

MARE NOSTRUM: War in the Mediterranean

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Bakersfield, CA.
Made & Printed in the USA.



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These rules use the following color system:
Red for critical points such as errata and exceptions, **Blue** for examples of play. Check for E-rules updates to this game @ www.worldatwarmagazine.com.

1.0 INTRODUCTION

1.1 Background

Mare Nostrum is a wargame of the struggle for the Mediterranean and North African theaters of operation during World War II. The historical campaign saw an Allied victory, but the Axis had several opportunities to gain a decisive victory.

Design Note. *This was an inter-service campaign for both sides, involving land, naval, and air components. The game mechanics chosen to model the campaign are based on S&T's award-winning Red Dragon Rising (#250) game which presents operations through discrete Actions rather than a strictly sequenced process. The system shows the effects of various operations over the course of a scenario. Substantial changes have been made to the system; these are not retroactive to*

other games in the RDR family appearing in previous magazines: South Seas Campaign (WaW #18) and Norway '40 (WaW #29).

1.2 Course of the Game

There are two players in the game: the Axis and the Allied. Each Game Turn represents a month. Within that month each player has a Player Turn. Within each turn, players pick Event markers, determine the supply units they will receive for the turn, and take Actions. Actions are central to the game, allowing the player to use "forces" of units to execute specific operations: movement, combat, logistical, and/or intelligence-gathering. Generally, a player conducts one Action per turn, but various game functions allow for more, representing periods of rapid activity alternating with the slower process of buildup of forces.

1.3 Game Scale

One inch on the map equals 72 miles. Each turn represents one month of operations. Most ground units in the game represent divisions, with some independent non-divisional units. Aircraft units represent six to twelve squadrons of aircraft, depending on the quality of the aircraft and air force. Naval units represent one fleet aircraft carrier, divisions of two or three battleships, or four to six cruisers, squadrons/flotillas of six to twelve destroyers, or various numbers of other ships types.

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2.0 COMPONENTS

2.1 Component Inventory

The game includes:

These rules.

Two 34x22-inch maps (see 2.2), covering the playing area and containing a number of charts, tables, tracks, and boxes summarizing or aiding in specified game functions (see 2.3).

Two die-cut cardboard sheets with 560 playing pieces called counters (see 2.4).

Players must provide at least one standard six-sided die (more would be useful) to resolve a variety of game functions, and several wide-mouth opaque containers (called “pools”) to randomize the selection of various game markers.

2.2 Game Map

The game map emphasizes strategically critical sea zones and land areas of the Mediterranean and its littoral, North Africa and the adjoining Middle East. Join the two map sections along the center. The game map is divided up into various spaces. These spaces include:

Land Areas are major regions on which ground units operate. Air units may be based or fly over land areas. These are sometimes referred to as just “areas”. (Example. [Eastern Cyrenica](#).)

Sea Zones are major oceanic areas. Naval units operate in sea zones and air units may fly over them; additionally, ground units may be transported across sea zones.

Fortresses are land areas representing major defended locations. They have special rules regarding the number of units allowed in them and regarding combat against units in them. They are considered separate land areas. (Example. [Tobruk is a separate area within the Bardia area](#).)

Small Islands are land bodies encompassed entirely by surrounding waters. They are considered separate areas. (Example. [Malta](#).)

Out of Play Areas. No operations may take place in Turkey, Saudi Arabia, Spain, France, Corsica, or those areas not specifically on the map.

Off-Map Bases. These are larger areas on the periphery of operations which only one side’s units may enter. (Example. [the Allied Middle East Command](#).)

Placement. A unit may be in only one zone, area or Off-Map Base at any one time.

2.3 Charts, Tables, Tracks, & Boxes

All charts, tables, tracks, and boxes are located on the map. Listed below, each identifies the rules describing its use.

Common Displays & Tables

Turn Record Track (3.4)
Terrain Effects Chart (7.0, 8.4, 12.0)

Displays & Tables Duplicated for each player

Terrain Key (2.2)
Special Forces Table (20.0)
Shock Table (29.0)

Axis Tables & Boxes

Events In Play Box (5.0)
Events Discarded Box (5.0)
Special Reinforcements Box (5.0 & Scenarios)
Units Withdrawn Box (5.8)
Supply Reinforcement Table (13.0)
Supply Units Available Box (13.0)
Refit Table (14.0)
Units Destroyed Box (12.0, 14.0)
Units for Refit Box (14.0)
Special Forces Available Box (20.0)

Allied Tables & Boxes

Events In Play Box (5.0)
Events Discarded Box (5.0)
Special Reinforcements Box (5.0 & Scenarios)
Units Withdrawn Box (5.8)
Supply Reinforcement Table (13.0)

Supply Units Available Box (13.0)
Refit Table (14.0)
Units Destroyed Box (12.0, 14.0)
Units for Refit Box (14.0)
Great Britain Off-Map Base (17.0)
Atlantic Off-Map Base (17.0)
Africa Transit Off-Map Base (17.0)
Middle East Command Off-Map Base (17.0)
Special Forces Available Box (20.0)

2.4 Counters

The counters in the game are of two general types:

Markers are used to record various game functions (see 2.5).

Combat units represent the actual military forces which participated (or could have participated) in the campaign. Combat units are grouped generally into three types, described in the rules: ground units (2.6), naval units (2.7), and air units (2.8).

Counter Colors. There are two sides in the game: Allies and Axis. Each side includes different nationalities, each of which is distinguished by the background color of its counters.

Axis

Germans: Grey
Italians: Light Green

Allies

British Commonwealth: Tan
United States: Green

Neutrals

Neutrals may be controlled by one or neither side; see 21.0.

Vichy French: Blue
Iraqi: Brown

MARKERS



Turn
(3.4)



Back



Event

Front



Area Control

Allied



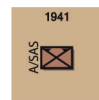
Axis



Battle
(12.0)



Disruption
(16.0)



Special Forces
(20.0)



Interception
(Optional; 26.0)



Entrenched
(Optional; 28.0)

UNIT ABBREVIATIONS

German

Af: Afrika Division
Br: Brandenburgers
DAK: Deutsches Afrikakorps
 (German Africa Corps)
F: Flieger (airborne)
HG: Herman Goering
KM: Kriegsmarine
LLSR: Luftlande Sturm Regiment
PAA: Panzerarmee Afrika
RFSS: Reichsfuhrer SS
VM: von Mellethin

Italian

Ar: Ariete
As: Assiette
Bo: Bologna
Br: Brescia
CCNN: (Blackshirts)
Ce: Centauro
Fol: Folgore
G: Guastatori (assault engineers)
GBS: Gruppo Battaglioni da
 Sbarco (Blackshirt amphibious)
GGFF: Giovani Fascisti (Young Fascists)
Imper: Imperiali
LS: La Spezia
Nap: Napoli
Nem: Nembo
Pav: Pavia
Pist: Pistoia
RC: Raggruppamento Corazzata
 (armored task force)
RECAM: (Reconnaissance Group)
Sah: Saharan
SM: San Marco
Su: Superga
Tre: Trento

Tri: Trieste
XM: Italian naval special forces
 (10th Flotilla Assault Vehicles)

British

A: Army
Aus: Australian
AL: Arab Legion
FF: Free French
Gd: Guards
GK: Greek
Haif: Haifa Defenses
JB: Jewish Brigade
LRDG: Long Range Desert Group
MEC: Middle East Commando
NZ: New Zealand
Pol: Polish
Res: Armor Reserve (army
 level tank brigades)
RMC: Royal Marine Commando
SA: South Africa
SAS: Special Air Service
TJFF: Trans Jordan Frontier Force

US

Rgr: Ranger

Vichy French

Alg: Algerian
Beir: Beirut
Casa: Casablanca
Cons: Constantine
Mor: Moroccan
Syr: Syrian

Iraqi

Mech: Mechanized

Ship-Type Abbreviations

CV: aircraft carrier

CVE: escort carrier
BB: Battleship division
BC: Battlecruiser division
CA: Cruiser squadron
CD: Coastal Defense
CL: Light cruiser
CV: Aircraft carrier
DD: Destroyer
PT: Patrol torpedo boat or gunboat
LS: Landing ships (various types)
TR: Transport ships
TR(f): Fast transport
SS: Submarine
-FR: captured French warship

Carriers: CV and CVE are termed
 “aircraft carriers” in the rules.

Design Note. In some cases, naval
 units represent more than one
 class. For example, CL and DD
 units might also include destroyer
 escorts or large torpedo boats.

Aircraft Types

B: Bomber
F: Fighter
G/G: Powered glider (big!)
GA: Ground Attack
HB: Heavy Bomber
NF: Night Fighter
R: Reconnaissance
SP: Seaplane
TR-SP: Transport Seaplane
Tr: Transport (air)

Aircraft units generally have the name of
 the aircraft they represent. “Var” means
 various different types of aircraft.

Historical Note. The British Commonwealth
 includes Allied forces such as Poles
 and Free French, but for game purposes
 they are considered British.

2.5 Markers

The marker types listed below are used
 for a variety of purposes. The specific
 instructions for each can be found in the
 rules section noted with each marker.

Note: Special Forces markers have
 a combat function, but they are
 not treated as combat units.

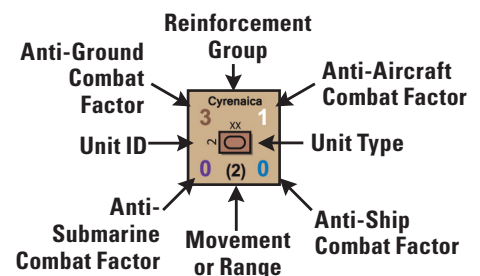
2.6 Combat Units

All combat units have common
 information on them.

Movement or Range Factor. For
 ground and naval units, this is the
 movement allowance; for air units
 this is the range factor. Static units
 have a movement of “(0)”.

Reinforcement Group indicates
 where a unit sets up or when it is
 received as a reinforcement.

SAMPLE COMBAT UNIT



“Start” = deploys at start of the 1941
 scenarios. A specific name indicates
 the area in which it sets up.

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GROUND UNIT TYPES

HEAVY

Armor/ Panzer	Mechanized Infantry/ Panzergrenadier
Armored Reconnaissance	Anti-Aircraft Artillery/FLAK
Fortification	HQ

"1941, 1942 or 1943" = deploys as part of reinforcement group for that year.

"Mercury," "Herkules," "Torch," "Felix" = special reinforcement.
"Optional" = optional unit.

front	back

Example. "Cyrenaica" on the British 2nd Armored Division, pictured here, indicates it begins the 1941 scenario in the Cyrenaica area. "1941" on the German 90LtA Division means it is part of the 1941 reinforcement group.) See the Reinforcement rule (15.0) and Scenarios (page R21) for details.

2.7 Ground Combat Units

A ground unit is identified by the symbol in the unit box. See the diagram for the different types. The categorization of heavy and light is important for air and sea transportability.

Two-step units are ground units with combat factors on both sides, like the British 2nd Armored Division pictured here. When a two-step unit suffers a hit in combat, flip it over so its reduced side shows. If a reduced unit takes another hit it is eliminated.

Supply units these are backprinted to show a change in status (13.5). The

LIGHT

Infantry	Airborne Infantry	Mountain Infantry
Glider Infantry	Engineers	Marines
Supply	Garrison	

front is their mobile status and the reverse shows them as static bases.

front	back

Note: Fortification units are not the same as Fortress areas (though they may be placed in such areas).

NAVAL UNIT TYPES

Carrier (CV)	Battleship (BB)	Heavy Cruiser (CA)
Light Cruiser (CL)	Destroyer (DD)	Submarine (SS)
Transport (TR)	Landing Ship (LS)	

2.8 Naval Combat Units

There are two broad categories of naval units in the game: submarines and surface ships. A

rule applying to "naval vessels" applies to both; a rule applying to submarines or to surface ships applies to the one type only. Most naval units are backprinted with their reinforcement group. Aircraft carriers are backprinted with their "depleted" side (see 30.0).

AIR UNIT TYPES

Heavy Bomber	Bomber	Fighter
Ground Attack	Seaplane	Transport

2.9 Air Combat Units

All aircraft units are land-based (with some seaplanes). Carrier-borne aircraft are built into the ship factors and not represented by separate units. Most air units are backprinted with their reinforcement group. The German HS-129 is a special case (see 19.13).

2.10 Important Definitions

Action: when capitalized, a specific game activity (G-1, G-2, G-3, G-4), generally performed by units according the Action Chart.

Force: one or more units performing some Action together.

Friendly and Enemy: a friendly unit is a unit which you control. An enemy unit is a unit controlled by the other player.

May and Must: if a rule says "may" then this means the player can opt to do it or not. If a rule says "must" then the player has to perform that Action.

Near East: all land areas east of Suez.

North Africa: all land areas from Morocco to Suez.

Off-Map Base: areas which only one player can enter. Axis off map bases include Italy and Greece; Allied off map bases include Britain, the North Atlantic, Africa and the Middle East Command.

On-Map: a general term for land areas and sea zones other than Off-Map Bases (Example. Cairo).

Pool: a wide mouthed opaque container which is used to randomize the appearance of various game pieces.

Southern Europe: land areas including Italy, Greece, Gibraltar and various Mediterranean islands which are playable by one or both players.

Transport: any naval unit with the label TRANSPORT on the reverse side has the ability to carry land units by sea.

3.0 SEQUENCE OF PLAY

3.1 Scenarios

There are four scenarios in **Mare Nostrum**: *Desert Fox* (1941-42), *War for the Mediterranean* (1941-43), *The Herkules Option* (1942), and *Turning of the Tide* (1942-43). Each scenario includes start and end turns, set up instructions, special rules, and victory conditions (see pages R21 - R25). For all scenarios, sort the counters by type, nationality, and arrival code. The scenario will indicate which units start on the map and which units begin in Reinforcement Pools or other locations. Each player places his side's event markers in an opaque container (event pool). Place the various other game markers aside in a convenient place.

3.2 Unit Set Up

Each scenario uses one of two set up schedules, either 1941 or 1942. Each schedule identifies units, by type or specific unit identification, to be placed in specific locations. When identified by type, the owning player may select any unit of that type for placement. Unless otherwise specified, two-step units are set up at full strength. ground units with an identification also have their size (see ab 2.7 for details)

3.3 Winning the Game

Given the nature of the struggle in the Med, victory is an all-or-nothing proposition. There are no victory points for intermediate objectives.

The scenario instructions will specify the objectives to be gained by each player to win the game. General, these objectives are occupation of specific areas or zones on the map. Victory is checked under two different conditions:

Sudden Death Victory. In all scenarios, play stops and a player is declared the winner if the player controls Mosul and all on-map areas containing ports at the beginning of his own player turn.

End of the Game. If no sudden death victory is achieved, victory is determined at the end of the final game turn. The objectives must be met at that time; it does not matter all necessary victory conditions are met prior to the end of the game. If neither player achieves the necessary objectives, or if both do, the game is a draw.

Example. the Allied player gains the Sudden Death Victory condition at the end of his turn. The Axis player has his ensuing turn to either recapture a port or Mosul, or the Allies win. Effectively, the enemy will have one player turn to attempt to prevent a Sudden Death victory

3.4 Turns

The scenario instructions will indicate the starting and ending turn for the scenario. Each turn consists of a series of steps called the Sequence of Play. (See the box for details.) Players conduct game activities only during the designated steps. Once a step or game Action has been completed, a player may not undo it unless the opposing player permits. Each time the Turn Record Phase is reached, move the turn record marker forward one space. If this is the last turn of the scenario, the game comes to an end and victory is evaluated.

Player Note. The following three rules cover major events driven by forces outside the Mediterranean: the German invasion of Greece & Crete in May 1941, the Anglo-American invasion of North Africa in November 1942, and the planned (but never executed) German attack on the British fortress at Gibraltar, respectively. These rules introduce these operation into the game without giving either player a chance to react in an ahistorical way, or forcing either to proceed along historical lines.

3.5 Operation Mercury

Operation Mercury was the German airborne assault on the island of Crete in May 1941. In the Operation Mercury Phase of May 1941, Greece becomes Axis controlled and Crete becomes playable. Conduct the following steps in the order listed.

- 1) Place all Allied "Mercury" units on Crete. The 2 NZ and 6 Australian Divisions begin at reduced strength; Crete Force (CreF) begins at full strength.
- 2) Place all Axis "Mercury" units in Greece.

TURN SEQUENCE OUTLINE

Axis Player Turn

Sudden Death Victory Phase: check if the Axis player controls the areas necessary for a sudden death victory. If so, the game ends with an Axis victory; if not, play continues.

Operation Mercury: in May 1941 the Axis receives reinforcements as part of the invasion of Greece (see 3.5).

Random Event Pick: the Axis player draws one event marker from the Axis event pool (see 5.0).

Supply Reinforcement Roll: the Axis player determines how many supply units become available this turn (see 13.0).

Action phase: the Axis player conducts one or more Actions with his forces on the map (see 4.0).

Allied Player Turn

Sudden Death Victory Phase: check if the Allied player controls the areas necessary for a sudden death victory. If so, the game ends with an Allied victory; if not, play continues.

Operation Torch: in turns from October 1942 through December 1942 only, the Allied determines whether the Torch landings take place (see 3.6).

Random Event Pick: the Allied player draws one event marker from the Allied event pool (see 5.0).

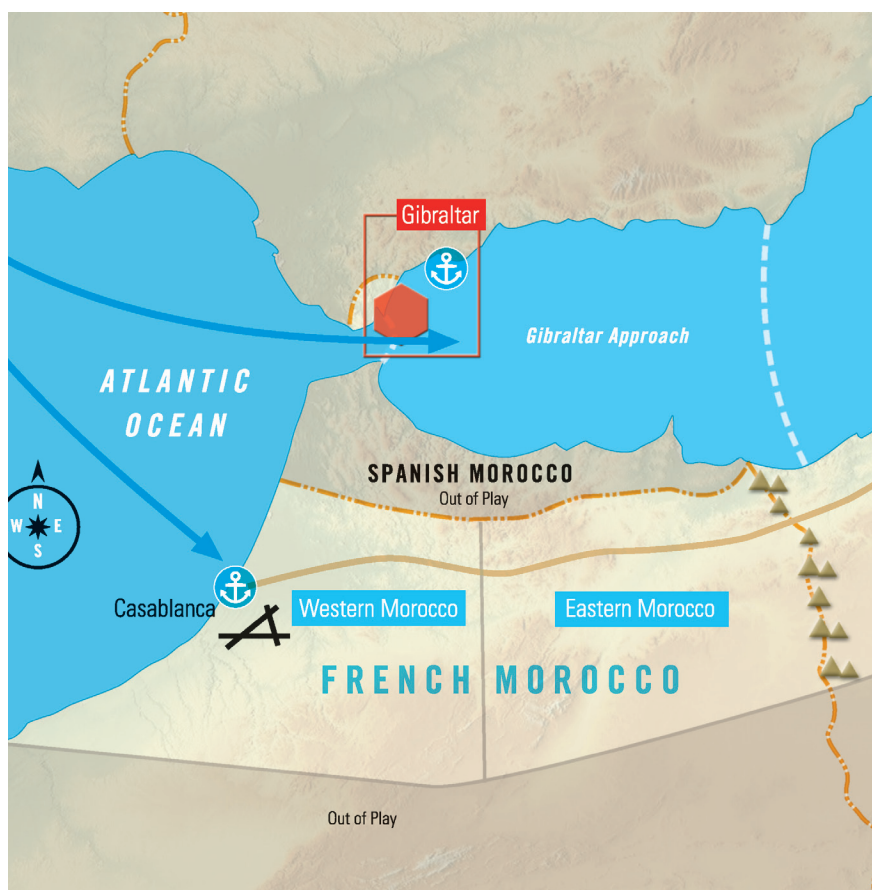
Supply Reinforcement Roll: the Allied player determines how many supply units become available this turn (see 13.0).

Action phase: the Axis player conducts one or more Actions with his forces on the map (see 4.0).

Mutual Administration

Turn Record Phase: if the last turn of the scenario has been played, the game ends and a victor is determined (3.3). If there are turns yet to be played, the turn marker is advanced to the next and the sequence begins again.

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3) During the Axis Player turn, the Axis gains two additional G-3 Actions. These can be any kind of Actions allowing airborne, airlift and/or air unit movement and/or combat, but only “Mercury” and supply units can participate in them. Other Actions can be performed normally.

4) At the end of the May turn, any surviving Allied “Mercury” units remain in play. All German “Mercury” units (both surviving and eliminated) involved in Mercury are permanently removed from play (the units have been transferred elsewhere).

Player Note. *The Axis does not have to invade Crete. The units may be used anywhere and can provide an immense one turn advantage at that point, but at the cost of leaving British units on Crete.*

3.6 Operation Torch

Operation Torch was the US-British invasion of northwest Africa in November 1942. At the start of each Allied turn starting with October 1942, the Allied player rolls one die. If it is with the following ranges, Operation Torch occurs that turn:

October 1942: 1-2
November 1942: 1-4
December 1942: 1-6 (automatic)

When Torch occurs, Vichy Tunisia, Algeria, and Morocco immediately become playable areas; they and all Vichy units in them become Axis-controlled. If the *Vichy Syria* event has not already occurred, Vichy Syria immediately becomes Axis controlled; remove the Event marker from the Allied event pool. Conduct the following steps in the order given.

- 1)** Place all Allied “Torch” units in the Atlantic off-map base.
- 2)** The Allied player receives three extra Actions this turn; they must be used on G-3 amphibious operations. Any Allied units can conduct them.
- 3)** At the end of the Allied turn in which Torch occurs, all Vichy French units in the same areas as American ground units become Allied-controlled. All other Vichy units (wherever they are located) are withdrawn and never return to play.

4) At the end of the Allied turn, the US BB, CV, and CVE “Torch” units are withdrawn and placed in the Allied Reinforcement Pool. This includes units which may have been eliminated in the course of the turn.

5) In the Axis Action phase of that turn, the Axis player receives all Axis “Torch” reinforcements in Italy.

Player Note. *Torch reinforcements are immediately placed on the map; they are not initially placed in the Reinforcement Pool.*

3.7 Operation Felix

Operation Felix was the planned German invasion of Gibraltar. This is explained entirely under the Axis Major Event description for Operation Felix.

4.0 ACTIONS

Actions are the heart of the game. Each Action taken by a player allows a specific set of units to conduct specific activities. The Actions Chart (pages R26-R29) details which Actions enable which activities.

Design Note. *Almost all game functions are carried out through Actions. Unlike most wargames, units may not automatically move, fight, etc., each turn. This reflects numerous command control and logistical factors of the original campaign.*

4.1 Action Generation

Each player automatically receives one Action each turn. Additional Actions may be generated by the random Event marker chosen that turn (see 5.0) or by the expenditure of a supply unit (13.6). The additional Actions may have limitations on which type can be executed and where they can be executed.

4.2 Types of Actions

There are four basic types of Actions in the game, grouped into the general categories of the American staff system (see below). This distinction is made solely for simplicity and accessibility; there is no difference between Actions other than the activities allowed. Each player may select Actions freely unless prevented by the prerequisites of the Action itself or the conditions generating the Action (such as the random event marker).

- G-1 = Administrative
- G-2 = Intelligence and Special Operations
- G-3 = Operational
- G-4 = Logistical

4.3 Forces & Actions

A “force” is a single group of units in one area or zone conducting an Action together. Most Actions can be carried out only by one force; exceptions are noted in the Action descriptions. Where applicable, the Action chart identifies unit types capable of carrying out certain Actions.

Command Control. All units on the same side may operate together freely unless the advanced command control rule (25.0) is being used.

Example. An Action allowing the movement of a land force means the player could move some or all ground units in particular area; air and naval units in that area could not move. On the other hand, an Action called for land and/or naval and/or air units to operate together (for example, as part of a airborne or amphibious Action) would allow the player to move all those units at the same time.

4.4 Multiple Actions

A unit may participate in more than one Action per turn. Additional actions may be generated by events or expending supply units (see 13.6).

Example: the Allied player takes his one automatic Action. He then plays the *Operation Battleaxe* Event marker. He now executes a second Action in accordance with that event explanation

4.5 Sequentially of Actions

If a player can take more than one Action in a turn, he executes them one after another. He does not execute additional Random Events picks or Supply Reinforcement die rolls.

4.6 Actions Explanation

All Actions are explained in on pages R26-R29. The explanations of Actions may contradict other rules in the game. If so, then explanation takes precedence.

5.0 RANDOM EVENTS

5.1 Event markers

Each player receives a specified number of Event markers as directed by the scenario instructions. Place the markers in an opaque container (Random Event pool). During the player’s Random Event pick of each player turn, the player draws one marker from the pool.

5.2 Event marker Data

Each marker has the following data on it.

Year. Generally, a marker can be played in any year. Certain markers will have the years in which they can be played. If picked in a year on the explanation, then it can be played. Otherwise, return it and do not pick a substitute.

Immediate. If a marker reads “Immediate” then the player must play it when picked.

Keep. If a marker reads “Keep” the player may either

- a) play the marker in the Action phase of this player turn, or
- b) place it face-down in the Events Available box for play in a subsequent Action phase, or
- c) if specified by the marker, play it at some other point in the turn.

Event. Each marker triggers an event, described on pages R30 and R31. Some marker allow more than one possible course of action, depending upon the situation; execute the applicable one. If the event is notes as a major event, see page R32 for a description.

Example: if the Allied player picks the US Patton event in 1941 or 1942, it would be treated as no effect and returned to the pool; if picked in 1943, implement its instructions.

Example. The Allied Operation Battleaxe marker has two options. (1) Take one additional G-3 Ground Action using British units. Discard. (2) Keep.” This means the Allies can either (1) Take one additional G-3 Ground Action using British units and then discard the marker, or (2) keep it and play it on a subsequent turn (at which point it would be discarded).

5.3 Executing the Event

Generally, the Event explanation will provide the details of execution, but some require players to refer to another rule. Events may contradict another rule; in that case, the marker explanation supersedes the rule (for example, some Events allow the immediate picking of additional Event markers). In most cases, an Event can be executed only during the player’s own player turn. However, certain events can be played in an opposing player’s turn.

5.4 Disposition

Each Event explanation will indicate the disposition of the marker upon being played:

Discard: the marker is permanently removed from the game.

Return: place the marker back in the event pool.

Return on die roll: roll one die after playing the marker. If the result is within the range listed on the event, return the marker to the pool. If the result does not require return, keep the marker for play in a subsequent turn.

Example. The Allied player picks the *Patton* event on February 1943. He holds it, then plays Patton on March 1943. He then rolls one die and rolls a “3,” indicating that Patton must be returned to the Allied event pool.

Player Note. Events which allow a player to take more than one Action per turn can be used only once per turn, even if not returned to the pool. For example, if the *Patton* marker were kept (owing to a die roll of “1-2”), it could not be used again until April 1943. Furthermore, the Allied player would not have to use Patton in April 1943, he could hold the marker and play it later.

5.5 Prerequisites

Certain Events have a prerequisite. If the prerequisite is not in effect, then treat the event as no effect. Do not pick a substitute.

Example. If a marker says that a certain unit has to be in play, but that unit is not in play, then the event is ignored.

5.6 Multiple Events

A player may have any number of Event markers in his available box. A player may implement more than one Event per turn. These can be in any order.

Example. The Allies might execute *Operation Battleaxe* to gain an additional G-3 Ground combat Action to make an attack; they could add in *Tactics* to enhance that attack.

5.7 Appeal to the High Command

At the beginning of an Action phase, a player may execute G-1 Action for a chance to pick a second Event marker that turn.

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5.8 Unit Withdrawals

Certain Events call for units to be withdrawn from play. When this occurs, take the units off the map, regardless of their position. Depending on the event, the units may be placed in the Withdrawn Units box or into the owning player's Reinforcement Pool (see 15.1) for possible future return to play. A withdrawn unit not returning to play does not count as eliminated (and may not be Refit (14.0)).

6.0 AREA CONTROL

The control status of the various land areas on the map determines whose forces can make use of base facilities located within them, who will win the game, and various other game functions. Use the control markers to indicate which side controls an area.

6.1 Area Control

All areas on the map are designated at the beginning of each scenario as being "controlled" by one player or the other, or as being neutral. A neutral area is one which has not yet entered play (for example, Vichy Syria at the start of 1941).

A player gains control of a formerly enemy controlled area the instant that he has one or more ground units in that area while there are no enemy ground units in it.

A player does not need to keep units in an area to maintain control. However, the instant that an enemy unit enters such an area, that side gains control of it.

Contested Areas. If both players have ground units in an area, it is "contested". Different rules will have specific effects for contested areas.

Sea Zones cannot be controlled by either player, regardless of occupation (but see 9.3).

Special Forces markers may change the control of an area using the G-2 Subversion Action.

6.2 Home Bases

Certain areas and off-map boxes are permanently controlled by one player or the other. Opposing units may not enter those areas under any circumstances.

Italian areas are always Axis controlled.

Great Britain, the North Atlantic, Africa and Middle East Command are always Allied controlled.

6.3 Neutral Areas

The following territories begin 1941 scenarios as neutral. While neutral, neither player's forces may enter their areas. Various rules will bring them into the game.

Greece is neutral on Turns 1 and 2 (March–April 1941). On turn 3 (May 1941) mainland Greece becomes Axis controlled. Only Axis units may enter mainland Greek areas. At this point, both side's units may enter Crete. See Operation Mercury. Greece will begin as Axis controlled in scenarios starting after May 1942.

Vichy French territories (Syria, Tunisia, Algeria, Morocco) are neutral until activated by the Syrian Intervention and/or Operation Torch events. After a Vichy French territory becomes a belligerent, both side's units may enter it. Note that Syrian Intervention does not bring in the North African Vichy territories, but the *Operation Torch* event also brings in Syria. Vichy territories will begin in different states of control in scenarios starting after March 1941.

7.0 STACKING

Stacking is the term describing the piling of more than one friendly unit in same sea zone or land area at the same time.

7.1 Stacking Generally

Each player may stack an unlimited number of units of any or all types in a given area or zone. However, see 7.2 and 7.3 for special cases. Friendly and enemy units in the same area or zone do not count against each other's stacking limits (but may trigger combat).

7.2 Terrain Limits on Stacking

Small islands, fortresses, and deep desert areas have a maximum stacking allowance of three ground units (of any size) plus up to three supply units and three based air units. There is no limit to the number of air units which can fly over them on missions, or naval units that can base adjacent to small islands and fortresses which have port symbols. Generally, there is no limit to the number of units able to move through these areas.

Amphibious and Airborne Landing Limitation.

No more than three ground units may be used to launch a single amphibious or airborne invasion of a small island or into a fortress. Each side can have up to three ground units in these areas. Friendly units do not affect enemy stacking limits and vice versa.

7.3 Airbase Stacking

Each airbase has a capacity number printed on it. This is the maximum number of air units which may be based on them (on the ground). An unlimited number of air units may fly over any area.

7.4 Over-Stacking Penalty

If an area or airbase is over-stacked at the end of an Action, the owning player must eliminate units of his choice to bring the zone/base into compliance. The eliminated units are placed in the Refit Box.

8.0 LAND MOVEMENT

Ground units move via Actions generating movement. A unit moves by leaving one land area and crossing into an adjacent land area. Terrain may inhibit or sometimes enhance movement (8.4). Ground units may be transported by air or sea (see 11.0) and on and off the map (16.0)..

8.1 Distance Moved

A land unit may move a number of areas up to its movement factor. Unused movement is not accumulated and may not be transferred to another unit.

Static Units. A unit with a movement of zero may not move.

8.2 Moving a Force

Multiple units may move together if they start in the same area. Once designated, the force moves together and must stay together. Units may be dropped off (left in an area passed through); dropped off units may not move further in that same Action. Units may not be picked up during a move.

Player Note. Generally, you may move only one force per Action. However, certain Actions allow the movement of more than one force (for example, *Concentrate on HQ and Strategic Redeployment*).

8.3 Movement & Enemy Units

Ground units must stop the instant that they enter a zone containing an enemy ground unit. They can move out of that zone in their next Action. Ground units which enter an area containing enemy air units (on the ground) must cease movement—they may engage in combat (see 10.5).

8.4 Movement & Terrain

Terrain may affect movement into or across them. See the Terrain Effects Chart on the map for details.

Clear. A ground unit moves normally across Clear terrain.

Escarpments. A land unit moving across an escarpment which is crossed by a road moves normally. If moving across an escarpment not crossed by a road, the unit must roll a die to make the move. See the Terrain Effects Chart. If it fails the die roll, it may not cross and ceases movement in the area before the escarpment.

Coast Road. A land unit starting its move in an area traversed by the coast road, and staying on areas traversed by the road, may move up to two additional areas in one Action. That is, it must stay on the Coast Road for the entire movement to gain the bonus.

Railroad. This is treated the same as a Coast Road, except that the Allies may use the *Railroad Move G-4 Action*.

Fortresses. Fortresses count as separate land areas for movement purposes.

Suez Canal. A land unit must cease movement when crossing the Suez Canal. That is, it may expend any number of movement points to get to the adjacent to the Suez Canal, then spend one more movement point and cross, thereby stopping on the other side.

Deep Desert: A land unit must cease movement when entering a Deep Desert area.

Prohibited movement. Some terrain types prohibit land movement into or across them. Also, ground units may not move across all-sea boundaries except by sealift or airlift (11.0).

Design Note. Units, especially heavy units, may cross non-road escarpments owing to the presence of tracks not shown on the map.

9.0 NAVAL MOVEMENT

Naval units must be placed in sea zones; they can never enter land areas. Naval units may stay at sea an unlimited amount of time. Naval movement is similar to land movement except it involves naval movement moving via sea zones. Certain naval units may transport ground units and conduct amphibious landings (11.0).

9.1 Distance Moved

A naval unit may move a number of sea zones up to its movement factor (unless prohibited by one of the other rules in this section). Movement may be made across the sides of zones, or diagonally; for example, a vessel in the Malta Channel could move into the Gulf of Gabes.

9.2 Naval Forces

More than one naval unit may move together if they start in one zone and stay together through the move. Naval units may be dropped off in zones along the way; dropped off units may not move further that Action.

Example: a force of one BB, one CL and one DD moves one sea zone, drops off the BB, then the other two units continue moving.

9.3 Terrain Restrictions

Naval units may not enter land areas nor enemy off-map bases.

Suez Canal. Allied naval units may move via the Suez Canal by paying one movement point, and then continuing the move on the other side of the Canal. The moving unit must have enough movement left to enter both the canal and the sea zone on the other end of the Canal, or the Canal may not be entered in that Action. Also, the Suez Canal may be used only if all areas on both sides are either Allied controlled or contested; Axis control of any area adjacent to the Canal prohibits naval movement via it. Axis naval units may never move via the Suez Canal. Ground units may cross the Suez Canal, but cease their movement on the other side. Air units are not affected.

Strait of Messina. The Strait of Messina is a separate sea zone. Allied naval units must stop when entering it. Roll

one die for each unit. On a 1-2 the unit is eliminated; on a 3-6 it survives. Surviving units may otherwise conduct any amphibious and/or combat Actions. The units may move out normally on an ensuing Action. If the units stay in the Zone, there is no further die roll, but if they move back in, must be checked again.

Design Note. This is due to Axis naval defenses and airpower not otherwise shown in the game.

9.4 Ports

Land areas containing a port symbol provide support to naval units in the adjoining sea zone. The port applies to all sides of the land area having a coastline adjacent to a sea zone. The effects of this rule are described in various Actions.

Player Note. Naval units cannot physically enter port on the game map owing to game ergonomics.

9.5 Movement & Enemy Naval Units

Naval units must cease movement the instant they enter a zone containing any enemy naval units. Units starting in a sea zone with enemy units may move out normally.

9.6 Carrier Aircraft

Carrier aircraft are figured into the strength of the carrier units in the game—they are not separate units. They do not fly separately from the carriers. Carriers can attack units in the same area, in which case they are treated as other surface naval units. They can also attack adjacent areas; see the *Long Range Carrier Airstrike Action*.

10.0 AIR MOVEMENT & BASING

Aircraft units in the game are land-based. They may only operate from land areas and friendly off-map boxes containing airbases. Air units may transport ground units using certain Actions (see 11.0).

10.1 Air Unit Basing

Aircraft must end each turn in a land area containing a friendly airbase. An airbase printed on the map has an unlimited capacity; it may base any number of air units. If the area is contested, each side can base an unlimited number of air units in it. A friendly fortress has an automatic airbase capacity of three air units.

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A static friendly supply unit provides an airbase for three air units (in addition to an area's normal basing capacity); the supply unit can be in any land area, including a fortress. If the supply unit is eliminated, the owning player must eliminate air units in that to bring the area within its airbase capacity. Also, no more than one supply unit per area may perform this function.

10.2 Airbases & Enemy Ground Units

If an Action phase begins or ends with an enemy ground unit in an area with a printed friendly airbase but no friendly ground units, all air units on the airbase are eliminated. Air units are otherwise unaffected by enemy ground units in the same area. (For example, during combat, friendly air units may attack enemy ground units in the same area.)

Air units based on supply units are not eliminated unless those supply units are also eliminated. (But if there are printed airbases with sufficient capacity to hold the air units, then they are transferred to those bases with no additional action as long as other friendly ground units are in the area.)

10.3 Flying a Mission

An air unit begins its mission at its airbase, flies to its target (see 10.4), then returns to its base.

Player Note. *An air unit effectively moves twice in each Action, once out and once back, but this counts as a single Action. In effect, the air unit's "range" is half its total movement.*

10.4 Air Movement & Range

An air unit starts its mission from its base. Multiple air units in the same area may fly the mission together; once the force is created, it must stay together through the entire mission, including the return to base. No units may be dropped off or picked up en route. The units may move a number of areas/zones equal to the lowest movement factor in the force. Air units may move across any and all land areas and sea zones, and (if eligible) into off map boxes; the presence of enemy units in the zone has no effect (but see 26.0). Air units may move diagonally across sea zone boundaries. After the mission is conducted, the air units must return to the base of origin (unless using the re-basing Action), again crossing a number of areas/zones up to the lowest movement factor in the force. They need not travel the same route as long as the range is not exceeded.

Same Area Missions. Air units may conduct missions in their base areas against enemy units in that area—this may be the case when an area is contested.

10.5 Automatic Combat Air Patrol

The instant that friendly air or ground units attack into an area containing enemy air units, those air units automatically are considered to be part of the defending force. They use their combat factors normally. An air unit in this case would not be eliminated by enemy ground units until the end of the Action in which enemy units entered their area.

Player Note. *This means defending air units will have a shot at enemy forces before any potential loss of airbase. But if the enemy ground units are still in the area at the end of the Action, then the friendly air units based in it are eliminated.*

10.6 Enemy Air Units & Interception

Otherwise, air units may fly through areas and zones containing any type of enemy unit without stopping. The optional Interception rule may change this (see 27.0).

11.0 COMBINED ACTIONS

Certain actions allow a player to utilize air, naval and/or ground units in a single Action—these are called "Combined Actions." The player taking the Combined Action designates the units to participate in it, and all chosen units must be eligible to participate. The Action descriptions on the Action chart

detail the execution. This section provides a number of general rules applicable to the naval and air transportation of ground units.

11.1 Ground Unit Transportation

A qualified naval or air unit picks up a ground unit at the start of the Action, transports it, and possibly lands it at the end of the Action. Picking up and dropping off the ground unit is part of the Action—it does not require a separate Action. The ground unit is placed beneath the transport unit counter while being transported. The transported unit may not employ its combat factors, move separately nor conduct any other Action other than being transported. If the transporting unit is attacked, and the transporting unit is eliminated, then the transported unit is also eliminated. A transported unit may not be attacked separately from a transporting unit.

11.2 Transported Ground Units

Ground units being transported may not move during the Action other than to be picked up and/or dropped off.

11.3 Sealift

Ground units may be transported by friendly naval units within transport capacity (see below). They may remain embarked for any length of time; there is no requirement to land them at the end of the Action. Non-transporting naval vessels may accompany the transport vessels as part of the same Action.

Naval Transport Capacity

LS: two units of any types.
TR: one heavy or two light units.
TR(f): one light unit.
BB, BC, CA, CL, DD: one marine or commando/ranger unit.

Embarkation. Ground units may embark from a coastal land area onto eligible vessels in an adjacent sea zone. The presence of friendly ground or naval units in the zone or area does not affect embarkation.

Disembarkation. Units may disembark from the transport unit into any land area adjacent to the transport's final zone of movement unless that area is prohibited to the ground unit or there are enemy naval units in the transport's sea area. If there are enemy ground units in the landing area, the landing can trigger an amphibious assault and the transport vessel is subject to return fire from enemy units with an anti-surface ship factor of one or more. (See the Action explanations for details.)

Shuttling. A unit may also be embarked and disembarked from land areas adjacent to the same sea zone.

Example. An Italian naval transport unit located in the Straits of Messina could transport an Italian ground unit from Southern Italy to Messina in Sicily without the transport itself having to move.

11.4 Port Capacity

Ports have a capacity. This is the number of supply units which can be embarked or debarked from that Port during a single Action. The port capacity is regardless of the state of control of the area. This does not affect the embarkation of debarkation of other land units.

Example. The Allies conduct an Amphibious Assault against Axis controlled Crete. They could land any number of ground

units there, plus a number of supply units up to Crete's port capacity.

11.5 Airlift

Air transport (TR) and heavy glider (G/G) units may transport eligible ground units within capacity (see below). The transporting and transported units must begin the Action in the same area. During transport, place the ground unit under the transport unit. The transporting air unit can fly up to twice its printed range to an airbase. The ground unit must be disembarked at the end of the transportation (unlike naval transport). If there are enemy ground or air units in the area of disembarkation, an Air Assault can take place (see the Action chart). Non-transporting air units may accompany the transport units as part of the same Action.

Air Transport Capacity.

TR: one light unit (only).
German G/G: one heavy or one light unit.

Emplaning. Transporting and transported units must start the Action in a friendly or contested airbase (which can include printed airbases, fortresses or static supply units).

Disemplaning. The disembarkation area must be a friendly or contested airbase (for Airlift) or any eligible ground area (Airborne Actions). If there are enemy ground or air units in the landing area, the landing can trigger mandatory combat and the transport unit is subject to return fire from enemy units with an anti-aircraft factor of one or more. Anti-aircraft fire is applied after any transported ground units have disemplaned.

COMBAT EXAMPLES

Example 1. The Axis player conducts a Launch a Land Based Airstrike against enemy ground and air units in a land area Action by a He-111 bomber and a Me-110 fighter against the Bardia zone. There is a British infantry division and a Hurricane fighter unit in Bardia. The Axis player uses the Me-110 to attack the fighter (using the AA combat factor) and the He-111 to attack the infantry (using the anti-land combat factor). Both British units fire back using their AA factors. Note the Axis player could have used both his air units to attack the fighter or the brigade, or any other combination. Even if the Axis player attacked only one British unit, both could fire back, each at one Axis unit, or both at one Axis.

Example 2. The Allied player launches an Airborne Action. A force of one bomber and one transport aircraft (transporting one airborne unit) move into an area containing one enemy fighter and one infantry division. The airborne landing takes place, followed by combat. Note this means that airborne unit would land prior to the combat, therefore if its transport were shot down it would not be affected (though it would be affected by any combat upon landing).

12.0 COMBAT

Combat generally occurs between opposing units in the same land area or sea zone. It is resolved by rolling dice for each participating unit to score hits on opposing units.

12.1 Mandatory & Voluntary Combats

Most combat is voluntary and occurs only when one player selects the Action needed to initiate it. If no such Action is selected, opposing units can coexist indefinitely within the same land area and/or sea zone. The combats listed below are mandatory; they must be executed as part of the Action creating the situation described. When combat is initiated, all friendly units in the area/zone must attack and all enemy units in the area/zone must defend units cannot be held out of combat.

Mandatory Combats

Amphibious invasion into a small island (see 12.11) or printed fortress (see 12.12).

Amphibious invasion into any area containing a fortification unit.

Airborne or airlift move to an enemy occupied or contested land area.

Any Action requiring combat.

12.2 Combat Combinations

The following are the possible combinations of attacking and defending units in the same combat.

Ground units versus air and/or ground units in the same land area.

Air units versus air and/or ground units in the same land area.

Ground and Air units versus air and/or ground units in the same land area (see also the G-3 Combined Actions: Ground Support Action).

Air units versus air and/or naval units in the same sea zone.

Naval units versus air and/or naval units in the same sea zone.

Air and naval units versus air and/or naval units in the same sea zone.

Naval units versus ground units in an adjacent land area (see 12.8 & 12.13).

Carrier aircraft versus naval units in an adjacent area/zone (see 12.8).

12.3 Combat Procedure

To resolve a combat, carry out the following steps in this order:

- 1) Remove the participating units from the map; place the Battle marker in the area/zone as a reminder. Line up the opposing units in a convenient off-map location.
- 2) Determine whether either side gets First Fire (12.4). If not all firing by all units is simultaneous; for formality's sake, the initiating player may roll firing dice first. Players may use any desired method to note hits on units during the firing process. (Example. By placing markers next to them.)
- 3) Roll dice to fire each unit (see 12.5 - 12.6).
- 4) When all firing is complete, apply any hits scored in the combat (see 12.7.)
- 5) Return any surviving units to the area and remove the Battle marker. Return any aircraft to base. Conduct any other movement required for the specific type of combat, if any.

12.4 First Fire

Certain special rules and Event markers will give First Fire to certain units. Those units execute their fire, and losses are applied, before any other units get to fire. In effect, First Fire constitutes a first round of combat, followed by a second round involving all other participating units.

If units on both sides are eligible for First Fire, roll one die to determine who goes first: odd numbers give Axis units First Fire, even numbers give Allied units First Fire. Firing then occurs in this sequence:

1. Side which won the First Fire die roll attacks with all its First Fire units.
2. Side which lost the First Fire die roll fires with all its First Fire units.
3. All remaining units fire simultaneously

Player Note. A unit with First Fire still fires only once per battle. It is subject to any return fire normally. The advantage is that a First Fire unit may eliminate enemy units before they have a chance to fire back.

12.5 Firing

Each firing unit fires once per combat (see below). Each firing unit may fire at any one enemy unit (but see 12.8). More than one firing unit may be fired at a single target, but all units firing at the target must be announced before the first unit fires; the fire of later-firing units may not be shifted to another target if an earlier firing unit eliminates the target.

Combat Factor Type. Each combat unit has up to four combat factors. It may use only one in a single combat. Each factor may be fired only at the specified target type: anti-ground factor at ground units, anti-aircraft factor at air units, anti-surface factor at naval units other than submarines, and anti-submarine factor at submarines.

Player Note. Any type of unit can fire at any other type of unit. For example, a ground unit with an AA factor of "1" or more could fire at an air unit in the same area.

12.6 Firing Strength

The printed combat factor is used to determine whether the firing unit hits its target (see 12.7). Certain events and Actions may cause a unit's various combat strengths to be raised or lowered. If more than one such modification applies, use the cumulative total/difference. However, a printed combat strength of "1" or more cannot be reduced to zero; the unit always fires with a minimum strength of one.

Special Combat Strengths

Zero Factors. A printed combat strength of "0" may not be increased; it always remains zero. In effect the unit cannot fire at that type of target.

"Boxed" Ground Units Combat Factors.

A ground unit with a box combat factor is a support unit (for example, HQ units). Its ground combat strength is used only if there are friendly ground units in the same combat with a combat strength of "1" or more, and that strength is not boxed.

Heavy Bomber (HB) units use their full anti-ground strength only when attacking enemy ports, depots and airbases that are printed on the map. When attacking enemy ground units, HBs use an anti-ground combat strength of "1". Their anti-ground combat strength is circled as a reminder.

Design Note. The combat values of the target unit do not affect firing (there are

no combat odds). The anti-surface ship factor of an aircraft carrier represents its torpedo and dive bombers.

12.7 Hits

One die is rolled for each firing unit. Compare the die result to the firing unit's applicable combat factor (as modified; see 12.6). If the result is less than or equal to the combat factor, the firing unit scores a hit against the target. A two-step target is reduced to its one-step side. A one-step unit, or a reduced two-step unit, is eliminated and removed to the owning player's refit box.

Example. a unit with an anti-air strength of "2" would eliminate one enemy air unit on a die roll of "1-2."

12.8 Ranged Combat

Naval units may bombard enemy ground targets in a land area adjacent to the naval units' sea zone. Carriers may launch an airstrike against enemy naval units in an adjacent sea zone. In both cases, all attacking units must be in one sea zone, and all target units must be in one area or zone. These are explained in details on the Actions chart.

12.9 Defending Aircraft

Air units based in an area being attacked must take part in the defense of the area.. If the combat results in the defending player losing control of the area, any air units which had been based in that area are eliminated. Air units which were based in other areas fly back to that base.

12.10 Protected Naval Targets

Naval carriers (CV), landing ships (LS), and transports (TR, TR(f)) may not be attacked by enemy naval surface or submarine units until every other non-protected ship in the same zone is being attacked by at least one enemy unit. Enemy air units and aircraft carriers are not bound by this restriction; they are free to attack any naval units desired.

Example. The attacker has two CA and one CV attacking a force of three enemy DD and one TR. The CA would have to attack the DD while the CV could attack the TR (or a DD). If the attacker had four CA, then he could commit three of them to attacking the DDs, and the fourth CA attack the TR.

12.11 Invading Small Islands

When a friendly ground force moves into a small island (via amphibious or airborne

assault) containing enemy ground units and/or aircraft it must attack. If it fails to eliminate all enemy units defending the islands, the attacking ground units are eliminated.

12.12 Attacking Fortress Areas

All ground units attacking into fortresses have their ground combat strengths reduced by one to a minimum of one. If any ground units defending in the fortress survive the combat, the attackers are affected as follows:

Ground units attacking from an adjacent land area must retreat back into that area. Move them back to the area from which they attacked. The area must be friendly controlled or contested; if not, the retreating units are eliminated instead. (They may not retreat to other adjacent areas.)

Ground units attacking from the sea (amphibious) or air (airborne assault) are eliminated.

Attacking air units in these cases which survive the combat return to base.

Player Note. Remember, you can stack one additional unit in a small island or fortress area if it is a HQ, so this is a way to enhance the defense or assault against those spaces.

12.13 Coastal Defense

Ground units with an anti-surface ship combat factor may fire at any ships (including those protected pursuant to 12.10) in an adjacent sea zone if the ships are bombarding the ground unit's area (see 12.8), or if the ships are conducting or supporting an amphibious landing into the ground unit's area (targets can include transports and any other naval units which moved with them). Otherwise, ground units with an anti-naval factor may not attack enemy naval units in sea zones.

Timing. The fire takes place after any movement, and disembarkation is part of movement. Note, though, that the defending units could choose to fire their anti-ground combat factors at the landing units.

Ground units being disembarked for amphibious landings are unaffected by the fire; even if their transport is eliminated, the units land normally.

Ground units cannot fire at enemy submarines, since no ground unit has an anti-submarine factor.

13.0 SUPPLY UNITS

Supply units represent concentrations of supplies and transport vehicles, and a focus of attention for the player's logistical infrastructure. Each supply unit has two sides: the front represents it in its mobile state, and the reverse in its static state. Mobile supply units can move; static supply units cannot move but have an anti-aircraft factor.

13.1 Supply Unit Pool

Each player places all supply units not part of the initial setup for a scenario in the Supply Units Available Box on the map. Supply units eliminated for any reason (combat, capture, expenditure) are returned to the available supply unit box. They do not require refit (14.0).

Player Note. The number of supply units on each side is limited to those provided in the counter mix; players may not create additional units even if the new units to be received in a turn would require it. This represents historical limitations on logistical support.

13.2 Supply Unit Generation

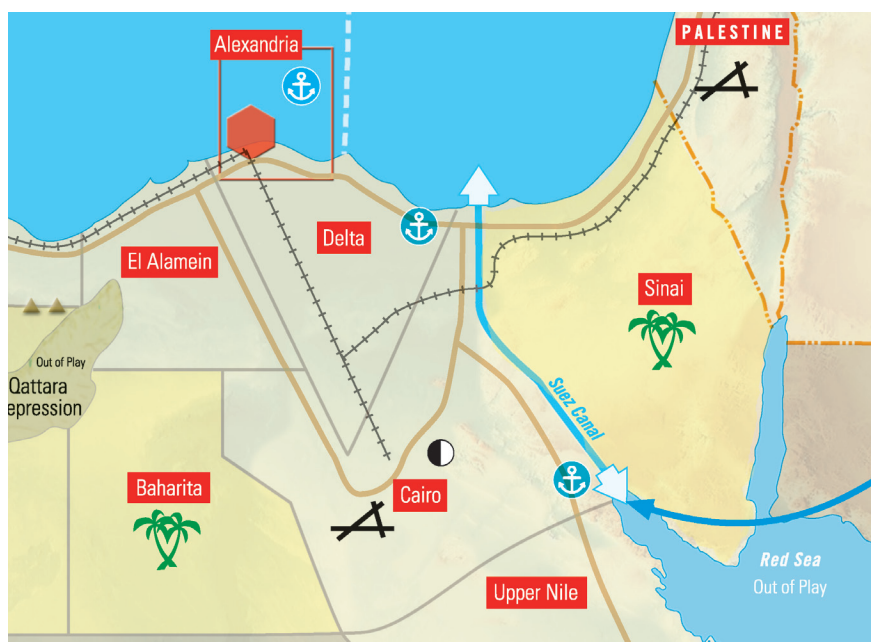
During a player's Supply Reinforcement Phase, the player rolls one die and consults the Supply Reinforcement Table for his side to determine the number of new supply units drawn from the pool that turn. The following game situations and events may affect the number of supply units received.

Mosul. If the Allies control Mosul, then they receive one additional Supply unit per Supply Reinforcement phase. This supply unit must be placed in the Middle East Command off-map base.

Operation Torch. The Axis will use a different line on the table depending upon whether or not the Torch marker has been picked. Once picked, the improved line is used for the rest of the game.

Pacific War. The Allies will use a different line on the table depending upon whether or not the Pacific War marker has been picked. Once picked, the improved line is used for the rest of the game.

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Design Note. The Axis does not receive an additional supply unit for controlling Mosul since it would not have been technically possible to ship petroleum back to Europe within the framework of the game. The Allies receive more supply for the Pacific War as the USA now becomes an active belligerent. The Axis receives more supply when Operation Torch is launched because of increased attention on the Mediterranean from the German high command.

13.3 Supply Unit Placement

Newly received Axis supply units must be placed in in any area of the Italian mainland, and on Greek mainland areas starting in May 1941. One newly received Allied supply unit may be placed in Cairo if that area is Allied-controlled or contested. All other newly received Allied supply units must be placed in either the Great Britain or the Middle East Command box.

13.4 Supply Unit Operations

Once on the map, supply units function as other ground units. They are subject to enemy fire in the same manner as other ground units (but see 13.8). Stacking supply units is limited in fortresses and small islands (see 7.2). Supply units may be moved by sealift and airlift.

13.5 Supply Unit Status

Supply units have two sides: mobile (front) and static (reverse). They may be flipped back and forth using G-4 Actions.

13.6 Supply Unit Action Generation

A player may expend a supply unit to generate one of the Actions below. This Action is in addition to the automatic one Action per turn, plus any Actions generated by Event markers. Supply unit generated actions come after the automatic one action has been executed; it may be before or after any Event generated Actions. A player may generate any number of additional Actions in any areas containing supply units as long as he has supply units remaining.

Expending Supply Units. The expended supply unit is removed from the map and returned to the supply unit box. A player may expend supply units in land areas; supply units being transported may not be expended.

Generated Actions:

Any G-3 Action by air or ground units (to include combined Airborne or Airlift Actions) in the same land area as the supply unit was expended.

Any G-3 Action by naval units in a sea zone adjacent to a land area with a port if the supply unit was expended in that port area. If there are ground units in the same land area as the supply unit, they could take part in a combined Amphibious or Sealift Action with the naval units.

Certain G-4 Recovery Actions in the ground area where the supply unit was expended (see the Actions chart for details).

13.7 Static Supply Unit Functions

In addition to generating additional Actions (see 13.6), static supply units may be used for any or all of the game functions listed below:

As an airbase with a capacity of three air units; the unit is not expended when used for this purpose.

As the point to deploy Refit air or ground units per Refit Action (14.2). Each static supply unit can be the point of placement for one refit unit. The supply unit is not expended when used for this purpose.

To enable a Refit attempt for all reduced two-step units in the are through a Refit Action (14.3). The supply unit is not expended when used for this purpose.

13.8 Transport

Mobile supply units can be air and naval transported (as light units). Static units may not.

13.9 Supply Unit Capture

If at any time a supply unit is in a land area with an enemy ground combat unit and no friendly ground combat unit, roll one die (one die per unit if more than one). On a 1-3 the supply unit is captured, on a 4-6 it is eliminated. Replace a captured supply unit with a friendly one (and in the same mode). If the capturing player has no more supply units, or does not desire to take advantage of the capture, the supply unit can be eliminated.

14.0 REFIT

The Refit Actions allow a player to attempt to return eliminated units to play, or to flip reduced units to full strength. Each refit Action enables the player to make (1) a refit attempt for each eliminated unit of one type and one nationality, or (2) for all reduced units in one area.

Player Note. Case (2) applies only to ground units since they are the only ones in the game which can be reduced.

14.1 Refit Procedure

Designate the unit type to be refit; this can be any one type of unit for any one nationality or all reduced land units of one nationality in one

area. Roll one die for each unit to be refit and consult the refit table. The table gives the die roll range for each of the following outcomes:

Refit: place the unit on the map per the reinforcement placement rule (15.1).

Damaged: place the unit in the Reinforcement Pool (see 15.1).

Destroyed: remove the unit from play permanently; no further refit attempts may be made for it.

Example. The Axis player in one Action could attempt to Refit all Italian air units in the Refit box, or all reduced German units in Cyrenica West.

Design Note. Certain units have a better refit die roll range in 1942 and 1943, representing improvements in organization and training.

14.2 Refit Placement

Completely eliminated units which were Refit are placed on the map at one of the following locations using the same procedure as Reinforcement placement (see 15.0).

One unit per Refit Action may be placed on each static supply unit base (13.7) and friendly controlled depot area (printed on the map). If there is more than one supply unit/printed depot in an area, then a player can place one unit on each.

Cairo can be used by whichever side controls it to place Refit units per (2) above. All other depots can be used only by the originally controlling player. (Example. Refit Allied units could not be placed in Tripoli.)

Player Note. this is owing to the logistical infrastructure in the Cairo area, as well as the political boost for any Axis conquest of Egypt.

14.3 On-Map Refit of Reduced Units

Reduced two-step units may be restored to full strength using the Refit Action. The Action may be carried out in a land area with a friendly static supply unit or printed depot. Make a refit check for each eligible unit in the area. A result of Refit or Damage flips them to their full strength side. A result of Destroyed has no effect (the unit is not flipped, but it is not eliminated either). One static supply unit or printed depot can attempt a Refit attempt for all friendly reduced units of one nationality in the area.

Player Note. “Nationality” as used here means German or Italian for the Axis, British Commonwealth and USA for the Allies. Vichy French units cannot Refit.

15.0 REINFORCEMENTS

Units arriving into play after a scenario begins are called reinforcements.

15.1 Reinforcement Pool

At the start of each scenario, each player places all reinforcement units designated for that year into the Reinforcement Pool for his side. (There will be two reinforcement pools, one Axis and one Allied.)

Depending on the scenario, additional units may be added to the pool later in the game. Units which were eliminated and then returned to play as damaged also are added to the pool. When called for by an Action, the player picks at random from the pool the number of units called for and places them on the map as described below. Two-step units enter at full strength unless dictated otherwise by scenario instructions.

German & Italian Reinforcement Placement

Air & Ground Units. In Italian mainland areas at any time; on the Greek mainland starting in May 1941. (Remember, supply units are treated as ground units.)

Naval Units. In any sea zone adjacent to the Italian or Greek mainland that also contain a port.

British Reinforcement Placement

In either the Great Britain or the Middle East Command box.

US Reinforcement Placement

In the Great Britain box.

Fortification Units. These can be placed in any friendly controlled area (including fortress areas) which contains a Port. Once placed, a fortification cannot be moved on the map.

15.2 Year Groups

Units with a year printed on them are held aside and then placed in the player's Reinforcement Pool on the first turn of that year.

Example: all “1942” units are placed in the Reinforcement Pool in January 1942.

15.3 Special Reinforcements

Certain reinforcements are designated as “Special.” These are placed only if certain conditions are triggered. Place them in the Special Reinforcements box until deployed. When they come into play, place them on the map (not the pool).

Player Note. Allied special reinforcements include Operation Torch units. Axis special reinforcements include Operation Mercury, Operation Herkules and Operation Felix forces. The Axis also has a reinforcement group which appears in reaction to the Allied Operation Torch. Also, both sides have Optional units which may come into play if using the Optional rules.

16.0 MAJOR BASES

Major Bases are printed on the map. They are permanent features.

16.1 Major Base Type & Function

There are three types of major bases. Each has the functions described below.

Airbases allow an unlimited number of air units to be based in the area by a player if controlled or contested. (That is, both players can make use of an area's airbase complexes as long as they maintain at least one ground unit in that area.) (See 10.0 for details.)

Ports allow ground units in that area to embark from and debark onto naval units in adjacent sea zones. The number of units allowed to do this in one Action is limited by the port capacity, shown on the Terrain Effects Chart. Ports also allow the basing of naval units in adjacent sea zones, and can facilitate certain naval Actions. (See 9.0 and 11.0 for details.)

Depots are used as locations to place units which have been returned to play via Refit actions. There is no limit to the number of units which can be refit on them (within the Refit rules, 14.0). They do not otherwise function as supply units.

16.2 Base Control

Control of major bases is established at the beginning of each scenario (via who controls the area). Control changes per rule 6.0. A

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contested airbase or port area may be used by either player. Depots may be used for Refit only if controlled by the player who controlled them at the start of the 1941 scenario (with the special case of Cairo (see 14.2).

Player Note. *Fortress and small island areas will not be contested because the combat rule will result in one player or the other having complete control at the end of an Action.*

16.3 Base Disruption & Recovery

A major base can become disrupted as a result of enemy air or naval bombardment. If that occurs, place a disrupted marker on the base. One disruption affects all bases in the area (see 16.4). The marker remains until the base recovers through execution of the G-4 Base Recovery Action. A disrupted base which receives another disruption is not further effected.

16.4 Effects of Disruption

A disrupted base has the following limitations.

Reinforcements may not be placed at the base.

Refits may not take place at the base (they can if a static supply unit is there).

Port capacity is reduced to "one".

Based air units remain in place. The only Action they can take is Air Re-Basing. Air units may not re-base into a disrupted base. Air units on a disrupted base defend normally, and return fire against stacking enemy units.

17.0 OFF-MAP BASES

17.1 Off-Map Areas

Each player has off-map bases. These are treated as modified land areas and/or sea zones. The player always controls his base areas.

Axis Land Areas. North and South Italy (all turns), Greece (starting May 1941). These are treated as land areas.

Allied Combined Areas/Zones. Great Britain, North Atlantic, African Transit, and British Middle East Command. These are treated as combined land areas and sea zones and may be occupied by ground, naval, and air units.

17.2 Off-Map Base Capacity

An unlimited number of ground, air and naval (where applicable) units can occupy an off-map base. Units can stay in boxes indefinitely. Off-map bases may have major bases as printed on them. Units may conduct any kind of Action they would normally be able to conduct in an area or zone.

17.3 Off-Map Base Combat

Enemy units may not enter or attack into them.

17.4 Moving to and from Bases

Allies Box to Box. The Great Britain, Atlantic, Africa Transit, and Middle East boxes are connected. The Allied player can move units via air and naval movement, including transporting ground units. ground units may disembark/embark in all of these areas. It requires all of a naval or air unit's movement to move from one of these boxes to the next one, or from a box to an on-map area/zone (in other words, a unit moves one box per Action, but see the Allied Off-Map Base Move Action for enhanced movement).

Allies Box to/from Map. Units can move between the Atlantic box and the areas/zones connected to it on the west end of the map, or between the Middle East Command box and the areas/zones connected to it on the east end of the map. Moving on or off the map counts as moving one area or zone on the map, but units leaving the map must stop in the first box entered.

Axis. The Axis bases are printed on the map; they are treated as off-map because the Allies may not enter them. Treat them as regular land areas for the purpose of moving units to and from.

17.5 Air Units in Bases

Allied air units in off-map bases may re-base onto the map. But they cannot conduct any other operation (such as attacking Axis ground units). Axis air units in Italy and Greece may conduct missions normally onto the map and land back in Italy/Greece. Allied units may not attack into these areas.

18.0 FOG OF WAR

18.1 Concealing Units

A player may place one-step units face down to conceal their strength. Stacks may be

arranged in any way necessary to conceal their components. Players may not examine the contents of enemy stacks (even in the same area/zone), pools, or boxes unless one of the following conditions apply:

At the instant of combat, all units involved in the combat are revealed.

A G-2 Action is executed allowing the examination.

An event occurs allowing the examination.

A player voluntarily reveals his own units.

Player Note. *Enemy units in the same area or zone do not reveal one another unless one of the above events occurs.*

18.2 Attacking Thin Air

This rule may result in an impossible combat situations: for example, aircraft with no anti-submarine factor attacking heretofore hidden submarines. The combat does not take place, but the Action is expended and the enemy units are revealed.

18.3 Refit Outcomes

Players may conceal from one-another the outcome of refit rolls and the placing of units back in the Reinforcement Pool.

Player Note. *Rule 18.3 requires a high level of trust between players and may be dispensed with.*

19.0 SPECIAL UNITS

The following units have special functions or capabilities in addition to operating like other units of their type.

19.1 Airborne Infantry

These are treated as infantry except they may utilize various airborne Actions.

19.2 Airlanding Infantry

These are treated as infantry except they may utilize various airlanding Actions.

19.3 Mountain Infantry

These are otherwise treated as infantry units, except that they can cross an escarpment on a die roll of "1-5". German mountain units are also treated as Airlanding (see 19.2).

19.4 Marines

Marine units can be transported by any BB, BC, CA, CL or DD. They may be embarked or disembarked on any type of coast area, regardless of the presence of a port. They also maybe transported normally by amphibious units (and have the option of embarking or disembarking from non-port coastal areas).

19.5 Rangers/Commandos

These are treated as both Mountain and Marine units.

19.6 German Tigers

The German 501 Panzer Battalion is equipped with Tiger tanks. This unit has First Fire (12.5).

19.7 Assault Engineers

Assault engineers taking part in an attack against a defending force containing any fortification units get First Fire (12.5). This first fire can be applied only against enemy fortification units. Otherwise, they take part in combat normally. Also, if they are attacking an enemy force defending in a printed fortress area, they automatically get first fire (against any enemy unit in that area).

19.8 Allied Airborne Divisions

When these enter play as reinforcement, they are deployed at reduced strength; a refit Action must be used to bring them to full strength.

Historical Note. *This rule reflects both the need to train these units for specific operations, as well as their initial deployment as single regiments or brigades.*

19.9 Corps and Army Headquarters (HQ)

HQ are treated as heavy ground units (see also 12.6). One HQ may be added to a stack on a small island or fortress or deep desert in excess of normal stacking limits. Headquarters also enable the *Concentrate on HQ* Action.

19.10 Ground Attack aircraft.

"GA" class air units can make a combined Ground Support attack in conjunction with ground units. This is explained under the Actions.

19.11 Seaplanes

Seaplane (SP) units may be based on sea zones adjacent to a friendly or contested airbase or port on land (and count against its capacity).

19.12 Transport Seaplanes

TR-SP units may base, take off and land only from sea zones and off map bases. They

may embark and disembark transported units and air supply markers on adjacent coastal areas. They count against the airbasing capacity of one adjacent area.

19.13 German HS-129

This unit has two sides. The front (weaker anti-ground strength) is used when the unit is stacking targets in North Africa and the Middle East. The reverse is used elsewhere. Flip the unit depending on the current location (this does not require an Action).

Historical Note. *The HS-129 was ill-suited to desert conditions, though it performed better elsewhere.*

20.0 SPECIAL FORCES

The Special Forces counters are markers rather than ground combat units. (Note they have no combat factors.) Available Special Forces markers are held in the Special Forces box on the map. Three are used by choosing the G-2 *Special Forces Operations* Action.

Note: *Combat units with the commando symbol (such as US Army Rangers) are not considered "special forces" for the purpose of this rule.*

20.1 Special Forces Missions

The three types of special forces missions are listed below. You can commit any number of available special forces markers to a single Action. For each special forces unit committed, roll one die on the Special Operations Table. Any one success means the entire operation has succeeded. Once committed to an Action, a Special Forces marker may not be withdrawn until all die rolls have been made.

Sabotage Against Land Targets may destroy enemy supply or air units in one land area. (This may not be conducted against printed bases.)

Subversion Against Enemy Control may change the control status of one enemy controlled land area not occupied enemy ground units.

Naval Special Operations targets an enemy naval force. Only the Italian Naval Special Forces can do this.

20.2 initiating the Action

When initiating a *Special Forces* Action, designate any one area (or sea zone for

Naval Special Operations) and the mission to be executed. Only on-map areas/zones may be targeted. The enemy must reveal which units are in that area or zone. If a mission can be conducted against it, then roll on the table. Otherwise, the Action ends with no effect (obviously, you will still be able to take advantage of any intelligence gained by revealing enemy units.)

20.3 Special Forces Reinforcements

Special Forces markers which have a year group are placed in the Reinforcement Pool for that year.

21.0 NEUTRALS

21.1 Vichy French Forces

The Vichy territories in Africa (Morocco, Algeria, Tunisia) and the Middle East (Syria) are neutral at the beginning of certain scenarios. Neither player controls neutral Vichy French units and neither player's forces may enter those territories. They come into play through the Syrian Intervention Event (Allied #23) and Operation Torch (see 3.6).

Vichy Territories. When a Vichy French territory comes into play, both sides may enter its areas. Any major bases in them start as Axis controlled. Sea zones adjacent to Vichy territories are not neutral.

Vichy Units. Vichy units which enter player are initially Axis controlled. Vichy ground units attacked by American ground units are eliminated automatically (at the end of the combat) but do fire back. When attacked by other Allied units, the combat is conducted normally and the Vichy units remain on the map if they survive. Vichy units may never refit; once removed from the map, they are out of the game.

Design Note. *Vichy air and naval units are not included given the game scale and assorted logistical issues. Where applicable, they are factored into the combat strengths of the Vichy ground units.*

Player Note. *Since the Vichy Syrian and Iraq Rebellion events occur at the start of the Allied turn, this will give the Allied player the rest of the turn to deal with them before those forces can actively support the Axis.*

21.2 Free French Forces

Operation Torch may cause Free French units to become Allied controlled (see 3.6). Free French

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units are treated as a separate nationality on the Allied side. However, they may not refit if eliminated. Make a note of these units.

21.3 Iraqi Forces

Iraq begins the game under Allied control. However, Iraqi units may not be moved and cannot attack or be attacked; both players ignore them for all purposes. If the Iraq Rebellion event (Allied #6) occurs, Iraqi units become Axis controlled, at which point treat them as other Axis units. When the event occurs, determine control of Iraqi areas per 6.0.

Axis Invasion. If Axis units enter Iraq before the Iraq Rebellion event has occurred, roll one die. On a result of 1-4 the Axis gains control of Iraqi units; on a 5-6 the Allies gain control. Remove the *Iraqi Rebellion* event from the Allied event pool.

Iraqi Units. Once in play, Iraqi units are friendly to the side which controls them. They may never Refit.

OPTIONAL RULES

Rules 22.0 through 31.0 are optional; players may use some, none, or all as they deem appropriate.

22.0 ADVANCED COMMAND

This rules presents some of the difficulties inherent in multinational alliances.

Player Note. “Allied” as used in this rule means units on the same side.

22.1 Multinational Cooperation

Friendly units of different nationalities may not conduct G-3 Actions unless specified in 22.2 through 22.6. They may act together in all other ways: G-1, G-2 and G-4 Actions, stacking in an area, using friendly supply units, ports, airfields, and bases. They also defend together normally.

22.2 Transport

Any allied air or sea transport unit may transport any eligible allied unit regardless of nationality.

22.3 Allied Joint Operations

Any event stating “This can involve all Allied units” allows British and US units to conduct Actions together. The Allied Alexander Event marker (#1) allows all Allied units to conduct Actions together.

Example. British and US units could in this case conduct a Ground Move & Attack Action together.

22.4 Axis Joint Operations

Any event stating “This can involve all Axis units” or “This can involve German and Italian units” allows German and Italian units (only) to conduct operations together. The Axis Kesselring event (#7) allows all Axis units to conduct Actions together.

22.5 German HQS

German and Italian units may participate in a G-3 Action together if one of the units is a German headquarters. This applies to Actions involving ground, air or combined ground-air units (but not naval).

Example. if the Axis takes the Concentrate on a HQ Action, he could move both German and Italian ground units to an area with a German HQ.

22.6 Vichy and Iraqi Units

Vichy French and Iraqi units may never combine in Actions with other friendly units per this rule. This is regardless of Event markers, or the Axis HQs rule. Also, Vichy French units which join the Allies may not combined with other Allied units in the same Action, regardless of Event markers.

23.0 ADVANCED ACTIONS

Several Actions in the G-3 and G-4 sections of the Actions chart are indicated as optional. Unless necessitated by the use of another optional rule, players are free to adopt or discard each Action. See also 26.0.

24.0 OPTIONAL STRATEGIES

24.1 Hitler Turns South

The Axis player may choose this option only at the beginning of the Scenario I (1941) campaign game. When using this option:

The German 5th Panzer Division is received on May 1941 in Greece as part of the Mercury reinforcements.

All Mercury units remain in play (instead of being withdrawn at the end of May 1941).

The Axis uses the “Torch” column on the Supply Table starting with May 1941. (Other Torch rules are not affected.)

Additional Victory Conditions. The Axis player must win a Sudden Death Victory by the end of the game (see 3.2). Any other result is an Allied victory. If the Hitler Turns South option is chosen and the Axis also plays the Operation Felix event, the Axis must win by the end of the year in which Felix is executed.

Historical Note. *The diversion of German forces and logistics to North Africa would have been detrimental to the campaign against the USSR*

24.2 Malta

The Allied player may choose at the beginning of a scenario to enhance his Malta based operations. Each turn the Allied player controls Malta, the Allies receive one additional Action. This must be used to launch one G-3 Air or G-3 Naval Action using air or naval units based on Malta. If the Allied player chooses to launch this additional Action, he must expend one supply unit (either state) in the Middle East Command box; this decision is made on a turn by turn basis. The Allies may not perform this additional action if:

- 1) the Allies have no naval or air units on Malta, or
- 2) if the Axis controls or contests Malta, or
- 3) if the Axis controls Alexandria and/or Gibraltar.

The Axis player does not receive an additional Action for controlling Malta.

Historical Note. *Malta was the base for considerable Allied air and naval operations against Axis traffic in the Mediterranean. The expenditure of the supply unit in the Middle East command represents the additional command attention and logistical support for the island fortress. The advantage to the Allies for this rule is that they do not have to move the supply unit to Malta to initiate the extra action.*

25.0 OPTIONAL FORCES

Players can use these forces to explore historical alternatives.

25.1 Italian CV-1 Aquila

Historically, this carrier was undergoing final outfitting at the Italian armistice in

September 1943. In Scenarios 1 and 3 (1941 and 1942 start campaign games), the Axis player can announce the building of the the Aquila. To do so, at the start of the scenario remove permanently the 1942 Italian reinforcement BB unit and then add the *Aquila* to the Axis 1943 reinforcement group.

25.2 31st Indian Armored Division

This unit was formed but never committed to combat. The Allies can add the 31st Armored Division to the Reinforcement Pool at the start of any Allied turn in which any Axis ground units occupy Alexandria or Cairo, or in which the Axis initiates Hitler Turns South (24.1).

25.3 British BB-5 & CLAA-5

The Allies receive the British BB-5 and CLAA-5 units at the start of any Allied turn there are any Axis ground units occupying Gibraltar, Malta or Alexandria. The Allied player places these two units together in either the Britain or Atlantic box.

Historical Note. *If the Axis seized a major Allied naval base, the Royal Navy would have reinforced the Mediterranean.*

25.4 US CV-7 Wasp

The Allied player adds the US CV-7 and US DD-4 to his 1942 reinforcement group. However, the Allies must withdraw one British CV and one British DD at the start of 1942. Alternatively, the Allies can add the *Wasp* and DD-4 to their Reinforcement Pool on any turn in 1942 or 1943 without withdrawing the British units if the Axis has initiated Operation Felix or Hitler Turns South.

Historical Note. *The US Navy's Wasp was briefly involved in the Mediterranean to ferry fighters to Malta. This option assumes a more permanent commitment.*

25.5 Operation Lila

This assumes the Axis operation to seize Vichy French warships at Toulon succeeded. At the end of the turn that Torch event goes into effect, roll one die each for the Italian BB-Fr and CL-Fr naval units. On an even roll, the Axis has seized that unit: place the counter in the Axis Reinforcement Pool. On an even roll, the unit was scuttled by its crew and is permanently out of play. If the Axis picks one of these units as a reinforcement, deploy it as an Italian naval reinforcement. However, the Axis player must expend one supply unit (static or mobile) located in Italy to do this. If the Axis

player does not do so, then return the unit to the Reinforcement Pool at the end of the draw.

Historical note: *the Germans turned over several French warships they seized to the Italians, who were refitting them when the war ended. The supply unit expenditure represents the shipyards and fuel required to get the ships into action.*

25.6 Sahara Forces

The Italian *Saharan* and Allied *LeClerc* units are initially placed in the Special Reinforcement box. The instant Operation Torch is played (3.6), the Axis places the Italian unit in any deep desert area south of Tripoli or Sirte. The Allies then place LeClerc unit in any of those areas. The placement areas can contain enemy units. Once on the map, these units perform normally.

Historical Note. *The French and Italians engaged in some low level operations south of the map. These forces came into play during the Tunisian campaign.*

25.7 Operation Felix

Operation Felix units are explained under the event.

26.0 FIGHTER INTERCEPTION

Interception is an optional Action (23.0). This section describes the rules needed to put it into effect.

26.1 Procedure

Conducting the Action allows a player to put any or all fighter units on the map into interception mode. Mark any fighters with an Interception marker. If using the optional command rule (22.0), only fighters of one nationality may be marked per Action.

26.2 Restrictions

Fighters in interception mode may not undertake other Actions in the same turn unless they forgo interception to engage an enemy air attack against their area normally. Their anti-land, anti-submarine and anti-surface naval strengths (if any) are reduced to "0" (zero). Each intercepting fighter may conduct only one interception per turn (26.3).

26.3 Conducting an Interception

Whenever a force of enemy air units (intruders) moves into or adjacent to an area containing friendly fighters in Interception mode, the non-acting player may (but is not required to) declare an interception. Temporarily halt play

to resolve the interception. The intercepting fighters attack the intruding enemy aircraft. Resolve air to air combat, with the intercepting force as the attacker. Only the intercepting air units may attack, and only the moving air units may be attacked. Upon resolution of the interception, surviving intercepting units return to base and surviving intruding air units move to complete their missions. The actual interception does not count as an Action; expending the Action to put the fighters in interception mode enables the combat.

27.0 GROUND RETREATS

Ground units can convert hits to retreat results under certain conditions.

27.1 Procedure

When a defending ground unit receives a hit result from an enemy ground unit, the player can choose to retreat it one land area rather than take the loss. The player can choose to not retreat the unit and instead take losses normally. A unit which retreats still fires normally. The decision to retreat is made after all hits are inflicted.

27.2 Direction of Retreat

Move the unit into an adjacent land area. That area must be friendly-controlled (not contested or enemy-controlled).

27.3 Restrictions

A unit may choose to retreat only if its movement factor equals or exceeds that of all enemy ground units firing at it. A unit can convert a maximum of one hit to a retreat. If a unit takes more than one hit, it must take excess hits as losses. Hits inflicted by enemy air or naval units cannot be converted into retreats. Units cannot retreat into sea zones, via air or naval transport, or across forbidden terrain.

28.0 ENTRENCHING

Ground units may Entrench as a G-4 Action; see the Action chart for details.

28.1 Procedure

To conduct the Action, there must be a ground unit in an area. Place an Entrenched marker in that area. It only takes one ground unit to entrench a land area. All friendly ground units benefit from the entrenchment marker as long as it is in play. Both sides may entrench in the same area (but cannot use enemy entrenchments).

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28.2 Entrenchment Effects

When enemy units of any type (ground, naval, air) attack ground units in a zone containing an Entrenched marker, reduce their combat strength by "1," but never to a final strength of less than one. Entrenched units fire normally. Only friendly ground units benefit from the Entrenched marker. Entrenchment markers may not be captured and used by the enemy.

Exception. Entrenchments do not reduce the die roll for air and naval bombardments against printed bases.

28.3 Entrenching in Fortresses

An entrenchment in a fortress area reduces the attacker's combat strength by "2", but never to less than "1."

28.4 Assault Engineers

Assault engineer units attacking an entrenched defending force get First Fire.

28.5 Duration

The entrenchment marker remains in place until all friendly ground units in the zone leave or are eliminated in combat. The unit which originally built the entrenchment does not have to remain in the same area to maintain it.

29.0 SHOCK EFFECT

Shock effect represents psychological and political effects on the combatants. When one of the triggering events occurs, the player initiating the action rolls one die and consults the Shock Table (at the completion of the action). Implement the result immediately.

Shock Triggers

Major Ground Victory: the loss of four or more friendly units in a combat involving at least one enemy ground unit.

Major Air Victory: the loss of four or more friendly air units in a combat involving at least one enemy air unit.

Major Naval Victory: the loss of three or more friendly naval units to an attack involving at least one enemy naval or air unit. An eliminated CV, BB or BC counts as two units. (A CVE counts as one unit.)

Loss of Major Objective: the first time a player gains control of one of the following from the other player:

Axis Player: Gibraltar, Malta, Crete, Tobruk, Alexandria, Baghdad.

Allied Player: Tripoli, Tunisia, Messina.

Player Note. *Players should note which major objectives have been seized so they are not checked more than once.*

30.0 CARRIER DEPLETION

30.1 Procedure

Each time that an aircraft carrier unit conducts any kind of attack or defense in which it uses any of its combat strengths, and there are enemy air or carrier units involved in the combat, roll one die for depletion of the carrier after the combat is resolved. On a die roll of "5-6," flip the carrier to its reverse (depleted) side. This is not necessary if the carrier has been eliminated.

30.2 Effects

A depleted carrier has all its combat factors reduced to the numbers shown on the reverse of the counter, and may not conduct the *Long Range Carrier Strike* Action. Another depletion has no further effect.

30.3 Recovery from Depletion

A carrier remains depleted until it has performed a *Remove Carrier Depletion* Action. After the Action, flip the carrier face up.

30.4 Eliminated Carriers

If a carrier is eliminated in a combat, then is restored to play via refit, it returns with its full combat values.

Historical Note. *Carrier air squadrons tended to take heavy losses even if the carrier itself was undamaged.*

31.0 AIR UNIT RECOVERY

Air units tended to have a high rate of non-combat "down" time. This rule will limit the utility of air units during turns where a player executes multiple actions.

31.1 Out of Action Check

When the air unit completes a Mission (by landing on an airbase, roll one die. On a "5-6" flip it to its reverse side; it may not fly again in that turn. On a "1-4" it remains face up and can conduct operations normally.

31.2 Effects

While a unit is face down, an air unit also has its combat factors reduced to zero. It may not attack even if other friendly units in the area are conducting combat.

31.3 Recovery

Add an air unit recovery phase at the end of each player turn (after completion of all action phases). During this phase, all air units on their reverse side are automatically flipped back to their front side and can operate normally (this does not require any separate Action or supply unit expenditure).

SCENARIOS

SCENARIO I WAR FOR THE MEDITERRANEAN

This is the full campaign game covering the fighting in the Mediterranean from March 1941 through August 1943. Use the 1941 set up (see below).

Allied Victory

The Allies control at the end of the scenario:

- 1) Gibraltar, Cairo, Mosul and Basra, plus:
- 2) all ports in North Africa; plus
- 3) all ports in either Sicily or in Sardinia.

Axis Victory

The Axis controls at the end of the scenario:

- 1) all Ports in both Sicily and Sardinia; plus
- 2) three or more on-map ports anywhere else.

Special Rules

1. Vichy France starts the game neutral. See the Syrian Intervention and Operation Torch rules.
2. Greece and Crete begin the game as unplayable areas. They enter play via the Operation Mercury rule.

SCENARIO II DESERT FOX

This covers the war in North Africa from Rommel's arrival in March 1941 to his last chance for victory at El Alamein in October 1942. Use the 1941 set up.

Allied Victory

The Allies control at the end of the scenario:

- 1) Gibraltar, Alexandria, Cairo, Mosul and Basra, plus
- 2) at least three of the following: Malta, Crete, Tobruk, Tripoli.

Axis Victory

The Axis controls at the end of the scenario:

- 1) all areas containing Ports in Sicily, Sardinia and Libya; plus
- 2) at least three of the following: Gibraltar, Malta, Crete, Alexandria, Damascus, Mosul.

Special Rules

1. Vichy France starts the game neutral. See the Syrian Intervention and Operation Torch rules.
2. Greece and Crete begin the game as unplayable areas. They enter play via the Operation Mercury rule.
3. Do not roll for Operation Torch on October 1942 (it does not occur until after the scenario has ended).

SCENARIO III TURNING OF THE TIDE

This covers the latter part of the campaign beginning in July 1942 and running through August 1943. Use the 1942 set up.

Allied Victory

The Allies control at the end of the scenario:

- 1) Gibraltar, Cairo, Mosul and Basra, plus:
- 2) all ports in North Africa; plus
- 3) all ports in either Sicily or in Sardinia.

Axis Victory

The Axis controls at the end of the scenario:

- 1) all Ports in both Sicily and Sardinia; plus
- 2) three or more on-map ports anywhere else.

Special Rules

1. **Vichy France:** Vichy Tunisia, Algeria and Morocco start the game neutral. The *Vichy Syria* event has been played and Vichy Syria is in play (though the units have been eliminated). See the Syrian Intervention and Operation Torch rules.
2. **Operation Mercury:** Operation Mercury has occurred. Greece is Axis controlled (as is Crete).

SCENARIO IV THE HERKULES OPTION

This starts with the critical Axis decision of whether to launch the invasion of Malta or for Rommel to drive on Alexandria. The scenario begins in July 1942 and concludes at the end of October 1942. Use the 1942 set up.

Allied Victory

The Allies control at the end of the scenario:

- 1) Gibraltar, Alexandria, Cairo, Mosul and Basra, plus
- 2) at least three of the following: Malta, Crete, Tobruk, Tripoli.

Axis Victory

The Axis controls at the end of the scenario:

- 1) all areas containing Ports in Sicily, Sardinia and Libya; plus
- 4) at least three of the following: Gibraltar, Malta, Crete, Alexandria, Damascus, Mosul.

Special Rules

1. **Vichy France:** Vichy Tunisia, Algeria and Morocco start the game neutral. The *Vichy Syria* event has been played and Vichy Syria is in play (though the units have been eliminated). See the Syrian Intervention and Operation Torch rules.
2. **Operation Mercury:** Operation Mercury has occurred. Greece is Axis controlled (as is Crete).
3. Do not roll for Operation Torch on October 1942 (it does not occur until after the scenario has ended).

MARE NOSTRUM: War in the Mediterranean

1941 ALLIED SET UP

Sequence

Allies set up first.

Allied Controlled Areas

Gibraltar, Malta, Benghazi, Jebel, Central Cyrenaica, Tobruk, Bardia, Eastern Cyrenaica, all areas in Egypt, Cyprus, Palestine, Transjordan, all areas in Iraq, Kuwait; Britain, North Atlantic, African Transit, Middle East Command.

British Ground Units

Gibraltar: Gibraltar fortification.

Malta: Malta infantry (reduced);
Malta fortification.

Cyrenaica: 2 armored.

Tobruk: 13 corps HQ, 9 Aus infantry.

Alexandria: 70 infantry (reduced), Guards mechanized, Alexandria fortification.

Cairo: 7 armored (starts reduced),
Pol infantry, Cairo garrison.

Cyprus: Cyprus garrison.

Palestine: 1 cavalry, 8 infantry,
Haifa fortification.

Transjordan: AL recon; TJFF garrison.

Basrah: Bas garrison.

Baghdad: Hab garrison.

Middle East Command box: 7 Aus,
4 Ind infantry; ME commando.

British Air Units

Gibraltar/Malta/Tobruk/Alexandria/

Cairo (at least one unit on each): 1 x
Gladiator, 1 x Hurricane, 1 x Blenheim, 1 x
Wellington, 1 x Sunderland, 1 x Transport.

Baghdad: 1 x Wellington.

British Naval Units

Sea zone adjacent to Gibraltar: CV
Formidable, BB-3, CL-3, DD-4.

Sea zone adjacent to Malta: DD-3, SS-1.

Sea zone adjacent to Alexandria: CV
Ark Royal, BB-1, BB-2, CA-1, CL-1, CL-2,
DD-1, DD-2, PT-1, TR-1, TR-2, TR-3.

Britain box: TR-4.

Middle East Command box: TR-5.

Allied Supply Units

Benghazi: 1 x supply (mobile).

Tobruk: 1 x supply (static), 1 x supply (mobile).

Sollum: 1 x supply (mobile).

Alexandria: 1 x supply (static),
1 x supply (mobile).

Cairo: 1 x supply (static), 1 x supply (mobile).

Middle East Command box:

1 x supply (mobile).

Allied Supply Available Box: all
other Allied Supply units.

Allied Special Forces Box: LRDG.

Allied Refit Box

No units.

Allied Withdrawn Box

None.

Allied Event markers Available

None.

Allied Event marker Pool

All other Event markers.

Allied Reinforcement Pool

At start: All Allied "1941" units.

January 1942: All Allied "1942" units.

January 1943: All Allied "1942" units.

Allied Special Reinforcement Box

All Allied "Mercury" units (see 3.5).

All Allied "Torch" units (see 3.6).

Allied Optional Forces (if used)

US CV-7 Wasp & DD-4, British BB-5, CLAA-5,
British 31st Armored Division, LeClerc recon.

1941 AXIS SET UP

Sequence

Axis set up second.

Axis Controlled Areas

Sardinia, Sicily, Pantalleria, Tripoli, Central Triploitanian, Sirte, Zulla, El Agheila, Aegean islands; North and South Italy.

German Ground Units

El Agheila: DAK HQ; German 21 armored;
South Italy: 15 armored.

Italian Ground Units

El Agheila: 10 Corps HQ; 132 armored; 102, 17, 25, 27, 55 infantry.
Tripoli: Tripoli fortification.
Sirte: Sirte garrison.
Zella: Sahara garrison.
Pantelleria: Pantelleria fortification.
Aegean Islands: Aegean fortification.
Sicily: 26, 28, 54 infantry; Sic W, Sic S, Sic M fortification (one per area).
Sardinia: 30, 31 infantry; Sar N, Sar S fortification (one per area).

German Air Units

Any Axis controlled areas (no more than two in North Africa): 1 x Me-109, 1 x Me-110, 1 x Ju-87, 2 x Ju-88, 1 x He-111, 1 x Ju-52.

Italian Air Units

Any Axis controlled areas (no more than three in North Africa): 1 x G50, 1 x CR-32, 1 x CR42, 1 x MC200, 1 x BR20, 2 x SM 79, 1 x SM 81, 1 x Can 1007, 1 x Z506, 2 x Var (transport).

German Naval Units

Any sea zones adjacent to South Italy: TR-1.

Italian Naval Units

Any zone areas adjacent to South Italy: BB-1, CA-1, CA-2, CL-1, CL-2, DD-1, DD-2, DD-3, DD-4, PT-1, SS-1, TR-1, TR-2, TR-3.

Any sea zone adjacent to

Tripoli: PT-2, TR-4.

Any sea zone in the Mediterranean: SS-2.

Axis Supply Unit

El Agheila: 2 x supply (mobile).
Sirte: 1 x supply (static).
Tripoli: 2 x supply (static), 1 x supply (mobile).
Sicily (any one area): 1 x supply (static).
South Italy: 1 x supply (mobile).

Axis Supply Available Box

All other Axis Supply units.

Axis Special Forces Box

Italian XM Naval SF.

Axis Refit Box

German: none.
Italian: 60 infantry division; Benghazi and Tobruk fortifications; BB-2.

Axis Withdrawn Box

None.

Axis Event markers Available

Rommel, Operation Sonnenblume.

Axis Event marker Pool

All other Event markers.

Axis Reinforcement Pool

At Start: All Axis "1941" units.

January 1942: All Axis "1942" units

January 1943: All Axis "1943" units

Axis Special Reinforcement Box:

All Axis "Mercury" units (see 3.5)
All Axis "Herkules" units (see Axis Event #12)
All Axis "Torch" units (see 3.6).

Vichy French Units (Set up by the Axis player)

Casablanca: Moroccan mountain division; Casablanca fortification.

Oran: Oran division, Oran fortification.

Algiers: Algiers division, Algiers fortification.

Constantine: Constantine division.

Tunisia: Tunis division.

Damascus: Syrian infantry, Syrian recon.

Beirut: Beirut fortification.

Iraqi Units (Set up by the Axis player)

Baghdad: 1+2 infantry, Mech brigade.

Mosul: 3+4 infantry.

Axis Optional Forces (if used)

Italian CV-1 Aquila, Sahara recon, Hitler Turns South units, Operation Felix units

MARE NOSTRUM: War in the Mediterranean

1942 ALLIED SET UP

Sequence

Allies set up first.

Allied Controlled Areas

Gibraltar, Malta, all areas in Egypt, Cyprus, Palestine, Transjordan, all areas in Iraq, Kuwait; Britain, North Atlantic, African Transit, Middle East Command.

British ground units

Gibraltar: Gibraltar fortification.

Malta: Malta infantry; Malta fortification (reduced). Place a “Disrupted” marker on the Malta port.

Sollum: 10 Corps HQ; 10 infantry (reduced), 50 infantry (reduced).

Western Desert: 13 Corps HQ; 1 armored (reduced), 7 armored (reduced); 5 Ind infantry (reduced).

Mersa Matruh: NZ infantry.

El Alamein: 8 Army HQ; Guards mech; 1 SA infantry (reduced).

Alexandria: MEC marine; Alexandria fortification.

Cairo: 10 armored; 44 infantry; Cairo garrison.

Cyprus: Cyprus garrison.

Palestine: 1 cavalry, 8 infantry, Haifa fortification.

Transjordan: AL recon; TJFF garrison.

Basrah: Bas garrison.

Baghdad: 8 Ind infantry, Hab garrison.

Middle East Command box: 8 armor,

British air units

Gibraltar: 1 x Sunderland.

Alexandria/Cairo/Palestine/Iraq: 2 x Hurricane, 1 x Spitfire, 1 x Beaufighter, 1 x Tomahawk, 1 x Blenheim, 2 x Wellington, 1 x Hudson, 1 x Albacore, 1 x Var (transport).

British naval units

Sea zone adjacent to Gibraltar: carrier Argus, CLAA-1, DD-4.

Sea zone adjacent to Alexandria: CL-3, DD-5, SS-2, PT-1, TR-4.

Britain box: carrier Eagle, BB-1, BC-1, CLAA-4, DD-6, TR-5, TR-6.

Middle East Command box: TR-7.

Allied Supply units:

Sollum: 1 x supply (mobile).

El Alamein: 1 x supply (mobile)

Alexandria: 2 x supply (static).

Cairo: 3 x supply (static).

Middle East Command box: 2 x supply (mobile).

Allied Supply Available Box:

all other Allied Supply units.

Allied Special Forces box:

LRDG, A/SAS.

Allied Refit Box (all units British):

Land: 30 corps HQ; A/Res armor; Des Col recon; 9 Aus infantry, 4 Ind infantry, 2 SA infantry, 1 FF infantry, Pol infantry.
Naval: BB-2, CL-2, DD-2, SS-1, TR-2, TR-3.
Air: 1 x Hurricane, 1 x Spitfire, 1 x Blenheim, 1 x Wellington, 1 x Boston, 1 x Swordfish, 1 x Var (transport).

Allied Withdrawn Box (all units British):

Ground: 70 infantry, 6 Aus infantry, 7 Aus infantry.

Air: 1 x Hurricane.

Naval: DD-3.

Allied Units Destroyed Box (all units British):

Ground: 2 armored; Creforce infantry.

Naval: carrier Ark Royal; CA-1, DD-1, TR-1.

Air: 1 x Gladiator, 1 x Hurricane, 1 x Blenheim, 1 x Wellington.

Allied Event markers Available

Middle East Air Force, Ultra.

Allied Markers used and not available:

Iranian Intervention, Iraq Rebellion, Operation Battleaxe, Operation Crusader, Pacific War, Vichy Syria Intervention.

Allied Event marker Pool

All other Event markers.

Allied Reinforcement Pool

All Allied “Start”, “1941” and “1942” units not deployed above (including: carriers Formidable and Indomitable)

January 1943: Add all Allied 1943 units.

Allied Special Reinforcement Box:

All Allied “Torch” units. See the Operation Torch rule.

Allied Optional Forces (if used)

US carrier Wasp & DD-4, British BB-5, 31st Armored Division, LeClerc recon.

1942 AXIS SET UP

Sequence

Axis set up second.

Axis Controlled Areas

Sardinia, Sicily, Pantalleria, Tripoli, Central Tripolitania, Sirte, Zulla, El Agheila, Benghazi, Jebel, Central Cyrenaica, Tobruk, Bardia, Eastern Cyrenaica, Crete, Aegean islands; North and South Italy, Greece.

German ground units:

Tobruk/Bardia/Eastern Cyrenaica: PAA HQ, DAK HQ; 15 panzer (reduced), 21 panzer; 90 LtA infantry (reduced); 288 armored infantry; A/19 flak; KgH marine.

Crete: Crete fortification; 164 infantry.

Sicily: B/19 flak.

Italian ground units:

Tobruk/Bardia/Eastern Cyrenaica:

10 HQ, 20 HQ, 21 HQ; 132 armor (reduced), 133 armor; 101 infantry, 102 infantry (reduced), 17 infantry (reduced), 27 infantry; RC assault gun.

Benghazi: 25 infantry (reduced), Benghazi fortification.

Tripoli: Tripoli fortification.

Sirte: Sirte garrison.

Zella: Sahara garrison.

Pantelleria: Pantelleria fortification.

Aegean Islands: Aegean fortification.

Sicily: 26, 28, 54 infantry; Sic W, Sic S, Sic M fortification (one per area).

Sardinia: 30, 31 infantry; Sar N, Sar S fortification (one per area).

South Italy: SM marines.

German Air Units:

North Africa: 1 x Me 109, 1 x Ju 87, 1 x Ju 88, 1 x Ju 52.

Sicily/Sardinia/South Italy/Crete/

Greece: 2 x Me 109, 1 x Me 110, 2 x Ju 88, 1 x He 111, 1 x Hs 115, 1 x Ju 52, 1 x G/G.

Italian Air Units:

North Africa: 1 x MC 200, 1 x MC 202, 1 x CR 42, 1 x transport.

Sicily/Sardinia/South Italy: 1 x MC 202, 1 x BR 20, 1 x SM 79, 1 x SM 81, 1 x Z 506, 1 x Ju 87, 1 x transport.

German Naval Units:

Any sea zones adjacent to

South Italy: PT-1, TR-2.

Any sea zone in the Mediterranean: SS-1.

Italian Naval Units:

Any sea zones adjacent to South

Italy: BB-2, BB-3, CA-2, CL-2, CL-3, DD-3, DD-4, PT-1, TR-4, TR-5, TR-6.

Any sea zones adjacent to Tripoli

or Benghazi: PT-2, TR-6.

Any sea zone in the Mediterranean: SS-2.

Axis Supply Units:

Tripoli: 1 x supply (static), 1 x supply (mobile).

Benghazi: 1 x supply (mobile).

Jebel: 1 x supply (static).

Tobruk: 2 x supply (static), 1 x supply (mobile).

Sicily: 1 x supply (static), 1 x supply (mobile).

South Italy: 1 x supply (mobile).

Axis Supply Available Box

All other Axis Supply units.

Axis Special Forces box

German Brandenburgers, Italian XM.

Axis Refit Box:

German ground: none.

German naval: TR-1.

German air: 1 x Me 109, 1 x Me 110, 1 x Ju 87, 1 x Ju 88, 1 x He 111, 1 x Ar 196, 1 x Ju 52.

Italian ground: RECAM recon; 55 infantry, 60 infantry; Tobruk fortification.

Italian naval: CL-1, DD-2, SS-1, TR-2, TR-3.

Italian air: 1 x G50, 1 x BR 20, 1 x SM 79, 1 x SM 81, 1 x Can 1007, 1 x transport.

Axis Withdrawn Box

All Mercury units.

Axis Units Destroyed Box:

German ground: none.

German naval: none.

German air: 1 x Me 109, 1 x Ju 88.

Italian ground: none.

Italian naval: CA-1, DD-1, TR-1.

Italian air: 1 x CR 32, 1 x SM 79.

Axis Event markers Available

Kesselring, Luftflotte Two, Operation Herkules, Rommel.

Axis Markers used and not available:

Battleship Convoy, Dash to the Wire, Operation EA 3, Operation Sonnenblume, Operation Sommernachtstraum, Operation Venezia.

Axis Event marker Pool

All other Event markers.

Axis Reinforcement Pool

All Axis "Start," "1941" and "1942" units not deployed above (including: Italian BB-1)

January 1943: Add all Axis 1943 units

Axis Special Reinforcement Box:

All Axis "Herkules" units.

See the Herkules rule.

All Axis "Torch" units. See the Operation Torch rule.

Vichy French Units (Set up by the Axis player)

Casablanca: Moroccan mountain division; Casablanca fortification.

Oran: Oran division, Oran fortification.

Algiers: Algiers division, Algiers fortification.

Constantine: Constantine division.

Tunisia: Tunis division.

Eliminated: Syrian infantry, Syrian recon, Beirut fortification.

Iraqi Units

Eliminated: 1+2 infantry, 3+4 infantry, Mech brigade.

Axis Optional Forces (if used)

Italian CV-1 Aquila, Sahara recon., Operation Felix units, Hitler Turns South units

MARE NOSTRUM: War in the Mediterranean

DESCRIPTION OF ACTIONS

G-1 ACTIONS

Reinforcements. The player rolls one die, checks the result, and then blindly draws that number of units (one through six) from the Reinforcement Pool. Those units are then placed per the reinforcement rule instructions. (Note that Special reinforcements use a separate procedure for deployment. See the Mercury, Herkules, Torch and optional Felix rules.)

Emergency Naval Transport

Replacements. This Action may be conducted only if the player has Transport (TR) units in the Destroyed box (not other types of amphib). The player selects one Transport naval unit as a reinforcement, taken from that deadpile (no Refit is required).

Appeal to the High Command. Roll one die: 1-2 = no effect; 3-6 = pick one Event marker at random. This Action may be taken only once per turn. It occurs in the Action phase, not the Events phase and is in addition to any Event picked previously in the turn. Any Actions generated by that Event are taken in the Action phase.

G-2 ACTIONS

Ground Scouting. The player examines all enemy units in ground zones adjacent to all friendly ground units.

Aerial Scouting. The player examines all enemy units in ground or sea zones within scouting range of all friendly airbases and aircraft carriers. Scouting range is as follows: Carriers air = two areas/zones ; friendly controlled Airbases = six. Enemy off-map bases may not be scouted. (Note: any based air units themselves do not move, nor does this Action generate any combat).

Naval Scouting. The player examines all enemy units in sea zones adjacent to all friendly naval units.

Signals Intelligence. The player rolls one die. A result of "1-3" is no effect.; a result of "4-6" he may do one of the following: (1) examine all enemy forces on the map or in all off-map displays; Or: (2) Roll one die and examine that number of Event markers in the enemy player's hand. The enemy player should

turn his head so he is not aware of which Event markers the Allied player is examining.

Special Forces Operation. This may be performed only if the player has at least one Special Forces unit. See the Special Forces rule (20.0).

ULTRA Intelligence (Allies only). See the ULTRA rule under Major Events descriptions.

G-3 LAND ACTIONS

Ground Move. Move a force of ground units via ground movement. Move one or more ground units in any one area up to their movement allowance. This may include movement from and to areas containing enemy ground units. All moving units must be moved together, though units may be dropped off (and move no further). Units may move directly from one zone containing enemy ground units to another such zone, but then cease movement. (See 8.0 for details)

Ground Combat Attack. Use a force which starts in a contested land area to attack the enemy force within that same area (land battle). (See 12.0 for details.)

Ground Move & Attack. Move a force of ground units via the Ground Move Action to an area containing enemy units; then attack the enemy units within that area per the Ground Combat Attack Action. Also, if there are any friendly ground units in that area (which were not part of the moving force, they may join in the attack. Note: this Action must be executed if the units move into a fortress area containing enemy units. (See 8.0 and 12.0 for details.)

Concentrate on a HQ. Move any or all ground units from their current locations to a single area which has a friendly HQ. Units use normal ground movement (no air or naval transport), and moving units must be able to actually make it to the HQ's area. Units may start and/or end this movement in areas occupied by enemy units. The HQ itself may not move. The moving units may not attack at the end of its move. (This Action is an exception to the normal rule that only one force may move per turn.)

HQ Supported Move. Move any or all ground units which start in the same area as a friendly HQ per the Ground Move Action; however, all those units increase their movement

allowance by "1". The HQ itself may not move in this Action. The units may not start in or enter areas containing enemy ground units. A HQ may provide this support for another HQ.

G-3 NAVAL ACTIONS

Naval Move. Move a force of naval units via naval movement. Move one or more naval units in any one zone up to their movement allowance. This may include movement from and to zones containing enemy naval units. All moving units must be moved together, though units may be dropped off (and move no further). Units may move directly from one zone containing enemy naval units to another such zone, but then cease movement. (See 9.0 for details.)

Naval Move from Off-Map. Move a force of naval units from an off-map base area to a neighboring sea zone. This uses one movement point, and the units may continue moving. The units may attack at the end of the move per Naval Move & Attack (see below). (See 9.0, 12.0 and 17.0 for details.)

Naval Move to Off-Map. Move a force of naval units from a sea zone to a neighboring off-map base. This uses one movement point, and the units must cease moving in that Off-Map base. Units cannot attack at the end of the move. (See 9.0 and 17.0 for details.)

Naval Re-Deployment. Move a force of friendly naval units on the map up to twice its normal movement ability, within the following strictures: all units moving via this Action must either start and/or end their move in a sea zone adjacent to a friendly controlled port; none of the units may enter an area containing enemy naval units (they may start in such an area); none of the units may launch any kind of attack. The force may include transported units, but may not embark up or disembark them. The units may not start in an Off-Map Base or enter one (see Naval Move to and from Off-Map Base Actions, above.)

Naval Theater Re-Deployment (Allies only). Move one force of friendly naval units up to three Off-Map Base boxes (not not onto or off the map itself; for example, from Britain to the North Atlantic to Africa transit to the Middle East Command).

Naval Attack. A force of naval units in any one sea zone attacks enemy units in that same zone (naval battle). (See 12.0 for details.)

Naval Move & Attack. Conduct a Naval Move into a zone containing enemy naval units and then execute a Naval Attack Action. Also, if there are any friendly naval units in that zone (which were not part of the moving force), they may join in the attack. (See 9.0 and 12.0 for details.)

Bombardment: of Ground Units. Use naval units in any one sea zone to attack enemy ground units in one land area bordering that sea zone (coastal bombardment). The only enemy ground units which may be attacked in this way are fortification units in coastal areas, or all units in coastal fortress areas (such as Tobruk), or all units on small islands (such as Malta)—ground units in other areas may not be targeted. Use the naval unit's anti-ground unit strength (and all land and air units in that zone may fire back if they have an anti-surface ship combat factor). This may be combined with a Launch a Long Range Carrier Air Strike Action (below) against those ground units. Note: the naval units may conduct a Naval Move as part of this Action. (See 9.0 and 12.0 for details.)

Bombardment of Base Areas. Use naval units in any one sea zone to attack either (1) all enemy printed bases in one adjacent coastal fortress area or small island; or (2) an enemy port in one adjacent coastal area. Use the naval units' anti-ground unit strength. For each hit, select one enemy Base and place one Disrupted marker on it (but no more than one per base, excess hits are not counted). This may be combined with a Launch a Long Range Carrier Air Strike Action (below) against those printed bases. (All land and air units in that zone may fire back if they have an anti-surface ship combat factor). Note: the naval units may conduct a Naval Move as part of this Action. (See 9.0 and 12.0 for details.)

Carrier Air Strike against a Sea Zone (Launch a long range carrier air strike). This may be conducted only by aircraft carrier units. The carriers and any escorting naval units may first make a Naval Move Action. Each carrier can attack one enemy surface or submarine unit in one adjacent sea zone using the appropriate combat factor. The combat is resolved normally. The enemy may not fire back at the carrier (even if the enemy has air units—but see optional rule 30.0, Carrier Depletion). (See 9.0 and 12.0 for details.)

Carrier Air Strike against a Land Area (Launch a long range carrier air strike). This

may be conducted only by aircraft carrier units. The carriers and any escorting naval units may first make a Naval Move Action. Each carrier can attack one enemy ground unit or printed base in one adjacent land area, using its anti-ground combat factor, or air unit using its anti-air combat factor. Any enemy units in that area may be attacked (not just those defined as being "coastal" per the Bombardment Actions). The combat is resolved normally, though the enemy may not shoot back at the carrier (even if the enemy has air units—but see optional rule 30.0, Carrier Depletion). (See 9.0 and 12.0 for details.)

G-3 AIR ACTIONS

Air Re-Basing. Move a force of aircraft from one friendly base area to another friendly base area. Only land based air units (and seaplanes) may perform this. The take-off and landing base areas can be friendly controlled or contested. All air units must move together. They can move up to twice the range allowance of the air unit in the force with the with the lowest range factor. A player may use his side's Off-Map Bases as either the takeoff or landing point for re-basing, with Off-map Bases considered to be one area off of the map. Re-basing units may conduct no combat as part of their re-basing operation (even if there are enemy air units in the landing area). This allows an air unit to land at a base other than the one at which it originally started. (See 10.0 for details.)

Air Theater Re-Deployment (Allies only). You may move one force of friendly air units up to three Off-Map Base boxes (not onto or off the map itself). (See 10.0 and 17.0 for details.)

Airstrike: against Ground and/or Air Units. Launch a land based airstrike against enemy ground and air units in a land area. Pick up any or all air units based in one area and move them to any one land area in range of the air unit with the single lowest range. Attack enemy units in that area. Also, if there are any friendly air units already in that area (Example: if on a contested base), they may join in the attack. This cannot be combined with an attack by friendly land or naval units (including carriers). (See 10.0 and 12.0 for details.)

Airstrike: against Naval Units. Launch a land based airstrike against naval units. Pick up any or all air units based in one area and move them to any one sea zone in range. Then

attack enemy surface and submarine naval units in that zone. This cannot be combined with an attack by friendly carriers (or other naval units). (See 10.0 and 12.0 for details.)

Airstrike: against Bases. Launch a land based airstrike against enemy bases. Pick up any or all air units based in one area and move them to any one land area in range. The land area must be enemy controlled or contested, and it must contain ports, airbases and/or a depot. Also, if there are any friendly air units in that zone, they may join in the attack. Attack enemy controlled or contested ports, airbases and depots in that area. Attacking units may be divided up between any of these bases, and they use their anti-ground unit strength. For each hit, place one Disrupted marker on one base (but no more than one per base, excess hits are not counted). This cannot be combined with an attack by friendly land or naval units (including carriers). Enemy units with anti-air capability in the zone fires simultaneously at the intruders. This Action cannot be combined with an attack by friendly land or naval units (including carriers). (See 10.0 and 12.0 for details.)

Airstrike: against Railroad. Launch a land based airstrike against railroads. Pick up any or all air units based in one area and move them to any one land area in range. The land area must be enemy controlled or contested, and it must contain a railroad. Attack the railroad in that area. If there are any friendly air units in that zone, they may join in the attack. For the attack on the rail line, use the anti-ground unit strength. If there are any hits, place a Disrupted marker on the rail line (but never more than one, excess do not count). Enemy units with anti-air capability in the zone fires simultaneously at the intruders. This Action cannot be combined with an attack by friendly land or naval units (including carriers). It may be combined with Launch a land based airstrike against enemy bases. A disrupted railroad may not be used for rail movement. (See 10.0 and 12.0 for details.)

Interception (Optional). Put land based fighter air units into or out of Interception Mode. Place and/or remove Intercept markers on any/all "F" units on the map. As long as air units are in Interception Mode, they can conduct no other Actions. Fighters remain in Interception mode until the player removes the marker via a subsequent Action, or the unit is eliminated or withdrawn. (See 26.0 for details.)

G-3 COMBINED ACTIONS

Amphibious Movement (Sealift of Ground Units). Use Naval amphibious units to move ground units (amphibious movement). Only amphibious class naval units may do this (TR, TR(f), LS). The amphibious unit(s) must start the movement phase adjacent to a coastal area containing both a port (regardless of state of control) and friendly ground units. The amphibious units then pick up the ground units (within capacity) and move up to their normal movement limit, carrying the ground units. At the end of the move, the ground unit(s) may (1) stay aboard the amphibious unit, or (2) be disembarked on an adjacent land area containing a Port (again, regardless of state of control). This may trigger an Amphibious Assault (under Combined Actions). Each LS can transport two units of any type; each TR can carry two light or one heavy unit; each TR(f) can carry one light unit. Other naval units may accompany the amphibians. Units may not be embarked or disembarked if there are any enemy surface naval units in the sea zone adjacent to the embarkation/disembarkation zone, respectively (See 11.0 for details.)

Amphibious Evacuation. Use Naval amphibious units to evacuate ground units without a port of embarkation. Same as Amphibious Movement, except: (1) This may be done from a coastal area which does not contain a port; and (2) if the embarking naval unit is a Tr or TR(f), then roll one die for each such ground unit: on a “1-3” it is embarked normally; on a “4-6” place it in the Refit box. If the embarking unit is a LS, the ground unit is placed in the Refit box only on a die roll of “1”.

Emergency Transport. Use warships to move ground units (emergency transport). All BB, BC, CA, CL and DD units may perform this. The naval units must start the movement phase adjacent to a coastal area containing friendly Marine or Commando/Ranger units (regardless of state of control). (Unlike Amphibious Movement, this does not require the presence of ports.) The BB/BC/CA/CL/DD units then pick up the ground units (within capacity) and may move up to their normal movement limit, carrying the ground units. At the end of the move, the ground unit(s) must be disembarked on an adjacent land area or small island (if not, the ground units are eliminated). This may trigger an Amphibious Assault. Units may not be embarked/disembarked if there are any enemy surface naval units in the sea zone adjacent to the embarkation/debarkation

zone, respectively. Each BB/BC/CA/CL/DD may carry one Marine or Commando/Ranger regiment or brigade per move. Other naval units may accompany the BB/BC/CA/CL/DD. This may be combined with other units using Amphibious movement. (See 11.0 for details.)

Amphibious Movement (Sealift of Air Units). Use Transport units to move land-based air units. Only LS/TR/TR(f) can perform this, and each can transport one air unit. It is performed in the same manner as Amphibious Movement.

Amphibious Invasion. Ground forces being transported by naval units in a sea zone disembark and move into an adjacent coastal area. Ground units being transported by TR or TR(f) disembark on an adjacent coastal or small island area which must contain a Port (regardless of control status). Ground units being transported by LS or Emergency Transport may land on any coastal area or small island (no port required). The player must conduct an attack against all enemy ground units in that area if it contains a fortification unit, or is a fortress or small island. Otherwise, attacking is at the player's option. This may also include the participation of friendly ground units in the same area. Naval units may not add their combat strengths to this combat (they could have conducted a Bombardment as a prior, separate Action.) (see 11.0 and 12.0 for details.)

Air-Ground Support. Make a combined air-ground attack. The player moves or has in place ground units in an area and then conducts an attack with them. The player may add to the attack any one force of GA (ground attack) air units which are within range, and/or which were already in the area, per a normal Airstrike: against Ground Units Action. Air Support may also be combined with an Amphibious Invasion (above) or Air Assault (below). (see 11.0 and 12.0 for details.)

Airlift (1). Airlift ground unit from any friendly base to any other friendly base (Airlift). Only Air Transport (TR) and Glider (G/G) units may perform this. The Air Transport / Glider units must start the movement phase in the same area as friendly ground units (which must also contain an airbase). The Air Transport units pick up the ground units and move up to their normal movement limit, carrying the ground units, landing in a friendly controlled area containing an airbase. At the end of the move, the ground units must be disembarked. The air units then return to their starting airbase

(without any transported units). Other air units may accompany the Air Transport if they began in the same area. Each Air Transport unit can carry up to one light unit (no heavy units). Each Glider can carry one heavy or one light unit. (See 10.0 and 11.0 for details.)

Airlift (2). Same as Airlift (1), but the air transports and any escorting air units can move up to twice their range, landing in the same friendly controlled airbase area and disembark the ground units. (This is similar to the Air Re-basing Action.) (See 10.0 and 11.0 for details.)

Airlift (3) (Allied only). Combined Air Theater Re-Deployment and Airlift (1), with the air transports plus transported ground units moving through Off-Map bases. (See 10.0, 11.0 and 17.0 for details.)

Airborne Move. Make an airborne move. This is conducted in the same manner as an Airlift (1), except that the air-transported ground units must be airborne types. They may land on any land area (no friendly controlled airbase is needed in the landing area). If there are enemy air and/or ground units in the landing area, then an Air Assault combat must occur (see below). The Air Assault is resolved as part of this same Action. Air Transports may land in the target zone if the airborne units either gain control of an airbase, on landing, or if they eliminate all enemy units in an area with a printed airfield. Otherwise, the air units return to their starting airbase. (See 11.0 and 12.0 for details.)

Air Assault. This is mandatory when making an Airborne Action into a target zone containing enemy air and/or ground units. Upon reaching the target zone, and after disembarking air airdropped units, all moving ground and air units must attack. Any friendly air and ground units which were already in the area may also be involved. Air Transports return to airbase only if they survive the combat. (See 11.0 and 12.0 for details.)

Airborne Invasion (Axis only). Make an airborne assault supported by airlanding troops. First execute an Airborne Move into an area containing a printed airbase (control status is irrelevant). Then conduct an Airlift (1) into that same airbase area. The airlifted units must be airborne, airlanding or mountain types. All moving units must start in the same area, and all units must be disembarked in the same area. If there are enemy air or

ground units in the landing area, execute an Air Assault using the combined Airborne and Airlanding units, plus any accompanying air units. (See 11.0 and 12.0 for details.)

Airdrop Supplies. Conduct an airdrop of supplies. This is performed in the same manner as an Airborne Move, except air transports can each pick up one supply unit and move to one area within range. The target area may be in any state of control. The air transports then “drop” the supply units in that area (no airbase is required). Roll one die for each airdropped supply unit. On a 1-5 the drop is successful and the supply unit is placed in the target area. On a 6 the supply unit is eliminated. The air unit then returns to base. Once airdropped, the supply unit functions normally. (See 11.0 for details)

Carrier Transfer (Allied only). Use carrier units to transfer land-based air units (Allies only). Only carrier units may perform this, and only fighter (F) units may be transferred in this manner. The fighters start in a friendly or contested airbase, move up to their range limit to the carrier, then move one more time up to their range limit to another friendly or contested airbase. All such air units must move together. They may not conduct any combat when doing this transfer. (See 10.0 for details.)

G-4 ACTIONS

Convert Mobile Supply Units to their Static Side. Flip any or all friendly supply units anywhere on the map from their mobile side to their static sides. (This is an exception to the normal rule that only units in one area may conduct an action.) (See 13.0 for details)

Convert Static Supply Units to their Mobile Sides. Flip any or all supply units from their static sides to their mobile sides. (This is an exception to the normal rule that only units in one area may conduct an action.) (See 13.0 for details)

Take an Additional Action. Expend one supply unit and do one of the following.

1) Conduct one G-3 Action (any type) using land or air units which begin the Action in that area (or both if a Combined Action).

2) If the area has a friendly controlled and non-disrupted port, conduct one G-3 Action (any type) using naval units which begin the Action in one adjacent zone.

3) Conduct one additional G-4 Recovery from Disruption for disrupted Bases/Railroads in the area in which the supply unit is expended.

4) Conduct one Refit Action for reduced units in the area in which the supply unit is expended. Or (5) Conduct one optional Entrench action. (See 13.0 for details.)

Logistics Redeployment. Any or all mobile supply units which begin on areas containing roads may move along road areas per the road movement rule (using the enhanced movement). Moving supply units may must start in and only enter friendly controlled areas (not contested). (This is an exception to the normal rule that only one force may move per turn. Note that mobile supply units can also move normally via the Ground Move Action.) (See 8.0 for details.)

Railroad Movement of Supplies (Allies only). Only mobile supply units may do this. The unit must start in an area which contains a railroad. It can then move an unlimited number of areas via connected rail lines. All such areas must be friendly controlled. The unit may then move normally (including any Road movement). Rail movement costs no movement points. (See 8.0 for details.)

Recovery from Disruption. Any and all disrupted airbases, ports, depots and/or railroads in one controlled area may attempt recovery. Roll one die for each: on a “4-6” remove the Disruption marker; on a “1-3” it remains disrupted. If there is more than one disruption in a single area, you can roll for each of them individually as part of the same Action.

Refit Reduced Ground Units. Attempt to restore all reduced strength ground units of one nationality in one area to their full strength. (See 14.0 for details.)

Refit Eliminated Ground Units in the Refit box. Attempt to restore eliminated ground units of one nationality to play. (See 14.0 for details.)

Refit Eliminated Naval Units in the Refit box. Attempt to restore eliminated naval units of one nationality to play. (See 14.0 for details.)

Refit Eliminated Air Units in the Refit box. Attempt to restore eliminated air units of one nationality to play. (See 14.0 for details.)

Entrench (Optional). Place an entrenched marker in the same land area as friendly ground unit. The entrenching unit must be in a land area containing a friendly supply unit (which is then expended) or printed depot (which is not expended). (See rule 28.0 for details.)

Remove Carrier Depletion (Optional). An Allied carrier unit must be in either the Britain or Middle East Command off-map base. An Axis carrier must be adjacent to a port in Italy. The player then flips up one carrier to its non-depleted side. (See rule 30.0 for details)

MARE NOSTRUM: War in the Mediterranean

ALLIED EVENTS

1. **Alexander (1942-43).** (1) Keep. Or: (2) Take two additional Actions, any type. This can involve both British and US units. Return on die roll 1-4.
2. **Allied Reorganization (1942-43).** (1) Flip any four reduced Allied units to their full strength side without rolling on the Refit table. The units must be in the same areas as an Allied static supply unit or Allied controlled or contested Depot. Return. Or: (2) Execute one G-4 Refit Action. Return. Or: (3) Keep.
3. **Churchill. Immediate.** Roll one die. Odd result = lose the normal Allied Action this turn (additional Actions via event or supply expenditure are OK); even result = pick three Action markers. Return.
4. **Force H.** (1) Keep. Or: (2) Take one additional G-3 Naval Action using British units. Return.
5. **Iranian Intervention. Immediate.** Withdraw British ground units whose total ground combat strength is at least six. Place them in the Reinforcement Pool. Discard.
6. **Iraq Rebellion. Immediate.** See the Iraq Rebellion rule. Discard.
7. **Lend-Lease Surge. Immediate.** Place three supply units in Britain. Discard.
8. **Med Convoy.** (1) Keep. Or: (2) Take one additional Naval G-3 Action which must involve at least one naval Transport which ends its movement in any Mediterranean zone. Return.
9. **Man Who Never Was.** (1) Keep. Or: (2) Take one additional G-3 Amphibious Action. Discard.
10. **Middle East Air Force.** (1) Keep. Or: (2) Take two additional G-3 Air Actions using either British or US units (but not both). Return.
11. **Montgomery (1942-43).** (1) Keep. Or: (2) Take two additional G-3 or G-4 Actions (or one of each) using British units. Return on die roll = 1-3.
12. **Morale Check. Immediate.** If the Allies control at least three more on-map Port areas than the Axis, then the Allies gain one Action (any type). Return.
13. **Naval Reassignment. Immediate.** Select two Allied naval units of the following types on the map or an Off-Map Base: CV, CVE, BB or BC (any combination). Place them in the Reinforcement Pool. Return.
14. **Operation Agreement.** (1) Keep. Or: (2) Take one additional G-2 Special Forces Raid Action; also take one G-3 Combined Amphibious Action involving British naval and marine/commando units (in any order). Discard.
15. **Operation Battleaxe.** (1) Keep. Or: (2) Take one additional G-3 Ground Action using British units. Discard.
16. **Operation Crusader.** (1) Keep. Or: (2) Take two additional G-3 Ground Actions using British units. Discard.
17. **Operation Supercharge (1942-43).** (1) Keep. Or: (2) Take three additional G-3 Ground Actions using British units.
18. **Patton (1943).** (1) Keep. Or: (2) Take two additional G-3 Ground Actions using American units. Return on die roll = 1-2.
19. **Pacific War (1942-43). Immediate.** Implement all of the following: (1) The Allied player rolls three dice. For the first die roll, withdraw ground combat units whose total anti-ground combat factors equal or exceed the die roll. For the second die roll, withdraw air combat units whose total anti-air combat factors equal or exceed the die roll. For the third die roll, withdraw naval combat units whose total anti-naval combat factors equal or exceed the die roll. These units never return to play. And: (2) For the remainder of the game, the Allied player uses the Pacific War line on his Supply Reinforcement Table. (3) Place this marker in the Pacific War box on the map.
20. **Radar.** (1) Keep. Or: (2) Take one additional G-3 Naval Action using either British or US units. In any combat which ensues, Allied naval units get First Fire. Return.
21. **Tactics.** (1) Keep. Or: (2) For any one Allied attack, select two Allied units and they get First Fire. Return.
22. **ULTRA. Major Event.** (1) Keep. (2) See the ULTRA description on page R32.
23. **Vichy Syria Intervention. Immediate.** See the Vichy Syria rule. Discard.
24. **Weather. Immediate.** Roll one die. Odd = the Allied player loses his regular one Action for the turn (but still can take special actions via Event marker play and supply unit expenditure). Even = take one additional Action immediately. Return.
25. **Optional: Variant:** For future scenarios. Otherwise, treat as no effect and return.

AXIS EVENTS

1. **Axis Reorganization (1942-43).** (1) Keep. Or: (2) Flip any three reduced Axis units to their full strength side without rolling on the Refit table. The units must be in the same areas as an Axis static supply unit or Axis controlled or contested Depot. Return. Or: (3) Execute one G-4 Refit Action. Return.
2. **Battleship Convoy.** **Immediate.** Receive two Axis supply units as reinforcements and place them on any one Axis controlled port in the Mediterranean. Discard.
3. **Commando Supremo.** (1) Keep. Or: (2) Take one G-3 or one G-4 Action (any type) using only Italian units. Return.
4. **Dash to the Wire (1941-42).** (1) Keep. Or: (2) Take one additional G-3 Land Action using German ground units. In any combat which ensues, German ground units get First Fire. Discard.
5. **Egyptian Nationalists.** (1) Keep. Or: (2) If there is at least one German ground unit in Egypt, then the Allied player must reduce one Allied ground unit and eliminate one Allied supply unit from forces in Egypt. Discard.
6. **Fuehrer HQ.** **Immediate.** Roll one die and consult the results below. Return.

Odd result = No Event marker granting an additional action may be played this turn (regular Action is OK).

Even result = pick three Action markers.
7. **Kesselring.** (1) Keep. Or: (2) Take two additional Actions, any type. This can involve both German and Italian units. Return on die roll 1-3.
8. **Hube** (1943). (1) Keep. Or: (2) Take one additional G-3 Ground Action involving German units. Return on die roll = 1-4.
9. **Luftflotte Two.** (1) Keep. Or: (2) Take two additional G-3 Air Actions involving German units. Return.
10. **Marshal's Baton.** (1) Keep. Or: (2) If any Axis ground units currently occupy any land area in Egypt or the Near East, take one additional Action (any type). Discard.
11. **Morale Check.** **Immediate.** If the Axis controls at least three or more on-map Port areas than the Allies, or control Cairo or Mosul, then the Axis gains one Action (any type).
12. **Operation Herkules (1942-43).** **Major Event.** (1) Keep. Or: (2) Receive the Herkules reinforcement group. Then take two additional G-3 Actions (any type). This can involve both German and Italian units. Discard. (See the Operation Herkules rule.)
13. **Operation Aida.** (1) Keep. Or: (2) Take one additional G-3 ground or air Action. This can involve both German and Italian units. Discard.
14. **Operation EA 3.** (1) Keep. Or: (2) Take one additional G-2 Special Forces Raid Action using Italian naval special forces units. Discard.
15. **Operation Lehrgang.** (1) Keep. Or: (2) Take one additional G-3 Naval Action. This can involve both German and Italian units. Discard.
16. **Operation Sonnenblume.** (1) Keep. Or: (2) Take two additional G-3 Actions (any type). This can involve both German and Italian units. Discard.
17. **Operation Sommernachtstraum.** (1) Keep. Or: (2) Take one additional G-3 Ground Action. This can involve both German and Italian units. Discard.
18. **Operation Venezia.** (1) Keep. Or: (2) Take one additional G-3 Ground Action. This can involve both German and Italian units. Discard.
19. **Rommel.** (1) Keep. Or: (2) Take two additional G-3 Ground Actions in Africa or the Near East. This can involve both German and Italian units. Return on die roll = 1-3.
20. **Tactics.** (1) Keep. Or: (2) For any one Axis attack, select three Axis units and they get First Fire. Return.
21. **Vichy Support.** (1) If Operation Torch has occurred, then discard without playing. Otherwise: (2) Keep. Or: (3) Receive two supply units as a reinforcement and place them in Tripoli and/or Benghazi if Axis controlled. Discard.
22. **Weather.** **Immediate.** Otherwise, roll one die. Odd = the Axis player loses his regular one Action for the turn (but still can take special actions via Event marker play and supply unit expenditure). Even = take one additional Action. Return.
23. **88s.** (1) Keep. Or: (2) Play during an Allied attack. All German Flak units get First Fire for that one combat. Return.
24. **Optional: Operation Felix (1941-42).** **Major Event.** (1) Keep. Or: (2) Receive the Felix reinforcement group and place them on Gibraltar. Take two additional G-3 Actions using any German units which move to and/or attack Gibraltar. Discard. (See the Operation Felix rule.)
25. **Optional: Variant:** For future scenarios. Otherwise, treat as no effect and return.

MAJOR EVENT DESCRIPTIONS

Allied #22: ULTRA

ULTRA was the high level Allied cryptographic intelligence operation which intercepted Axis signals traffic. In the game, it is represented by an Event marker and can be used to make special Interception Actions. When the ULTRA marker is picked, place it in the Allied Events box on the map. Thereafter it may be used once per turn as described below.

Ultra Reaction Procedure

During any Axis G-3 Naval or Air Action, the Allied player may declare an ULTRA Action.

- 1) Temporarily cease movement of the Axis force.
- 2) The Allied player conducts one G-3 Naval or one G-3 Air Action in such a manner that the Allied force targets that moving Axis force; the Allied units may already be in the area/zone where the Axis movement stopped. If the Axis moved a force of naval units, then the Allied player may use a force of either air or naval units. If the Axis moved a force of air units, then the Allied player may use a force of air units.
- 3) Execute combat against the Axis force with the Allies as the attacker.
- 4) After combat, surviving Allied air units return to base, and surviving Allied naval units stay in place.
- 5) Surviving Axis units resume their movement.
- 6) Return the ULTRA marker to the Allied event pool on a die roll of 1-3; otherwise, keep it for play on a subsequent turn.

Reacting Carriers

An Allied carrier force can make an attack from an adjacent sea zone via ULTRA, in accordance with the Carrier Strike against Sea Zone Action.

Axis #12: OPERATION HERKULES

Operation Herkules was the planned Axis airborne-amphibious invasion of Malta. If the Axis player picks the Operation Herkules event, he keeps it. He may execute Operation Herkules on this or

any subsequent turn. Once executed, the marker is removed from the game.

Executing Operation Herkules

Announce the event at the end of any Axis event phase. The Axis player immediately receives all Herkules reinforcement units (German and Italian); place them like any other reinforcements. On the turn of play, the Axis player receives two additional G-3 Actions of any type. German and Italian units may be combined to perform these two Actions.

Player Note. *The Axis does not have to invade Malta. The units may be used anywhere – such as their historical support for Rommel's 1942 drive into Egypt.*

Axis #24: OPERATION FELIX

Operation Felix was the planned German assault on Gibraltar. It was not implemented for a number of reasons, mainly the lack of cooperation from Spain's Francisco Franco. The assumption behind this option is that the forces which were to be used in Felix were assigned to the Mediterranean for an amphibious assault as opposed to the original plan of moving through Spain.

Felix Event marker

The marker is used only Scenario 1 (1941). During initial set up, add the marker to the Axis event pool. If picked in 1941 or 1942, the Axis player may play Felix on this turn or keep the marker and play it on a subsequent 1941 or 1942 turn; if picked in 1943 it is treated as no effect and discarded. Additionally, Felix may not be executed in 1943 or May 1941 (the turn of Operation Mercury). Once executed, the marker is removed from the game.

Executing Operation Felix

Announce the event at the end of any Axis event phase and conduct the following steps.

- 1) The Axis player immediately receives all Felix reinforcement units. Place the units on Gibraltar; this requires no movement.
- 2) Receive one Me-110, one Ju-87 and one Ju-88 from the Mercury units (even if they had been previously eliminated or withdrawn). Place them on Gibraltar as if they had flown a mission from an adjacent area. (If the Axis has implemented Hitler Turns South, these air units are not received as part of Felix—they are already in play.)

3) The Axis player immediately takes two G-3 Actions using the Felix land/air units to target Gibraltar.

4) At the conclusion of these Actions, the Felix air units are withdrawn. If Mercury has not yet occurred, they may be used for that event later in the game. The Felix ground units remain in play.

Control of Gibraltar

As long as the Axis controls Gibraltar with at least one ground unit, Allied naval units must cease movement when entering the Gibraltar Approach sea zone (from either direction). Those units may move out normally on their next Action.

Additional Victory Conditions

If the Axis executes Operation Felix, the Axis must win a Sudden Death Victory by the end of the game. Any other result is an Allied victory. If the marker is never picked, or if it is picked and not played, use regular victory conditions.

Design Note. *The idea here is that if the Germans got Spain involved in the war, they would have to win a decisive victory in the Mediterranean.*