

7. German Take Over of Italy



After the defeat of the Axis forces in North Africa in early 1943, the Italian homeland faced an imminent Allied invasion. In late 1943 some Italian forces surrendered to The Allies and some kept fighting alongside the German troops.

Attack: -

Defense: -

Move: -

Cost: 5

Maximum on game board: 1

Enter game from: Late 1943 (round 8)

From round *Late 1943* at the earliest and on any future turn the German player has the option to take over Italy.

This can only occur (on Germany's turn) when all of these 3 conditions are met:

1. Italy and Germany have no units anywhere on the African continent (landmines are exempt).
2. The Italian Navy (if any) must only be in The Mediterranean Ocean – it doesn't matter which sea zones.
3. Rome is controlled by The Axis.

Once the takeover has taken place, there is no reverse.

The procedure is like this:

On Germany's turn in the *Purchase & Repair Units* phase, all Italian sea units, land units, air units, AAA, Industrial Complexes etc. must be replaced by German units of the same type.

Major Industrial Complexes are not reduced to Minor IC during the takeover.

Land mines are not replaced – they are still Italian and are active until they detonate. If German troops move through the Italian minefields each mine must defend at "1" – for each dice roll on "1" an Italian mine and a German land unit is lost and removed from play.

If The Allies move through the Italian minefield, the mines defend as normal at "2".

Germany then controls all former Italian units and facilities (which by now are replaced by German units and facilities).

Germany can also use all Italian Industrial Complexes.



Germany takes over the production capacity of Italy's Landing Crafts, paratroopers etc. These units can be produced in Berlin and in Rome.

The Italian IPC are immediately handed over to the German player. The German player must immediately pay 5 IPC to the bank (only this one time in the game). This represents the Historic losses in equipment etc. as a consequence of the German takeover.

Place a German control marker in each territory that is controlled by Italy – including original Italian territories. Correct the IPC level in favour of Germany – and remove the Italian marker on the Expanded National Production Chart.

Italy no longer has any turn.

Note 1:

If Rome – which is still the Italian Capital – is concurred by Allied troops, no IPC are handed over to the Allied power that concurred Rome. Though, the IPC level is corrected in favour of the concurring Allied power as with any other concurred territory.

Note 2:

If Germany liberates Rome from an Allied occupation, Rome is restored to its former status as a Capital.

The extra 3 IPC that Italy gets in every turn (Advanced Production Capacity) are also collected by Germany in each of Germany's turns – but only if Rome is controlled by Germany.

The National Objective & Bonus Income that Italy can achieve is also collected by the German player. This is also the case if the Italian bonus occurs when German forces are fulfilling the tasks required for the Italian bonus.



the Mediterranean – these 5 bonus IPC are collected by the German player in the *Collect Income* phase.

Important:

After Italy's turn, (in which Italian forces can move and attack etc.) when Germany takes over Italy in the coming round – the former Italian forces (that are by now replaced by German forces) that moved and/or attacked during Italy's last turn, can also move and attack on Germany's turn. Keep this in mind – both as Axis and Allies players.

Example:

After the German takeover of Italy, the German player eliminates all enemy surface warships in