WW41 MARE NOSTRUM

Total Counters: 30
Errata Counters: Six counters.
British: Replace the Torch Gladiator with the Start Gladiator.
British: Replace the Torch Transport (Tr) air unit with the Start Transport.
British: Replace the British 6SA (South African) Infantry Division with the 6A (Australian) Infantry Division.
Italian: Replace two of the Italian Start SM79 bombers with 1941 SM79s.
Replace Allied Event: Operation Supercharge with Operation Supercharge (42-43).

Variant Counters: Five counters
German 22 LL Division: For 1941 scenarios, add to the Axis reinforcement pool. Then remove the 22T Infantry Division from play permanently. Do not use in scenarios which start in 1942. This is the 22nd Air Landing Division that historically ended up on the Eastern Front. The assumption here is that it was assigned to the Mediterranean to support airborne operations in that theater. By 1942 it had been reorganized as a motorized division (per the original counter mix)
German FW 190 air unit: Add to the 1941 Axis reinforcement pool. The FW-190 Condor was a Luftwaffe long range maritime recon and attack aircraft.
Italian RP Airborne Brigade: Add to the 1941 Axis reinforcement pool. This unit represents various Italian small paratrooper units which are combined into a group for airborne operations.
Italian LS-C3 Landing ship: The Axis player can add this unit as an initial deployment unit in 1941 or 1942, but must remove one At Start Italian Transport and one Destroyer from play permanently. C3 was the original Italian plan to invade Malta. This option assumes that the Italian high command carried through on these plans.
British 9th Army HQ: Add to the Allied reinforcement pool for 1941 scenarios. For 1942 scenarios deploy in Palestine, Syria or Iraq. Ninth Army controlled various formations east of Suez.

Events: Seven counters.
Allied Event: Middle East Command Marker: Add to the starting Allied Event pool for all scenarios.
  Explanation: (1) Keep. Or: (2) Take one additional G-1 action; then take one additional G-4 action involving only British units (including Allied supply). Return on die roll = 1-4.
Allied Event: **Operation Husky** (**1943**): Add to the Allied Event pool in 1943.
  Explanation: (1) Keep. Or: (2) Take three additional G-3 Combined Actions (which can involve both British and US units). Discard.
Allied Event: **Stirling**: Add to the Allied Event pool for all scenarios.
  Explanation: (1) Keep. Or: (2) Take one additional G-2 Special Forces Operation. Return on die roll = 1-5.
Axis Event: African Situation (41-42): Add to the starting Allied Event pool for 1941 and 1942.
  Explanation: Immediate. Roll one die. 1-2 = Allies must withdraw British ground or air units (any combination) whose total ground combat strength is 6 or more and place them in the Africa Transit box. 3-4 = Allies may move up to three air or three naval units in the Great Britain Box to the Middle East Command box. 5 = Axis expedition. 6 = Allied expedition. For results 5 and 6, the designated player may immediately conduct one G-2 Special Forces Operation if they have a Special Forces unit available and the target area is in North Africa.
Axis Event: Mare Nostrum (1941-42): Add to the starting Axis Event pool for 1941 and 1942.
  Explanation: (1) Keep. Or: (2) Take one additional G-1 action; then take two additional G-3 actions involving only Italian units (including Axis supply). Discard.
Axis Event: **Student:** Add to the starting Axis Event pool for 1941 and 1942.
  Explanation: (1) Keep. Or: (2) Take one additional G-3 Airborne, Air Assault or Airborne Invasion Action; discard. Or: (2) If this is June 1941 to December 1942, place the German 7F Airborne Division in the Axis Reinforcement pool (as a special case for the Mercury rule (ignore this if using the Hitler Moves South rule); discard. Or: (3) If this is 1943, sort through the Axis Reinforcement pool, select one German airborne unit (any type), and deploy per 15.1; discard.
Axis Event: Operation Lila (1942): Add to the starting Axis Event pool for 1942.
  Explanation: (1) Keep. Or: (2) Play the instant that Operation Torch goes into effect (as a free action). Roll one die: 1-3 = succeeds; add the Optional Italian BB and CL units to the Axis reinforcement pool; 4-5 = no effect; 6 = all Vichy units immediately become pro-Allied (and none are withdrawn). Discard. The optional Italian BB and CL are French naval units seized by the Germans at Toulon in response to Operation Torch. They go into the Axis reinforcement pool representing the time and resources needed to refit the ships.

Variant Scenario: France Fights On: 14 counters.
In this scenario, the French government decides to continue the war after Paris fell in June 1940. The French military falls back on North Africa, and the Germans pursue. The campaign opens in early 1941 after both Allies and Axis have redeployed. General De Gaulle provides leadership for French forces in North Africa. Admiral Raeder pushes for a German strategy to clear the Mediterranean of the Allies before the Soviet Union can intervene in Europe.

Scenario Length: The scenario begins on March 1941 and concludes at the end of December 1941.

Victory: Axis must win a Sudden Death victory. Anything else is an Allied victory.

Start Forces & Reinforcements: The same as the 1941 scenario, plus:
Free French (FF): Add/change the following French units:
  • Anywhere in French Morocco, Algeria and Tunisia, no more than one unit per area: 1 x Mechanized Corps, 1 x Infantry Corps, 1 x Mountain Corps.
  • Any airbases in French Morocco, Algeria and Tunisia: 1 x Ds 520 Fighter, 1 x Potez 63 Bomber.
  • Any seas zones adjacent to ports in French Morocco, Algeria and Tunisia: BB-1, CA-1, DD-1, TR-1.
  • Add to the starting Event Pool: De Gaulle.
French unit abbreviations:
  CM: Mechanized Corps
  Col: Colonial Corps
  NA: North African

Axis: Add/change the following German units:
  • Anywhere in Libya: 15 Panzer (instead of South Italy).
  • Italian mainland or Sicily: 10 Panzer, 29 Panzergrenadier.
  • Any Axis controlled area: 22LL Air Landing (from the variants; remove 22T Infantry).
  • Any sea zones: SS-1, SS-2.
  • Any sea zones adjacent to ports in mainland Italy, Sicily or Libya: PT-1, TR-2.
  • Axis Reinforcement Pool: PAA HQ, KG H(ecker); Br(Brandenburg) SF; BB-1, DD-1, TR-3; FW200 (from the variants).
  • Italian: Any Deep Desert area south of Tripoli or Sirte: Sahara recon.
  • Add to the starting Event marker pool: Admiral Raeder.

German battleship deployment: If BB-1 is picked as a reinforcement, deploy in the Mediterranean zone adjacent to Gibraltar. If a Refit result causes it to return to play, deploy as per other Axis naval units. (The unit represents a battleship-cruiser division breaking through from the Atlantic.)

Hitler Moves South
Axis uses the Hitler Moves South option and forces. Deploy all Mercury units in Sicily or mainland Italy during initial setup. These units remain in play for the entire scenario.
  • Mainland Greece becomes Axis controlled in May 1941.
  • Place 5th Panzer in Greece at the start of May 1941.
  • Allied Crete force is deployed per the original rules.

Operation Felix: Add the Felix marker to the Axis event pool at the start of Turn 2. If it is picked, deploy the land units per the rule. Do not deduct or withdraw the air units from the Mercury force. As soon as the Felix event goes into effect, Spain becomes an Axis airbase with a capacity of three air units. Only Axis air units can enter Spain.

Event markers:
  1) Remove the Vichy Support and Vichy Syria Intervention markers from the game.
  2) Allied De Gaulle: Allies can conduct one additional G-2 or G-3 Land operation with French forces. Return on die roll 1-4.
  3) Axis Admiral Raeder: Axis can conduct two additional G-3 Naval or Air operations with German forces. Return on die roll 1-3.

Scenario Special rules:
  • Allies start with control of all French units (including Vichy).
  • All French territories are now playable (including Syria).
  • French Corps: these act as standard Allied units, with the following special cases:
    a) They count as two units to be transported by sea (all types);
    b) They count as two units for fortress stacking.
  • French Refits: See Below Table.
  • Supply Tables: Axis uses the second (better) line on their table. Allies use their first line.

French Refit Table

Unit being refit	Die roll to Refit	Die roll to Damage	Die roll to Destroy
BB	1	2	3, 4, 5, 6

All other naval units	1	2, 3	4, 5, 6
Air units	1	2, 3, 4	5, 6
Land units	1, 2	3, 4	5, 6

WW54 MIDWAY SOLO
Joseph Miranda
Total counters: 22
   Japanese Land Units: Six counters (brown). Consisting of three marine units (Comb-1, 2 & 3) and three infantry units (Ichiki, SSD & 301). Variant counters.
   Japanese Battleships (BB-1, 2 & 3): Three counters. They are replacement counters for the same counters in the original counter mix.
   Australian Infantry Units: Two counters (light green). Variant counters
   US Land Units: Five counters (light blue). Variant counters.
   US Naval Units: Two counters (light blue. Variant counters.
   US Air Unit: One unit (light blue). This counter is a replacement counter for the 18 BW Reinf counter in the original counter mix.
   US Battleships (BB-A & B): Two counters (light blue). These are for a "what if" scenario that the Japanese did not sink or damage any battleships at Pearl Harbor, but instead caught the carriers. For each BB added to the US starting force, one carrier at start CV (and air groups) are removed from the counter mix and not used.
   US Carrier (CV-4): One counter (light blue). Historically the Ranger was kept in the Atlantic, however it could have been sent to the Pacific. Add this unit to the USN Reinforcement Box.

VARIANT RULES
3.1 USN Initial Deployment
Remove the four starting US coastal defense units (Port Moresby, Solomons, Midway, Aleutians) . Instead, place the below units:
Ground units:
   Aleutians: AKDC Coastal Defense Unit
   Pearl Harbor: RCT Infantry Unit, this unit may begin embarked on a TR (see below).
   Midway: USMC Prov Marine Unit and 6 USMC Coastal Defense Unit.
   Port Moresby: 31 AUS Infantry Unit and Port Moresby Coastal Defense unit.
   Australia: 21 AUS Infantry Unit
Naval Units: Both units are added to the following locations.
   Pearl Harbor: TR-1 Naval Unit
   Reinforcement Box: TR-2 Unit. If picked as a reinforcement, this unit can be placed on the US West Coast, Pearly Harbor or Australia.

3.2 IJN Historical Set-up
IJN Invasion Naval Units
   Using the six Japanese land units provided, randomly pick one ground unit at a time and place the unit with one of the six TR naval units. They are placed at full strength. They are embarked on the TRs (see below).

Additional Rules
   Designer's Note: *The below rules supersede those given in the original rules.*

Mobile Ground Units
Mobile ground units include all infantry and marine units. Coastal Defense units are not mobile. Transports (TR) embark mobile land units at the start of an action, move together, and then at the end of the action may disembark them. Mobile ground units may remain on the TR at the end of an action.

Naval Transport of Ground Units
Ground units may only move when transported by naval transport units (TR). Each TR can transport one friendly mobile ground unit.

Transport Operations
To show a ground unit is being transported by a TR, place the ground unit beneath the TR counter.
• Embarking on a TR is not a separate action. Mobile ground units can be embarked prior to moving naval units.
• While embarked ground units are part of the TR transporting them.
• If a TR is sunk, the transported ground unit is also eliminated. It is placed in the Refit Box.
• Land units being transported may conduct no other actions nor do they apply their combat factors to any combat until disembarked.

- Ground unit may not be disembarked if there are any enemy surface naval units in the sea zone adjacent to the landing port/coastal area.

   Designer's Note: Therefore, it may require an additional naval action to attack and clear enemy naval units from a sea zone adjacent to a potential landing coastline.

- The presence of enemy naval units does not affect embarkation from a zone.
- Land units may remain on TR units at sea for any length of time.
- To disembark a unit the TR must be adjacent to a coastal area or port. This is not a separate action, it is part of the transport movement.
- IJN units can be transported to conduct an amphibious action (see below).
- USN or AUS units cannot conduct amphibious actions.
- If a TR unit is used to transport units to an enemy controlled or contested land area (amphibious action), that TR unit is subject to fire from all enemy units defending there, that have an anti-surface ship factor of one or more.
- IJN mobile ground units will remain embarked until they make an amphibious assault. Once that occurs, any surviving IJN ground units remain on the island of disembarkation. They may not re-embark.

Important: A transport move does not require the TR itself to move if the entire movement is across one sea zone.

Example: A TR moves the land unit from an island bordering one side of a sea zone to another island bordering that same sea zone.

16.0 JAPANESE AMPHIBIOUS LANDINGS
When an IJN TR unit transporting a mobile ground unit is in the same space as a USN objective, an amphibious assault occurs. Amphibious assaults are conducted during the IJN Amphibious Assault Step.
Amphibious Assault Procedure
For each Amphibious Assault, perform the following in this order:
1) IJN Naval Bombardment: All IJN surface units in the space conduct bombardment combat. They use their surface combat factor. A hit reduces one USN ground unit.
2) IJN Disembarkation: Move all IJN ground units from the TR to the island.
3) USN Defensive Fire: All surviving USN ground units fire at the IJN ground units using their ground combat factor.
4) IJN Amphibious Assault Fire: All surviving IJN ground units fire at the USN ground units on the island using their ground combat factor.
5) Continued Combat: Repeats steps (3) and (4) until only one side has ground units on the island. That side wins the battle and has control of the objective.
Important: Do not repeat steps (1) or (2).

IJN Control
Once the IJN has taken an objective, the USN loses control of it for the remainder of the scenario. Air units cannot base on it. The USN cannot retake it. The USN cannot retake such islands (at least within the span of the game).

6.0 SEQUENCE OF PLAY
Add the below action to Step 11 (G-1 Organization Step)

Embark or Disembark Unload Ground Units. Move mobile ground units onto or off of USN TR in the same space. This can be done only if the space containing no IJN units of any type. There are no amphibious landings against hexes containing IJN units.

WW57 ESCAPE HELL'S GATE
Total counters: 7
69G/206G and 69G/208G counters replace original with incorrect unit symbols on back.
373/1239 counter replaces original counter with incorrect unit ID on back.
5MC/1700 counter replaces original counter with incorrect defense strength on back.
5GTC/1696 counter replaces original counter with incorrect unit symbol on back.
14Pz/103 counter replaces original counter with incorrect unit ID on back.
72 counter replaces counter with unit ID 72/266 (strength of 2-3-6). Original counter had regimental ID and should not have it is an adhoc group attached to 72nd German Division.

by Joseph Miranda
Total counters: 15

Variant:
Soviet Cavalry Mechanized Groups: Two counters
These are combined cavalry-armored formations. At the start of a scenario, the Soviet player decides if he wants to employ them or not. If he does, then he cannot build tank armies later in the scenario (owing to fundamental changes in Red Army doctrine). The Soviet player mobilize cavalry-mechanized groups at a cost of 4 MOP. Place per standard Soviet deployment. Treat them as mechanized class army units. A and B Cavalry Mechanized Groups replace the 1FMG and 2FMG Tank Armies.

Soviet Air Defense Army (PVO): One counter.
The air defense counter represents a concentration of Soviet interceptor aircraft and flak. In game terms, the unit has a low offensive ability but is decent on defense (for an air unit). It is placed in the Reinforcement Box and is available immediately. MOP cost is the same as other Air Armies.

Soviet Sapper Army: One counter.
This is treated as an infantry army. Add it the Soviet Reinforcement Box (face down) in the first Mud or Snow turn. It has no special abilities, but a high defense factor represents capabilities for constructing defenses up front. MOP cost is the same as an Infantry Army.

COMINT (Communist International) Corps: Three counters.
This is stretching things, but assumes that the Soviets attempted to mobilize additional forces from among communists and sympathizers in Axis territory. The Soviet player can create COMINT Corps in a friendly mobilization phase by expending a supply unit within radius of a Soviet Partisan unit. Remove the Partisan and replace it with one corps. Each supply unit expended can create one such corps. COMINT Corps function as Soviet ground units for all game purposes. They follow normal stacking rules. The supply unit may be purchased again.

German 20 Mountain Army: One counter.
This unit is formed by combining two German mountain corps. This can be done starting with the first Mud or Snow turn (but not before). The procedure for this reorganization is the same as is outlined in 9.0.

Additional Axis Ally Units: Six counters:
These are reinforcements created by the standard mobilization rule (7.0).
  Hungarian CarA (Carpathian) Army (One counter): This represents additional units mobilized for home defense.
  Italian Alpini Corps (One counter): This represents additional alpine and light mechanized forces transferred from units in occupation duty in the Balkans. Treat as a mountain corps.
  Italian CCNN (Blackshirt) Corps (One Counter): This is treated as an Italian infantry corps.
  Italian CDO (Commando) Air Unit (One Counter): This assumes Mussolini dispatches more airpower to the Eastern Front.
  More Axis Volunteer Corps (Two counters): These represent additional formations mobilized by various Axis allies, as well as rear area security forces from Hungary, Romania and Slovakia.