaged at other ports then this will prevent new amphibious invasions taking place.

THE GAME ECONOMY

PFE cannot be played well without understanding how fuel and supply affect play. Fuel is required to move units, combat supply is what they require to fight and regular supply affects a number of things.

If not in regular supply, meaning the hex the unit is in has less than 25% supply, then the unit can't take on replacements or combat supply points. The level of regular supply a unit has also determines how many of its movement points can be used.

Both fuel and combat supply points enter play every turn. How this works is that an overall capacity is added up based on the scenario and the current state of the map. Since each side's economy is different based on scenario and conditions, each will be illustrated separately.

SICILY SCENARIO:

- The German player receives 6 capacity for Syracuse, 12 for Messina and 2 for Palermo.
- The Allied player receives 30 for Malta.

ALL ITALY SCENARIOS:

- The German player receives 20 capacity for Verona and 12 for Rome. In addition, as long as its 1943 the German player receives an additional 10. Turn 10 is special, the Germans receive a one-time allotment of 300 fuel in addition to any other fuel points they are to receive.
- The Allied player receives 45 capacity for Messina. An additional 10 after turn 10. An additional 5 after turn 20. An additional 5 after turn 35. Another 5 after turn 55. Then beginning on turn 80 the Allies begin to lose capacity. Subtract 10 on turn 80. Subtract 5 on turn 90 and subtract another 5 on turn 100.

Once the capacity has been decided the economic module looks at how the capacity is to be divided between supply and fuel. This produces a "supply capacity" and a "fuel capacity".

FOR ALL SCENARIOS:

- For the German player, between 15 and 22% of the “supply capacity” converted to combat supply points and roughly three times the “fuel capacity” becomes fuel points. This is subject to some randomness.
- For the Allied player the functions are the same as the German’s except the fuel point conversion is 4x, not 3x.

THE PLAYER TURN

During a turn’s orders phase a player may select different units and order them to perform different actions. Its important to note that moving a unit, for example, in the player’s turn does not actually move the unit. Instead the unit has been ordered to move. The orders given out don’t take place until the resolution phase at which time all orders are carried out somewhat

simultaneously, a movement point at a time. Attacks that are ordered or movements made by the player during his turn may be canceled due to enemy action.

During resolution, withdrawals are resolved first, then reinforcement of friendly hexes, then attacks and then movement. The sequence as to which attacks and movements are resolved before others is based on a formula whereby units with better quality and supply and lower rates of disruption get off the mark sooner.



Movement: If the player selects the Movement option the game calculates all hexes that the unit may move to and highlights them while darkening the ineligible hexes. The highlighted hexes are those that the unit's current movement allowance can reach based on the terrain the unit would have to move to to get there. Selecting a highlighted hex will move the unit's visible icon to that location to note that that is where the unit will attempt to move to during the resolution phase.

It must be noted that just because a unit could select that new location to move to during the orders phase does not mean that it will positively be able to move there. Movement of a unit can be held up or even completely halted due to the movement of other friendly and enemy units.

In the case of enemy units a hex that the game allowed movement through during the orders phase could become occupied by an enemy unit or the hex next to it could be occupied by an enemy unit.

Friendly units can also block movement due to their occupation of a hex that cannot otherwise be entered due to stacking limitations.

Attack: Friendly units that are adjacent to enemy units may attack those forces if they have at least one combat supply point (the triangle is red, yellow or green). The game will highlight adjacent hexes that are eligible to be attacked. Selecting one of those hexes will move the unit icon to that hex and in the resolution phase the attack will take place unless the enemy units there have successfully withdrawn.

Withdraw: Units that are adjacent to the enemy do not move normally. Instead, they have to perform a withdrawal first that will put them into a hex that is not adjacent to the enemy. When withdrawing only half of a unit's movement points are considered to be available.

When selecting a Withdrawal action, the game will calculate which hexes are eligible to be withdrawn to and which hexes can be moved to from there and then highlights them as with movement.

Withdrawals succeed automatically if the unit is not attacked. However, if an enemy unit is attacking a friendly unit which is attempting to withdraw

then the result depends on the quality of the respective units, the terrain the unit is in, the level of disruption on the unit and the type of unit. This produces a percentage chance and that is checked against a random factor. If the unit fails the test then the attacking unit will carry out its assault and the unit trying to withdraw will be forced to defend.

If the withdrawing unit wins the resulting combat it may continue to withdraw as ordered. If it loses it will be retreated by the game system.

Reinforce adjacent: As movement takes place after combat it is not possible to move forces to a now threatened sector of the line. However, for forces that are already adjacent to a hex that may be attacked, this option exists. It will allow adjacent friendly units to reinforce a threatened hex before the enemy attacks it.

Combat supply: Units need at least one combat supply point to attack an enemy force. Each turn they can, if not doing anything else, add one combat supply point up to a total of three. The greater the number of supply points a unit has in a battle the more effective that unit's firepower will be.

An increase in a unit's firepower is one of the ways to overcome a numerical inferiority in a local situation. As it takes 3 turns to bring a unit up to its maximum firepower players will have to plan ahead. Combat supply is expended in combat at a rate of one per combat round.

Fortify: German forces may build fortifications. Fortification points must be purchased in advance on the National Status screen. Once Fort points are available it costs one Fort point and takes one turn of doing nothing else to construct an actual fort. The fort greatly increases the survivability of a unit from enemy fire and also slightly increases the firepower of the unit.

Amphibious Moves: If enough invasion points are available and a unit is available at Messina (or Malta in the Sicily scenario) the option to launch an amphibious invasion will be available. When you click this button all the eligible beach or port hexes will be highlighted. Selecting one of the highlighted hexes brings up a dialog box allowing you to confirm your

selection by clicking on the “Activate Port” button or by cancelling your selection via the “Continue” button.

If you select the “Activate Port” button a port icon will appear adjacent to the beach/port you’re invading. Two port workers will automatically be assigned to work this beach if available. If two port workers are not available, then there will be no opportunity of selecting an invasion in the first place.

An amphibious move is the option to move a unit between two friendly ports or from a friendly port to a previously invaded beach. The target port/beach must have sufficient landing capacity for the unit before the move can take place. That means the working landing capacity must be equal to or greater than the stacking value of the unit being moved.

Paradrop: For the Allied player paradrop points are either available at the start of the scenario or may be purchased. To use an airborne unit, it costs just a single Airborne point for the entire unit. Once this option is selected the game will highlight all the possible hexes within range and which are one of the proper terrain types. Once a hex has been selected this becomes the airborne unit’s objective.

During the resolution phase, if the Allied player does not have air superiority the drop will be canceled.

The cost to purchase an airborne point is 25 fuel and 2 supply points.

In the Sicily scenario the Allied airbase is Malta. In the Italian scenarios the Allied airbase is Messina and then Foggia once captured. Until Foggia is captured the Allied airforce is limited to southern Italy.

TERRAIN

There are several types of terrain. Each type affects stacking, movement and combat differently.

- **Clear terrain** is the easiest terrain type to move through and both armoured units and infantry units receive an increase in their firepower.



- **Hilly terrain** is also pretty easy to move through and once again both types of units receive a combat bonus.
- **Rough terrain** penalizes movement and increases the infantry combat bonus.
- **Mountain terrain** is like Rough but the infantry bonus is greater and the effects on movement more severe.
- **Urban** is good defensive terrain that can contain a lot of stacking points.

STACKING

The number of stacking points that can occupy a hex is governed by the terrain type in that hex. Below is a list of each terrain type and the number of stacking points allowed to occupy that hex type.

TERRAIN EFFECT ON STACKING

Strait	StackLimit = 6
Open	StackLimit = 10
Hilly	StackLimit = 7
Rough	StackLimit = 6

Mountain StackLimit = 5
Urban StackLimit = 11
Rome = 16
Naples = 14
Bologna = 12
Florence = 12
Taranto = 12
Verona = 12

MOVEMENT

Movement point cost For Non-Mech /Road

Strait	1
Urban	1
Open	3/2
Woods	4/2
Hilly	4/2
Rough	5/3
Mountain	6/3
Cross River	+3/+1

Movement point cost For Mechanized /Road

Strait	2
Urban	1
Open	3/2
Woods	5/2
Hilly	4/2
Rough	6/3
Mountain	8/3
Cross River	+5/+2

Weather: Rain: +3 cost for Mech units, +1 cost for non-Mech.

Weather: Snow: +1 cost for all units.

If hex is enemy controlled +2

TERRAIN EFFECT ON COMBAT

If armoured or mechanized:

Terrain effect if defender

Open	-
Hilly	-10%
Rough	-30%
Mountain	-40%
Urban	-10%
Fort	+ 10%

Terrain effect if attacker:

Open	-10%
Hilly	-10%
Rough	-30%
Mountain	-50%
Urban	-20%
Fort	-20%

If unit is non-mechanized:

Terrain effect on defender

Open	+10%
Hilly	+10%
Rough	+ 20%
Mountain	+ 30%
Urban	+ 30%
Fort	+ 25%

Terrain effect on attacker

Open	-10%
Hilly	-
Rough	-30%
Mountain	-40%
Urban	-20%
Fort	-25%

SUPPLY AND FUEL STATUS

Supply and fuel status

Total Strength	Infantry	Armoured	Casualties	Air	Port Cap
119	9	3	0	26	0/0

Fuel Priority 60 Combat supply priority 40

0 10 20 30 40 50 60 70 80 90 100

Fuel/Supply	Current	Next turn	
Sea transport pts 25/1	0	0	Per stack pt: 1
<input type="button" value="Purchase"/>	<input type="button" value="Cancel"/>		
Airborne drops 25/2	0	0	
<input type="button" value="Purchase"/>	<input type="button" value="Cancel"/>		
Fortifications 0/2	0	0	
<input type="button" value="Purchase"/>	<input type="button" value="Cancel"/>		

<u>Supply last turn</u>	60
<u>Supply consumed</u>	0
<u>Supply entered theatre</u>	4
<u>Current level of supply</u>	64
<u>Fuel last turn</u>	600
<u>Fuel consumed</u>	0
<u>Fuel entered theatre</u>	142
<u>Current level of fuel</u>	742



This form is designed to give the player information regarding his fuel and combat supply situation. The form is split into several areas. The top line provides information concerning the total strength and number of divisions of each major type the player has as well as the casualties he's suffered so far, his available air strength and finally, if Allied, his working port capacity versus the maximum capacity he has.

On the second line is a yellow text area and a slider. This is where the player sets his fuel versus combat supply priority. Any increase in one reduces the priority of the other. The player has to decide what he needs most, fuel or supply. For the Allied player the greater the number of captured useable ports the less of an issue this is. When port capacity is limited the Allied player may have even less resources than the German player.

To change the priorities, click and hold on the "thumb" part of the gauge and move it to the desired position. The slider is divided into "steps" or 10. So the split can be set as 60/40 but not 65/35.

Below the priority area on the left-hand side of the form is the area where the player may trade some of his fuel and supply resources for other capabilities. For the Allied player those capabilities are additional invasion beaches and airborne operations while for the Axis player its fortifications.

On the right-hand side of the screen is another information display concerned specifically with how much supply and fuel you're using and how much is arriving in the theatre. For each, it shows what the player had in stock last turn, how much arrived, how much was consumed and what the current total is.

REINFORCEMENT STATUS



The top of this form tells the player the number of active units and the number of casualties his units have taken so far. There is also a button labelled “Allocate Reinforcements” where the player may auto-assign replacements to units. Each friendly unit will be checked by the game and if they need replacements, qualify as being able to take on replacements and that nation has replacements of that type available, then the unit receives as many as are available up to its capacity.

Also in the top panel are four buttons, “On Map”, “Destroyed”, “Arrivals” and “Withdrawals”. By clicking one of these buttons the area below will display a list of units matching that attribute.

- The “**On Map**” button displays a list of units that are active and on the map.
- The “**Destroyed**” button displays a list of units that have been lost during the campaign.
- “**Arrivals**” displays a list of units that have yet to enter the map area. This can include units that have been present and have been withdrawn and are scheduled to re-enter.
- “**Withdrawals**” displays a list of units that will be removed from the game in upcoming turns.

The listing of relevant units will display the name of the unit, the size of the unit in stacking points, and its strength/maximum strength.

If you click on one of the units in the list then more information will be displayed to the right of the list. At the top will be the unit name, then the supply level of the hex its in, the combat supply with the unit, then disruption, strength and below that the number of replacements needed.

Below that is a button “Add replacement”, which is visible only if that nation actually has replacements available for that type of unit. Clicking on the button will transfer a replacement point of the appropriate type to the unit.

Below the button is a display showing the number of each type of replacements available to that nation. The type that matches the selected unit is in bold and underlined.

At the bottom of the unit display is text telling the player the air support priority for that unit and two buttons, for incrementing or decrementing that priority.

PORTS



This is a form available only to the Allied player showing the ports and beaches that have been captured and to which the player may assign or remove “port worker” points. When a beach is successfully invaded or a port has been captured, that beach/port will appear in the Allied player’s list of ports that can be seen by selecting the button with the hint “Work ports”.

The list of ports and beaches is sorted so that the port/beach with the most workers currently assigned is at the top of the list.

At the top of the display is a line that tells the player how many worker points he has unassigned.

Below that is a list box that contains a list of the ports captured so far and any working beaches. Clicking on one of the names of the ports will provide information about that port.

The first line is "Supply Capacity" which tells the player the total supply capacity that that port can handle once operating at 100%. That supply capacity is not to be confused with combat supply points. What supply capacity means in this case is the regular supply of foodstuffs and other items. When cut off from such supply a unit is considered isolated and will incur disruption every turn it remains in an isolated state. The disruption makes the unit very brittle to enemy attack. For the Allies, port supply capacities determine the level of supply reaching each friendly hex. As Allied units move further away from ports the amount of supply they receive from those ports declines so the capture of ports closer to the front line as that line moves north is a constant necessity.

The second line is related to the first, its the percentage of a port's supply capacity that is currently working. To increase that value the player must assign more workers than are required. If he assigns less workers than are required the port's functioning supply capacity will gradually decrease.

The third line is "Landing capacity" and this is the number of unit stacking points that can be moved to the beach/port and the second number is the number of stacking points that can be moved there when the beach/port is functioning at full capacity.

The fourth line is "Current level of damage". This is the amount of damage the port has incurred from either bombing or enemy occupation. Damage acts as a ceiling on port functioning. The damage must be fixed before a port can increase its capacity. Damage can only be fixed by assigning workers, the more workers assigned, the faster the damage is repaired.

The fifth line is "Minimum workers required". This is the number of worker points that should be assigned to that port at minimum to keep the port functioning at its current capacity. if the port is damaged that capacity is artificially low. Assigning less than that will mean the port's functioning supply capacity will gradually lessen. Assigning more workers than are required will mean the functioning capacity will increase faster. Once the port is at 100% working capacity there is no reason to have more workers there than the minimum.

The sixth line is "Current number of workers" which is the number of points currently assigned. An invasion beach automatically has three worker points assigned if the beach is captured.

Below this text is two buttons, one to increase the number of workers assigned to the port and one to decrease them.

FUEL

In general, a unit in 100% supply will consume a fuel point for every movement point that the unit expends.

The amount of fuel consumed by a unit is only part of the equation. Also affected is how far that unit is from a fuel source. The further away from the source of supply the more fuel that's used just getting it to the unit.

Its the same with combat supply, transferring combat supply to a unit uses fuel depending on how far that unit is from a supply source. The Allies will use a lot less fuel if they are sitting on a working port than if they are in the hills of central Italy. In the case of the Germans they draw supply from cities such as Rome, Naples, Florence and Verona.

Its important for players with limited fuel supplies to keep an eye on consumption to make sure they don't run out at a critical moment and don't waste fuel unnecessarily.

FUEL CONSUMPTION

- At plus 90% general supply, one movement point expended costs 1.0 fuel points .
- At 70% to 89% general supply, one movement point expended costs 1.2 fuel points.
- At 40% to 69% general supply, one movement point expended costs 1.5 fuel points.
- At 16% to 39% general supply, one movement point expended costs 2.0 fuel points.
- At 0% to 15% general supply, one movement point expended costs 3.0 fuel points.

SUPPLY

There are two types of supply in the game. The first represents regular supply and the second is combat supply.

Regular supply is traced from ports or supply cities to units. Roads are used whenever possible as the ability to supply units overland eventually peters out. As long as a unit is in supply it can be reinforced and receive combat supply. If its not in supply it gains fatigue and loses strength each turn.

Example, in the Italian campaign the Allies invade across the straits from Messina. Later they move to capture Taranto, a major port, and get it functioning at 100% capacity. The supply level of most of southern Italy would be adequate, but as they advance toward Naples unit supply levels will be less and the cost of bringing fuel and combat supply to units as they advance away from Taranto would become burdensome.

The solution would be to focus on capturing another port closer to the front line, such as Naples which can supply operations over a great swath of central Italy. If the advance is focused on the east coast then capture of smaller ports such as Bari, Termoli and Ortona become important. The thing to remember is that no matter how good a port is, its limited in its effectiveness as forces move away from it.

For the Germans, their supply comes from Verona at the north edge of the map but can also receive supply from Rome, Naples and Florence. Reinforcements enter at Verona.

Except for being unable to accept a combat supply point, supply doesn't affect orders.

What supply does affect is both the total amount of movement points available and the fuel cost of moving a unit.

MOVEMENT COSTS

The amount of fuel required as you move is based on movement points and how those points are modified by supply.

- If you have over 90% supply, then you use 1 fuel point per move point.
- If your supply situation is between 70% and 90% then your fuel consumption is 20% more than the total of the move points the unit spent moving.
- If you have between 40% and 70% supply then your fuel consumption is 50% more than the total of the move points the unit spent moving.
- If you have between 16% and 40% supply then your fuel consumption is 200% more than the total of the move points the unit spent moving.
- If you have less than 16% supply then your fuel consumption is 300% more than the total of the move points the unit spent moving.

COMBAT SUPPLY

Combat supply is very important. Units must have at least one combat supply point in order to attack. Units can have up to three combat supply. Combat supply is used up during combat and has to be replenished. Each side is limited in the amount of combat supply it has and therefore its important that players plan where their offensives will take place. They will very rarely be able to attack with all their units each turn.

The more supply available to a unit, the more effective it is in combat. For example at 0, the effectiveness of an armoured unit would be 66%. At level 3 combat supply the effectiveness of the same unit would be 200%.

To be able to receive a combat supply point, the unit must be in a hex with at least 25% supply.

AIRPOWER



There are no specific bombers and fighters in Piercing Fortress Europa. Airpower is represented by generic air points. For the Allied player, there are three areas these points can be distributed between.

Airpower assigned to Air Superiority will attempt to protect airpower allotted to other missions and will also try and destroy enemy airpower and achieve superiority in the theatre which allows airborne operations to take place. Each turn the airpower of both sides assigned to Air Superiority will attempt to destroy each other and remaining airpower will attempt to then destroy enemy airpower assigned to other missions.

Ground Support is airpower that can be used directly by a player to support attacks on enemy positions and to support one's own forces that are threatened. The way this works is that the total of available ground support points is divided by the number of units in battle which are weighted based on their priority. So a unit in combat with a ground support priority of three will receive ground support before a unit with a priority of one will. Ground support can be very important for the Allies especially when defending a beachhead which is why it's much safer to launch invasions within air range instead of further north.

Interdiction is airpower that is assigned to reducing the number of movement points available to enemy units. This can be very effective in reducing the speed at which German reinforcements coming from the Alps are able to reach central or southern Italy.

In the case of the Germans, if Foggia has not fallen, airpower that is not assigned is considered to be interdicting Allied movements outside of air cover from Sicily.

Port Attacks are a special mission available only to the German player. This mission is an attempt to inflict new damage on a port captured by the Allies so as to disrupt the supply capability of that port.

COMBAT

To bring on combat, units must physically enter enemy-held hexes, not just be adjacent to them. To enter an enemy-held hex a unit must have at least one combat supply point. If the enemy units have not withdrawn when their hex is attacked, a battle will take place.

GROUND SUPPORT

When a battle happens the first thing to be resolved is ground support. Ground support aircraft are more effective against armour than infantry, plus, units in rough or mountain terrain are better protected against those in open terrain.

Base chance of hitting enemy in:

Open	30%
Hilly	23%
Rough	17%
Mountain	13%
Urban	15%

- The chance to hit armour and mech units is double. So 60% in the Open.
- The chance of hitting defending units is halved.
- If the defender is fortified then the modified chance is halved again.
- In snow, the base chance of being hit is reduced by a third.

For each unit all ground support in that battle makes an attack. For every hit achieved there is a 20% chance of it causing an actual loss and a 40% chance of it causing a disruption. Otherwise the hit has no effect.

COMBAT RESOLUTION

To resolve a battle, all units, whether defending or attacking, fire at the attacking units. The fire strength is the combat strength of the unit which is then modified by weather, terrain, unit type, unit quality, disruption and available combat supply.

Each combat requires the expenditure of a single combat supply point per unit involved.

When units fire, their strength is the basic firepower value. It determines how many times the unit can fire. This number can be modified by a number of circumstances to produce a final firepower value.

FOR ARMoured/MECHANIZED UNITS

1. Combat Supply:

- If at 0 combat supply a unit has a base fire strength of 66% of the unit strength.
- If at 1 combat supply a unit has a base fire strength of 100% of the unit strength.
- If at 2 combat supply a unit has a base fire strength of 150% of the unit strength.
- If at 3 combat supply a unit has a base fire strength of 200% of the unit strength.

2. Weather

- If raining, the fire strength is reduced by 50%.
- If snowing the fire strength is reduced by 25%

3. Disruption

- Fire strength is reduced by 5% for each point of disruption.

4. Terrain effect if defender

Open	-
Hilly	-10%
Rough	-30%
Mountain	-40%
Urban	-10%
Fort	+10%

5. Terrain effect if attacker:

Open	-10%
Hilly	-10%
Rough	-30%
Mountain	-50%
Urban	-20%
Fort	-20%

6. Withdrawal

- If a unit is withdrawing as its attacked the unit's fire strength is reduced 10%

7. Coordination

- If a force is made up of units from various nationalities the fire strength of each unit is reduced by 10%

8. Difficulty setting

- The side with the handicap set in their favour gets a 25% boost to its firepower.

FOR ALL NON-MECH UNITS

1. Combat Supply:

- If at 0 combat supply a unit has a base fire strength of 75% of the unit strength.
- If at 1 combat supply a unit has a base fire strength of 100% of the unit strength.
- If at 2 combat supply a unit has a base fire strength of 133% of the unit strength.
- If at 3 combat supply a unit has a base fire strength of 166% of the unit strength.

2. Weather

- If raining, the fire strength is reduced by 33%.
- If snowing the fire strength is reduced by 25%

3. Disruption

- Fire strength is reduced by 4% for each point of disruption.

4. Terrain effects on defender:

Open	+10%
Hilly	+10%
Rough	+ 20%
Mountain	+ 30%
Urban	+ 30%
Fort	+ 25%

5 Terrain effect on attacker

Open	-10%
Hilly	-
Rough	-30%

Mountain	-40%
Urban	-20%
Fort	-25%

6. Withdrawal

- If a unit is withdrawing as its attacked the unit's fire strength is reduced 20%

7. Coordination

- If a force is made up of units from various nationalities the fire strength of each unit is reduced by 10%

8. Difficulty setting

- The side with the handicap set in their favour gets a 25% boost to its firepower.

9. Amphibious

- Units invading a beach that turn fire at double strength to represent naval support.

TO HIT

The final total is the fire strength number. The next thing to do is compute the To Hit number. This number is the Efficiency rating of the unit times two.

RESOLUTION

For each fire-strength point a random number is generated between 1 and 100. If this number is less than the To Hit number then the target incurs a hit. Each hit is then checked to see if it produces a casualty or a disruption.

How this occurs is there is a test (a random number generated) against the efficiency rating of the unit that took the hit. There is roughly a 30 to 60% chance of the hit causing a casualty, otherwise it causes a disruption. The higher quality the unit, the less chance there is of a casualty.

DISPLAY OF THE BATTLE

When a battle is resolved the hex is noted with the combat marker being placed on top of the stack. The player is then given a display in the upper left-hand side of the screen showing all the data concerning the battle.

Location 17,16		Attack failed
Terrain : Hills		
Attacker : Allies		
	Attacker	Defender
	GBR 46th (1)	Ger 71st (2)
	GBR 21st (0)	
Troops	17	12
Efficiency	6.0	6.0
Combat supply	1.0	1.0
Disruption	0.0	0.0
Final strength	14	13
Ground support	0/0	0/0
	Across a river	Fortifications 1
Losses	1	2
Disruption loss	2	1
Continue		

On the top line is given the hex location and the battle result. The battle result will note which side was forced to fall back.

On the second line is the type of terrain.

Below that is a list for each side of which units are in the battle.

Below those lists are overall data for each side. First is the coordination rating and below that is the total troop strength.

Below that is the average efficiency (quality) level for each side. And below that is the average amount of combat supply each side has.

Below that is the average amount of disruption for each side and below that is the amount of ground support for each side, if any.

Below that is a note saying whether the attacker had to cross a river to bring on the battle and secondly if the defender has any fortifications available to it.

The last two lines list the amount of troop losses and the amount of disruption incurred by each side during the battle.

REINFORCEMENTS

Every turn all the units that have yet to arrive in the game are checked to see if they're available now. Units already on the map are also checked, to see if they've been withdrawn from the theatre. This list is available to the player by clicking the Reinforcement button.

REPLACEMENTS

Casualties leave a unit at less than full strength. This can be rectified by adding replacements from those available in that unit's national pool. When taking on replacements a unit may incur disruption. For each replacement added to a unit there is roughly a 33% chance of a disruption being incurred.

VICTORY

The determination of victory is based on a combination of capturing cities and inflicting casualties.

Sicily: In the Sicily scenario there are three cities worth victory points. These are Syracuse, Palermo and Messina. Messina is by far the most important for victory purposes. Its capture is worth ten victory points (vps) per turn before the end of the scenario that its captured. So if its captured 3 turns before the last turn, its worth 40 vps.

CALCULATION OF VICTORY POINTS:

- Capture of Messina: 5 vps per turn before the end of the game.
- Capture of Syracuse: 10 vps.
- Capture of Palermo: 5 vps.
- 3 victory points for each Axis casualty.
- -2 victory points for each Allied casualty.

If the final total is 50 or more, its an Allied Minor victory. If the Allies also control Messina then its a Decisive Allied victory.

If the final total is less than 10 then its an Axis Decisive victory. Any other result is an Axis Minor victory.

Southern Italy Campaign

- +1 vp per 5 German casualties
- -1 vp per 5 Allied casualties
- +5 vps if Allies control Taranto

- +15 vps if Allies control Naples
- +10 vps if Allies control Foggia
- +5 vps if Allies control Ortona
- +8 vps if Allies control Cassino

Breaking the Gustav Line

- +1 vp per 5 German casualties
- -1 vp per 5 Allied casualties
- +20 vps if Allies control Rome
- +4 vps if Allies control Pescara
- +8 vps if Allies control Civitavecchia
- +8 vps if Allies control Ancona
- +8 vps if Allies control Leghorn
- +10 vps if Allies control Florence
- +2 vps if Allies control Cassino

Advance to the Alps

- +1 vp per 5 German casualties
- -1 vp per 5 Allied casualties
- +5 vps if Allies control Ravenna
- +7 vps if Allies control Genoa
- +15 vps if Allies control Verona
- +8 vps if Allies control Mantua
- +8 vps if Allies control Venice
- +5 vps if Allies control Florence
- +10 vps if Allies control Bologna

The Italian Campaign

- +1 vp per 4 German casualties
- -1 vp per 4 Allied casualties
- +1 vp for each turn before 131 that Florence falls, divided by 3
- +1 vp for each turn before 131 that Rome falls, divided by 4
- +1 vp for each turn before 131 that Bologna falls, divided by 3

- +1 vp for each turn before 131 that Mantua falls, divided by 3
- +1 vp for each turn before 131 that Venice falls, divided by 3
- +1 vp for each turn before 131 that Naples falls, divided by 5
- +1 vp for each turn before 131 that Foggia falls, divided by 5

Main Front: Italy

- +1 vp per 5 German casualties
- -1 vp per 5 Allied casualties
- +1 vp for each turn before 89 that Florence falls, divided by 2
- +1 vp for each turn before 89 that Rome falls, divided by 3
- +1 vp for each turn before 89 that Bologna falls
- +1 vp for each turn before 89 that Mantua falls, divided by 2
- +1 vp for each turn before 89 that Venice falls
- +1 vp for each turn before 89 that Naples falls, divided by 4
- +1 vp for each turn before 89 that Foggia falls, divided by 4

HOTSEAT

Two players may play a game of PFE at the same computer. To do this, at the start screen select the Hotseat button in the Game Type area. The Allied player will go first, inputting a password and then moving to the Orders Phase. Once the Allied player has finished his Orders Phase the game will clear the map and ask for the Axis player to enter his password. At this point the players switch positions and the Axis player enters his password and does his orders phase.

The playback of the turn is done for each player separately, both players are not in front of the screen at the same time at any time.

When the Axis player completes his turn he switches seats with the Allied player who, after entering his password, will see a playback of the now resolved previous turn. After this playback is completed, the player will enter his orders phase. The Axis player then does the same, password entry, playback view and orders phase.

PBEM

Two players may play a game of PFE on separate computers by passing the game file back and forth via email, memory stick or any other means. This style of play is very similar to the description of Hotseat play with two exceptions. One, the Allied player, before his first orders phase, will be prompted to enter a name for the game. This name will be used as a filename for the turn files which are passed to the other player. Two, that at the end of each player's orders phase a popup will appear telling the player to send the save game file to the other player.

DESIGNER NOTES

One of the first things a wargamer will notice is that the sequence of play is different than the classical design. I prefer simultaneous moves. Also, I prefer that a unit has the ability to perform only one action at a time. So no leave a ZoC, move, enter a different ZoC and attack in this game.

By limiting units to just one major action per turn I had to reduce the time scale so that over a month units would be able to perform a number of actions, including move a given distance, that felt right. With simultaneous moves, the limit of one type of action per turn and a time scale of 4 to 8 moves per month, I had the core of the system I wanted.

The campaign in Italy often seemed close to being a stalemate. Periods where a position became untenable and a grand withdrawal occurred were few although the Allies were always planning for the big breakthrough.

The sequence of play makes breakthroughs difficult to achieve which I think is historical. When using a classic sequence of play a player can move his forces to attack any weak point along a line, make the attacks and then get a mechanized movement phase allowing him to exploit all before the defender can move anyone.

Using the PFE system the attacker and defender will enjoy moments of uncertainty, for example an attacker moving his forces up to a weak point in

the line, then the defender will be able to order his forces to react although since everything is simultaneous the attacks will be going in while the defender is reacting. Nothing being certain neither side will know for sure what the situation will be on the ensuing turn. Will the attacks succeed or fail? Will the defender's reserves be able to create a new line in time? Does the attacker have fresh forces following up?

The sequence of play, simultaneous with short turns allowing a single type of action, produced the overall feel I wanted where the front is constantly in a state of flux as hexes are gained and lost and limited withdrawals are happening all in an effort to prevent the big breakthrough.

Something else I wanted from the game system was an emphasis on reserves, fresh units and planning. On the German side Kesselring always seemed able to scrape together some reserves to deploy to meet a threat or plug a hole. Since the defender is essentially always reacting to the situation one turn in the past having even just a couple of units in reserve is very important.

Once units are "stuck in" they are difficult to extricate and move to another part of the line. Therefore its important for the defender to always have a reserve of some sort to plug a hole.

Units wear out as they attack and defend. The way fresh units was handled was in two ways. One, disruption. This value rises as units take hits in combat or lacks supply and falls as the unit rests in a well supplied hex. The other way was using combat supply points. These points give the player some direct control over how ready a unit is to engage with the enemy. Since it requires several turns to bring a unit up to maximum effectiveness and since combat points are not infinite, it requires some level of planning as to which units receive the points and when the unit needs to be ready.

The above covers the base system. I wanted to avoid the need for a lot of chrome and I wanted the system to be as easy to play as possible so I hoped the base system would meet those goals.

After that some chrome was required for the Italian Campaign itself. The system needed amphibious operations and paratroops, ground support and interdiction as well as replacements etc.

When adding chrome I tried to avoid unnecessary complexity and to integrate those areas as smoothly as possible into the base system.

I hope the result gives a feel for the Italian Campaign and that the game itself is of interest to players.

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