

Allied Special Events

A. The Alawis Revolt

1. Play during the Reinforcements phase.
2. The three Alawi units become Active Allied units for the rest of the game. Replace each Axis unit with the Allied unit of the same identification. If stacked with an Axis unit, remove the Alawi unit (to Eliminated Box).
3. To play this event, the Allied player pays two VPs; if VPs are not available, it cannot be played.
4. Once played, remove this event from the Special Events Pool.

B. The Druze Revolt

1. Play during the Reinforcements phase.
2. The three Druze units immediately become Active Allied units for the rest of the game. Replace the Axis unit with the Allied unit of the same identification. If stacked with an Axis unit, remove the Druze unit (to Eliminated Box).
3. To play this event, the Allied player pays one VP; if a VP is not available, it cannot be played.
4. Once played, remove this event from the Special Events Pool.

C. Commando Brigade

1. Play during the Reinforcements phase.
2. The Allied player either:
 - a. Immediately turns his commando unit to full strength (without Replacements procedure), if it is in the Middle East Holding Box; or
 - b. Receives one replacement point that increases the commando unit to full strength by Replacements procedure while on the map; or
 - c. Restores the commando to its first step (if it is in the Cadre Box). It cannot be restored if it is in the Eliminated Box; or
 - d. Release the Haifa garrison unit for Active play.
3. If played on the first turn the commando brigade begins play at full strength (without Replacements procedure).

D. Diplomats Active

1. Play during the Special Events phase after Axis play that phase of his Events A, B, or E.
2. It cannot be played to cancel an event played on an earlier turn.
3. This event cancels one of Axis Events A, B, or E.
4. To play this event the Allied player pays one VP; if a VP is not available, it cannot be played.

E. Early Iraq Conclusion

1. Play during the Reinforcements phase or any friendly Movement phase.
2. Effects:
 - a. Allied units are received from Iraq one turn earlier.
 - b. The Allied player receives an additional Supply Point in Iraq Holding Box.
3. After the first time played, or beginning the III July turn, all plays of this event result only in one additional SP becoming available in the Iraq Holding Box.

F. More Replacements

1. Play during the Reinforcements phase.
2. The Allied player receives two additional infantry replacement points this turn.

G. Free French Morale

1. Play anytime after Damascus becomes friendly to the Allied player.
2. In any one Allied attack (not defense) per Segment that includes a Free French unit, the Allied player can shift combat odds one column to the right (cumulative with other effects but not cumulative with Allied Event H).
3. This effect continues until Vichy Surrender.
4. In all subsequent plays of this event receive one additional Supply Point in the Middle East Holding Box.

H. Victoria Cross

1. Play during any Combat phase.
2. In any one combat shift the odds column one to the right when attacking, or one to the left when defending (this also applies to the Free French, but not cumulative with Event G).

I. Replacements from Egypt

1. Play during the Reinforcements phase.
2. The Allied player receives two additional infantry replacements points in Middle East Holding Box.

J. Cavalry Raid

1. Play at the end of the friendly Combat phase.
2. Cavalry and armored car become additional unit types eligible for exploitation movement each time this event is played.
3. Allow these units and reconnaissance units, full MA [instead of half MA as in 8.41], regardless of supply status.

K. Saboteurs

1. Play anytime (even immediately before combat resolution).
2. Designate any one enemy Supply Point to be destroyed. That SP cannot be in a holding box. The Axis player can immediately declare a different in-range SP to be used.

L. Radio Intercepts

1. Play during the Reinforcements phase.
2. Allows examination of all Special Events markers the Axis player currently holds.

M. Submarines

1. Play during the Axis Transport phase.
2. Apply a (+1) DRM to the Naval Transport Table.

N. Extra Supply

1. This event cannot be played until beginning with the III June turn. Play it during the Reinforcements phase.
2. Add the two supply units to those available for use and the Allied player receives an additional two Supply Points.
3. In all subsequent plays of this event receive one additional Supply Point in either the Middle East or Iraq Holding Box.

O. Crack Pilots

1. Play when the Allied player places an air unit on a mission.
2. Increase the air unit by one support strength point (and in addition to the result on the Bomber Effectiveness Table).

P. Additional Air Unit

1. This event cannot be played until beginning with the III Jun turn. Play it during the Reinforcements phase.
2. Receive the air unit in the Iraq Holding Box. It counts range through the Iraq Entry Area while there. It cannot transfer to the Middle East Holding Box.
3. In all subsequent plays of this event receive one additional Supply Point in either the Middle East or Iraq Holding Box.

Q. Druze Defect

1. Play during the Reinforcements phase.
2. The Allied player picks any one Axis Druze unit that is not stacked with an Axis unit. That unit immediately becomes Active Allied; pick it up and replace it with the Allied unit of the same designation. It is now permanently Active Allied.
3. An additional play of this event allows another Druze unit to become Active Allied.
4. This event has no effect if the Axis player has already played his Event B.

Note: *The other Druze units may become Active Axis units within the Jabel ed Druze [19.2].*

R. Shaky Light Units

1. Play anytime (even in the middle of a phase).
2. The Allied player designates any one Axis Light unit and then immediately removes it from play.

Axis Special Events

A. Active Alawis

1. Play during the Reinforcements phase.
2. The three Alawi units are now Active Axis.
3. Play of this event costs one Victory Point; if a VP is not available, it cannot be played.
4. Once played, remove this event from the Special Events Pool.

B. Active Druze

1. Play during the Reinforcements phase.
2. The three Druze units are now Active Axis.
3. There is no VP cost for play of this event. Once played, remove this event from the Special Events Pool.

C. German Commandos

1. Play during the Reinforcements phase.
2. The Axis player receives the "SK-F" unit (German unit), even if not playing Scenario #2. Place it at Aleppo (or Beirut if Aleppo is not friendly).
3. For subsequent plays, treat this Event the same as Event H.

D. Turkish Armor

1. This event cannot be played until beginning with the III Jun turn. Play it during the Reinforcements phase.
2. The Axis player receives this unit "from Turkey" at his choice of hexes 1200 or 1302 (has Movement Supply). There is no VP cost for play of this event.
3. After the first time played (even if cancelled), or after Vichy Surrender, all plays of this event result only in one additional Supply Point received in Greece Holding Box (cannot be cancelled by Allied Event D).

E. Transit through Turkey

1. Play during the Special Events phase.
2. For the rest of the game all units arriving in Greece Holding Box can move "through Turkey" to arrive at choice of hexes 1200 or 1302. This is a "land connection" [exception to 9.35].
3. Play of this event costs the Axis player one VP but only on the first turn played (none on later turns). The VP remains spent if the Allied player plays his Event D to cancel this event.
4. After the first time played (even if cancelled), all plays of this event result only in one additional Supply Point received at hexes 1200 or 1302 (and can be cancelled by Allied Event D).

F. Quicker Mobilization

1. Play during any friendly Transport phase.
2. The Axis player can release two additional units from Garrison status this phase.

G. German Paratroops

1. This event cannot be played until beginning with the III June turn. Play it during the Reinforcements phase.
2. Receive the German *Lehr* infantry unit and air transport counter (if not already in play) in Greece Holding box. It is available regardless of the scenario being played.
3. *Lehr* enters the map only by air transport [7.1]. This occupies the German air transport unit during the Operations Segment the paratroop unit enters the map.
4. Subsequent plays of this event result in one German infantry replacement point available in Greece Holding Box.

H. Croix de Guerre

1. Play during a Combat phase.
2. Shift odds column one to the right when attacking, or one to the left when defending.
3. This applies to only one combat each time played.

I. Desert Raiders

1. This event cannot be played until beginning with the II June turn. Play it during the Reinforcements phase or any friendly Movement phase (can move this phase at full MA).
2. The Axis player receives this unit at any friendly town or point of interest in Syria or Iraq. It cannot be placed in e ZOC.
3. It is allowed to enter Iraq.
4. After the first time played, all plays of this event result only in one additional Supply Point received in Greece Holding Box.

J. Cavalry Raid

1. Play at the end of the friendly Combat phase.
2. Cavalry and armored car become additional unit types eligible for exploitation movement, each time this event is played.
3. Allow these units full MA [instead of half MA as in 8.41], regardless of supply status.

K. Saboteurs

1. Play anytime (even immediately before combat resolution).
2. Designate any one enemy Supply Point to be destroyed. That SP cannot be in a holding box. The Allied player can immediately declare a different in-range SP to be used.

L. Spies

1. Play during the Reinforcements phase.
2. All Special Events markers the Allied currently holds are turned face-up for Axis view for the rest of the game, until played. New markers are kept face-down.

M. Vichy Destroyers

1. Play anytime.
2. Remove one Allied naval unit, as it is placed for its mission, and place it in the Middle East Holding Box as Sailed
3. This event has no effect after Surrender.

N. Vichy Battleship Convoy

1. Play during the Special Events phase.
2. When this Event is played, the Axis player creates a convoy. He directs it to go to either Beirut or Tripoli, as desired.
 - a. The convoy carries two Supply Points and one infantry replacements point in addition to those received for the turn.
 - b. The Axis player can choose to send his "RTA" unit with this convoy.
 - c. Allied naval units cannot be placed during this turn.
 - d. Apply a (-4) DRM to the Naval Transport Table for this convoy.
 - e. The Allied commando cannot conduct Amphibious Raid [10.6] this turn.
3. After the first time played (even if cancelled), or after Vichy Surrender, all plays of this event result only in one additional Supply Point received in Greece Holding Box.

O. Vichy Air Interdiction Mission

1. Play during the Allied Movement phase (even as units move).
2. Place this marker on any road hex. It negates road movement effects on that hex and all adjacent hexes. No air unit is required.

P. German Air Force

1. Play anytime.
2. Axis player chooses either the German bomber air unit, or the air transport marker.
3. He places his choice in Greece Holding Box. From there the bomber is used only against Allied naval units in any naval mission by offsetting naval support strength, point for point.
4. The bomber can go to the game map to conduct other missions but only after the Axis player pays one VP (Scenario 1 only). The air transport marker is not restricted.

Q. German Tourists

1. Play during any Combat phase.
2. The Axis player chooses either:
 - a. Cancel Allied Event K, or
 - b. Any one Axis Light unit chosen by the Axis player is not "Light" for combat this phase.

R. Rally Light Troops

1. Play during the Reinforcements phase.
2. Return any one (Active) Light unit to play. The placement hex must be friendly.

"Alawite" unit	at hexes 1108, 1305, or 1311
"BdL" unit	at Aleppo or Damascus
"CL" unit	at Beirut
"Druze" unit	at hexes 2723, 2724, 2925, or 3026
3. The 8RSA, 1RSM, or 4RST units cannot rally.