

22.0 DETAILED EXAMPLE OF PLAY

22.1 Reinforcements Arrive

At the beginning of the II July turn the Axis player advances the first Turn marker to the II July box. Next is the Reinforcements phase, so both players consult their Set Up Cards for reinforcements for II July. Both players receive a unit and receive supply points. The Allied player places his in Middle East Holding Box while the Axis unit (the *288B'burg*) and SP goes into Greece Holding Box. Neither player chooses an Optional Entry Group.

The Allied player chooses to conduct Bombardment of Tripoli port since he has an air unit available (not Flown), the 205th Wellington unit, and within range. The Allied player places the Wellington on the port hex (1515). He resolves the Bomber Effectiveness Table, rolling a 4 (no DRMs applicable). This produces bomber strength of "2." He then resolves the Bombardment Table using the "2" column. He again rolls a 4 (no DRMs, since no AA present) producing a result of "1" which reduces Tripoli Port Capacity Track by one Level. It drops to the 0 Level, meaning its capacity is now at zero (0) units. This lower capacity may cause the Axis player to make hard choices during his Supply Status phase.

During the Supply Status phase the Axis player first determines General Supply for all his units. He totals his available port capacity. He controls Tripoli (0), Beirut (6), Latakia (3), and Turkey (8), for a total of 17 points (each point provides general supply for one unit). Ports need only be friendly (not necessarily occupied) in order to be counted. Of the 19 units he has in play on-map requiring General Supply (the Light units do not) the ports provide General Supply to 17 units, so now 2 units are Out of Supply (assuming the units mentioned can trace a Supply Route). Units in the Cadre Box do not require any supply. The Axis player chooses to leave the 2 units out of General Supply and marks each with an OoS marker. He could have spent one SP and put into General Supply as many units as could reach it. He is instead thinking he may use Emergency Supply procedure during either of his Movement phases to put any additional needed units into General Supply (as long as they can trace a 7-hex Supply Line to an SP). The *288B'burg* in Greece Holding Box requires Movement Supply (only air units get "free" Movement Supply in a holding box) but does not receive it in this example.

It is now the Axis First Operations Segment. The Axis player uses naval transport to move the *288B'burg* unit from Greece Holding Box to an on-map port (only Beirut is available; Tripoli currently has no capacity). Air transport is not available. He chooses to move it to Beirut along with the SP. He creates a 1-point Supply Dump to hold the SP and places it and the *288B'burg* on the Beirut port indication hex. The arrival of all is subject to the Naval Transport Table and he now resolves it. For *288B'burg* he rolls a 4 (no DRMs applicable), and the unit Arrives. He can now place the *288B'burg* on the Beirut hex (1213). For the SP he rolls a 5, the SP is Delayed. It is immediately returned to Greece Holding Box but it can try again during the next friendly Transport phase (next friendly segment, or indefinitely until it either arrives or is sunk). Had he rolled the dreaded 6, the result would read "SD," meaning the SP is sunk. The *288B'burg* arrives at Beirut but no supplies land with it.

Since *288B'burg* began the turn in a holding box, it is automatically in General Supply but still requires Movement Supply. Upon arrival on-map it searches for an SP in Supply Line range for Movement Supply. Unless an SP is available somewhere within range (to provide Emergency Movement Supply), it cannot use strategic movement and its MA is reduced by half (from 8 to 4). It has no fuel.

EXPANDED SEQUENCE OF PLAY

A. STRATEGIC SEGMENT (both players)

(Do this once a turn)

1. Turn Record Phase. Advance the Turn marker one space along the Turn Record Track to show the start of a new turn.
2. Special Events Phase [Note: The Weather phase is not used in this game]. Both players draw Special Events markers.
3. Reinforcements Phase
 - a. Both players consult their respective Set Up Cards and place available reinforcements [5.3] in play. Players can choose to delay arrival of reinforcements.
 - b. Optional Reinforcements. First the Allied player and then the Axis player decides which Optional Special Event Groups [5.4] to receive, plays their Special Event markers, and places them in play.
 - c. Axis releases one garrison unit.
4. Supply Status Phase
 - a. Both players trace General Supply to all their on-map units. Place OoS markers on those units Out of Supply and remove these markers from those units now in General Supply.
 - b. Both players provide Movement Supply [6.5] to their ground and air units and remove the required supply points.
 - c. Turn those air units put in Movement Supply from Flown to Active. Naval units become Active.
 - d. Allied units begin replacements procedure [15.2]. By having a Receiving Replacements marker placed on them.
5. Supply Conversion Phase. Change SPs to MSU status from Supply Dump, or from Supply Dump status to MSU.
6. Bombardment Phase. Against ports only [13.2]

B. FIRST AXIS OPERATIONS SEGMENT

1. Transport Phase

- a. Air Transport (Axis only): The Axis player moves units by air from an airfield to any friendly airfield [7.1].
- b. Naval Transport: The Axis player moves units by sea from a port to any friendly port [7.2].
 - 1) The Axis player declares all ground units and Supply Points that will be sent and places them on the arrival port indication hex.
 - 2) Allied player places interdicting air and naval units.
 - 3) Resolve the Naval Transport Table.
 - 4) Units delayed return to their original port.

5) Air units return to airfields as Flown; naval units return to port as Sailed.

c. Axis amphibious raid placement [10.6].

2. Movement Phase

a. Emergency Supply. At any time during this phase the Axis player can spend SPs to provide General Supply or Movement Supply.

b. The Axis player moves all, some, or none of his ground units as he desires within the restrictions of the rules of movement [8.0]. Units can conduct railroad movement, and strategic movement, and can use motor pool.

c. Air Transfer: The Axis player moves an Active air unit to any friendly airfield within twice its printed range [13.4] and then turns it over as Flown.

d. The Axis player declares all his attacks.

3. Combat Phase: The Axis player makes attacks in any order he desires. All attacks follow the sequence below:

a. The Axis player states which of his ground units are attacking.

b. The Axis player commits artillery units and places available in-range air units.

c. The Allied player commits artillery and naval units and places available in-range air units [10.41].

d. Calculate the Combat Odds (total attacking strength divided by total defending strength).

e. Find the appropriate column on the Combat Results Table, roll one die, and apply the results.

f. Combat results:

1) Apply any losses to both sides.

2) Retreat units.

3) Conduct retreat through enemy ZOC.

4) If the Defender Hex becomes vacant, surviving attacking units can advance after combat.

5) Return air units to any friendly airfield in range

4. Exploitation Movement Phase [8.4]. The Axis player moves all, some, or none of his eligible units up to one half of their movement allowance (retain fraction).

5. Administrative Phase

a. Remove REPL units (or Receiving Replacements markers from Allied units during the Allied Segment) and turn the receiving units to their next higher strength level.

b. Turn friendly artillery units from Fired to active if in General Supply.

c. Voluntary destroy friendly MSUs and Supply Dumps [6.16].

d. The motor pool, air transport, and naval transport markers become available.

e. Re-embark commando [10.65].

C. FIRST ALLIED OPERATIONS SEGMENT

1. Transport Phase: same as Axis

2. Movement Phase: same as Axis

3. Combat Phase: same as Axis

4. Exploitation Movement Phase: same as Axis

5. Administrative Phase: same as Axis

D. INTER-OPERATIONAL SEGMENT

1. Weather Phase. Not used in this game.

2. Supply Conversion Phase. Change SPs to MSU status from Supply Dump, or from Supply Dump status to MSU.

E. SECOND AXIS OPERATIONS SEGMENT

(Same as First Axis Operations Segment)

F. SECOND ALLIED OPERATIONS SEGMENT

(Same as First Allied Operations Segment)

G. RECOVERY SEGMENT (Both players)

(Do this once a turn)

1. Engineering Phase

a. Port Recovery. Each port recovers by one level [7.34].

b. Port Demolition. Reduce a port by one level [7.35].

2. Victory Determination Phase

a. Check for Vichy Surrender [18.3].

b. Check scenario victory conditions. If one player has achieved Sudden Victory, the game ends.