

Draft rules 10-9-09

## Rule Book

### Slouch Hats and Eggshells, Syria, 1941

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#### 1.0 INTRODUCTION

“I hope that on this and similar matters you will feel able to give full weight to the views of General de Gaulle, to whom His Majesty’s Government have given solemn engagements, and who has their full backing as leader of the Free French Movement.”

- Churchill to A.P. Wavell, 1 April 1941

##### 1.1 Historical Setting

When Free French leader Gen. de Gaulle visited the Middle East in April 1941 he forced a political crisis by demanding the occupation of Syria. As a result London ordered an offensive to place all of Syria and Lebanon under Free French control. Sadly, such posturing caused Allied command staffs to hold unrealistic views of what the ensuing occupation would look like. Certain authorities believed the Vichy French in Syria would offer only token resistance and their defense would collapse like an eggshell. The thinking held that Vichy forces could be won over with wine and coffee along with displays of the Australian slouch hat. Instead, the Vichy-led troops fought ferociously from the start.

##### 1.2 General Introduction

**Slouch Hats and Eggshells** recreates the World War II campaign in French-held Syria and Lebanon, historically from early June 1941 through mid-July 1941. One player will control the Axis forces (Vichy French, French colonial troops, and Germans), while his opponent controls the Allied forces (all other nationalities). The playing pieces represent the actual units that participated in the campaign and the map represents the terrain over which those units fought. The players maneuver their units across the map and conduct combat according to the rules of play. One player wins by capturing certain specified objectives while his opponent wins by avoiding those victory conditions.

##### 1.3 Combining Games

Players should feel free to combine play of this game with that of **Rommel’s War, (RW)**, published by L2 Design Group. Both games include the same historical moment, have identical scales, and have some of the same historical units. It is natural that players would want to explore more historical alternatives with combined play. To facilitate such game play, this game uses many of the same rules, charts, and tables found in **RW**. Details in **RW** that do not apply here have been omitted from these rules. There are, however, a few omitted **RW** rules sections that are referenced to help players keep track of which rules are used in each game, particularly with the numbering of individual rules sections.

#### 2.0 GAME EQUIPMENT

This game contains:

- One 22” x 34” map
- 144 playing pieces
- One Rules Book
- Two Set Up Cards
- One Player Aid Card

##### 2.1 The Map

2.11 The map has a grid of hexagons (hereafter called hexes). Each hex has a four-digit identification number, used for reference purposes.

2.12 Syria, Lebanon, Sanjak of Latakia, and Jabel ed Druze are all separate map areas friendly to the Axis player. Palestine, Transjordan, and Iraq are separate map areas friendly to the Allied player.

2.13 Additional playing space consists of Holding Boxes representing geographical regions nearby or adjoining the map [9.3].

2.14 Scale. Each hex represents 10.0 miles (16.1 km) of terrain from side to side.

##### 2.2 The Playing Pieces

2.21 There are five types of playing pieces.

- a. Combat units: The military units that fought (or could have fought) in the historical campaign.
- b. Non-combat units: Supply Dumps and Mobile Supply Units.
- c. Air units: Any piece with an aircraft silhouette.
- d. Naval units: Any piece with a ship silhouette.
- e. All remaining pieces are player aid markers used to assist game play.

##### 2.22 How to Read the Units

- a. Combat Units
- b. Supply Units
- c. Air Units
- d. Naval Units
- e. Play Aid Markers

2.23 The background color on each combat unit distinguishes nationality; this also affects play.

<u>Nationality</u>	<u>Color</u>
Australian	desert tan
British	light brown
French (Allied)	light blue
German	gray
Indian	brown
Polish	Olive
Vichy	dark blue

##### 2.24 Explanation of Unit Values

- a. **Attack Strength** is a combat unit’s strength when attacking.
- b. **Defense Strength** is a combat unit’s strength defending.
- c. **Movement Allowance** is the maximum number of clear terrain hexes a unit can enter using normal movement procedures.
- d. **No ZOC Band** indicates the unit does not exert a Zone of Control into any adjacent hex.
- e. **Range** for artillery is the maximum number of hexes an artillery unit can be from a Defender Hex and still provide Fire Support. When counting range, do not count the artillery unit hex but do count the Defender Hex.
- f. **Range** for air units is the maximum number of hexes an air unit can move to conduct a mission.

g. A **Red Box** over the movement allowance indicates the unit is motorized and potentially eligible for exploitation movement [7.4].

h. **Stacking Value** is the amount of space a unit occupies in a hex.

i. **Support Strength** is the value of artillery, naval, and air units when computing column shifts for Fire Support, either attacking or defending.

j. **Unit Designation** is the historical name (or number) of a unit. Each is unique. See 23.1 for a list of abbreviations.

k. **Unit Size** symbols:

I	company
II	battalion
III	regiment
X	brigade

l. **Ground Unit Type** symbols:

Armor
Armored Car
Reconnaissance
Motorized Infantry
Motorized Anti-Aircraft
Mobile Supply Unit
Artillery
Infantry
Commando

Note: A double box used with a unit type symbol indicates two like-sized historical units combined into one game unit.

m. **Air Unit Types:**

Code	Air Unit Type
B	Bomber

### 2.3 Charts and Tables

Various visual aids are provided for the players in order to simplify and illustrate certain game functions. Some of these have been printed on the map while others are printed separately on Player Aid Cards.

### 2.4 The Die

The game requires use of a six-sided die. To perform many game functions you will roll the die to determine a result. Sometimes you will modify the actual die roll result by plus (+) or minus (-) amounts. These are called Die Roll Modifiers (DRMs).

## 3.0 BASIC CONCEPTS

### 3.1 Terminology

#### 3.11 Friendly and Enemy

a. Units. If you are the Axis player, all Axis units are friendly and all Allied units are enemy. The situation is reversed for the Allied player.

b. Segments and Phases. A turn divides into Segments that further divide into phases. During some phases both players conduct activities; during others, only one player, called the active, or friendly player, can perform activities. Axis phases are friendly phases to the Axis player, and enemy phases to the Allied player. Allied phases are friendly phases to the Allied player, and enemy phases to the Axis player.

c. Hexes and Supply Sources. Those last occupied or controlled by Axis combat units are friendly to the Axis player; those last occupied or controlled by Allied combat units are friendly to the Allied player.

### 3.12 Controlled and Contested Hexes

a. A hex is controlled by one side if:

- One of that side's combat units occupy the hex, or
- The hex is vacant but one of that side's combat units last moved through the hex, or
- One of that side's combat units was the last to exert an uncontested Zone of Control [3.2] into the hex.

b. If both enemy and friendly units project Zone of Control into a vacant hex, both zones co-exist and the hex is contested.

3.13 Contiguous Hexes. This is an unbroken series of connected adjacent hexes used for movement, range, and Supply Routes.

### 3.14 Unit Categories

a. Artillery: Any combat unit with a range value.

b. Armored: Any unit that includes an armor silhouette. All armored units are also motorized.

c. Motorized: Any unit with movement allowance in a red box.

d. Non-motorized: Any combat unit that is not motorized.

3.15 Frequently Used Abbreviations. The following are used throughout the game rules and on the charts and tables.

CAS	Close Air Support
CRT	Combat Results Table
DRM	Die Roll Modifier
MA	Movement Allowance
MP	Movement Point
MSU	Mobile Supply Unit
OoS	Out of Supply
RP	Replacements Point
SP	Supply Point
TEC	Terrain Effects Chart
VP	Victory Point
ZOC	Zone of Control

### 3.2 Zones of Control

“No Go – Enemy Close”

- Warning sign frequently posted at edge of no-man's land

All combat units have Zone of Control (ZOC). The hex a combat unit occupies and the six hexes adjacent to it constitute that unit's ZOC. Enemy unit ZOC inhibits the movement of friendly units [8.2], affects tracing a Supply Route [6.2], and restricts a unit's retreat after combat [12.3].

3.21 A combat unit exerts ZOC at all times. It always controls the hex it occupies and usually exerts ZOC into the six adjacent hexes.

3.22 A combat unit with a yellow No ZOC band does not exert ZOC into the six adjacent hexes. It controls only the hex it occupies. If at least one combat unit in a hex does not have the No ZOC band, then even those combat units in that hex with the No ZOC Band now exert ZOC into adjacent hexes.

3.23 Non-combat units, air units, naval units, and play aid markers never exert ZOC.

3.24 A unit's ZOC extends into all hexes and across all hexsides, except those prohibited to its movement by the Terrain Effects

Chart, regardless of the movement cost to enter the adjacent terrain and regardless of the presence of enemy units.

3.25 There is no additional effect when more than one unit exerts ZOC into a hex.

### 3.3 Stacking

Stacking refers to placing more than one unit in a hex. The position of a unit within a stack has no effect on play.

3.31 Each combat unit has a stacking point value. All other playing pieces have no stacking point value and do not affect stacking. A few combat units are marked with zero stacking value. These can stack without limit.

3.32 A maximum of seven (7) stacking points can occupy a hex at the end of any game phase. Units currently moving or retreating can pass through stacks of friendly units without regard to stacking limits. If a stack exceeds the maximum at the *end* of any phase, the owning player immediately places the excess in the Cadre Box (from units that just entered).

3.33 There is no stacking limit in a holding box.

3.34 Players can freely inspect enemy stacks.

### 3.4 Unit Steps

Steps represent the durability or staying power of combat units.

3.41 Combat units have either one or two steps of strength. A unit with values printed on both its sides has two steps; its front shows the unit at full strength, and its reverse represents the unit at reduced strength. A unit with values printed only on its front has only one step.

3.42 Combat can cause step losses to units, reducing their strength. A two-step unit that takes one step of loss is turned over to its reduced-strength side. A one-step unit (with no values on its back side), or a two-step unit already on its reduced-strength side, is reduced to Cadre Level [see also 12.21]. Units reduced to Cadre Level are immediately picked up and placed in their Cadre Box.

3.43 Artillery units have only one step. The reverse side of an artillery unit indicates that the artillery unit has already engaged in Artillery Fire Support [11.1] and is not eligible for Fire Support again during the current Segment.

### 3.5 Halving and Rounding

3.51 Attack strength or movement allowance can be halved, defense strength cannot. Halve attack strength for no Attack Combat Supply [6.65].

3.52 Some units in a combat can be subject to halving while others are not.

3.53 How to Halve and Round. Halve (round down) the attack strength of each affected unit, individually. Now add their remaining strength to the units not halved.

3.54 Because fractions are dropped, a unit's attack strength may be reduced to zero. If reduced to zero, its participation in that combat is cancelled, even if still with units that are allowed to attack. If attacking by itself, that combat is cancelled (and no Supply Points spent).

3.55 A unit's MA is halved if it has no Movement Supply [6.53]. Do this individually, unit-by-unit. Retain fractions.

Note: *Fractional MPs can be spent to move along road or trail.*

## 4.0 SEQUENCE OF PLAY

### 4.1 Setting Up The Game

4.11 Choose which scenario to play then refer to that scenario's Set Up Cards. Both players place their units on their Set Up Cards.

4.12 Units not initially placed on the map are Reinforcements [5.3]. Place them in the Reinforcements section of the Set Up Cards. They will enter play on a later turn. Not all units are used in every scenario.

4.13 Units begin the game at the strength level shown on the Set Up Card. Units starting at a reduced strength level are so indicated.

4.14 Once placement is complete, play begins.

### 4.2 The Turn

**Slouch Hats and Eggshells** is played in successive turns each composed of the seven Segments outlined below. Keep record of the current turn on the Turn Record Track (TRT) by advancing the Turn markers to show the turn now beginning. Each turn represents about 10 days of real time. Examine the Expanded Sequence of Play for a more detailed listing of the events within each Segment and phase.

#### 4.21 Sequence of Play

##### A. STRATEGIC SEGMENT (Both players)

(Do this once a turn)

1. Turn Record Phase
2. Special Events Phase
3. Reinforcements Phase
4. Supply Status Phase
5. First Supply Conversion Phase
6. Bombardment Phase

##### B. FIRST AXIS OPERATIONS SEGMENT

1. Transport Phase
2. Movement Phase
3. Combat Phase
4. Exploitation Movement Phase
5. Administrative Phase

##### C. FIRST ALLIED OPERATIONS SEGMENT

1. Transport Phase
2. Movement Phase
3. Combat Phase
4. Exploitation Movement Phase
5. Administrative Phase

##### D. INTER-OPERATIONAL SEGMENT

1. Second Supply Conversion Phase

##### 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)

1. Engineering Phase
2. Victory Determination Phase

4.22 Follow the Sequence of Play above until the end of the final turn of the scenario. At that point evaluate the players' performance according to scenario victory conditions to determine the winner. Note: *The Recovery Segment is used to conclude several procedures begun in earlier Segments and game phases.*

## 5.0 THE STRATEGIC SEGMENT

During the Strategic Segment both players perform various functions, as described below in the order they are performed, to set up active game play for the rest of the turn. Also included is determination of supply status [6.0] and air Bombardment [13.2].

### 5.1 Turn Record Phase

The Strategic Segment begins with the Turn marker being advanced to the next box on the Turn Record Track (on the map) to indicate the current turn.

### 5.2 Weather

While weather conditions noticeably influenced the operations of both sides in the North African campaign, the 1941 Syrian campaign took place during the summer, a period of little weather change. No weather change will occur during this game. The rules assume Dry weather throughout.

### 5.3 Reinforcements

Both players receive reinforcements. Most are new units arriving from outside the game area.

5.31 Place reinforcements on the scenario's Set Up Cards prior to the start of play. Each reinforcement unit has a designated turn it enters play. This is the earliest turn it can be brought into play. It enters play during the Reinforcements phase. A player can delay entry of any of his units to a later turn.

5.32 Axis reinforcements arrive in Greece Holding Box. Allied reinforcements arrive in Middle East Holding Box. Units arriving elsewhere are so noted on the Set Up Cards. A unit arrives automatically at the location listed for it.

Example: *The Allied 23/6 unit is received on III June. During the Reinforcement phase place it in the Middle East Holding Box.*

5.33 All reinforcements are in General Supply [6.3] and Movement Supply [6.5] during their arrival turn without spending Supply Points [6.1].

5.34 Replacements and Supply Points are also treated as reinforcements.

### 5.4 Conditional Entry Groups

Both players have groups of units that might enter play. Most of these did not take part in the historical campaign, but might have. All have several turns where they will be available for possible entry.

5.41 A Conditional Entry Group can enter play only if made available by play of Special Events [20.0] and only if the current turn is within the range indicated for it. A Group cannot enter on turns outside of that range. There is no limit to the number of eligible Groups that can be chosen to enter on a turn. Once it enters play, the Group remains in play until the end of the scenario.

5.42 A Group cannot be split where only part is accepted. Actual entry of individual units can, however, be delayed [5.31].

### 5.5 Withdrawals

This campaign historically ended before units would be transferred out to other battlefields.

### 5.6 Garrisons

Both players will place units as garrisons, in certain specified locations and under certain conditions, until released.

5.61 Only combat units can be garrison units. Over the course of the game some units may become released. A released unit does not require another unit to replace it. A player is never forced to release a unit.

5.62 Until released a garrison unit cannot move; it otherwise functions normally.

5.63 A Garrison unit is released according to the following:

- On the first turn (I June) the Axis player releases one garrison during his Reinforcements phase.
- Beginning the II June turn the Axis player releases one unit per turn during the Reinforcements phase.
- A garrison unit can be released when an enemy combat unit ends a game phase adjacent to it.
- Some units are released by play of Axis Special Events A, B, or F, or Allied Event C [20.2].

Note: *As a convenience, all garrison units are marked "garrison" on their reverse side. A player may wish to place these in this manner, turning each over as it is released.*

## 6.0 SUPPLY

"The battle is fought and decided by the quartermaster before the shooting begins."

- Rommel, writing after the North African campaign

A unit's supply status affects its movement and combat abilities. There are three types of supply: General Supply [6.3], Movement Supply [6.5], and Combat Supply [6.6]. During the friendly Supply Status phase a player determines the supply status of his units.

### 6.1 Supply Points

Supplies are represented by Supply Points (SPs) and are kept within a Supply Dump or Mobile Supply Unit (MSU). SPs are usually spent to provide Movement Supply and Combat Supply and can be spent as an alternative source of General Supply.

#### 6.11 Availability

a. The scenario Set Up Cards show the number of MSUs and Supply Dumps available during a scenario. Players cannot have more MSUs or Supply Dumps in play at any one time than those allowed by the scenario [see Set Up cards].

b. All SPs are received as reinforcements. Place the SPs received as Supply Dumps or MSUs in their arrival holding boxes. If insufficient MSUs and Supply Dumps are available, excess SPs are lost. They cannot otherwise be accumulated.

c. Allied SPs arrive in the Middle East Holding Box or Iraq Holding Box, as the Allied player desires. Axis SPs arrive in the Greece Holding Box. Arrival at these locations is automatic.

Note: *Axis SPs are subject to Naval Transport Table results when moving from Greece Holding Box to a friendly port on the map.*

6.12 The number of SPs available each turn varies. The number each player receives each turn is listed on the Turn Record Track.

#### 6.13 Supply Dumps and MSUs

a. Each MSU or Supply Dump has sides that correspond to the number of SPs that the MSU or Supply Dump represents. The front side of the MSU is one (1) SP; the reverse (back) side is two (2) SPs. An MSU can never contain more than two SPs. The front side of a Supply Dump is one (1) SP and the reverse side is two (2) SPs.

A larger Supply Dump is available having a front side of three (3) SPs and reverse side of four (4) SPs. A Supply Dump can never contain more than four SPs.

b. An MSU or Supply Dump is not a combat unit. As many MSUs or Supply Dumps as desired can occupy the same hex.

c. An MSU or Supply Dump is never Out of Supply or out of Movement Supply [6.5], regardless of circumstances. A player's MSUs and Supply Dumps can be used by any of his units, regardless of nationality.

d. An MSU is a motorized unit. It can move by itself. A Supply Dump cannot. The only way to move a Supply Dump is by air transport, naval transport, motor pool, or railroad.

e. An MSU or Supply Dump cannot be attacked but can be destroyed, or captured [6.16]. It cannot be taken as a step loss in combat. It does not retreat if units it is stacked with are eliminated in combat.

Note: *Retreat for MSUs and Supply Dumps is not a default result. Only MSUs can retreat and only if retreat is specified as part of its combat result.*

f. When removed from the map, by expenditure or destruction, the MSU or Supply Dump unit is again available next Segment. Pick it up and set it in the Supply Unit Storage area as Used This Segment. It can be reused as many times as desired during future segments, but only once in any single Segment. Move all MSUs and Supply Dumps from the Used This Segment Box to the Available Box at the end of the friendly Administrative phase.

Design Note: *A Supply Dump or MSU represents food, fuel, and ammo, not men and equipment.*

6.14 When a Supply Dump or MSU is needed, pick it up from the Available Box and place it at any location where it is created [6.15]. It is created automatically at that location. If there are insufficient Supply Dumps or MSUs, the excess SPs are not received, they cannot be accumulated by any other means. Players cannot have more Supply Dumps and MSUs in play at any one time than those provided in the counter-mix.

#### 6.15 Creating MSUs and Supply Dumps

a. During the Reinforcement phase a player creates a Supply Dump (not MSU) of value equal to the Supply Points received. Place that Supply Dump within that holding box. It can be moved and used during the same phase it was created.

Note: *Motor pool points [9.5] are not used to create MSUs.*

b. During any phase a player can deduct SPs from any MSU or Supply Dump to create another MSU or Supply Dump, respectively, in the same hex (or holding box) of value equal to the SPs deducted.

c. During only the Supply Conversion phase (during the Strategic Segment and again during the Inter-operational Segment) a player can convert SPs already in play as Supply Dumps into MSUs. These are interchangeable. MSUs can create a Supply Dump, or vice versa, point for point. The SPs must all be located on the same hex or in the same holding box at the time of combining.

Note: *Players should use this procedure to accumulate extra SPs in one place and to free MSUs for use on future Operations.*

d. A single SP can create only one MSU or Supply Dump per Segment.

Note: *Remember, a single MSU or Supply Dump game piece can be used only once per Segment.*

e. Any time an SP is used for a game procedure, turn over that MSU or Supply Dump providing the SP to its lesser value side, or remove it if it began with only one SP. Since a large Supply Dump does not have a value of one (1) SP, a smaller value Supply Dump or MSU is put in its place. If no smaller value Supply Dump or MSU is available, the remaining SPs are lost.

f. A newly created Supply Dump or MSU can move only if the original MSU or Supply Dump has not already moved.

Examples:

(1) *Combine two one-SP MSUs in the same hex (or holding box) to create a two-SP MSU. Turn one of the one-SP MSUs over to its two-SP side and remove the other from the map and place it in the Used this Segment Box.*

(2) *Combine three one-SP Supply Dumps in the same hex to create a single three-SP Supply Dump. Remove the three Dumps and put a three-SP Supply Dump in their place.*

(3) *During the Supply Conversion phase combine two one-SP MSUs in the same hex (or holding box) to create a two-SP Supply Dump. Remove both of the MSUs and replace them with a two-SP Supply Dump. Place the MSUs in the Used this Segment Box.*

(4) *Show expenditure of SPs. Turn a four-SP Supply Dump over to its three-SP side to show the expenditure of one SP. To then create a new MSU during the Supply Conversion phase, replace it with a two-SP Supply Dump and place a one-SP MSU with it. That MSU can move elsewhere during a friendly Movement phase.*

#### 6.16 Capturing Supply Points

A Supply Dump or MSU is subject to capture if an enemy unit enters its hex during movement, exploitation movement, or advance after combat.

a. Only a combat unit can attempt to capture enemy SPs.

b. Resolve the capture attempt on the Supply Point Capture Table immediately when a combat unit enters a hex containing an enemy MSU or Supply Dump. Resolve separately for each SP in the hex. Each SP is either captured or destroyed; only captured SPs will remain in the hex.

c. If an SP is captured, replace it with friendly MSUs or Supply Dumps upon concluding the capture process, as desired and as available (in storage), point for captured point. MSUs can be combined and moved immediately if it is the new owner's movement phase and then used during the new owner's combat phase, or saved for movement or use later. If no friendly MSU or Supply Dump is available then the enemy SPs cannot be captured and are destroyed instead.

d. An MSU is subject to capture if all combat units with it are eliminated by combat losses [12.2] and there is no retreat result.

Example: *Allied 21/7A (2 steps) suffers a "D2R" result while defending. It loses both its steps and is removed from the game map leaving an MSU alone in the Defender Hex. Because the combat result included "R" (retreat) the MSU leaves the hex to fulfill the retreat. If there was no "R" result included, the MSU would remain in the hex and is either captured or destroyed if an enemy combat unit advances after combat [10.5] into the Defender Hex, according to Supply Point Capture Table results.*

6.17 A player can destroy his own MSUs or Supply Dumps during his Administrative phase [to avoid possible capture] if a friendly combat unit is stacked with it.

#### 6.2 Supply Routes

Each type of supply requires tracing a Supply Route.

6.21 A Supply Route is a designated path of contiguous hexes. A Supply Route consists of a Supply Line [6.22] traced from the unit either directly to a Supply Source [6.4] or to a Supply Road [6.23] that leads to a friendly Supply Source.

6.22 Supply Line

a. A Supply Line is a path of contiguous hexes not more than seven (7) hexes in length.

*Design Note: A six hex distance would be the approximate normal limit of the daily reach of divisional transport columns but here units often successfully operated at greater ranges. Seven hexes is the best compromise.*

b. A Supply Line can be traced through or across all terrain types except:

- Mountain (but can trace along road or trail)
- Prohibited terrain hexside (Lava or Swamp)

c. A Supply Line cannot be traced directly off the edge of the map; it traces first to a Supply Road that continues into a friendly holding box [9.3].

6.23 A Supply Road is any network of connected main or minor roads that leads to a friendly Supply Source. The network can be of any length. A trail cannot be part of the Supply Road.

*Note: It does not matter if an individual unit can trace to more than one Source but it may matter about how many units trace to a single Source [6.43 through 6.47].*

6.24 The Supply Line and Supply Road cannot include hexes containing enemy combat units and none of its hexes can be in enemy ZOC and none contested. Either can be traced through a hex in enemy ZOC if a friendly combat unit occupies the hex.

6.3 General Supply

A unit's General Supply status affects it for the entire turn. Combat units are either in General Supply or Out of Supply (OoS).

6.31 During the Supply Status phase both players (Axis first) judge which of their units are in General Supply. A unit judged in General Supply is in General Supply at all times until the next Supply Status phase; remove any OoS marker from that unit. A unit judged Out of Supply is treated as Out of Supply until the next Supply Status phase, even if it moves back into General Supply [exception: 6.47].

6.32 General Supply Restrictions

a. A unit is in General Supply if it can trace a Supply Route [6.21] to a friendly Supply Source [6.4].

b. A unit is OoS when it is unable to trace a complete Supply Route. Place OoS markers on all units newly judged Out of Supply. During the next Supply Status phase, if it still cannot trace a complete Supply Route, the OoS marker remains.

6.33 Out of Supply effects on a unit:

- Not eligible for Movement Supply [6.5]
- Not eligible for Combat Supply [6.6]
- No strategic movement [9.2]

6.34 A player can choose to leave units Out of Supply. A unit cannot be eliminated solely through lack of General Supply.

6.4 Supply Sources

6.41 A Supply Source is a friendly Supply Dump [6.13], MSU [6.13], port [7.3], or holding box [9.3].

6.42 If a source friendly to one player is captured by his opponent, it will cease to be a source of supply to the first player. If recaptured, it will again provide friendly General Supply beginning the next Supply Status phase.

*Note: Holding boxes cannot be captured.*

6.43 A Supply Point can be used as a Supply Source. It provides General Supply during the Supply Status phase to as many units as can trace a Supply Line (7 hexes) to it [exception: 6.47]. Remove that SP as it provides General Supply.

6.44 Port Supply

a. A port provides General Supply to a number of units equal to its current capacity value [see also 7.3]. Excess units either trace to another source or they will be judged as OoS. General Supply Capacity is stated in terms of number of units (not stacking points or steps). Capacity used for General Supply does not reduce capacity available for naval transport [7.2].

*Example: Beirut is marked with a capacity of 6. It can provide General Supply for up to six units at any location that can trace a Supply Route to it.*

b. Turkey. Hex 1302 (in Turkey) provides General Supply for up to eight units that can trace along roads leading to it. It cannot be reduced like a port or captured, although it can be blocked. The Axis player does not need to play his Special Event E [20.22] to get this supply.

6.45 Holding Box Supply. A holding box [9.3] provides General Supply to all units that can trace a Supply Route to it and to all units stored there, combined, up to its capacity.

*Note: In this game all holding boxes have unlimited capacity.*

6.46 Airfields. An airfield provides General Supply to any one anti-aircraft unit on it.

6.47 Emergency General Supply. One Supply Point can provide General Supply during a friendly Movement phase to up to seven (7) units if they can trace a Supply Line to it. Remove OoS markers from these units. Remove that SP as soon as it provides this General Supply to these units [see also 6.55].

6.5 Movement Supply

Motorized units require Movement Supply to move at their full movement allowance. Air units require Movement Supply to conduct missions.

6.51 During the Supply Status phase each player (Axis first) provides Movement Supply to his units which require it to move without penalty. A ground unit first must have General Supply. Then to receive Movement Supply it traces a Supply Line to a Supply Point. That one SP provides Movement Supply to as many motorized units [exception: 6.55] as can trace a Supply Line to it. Remove that SP as it provides Movement Supply. Place No Movement Supply markers on units not provided with Movement Supply.

6.52 Non-motorized units and non-combat units [such as MSUs] do not require Movement Supply. Air units require Movement Supply to be turned over from Flown to Active [13.11].

Exception: *For this game air units in a holding box do not require Movement Supply.*

#### 6.53 Effects of No Movement Supply

- Reduce the unit's MA by half (retain fraction)
- Cannot perform exploitation movement [8.4]
- Cannot perform strategic movement [9.2]

6.54 An air unit without Movement Supply cannot conduct an air mission. Turn it over to Flown. An air unit in a holding box always has Movement Supply without spending a supply point. Non-combat units do not require Movement Supply.

6.55 Emergency Movement Supply. At any time during the friendly Movement phase one Supply Point can be spent to provide Movement Supply to up to seven (7) units (ground and air) if they trace a Supply Line to it. Remove No Movement Supply markers from these units (or turn air units to Active). Remove that SP as soon as it provides Movement Supply to these units.

6.56 Units receiving Emergency Movement Supply must already be in General Supply [see 6.33a and 6.51]. If they have just received General Supply through 6.47, they can still receive Emergency Movement Supply.

Design Note: *Generally, this rule allows a certain game play flexibility, or bail-out, for uncertain planning. It allows for the interesting effect of breakthrough to isolated units and quickly giving them enough supply to get out of a tight situation.*

#### 6.6 Combat Supply

To conduct combat without penalty units require Combat Supply, regardless if they are attacking or defending.

6.61 To have Combat Supply a unit traces a Supply Line *at the instant of combat* to a friendly Supply Point (MSU or Dump). That SP provides Combat Supply to as many units in that one combat as can reach it. Each combat requires at least one SP [exception: 10.46]. If not all units involved in that combat can trace to the same SP so that they all have Combat Supply, different units can trace to different SPs.

6.62 Only units in General Supply can also have Combat Supply, regardless if attacking or defending. Units do not require Movement Supply to be allowed Combat Supply.

Note: *Units may have been provided General Supply by Emergency General Supply procedure.*

#### 6.63 Attack Combat Supply

a. If a unit in Combat Supply is attacking, the SP providing its Combat Supply is spent. Remove it at the conclusion of that combat. If more than one SP is required because of multiple attacking units involved, remove all those SPs.

b. An artillery unit not provided Attack Combat Supply cannot conduct Artillery Fire Support.

c. Halve attack strength (round down) of all units not provided Attack Combat Supply, cumulative with all other effects.

Note: *Some attacking units can have Combat Supply while others do not. Only those not provided Combat Supply are halved.*

#### 6.64 Defense Combat Supply

a. For Defense Combat Supply the defending unit (or stack) traces a Supply Line *at the instant of combat* to a friendly SP. That SP is *not spent* for defending.

b. If the defending unit is not in Defense Combat Supply, attacker shifts the combat odds one column to the right, cumulative with all other effects.

c. An artillery unit not in Defense Combat Supply cannot conduct Artillery Fire Support.

Note: *A defending unit may become surrounded by earlier combats and be unable to trace a Supply Line the moment its combat is resolved. If so, attacker will shift combat odds against it.*

## 7.0 AIR AND NAVAL TRANSPORT

### 7.1 Air Transport

“You will no doubt realize the grievous danger of Syria being captured by a few thousand Germans transported by air.”

- Churchill to A.P. Wavell, 9 May 1941

Only the Axis player can conduct air transport.

7.11 During his Transport phase the Axis player can move certain combat and non-combat units by air. A unit starting the Transport phase in the Greece Holding Box can move by air transport to any friendly airfield, regardless of range. Pick it up from the Greece Holding box and place it at its destination airfield. A unit cannot enter enemy ZOC using only air transport [*at this point in the war such aircraft were too precious to risk*]. The transported unit is free to move during the subsequent Movement phase. Air transport does not require Movement Supply.

7.12 Use the Air Transport marker to signify the use of air transport. Air transport is not allowed unless the marker is available. Once used the marker becomes available again during the Administrative phase. Air transport capacity cannot be eliminated or accumulated to use on later turns.

7.13 Only one capacity point is available each Transport phase. Each capacity point carries one stacking point of eligible ground units or one Supply Point. Transport the Supply Point as a one-point Supply Dump.

7.14 Each air transport point using (entering or leaving) an airfield occupies one “unit” of that airfield’s capacity.

7.15 Only the following ground units can be carried.

- Infantry (non-motorized)
- Infantry REPL
- Supply Dump

### 7.2 Naval Transport

During the campaign both sides made use of their naval transport both to carry supplies and to move ground units.

7.21 Any number of ground units can conduct naval transport during the Transport phase, up to capacity. Both sides use Naval Transport markers with transport capacity marked on them. Capacity is stated as the number of units it can carry; count one SP as one unit. Capacity cannot be eliminated or accumulated for use on later turns. Naval transport is not allowed unless the marker is available. The marker becomes available again during the Administrative phase.

7.22 Ground units move only once per Transport phase from one friendly port to another friendly port. A ground unit cannot remain “at sea.” Naval movement does not require Movement Supply.

#### 7.23 Procedure

a. Declare which of your units will conduct naval transport. Pick them up from a port and place them on the port indication hex of the desired destination port with the Naval Transport marker.

- b. Resolve the Naval Transport Table separately for each unit and Supply Point. Adjust the die roll result by applicable DRMs.
- c. Air [and naval; see also 19.1] units used as DRMs are turned to Flown (or Sailed) as the Table is resolved (therefore, the same air, or naval, unit cannot be used in both Segments of the same turn).
- d. All units arriving at a port can move with their full movement allowance that same Segment.

#### 7.24 Naval Transport Table Results

- A Arrives. Move it onto the port.
- D Delayed. The unit (or SP) does not arrive; return it to its port of origin.
- SD The SP is lost; a combat unit or infantry REPL is delayed.
- Sunk The SP is lost; the ground unit loses one step (not Delayed). Units losing their last step go to the Cadre Box. A "REPL" unit goes to the Available Box.

Note: *There are two friendly (naval) Transport phases in each turn since there are two friendly Operations Segments. Those units delayed in the first Operations Segment can try again, subject to available capacity, in the Second Operations Segment.*

#### 7.3 Ports

- 7.31 A player can use only friendly ports. All ports are marked with a capacity value.
- 7.32 Port capacity is the maximum of combat units and Supply Points in any one Segment that can be designated to arrive and leave by naval transport at that port. Capacity used for arriving units cannot also be used for departing units in the same Segment. Capacity cannot be transferred to another port, nor can it be saved for use on future turns.
- Example: *When Beirut is at level value "6" and four units arrive, no more than two units can be designated to leave Beirut in the same phase (all these would, however, be subject to the Naval Transport Table).*

7.33 Bombardment [13.2], or placement of naval units [19.15], can reduce port capacity. Each port has a Capacity Track. Use the Port Level marker to show the current capacity.

7.34 Port Recovery. During the Engineering phase a player can (automatically) increase a friendly port's capacity by one Level to the maximum allowed by the port's Capacity Track. Do this for all affected ports.

7.35 Port Demolition. During the Engineering phase a player can (automatically) reduce a friendly port's capacity value by one Level. A port's capacity cannot be reduced to less than zero.

Note: *This does not affect their VP value [18.1].*

7.36 The Middle East and Greece holding boxes are also ports and because they have unlimited port capacity, they cannot be reduced. Iraq Holding Box is not a port (and therefore has zero capacity).

## 8.0 GROUND MOVEMENT

During his Movement phase, a player can move any number of his units. They move through contiguous hexes in any direction or combination of directions. Movement can be affected by supply, terrain, weather, and enemy ZOC and it can be increased by special movement procedures. During the Combat phase units of

either side may advance or retreat; this is not "movement," and uses no MPs.

### 8.1 Movement Restrictions

8.11 Move units one at a time from hex to adjacent hex. Each unit spends Movement Points (MPs) from its Movement Allowance (MA) to enter each hex. See the Terrain Effects Chart (TEC) for the costs in MPs for the various types of terrain. A unit cannot jump over a hex. There is no limit to the number of units that can move through a single hex in one turn.

Example: *The 5(-)/4Ind unit begins on hex 2311. It spends 1 MP to move to 2312, then 1 MP to 2313, then 2 MP to 2314, and its final 2 MP to move to 2315. Both 2314 and 2315 are rough terrain hexes. It has spent all its available movement points and therefore has completed its movement phase. It cannot move any more during this phase.*

8.12 Units can move together as a stack. When a stack begins movement, the MA of the stack is that of the unit with the lowest MA in that stack. Stacks cannot pick up or add units while moving. Once a stack has ceased moving, other units can move into its hex (within stacking limits). Units dropped off by a stack have completed their movement for that phase. Units in a stack that has not moved can move away from that stack singly, or in smaller stacks.

8.13 A unit can move only once in a Movement phase. It cannot spend more MPs than its total MA and cannot enter a hex if it does not have sufficient MPs remaining [exception: 8.38]. Unused MPs cannot be accumulated for future turns or transferred to other units. A unit is never forced to move. Certain units require Movement Supply [6.5] to be able to move at their full MA.

8.14 Some units have no movement allowance. These cannot move except by air transport [7.1], naval transport [7.2], railroad [9.4], or motor pool [9.5]. They cannot retreat after combat (since they have no movement ability) and are eliminated if combat results require their retreat.

8.15 A unit cannot enter a hex containing an enemy combat unit. It can enter or move through friendly occupied or controlled hexes at no limit or extra MP cost.

8.16 Non-combat units cannot move adjacent to enemy combat units unless moving with a friendly combat unit or joining it in that hex.

### 8.2 ZOC Effects on Movement

8.21 A unit ceases movement immediately upon entering enemy ZOC. It costs no additional MPs to enter or leave enemy ZOC.

8.22 A unit occupying a hex in enemy ZOC at the beginning of its Movement phase can leave that hex and enter another hex in enemy ZOC, but only if it first moves into a hex that is not in enemy ZOC. A unit cannot move directly from one hex in enemy ZOC to another during the Movement phase [exception: 9.6].

8.23 Friendly ZOC does not affect the movement of friendly units.

### 8.3 Terrain Effects on Movement

The Terrain Key identifies all the terrain types and the Terrain Effects Chart (TEC) lists the differing MP costs a unit spends to enter those terrain types.

8.31 Each hex contains one or more terrain types. Where a single hex contains more than one type of terrain, apply the following. If the hex contains more than one type of *natural* terrain, the whole hex is assumed to consist of the terrain that has the highest MP cost.

Units not moving along roads or trail pay the highest MP cost of the terrain types within the hex.

Example: *For a hex containing both clear and rough apply the rough terrain MP cost (when not moving along road), since rough at 2MPs is greater than clear at 1MP.*

8.32 A unit cannot enter a hex if it does not have sufficient MPs remaining to pay the MP cost prior to entering the hex or to cross the hexside [exception: 8.38].

8.33 Ridge and wadi are terrain features located on hexsides. A unit spends MPs to cross these hexsides in addition to the cost of the terrain entered (and regardless of direction in crossing the hexside). Escarpment is also located on hexsides but a unit cannot move across escarpment (either way).

8.34 Those hexes only partially covered with swamp or lava terrain are still passable. Treat them according to the other terrain in the hex. Swamp or Lava *hexside* is always impassable.

8.35 Armor and armored car units are prohibited from entering mountain unless moving along the path of a road or trail.

8.36 A unit moving from one road hex directly into another adjacent road hex through a hexside crossed by the road symbol spends MPs according to that road's rate and ignores other terrain in the hex.

Note: *There are three classes of road: main road, minor road, and trail. Remember, trail cannot be used as Supply Road.*

8.37 Wherever main road or minor road crosses wadi hexside there is a bridge. There are no bridges where trails cross wadi. Units crossing wadi hexside on road move at that road's movement rate and do not pay the additional hexside cost. Units crossing wadi hexside on a trail spend 1/2 a movement point (*half the normal cost*) in addition to half the normal cost to enter the hex on the other side.

8.38 One Hex Movement. During the friendly Movement phase (only), if no MPs have been spent for the unit and it has insufficient MPs to move to an adjacent hex, it still can move into that one hex anyway, if across allowed terrain. [*This does not supersede rules 3.2, 8.14, and 9.6.*]

#### 8.4 Exploitation Movement

"Tactical successes must be ruthlessly exploited."

- Rommel

8.41 During the Exploitation Movement phase all eligible units can move again at up to half their MA (retain fraction). A unit moved in this phase obeys all rules of movement and ZOC.

8.42 A unit is eligible if *all* the following apply.

- It is motorized.
- It already has Movement Supply (extra is not required).
- It participated in combat in the immediately preceding phase (regardless of result).

Note: *MSUs are not eligible for exploitation because they cannot participate in combat.*

## 9.0 SPECIAL GROUND MOVEMENT

### 9.1 Overrun

This was featured in **Rommel's War** but since neither the British or the French had Overrun doctrine during 1941, it is not available here.

### 9.2 Strategic Movement

9.21 During the friendly Movement phase any motorized unit can increase its printed MA by half (retain fraction), provided:

- It does not begin or end adjacent to an enemy combat unit this phase.
- It moves entirely along main road, minor road, or trail, or any combination of these.
- It already has Movement Supply (extra is not required).
- It ends its movement in a hex from which it can trace General Supply.

Note: *MSUs are eligible for strategic movement.*

9.22 Non-motorized units can use motor pool [9.5] to become eligible for strategic movement.

### 9.3 Holding Boxes

Holding boxes represent large geographical regions near or adjoining the game map where events had an effect on operations during the campaign. Players can freely move units to and from friendly regions.

Note: *Units in a holding box are "in play" even though they are not on a hex-grid playing area. Units in storage areas (such as a Set Up Card) are not actively in play although they may be available for play.*

9.31 The Greece Holding Box is friendly to the Axis player. The Iraq and Middle East holding boxes are friendly to the Allied player.

9.32 An Entry hex is not part of the holding box; it is part of the regular map area but specifies where a unit moves from or to a holding box.

#### 9.33 Entry and Exit

a. Map to Holding Box. First, a unit (air or ground) moves to an Entry hex on the map edge. It then enters the box by spending one MP. A ground unit can exit directly from an enemy ZOC only if it begins the phase in an Entry hex. It enters or leaves a holding box during its Movement phase (only once that phase) or when retreating after combat [12.3]. It then remains there for the rest of the Segment. Air units can enter and leave a holding box during any phase.

b. Holding Box to Map. A unit (air or ground) enters the map through Entry hexes that correspond to that box. There is no MP cost in placement at the map edge. A ground unit cannot enter if an enemy combat unit occupies the Entry hex, nor can it attack directly from a holding box. Reinforcements appearing in a holding box can leave during any phase they are allowed to move

#### 9.34 Greece Holding Box

Axis units move from it to the game map by:

- Naval transport to a friendly port, or
- Air transport to a friendly airfield, or
- By land connection. This is available only with Axis Special Event C [20.22]. When that Event is played, Axis units can move immediately to enter the map at hex 1200 using Railroad Movement [9.4] or enter the map from hex 1302 using ground movement [8.0]. Units appearing at hex 1302 cannot enter until the next Operations Segment but then enter at full MA.

9.35 Air units can use air transfer mission [13.4] to move either to a friendly airfield or holding box.

9.36 Ground units cannot attack or be attacked while in a holding box. Air units can conduct missions from a holding box to the game map (using the Entry/Exit hexes for that box).

#### 9.4 Railroad Movement

At the start of the game a railroad connects parts of the game map with Turkey. The railroad cannot be extended or destroyed.

9.41 Only Axis units can conduct railroad movement. During his Movement phase the Axis player can transport up to two (2) stacking points of any type of ground unit anywhere along the railroad, so long as no units transported enter or leave enemy ZOC, and each hex can trace a line of contiguous active railroad hexes back to the north edge of the map. Each Supply Point occupies one stacking point of railroad capacity. Capacity cannot be destroyed. Capacity not used in one turn cannot be saved for use in a later turn.

9.42 Railroad Movement Procedure. A unit begins its Movement phase on a railroad hex. It spends all its MPs to use railroad movement regardless of the distance traveled. It moves any distance desired along active and contiguous railroad hexes. A unit cannot enter enemy ZOC using railroad movement.

9.43 When occupied by an enemy combat unit or in enemy ZOC a railroad hex becomes inactive. It cannot be destroyed. Once the enemy unit moves off the affected hexes those hexes are immediately restored to Axis use.

#### 9.5 Motor Pool

Neither side had enough trucks to become completely motorized, so pools of trucks were formed in order to rapidly move supplies and military units. This capability is shown by allowing players to declare units as temporarily motorized.

9.51 Motor pool makes a unit motorized during the friendly Movement phase (not Exploitation Movement phase). It remains motorized as long as it uses motor pool.

9.52 Motor pool transports eligible units each turn up to motor pool capacity [see *Set Up Cards for capacity*]. Each capacity point carries one stacking point of eligible combat units or one Supply Point. It cannot carry motorized units. Capacity cannot be lost in combat.

9.53 Motor pool can carry any eligible unit that has not already moved in the current phase. There is no MP cost for loading or unloading. A unit can enter enemy ZOC using motor pool.

9.54 Eligible units are:

- Non-motorized
- Supply Dump

9.55 A combat unit requires Movement Supply to be eligible. A non-combat unit (Supply Dumps) does not require Movement Supply. Any type of unit starting movement in a holding box does not require Movement Supply.

9.56 Capacity can be used only once each Movement phase, even if the unit does not use its entire MA. Total capacity cannot be exceeded. Capacity cannot be transferred from unit to unit during the same phase or saved for use in another phase. Use the Motor Pool marker to indicate motor pool use. The marker becomes available again during the friendly Administrative phase.

9.57 Axis motor pool increases a ground unit's MA to five (5). Allied motor pool increases a unit's MA to seven (7). A unit using motor pool cannot use both its regular MA and motor pool in the same phase.

Example: *The Axis player declares motor pool during his movement phase for his 1-stacking point I-6REI unit. One SP has already been spent to provide it (and other units) Movement Supply. The I-6REI requires 1 point of motor pool, since it has a stacking value of one. It is eligible because it is non-motorized and has Movement Supply. Movement Supply could also have been provided by Emergency Movement Supply. It can also use strategic movement (if otherwise eligible) during the same phase.*

#### 9.6 Infiltration Movement

9.61 When starting the Movement phase (not Exploitation phase) in an enemy ZOC, an eligible unit can enter a directly adjacent unoccupied hex covered by enemy ZOC (by the same or any other enemy unit), by spending its entire movement allowance. It then stops movement for the rest of that phase.

#### 9.62 Eligible unit types:

- Armor (Vichy not eligible)
- Armored car
- Reconnaissance
- Commando
- Any Australian unit (except artillery)
- The two Indian mountain units [10.52]

An MSU is also eligible if accompanying any of the above eligible units.

## 10.0 COMBAT

Combat occurs between adjacent opposing combat units at the active player's discretion during the Combat phase. The active player is termed the Attacker; the other player is the Defender, regardless of the overall strategic situation.

#### 10.1 Combat Declaration

"Les Anglais sont foux." (The English are mad)

- (Free French) Foreign Legionnaires remarking about a British-led attack, 15 June 1941 at Kiswe

10.11 Attacking is voluntary. The attacker can declare as many different attacks as he desires, resolving them one at a time in any order he desires.

10.12 The active player declares combat at the conclusion of his Movement phase. He declares which enemy occupied hexes his units will attack, and designates which friendly units will attack each adjacent enemy hex. Individual units in a stack *can* attack different adjacent hexes. Unoccupied hexes and non-combat units cannot be attacked.

10.13 No more than one enemy hex can be attacked in any single combat. The hex under attack is termed the Defender Hex. Combat can involve any number of attacking or defending units. A Defender Hex can be attacked by as many units as can be positioned in the six adjacent hexes. The defender cannot withhold a unit in a hex under attack.

10.14 Once an attack is declared, all declared participating units are required to attack. Non-combat units have no combat strength so they cannot participate in combat resolution.

10.15 When a unit attacks, any enemy combat unit which projects a ZOC into an attacking unit's hex must be attacked by either that unit or by another eligible attacking unit. If a non-active combat unit has

only non-attacking enemy units in its ZOC, then it is not attacked. A combat unit can remain in enemy ZOC without attacking, even if another unit attacks that enemy unit.

10.16 Units with attack strength of zero are not eligible to attack. Any unit (or stack) whose total attack strength has been reduced to less than one (1) attack strength point because of halving [3.5] cannot attack and does not participate in combat.

Note: *If after combat declaration a unit is subsequently not eligible to attack (such as due to rounding) and the Defender Hex is required to be attacked [see 10.15], either the attacker rearranges that combat to fulfill the requirement (at his option), or he cancels the combat and any other combat depending on this now disallowed combat.*

## 10.2 Terrain Effects on Combat

10.21 A defending unit benefits from the terrain in the hex it occupies, and from the terrain on the hexside(s) it is being attacked through [see TEC].

10.22 The defender receives the following *cumulative* benefits:

- The most favorable defense terrain in the hex, if more than one terrain type exists
- The hexside terrain, if *all* non-artillery attacking ground units are attacking through that type of hexside

Design Note: *All combat is presumed to take place within the defender's hex. Hexside terrain presents an obstacle to entering the hex, and thereby benefits the defender.*

10.23 Terrain in hexes occupied by attacking units has no effect on combat.

10.24 A unit cannot attack into a hex, or across a hexside through which the TEC prohibits it from moving; it cannot attack a hex containing only non-combat units; it cannot attack an unoccupied hex.

10.25 Certain terrain effects or supply conditions [6.63] will affect a unit's combat strengths by halving. Before computing combat odds, double the defending strength where applicable, and then halve the attacking strength as required for supply conditions and for certain terrain. Certain other terrain will cause the combat odds to change by one or more columns to the left.

10.26 Armor or armored car units

- a. Terrain never doubles them for defense.
- b. They can attack mountain only along the path of a road or trail.

## 10.3 Attack Restrictions

10.31 The minimum initial odds for any attack (before combat odds column shifts) are 1:4; otherwise, the attack is not allowed.

10.32 No unit can attack or defend more than once per combat phase [exception: 12.35].

10.33 A unit cannot divide its attack strength among different combats, or lend it to other units.

10.34 Artillery or air units alone cannot attack a combat unit.

## 10.4 Combat Procedure

10.41 Combat Allocations. Follow the sequence below.

- a. The attacker allocates artillery Fire Support [11.1] first, then defender.
- b. The Allied player allocates any Naval Artillery Fire Support [19.13].
- c. The Axis player always allocates Close Air Support [13.3] first, and then the Allied player allocates his.

d. The attacker declares whether the attack will have Combat Supply [6.63] and designates the supply point to be spent.

e. The defender indicates defense Combat Supply [6.64] and designates the Supply Point that qualifies.

## 10.42 Determining Combat Odds

- a. Total the attack strength of all attacking units (after applicable halving).
- b. Total the defense strength.
- c. Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio, which is rounded off (always in favor of the defender) to the nearest ratio listed on the Combat Results Table. Adjust that column according to separate calculations on the terrain, special bonuses, artillery, and CAS. Adjustments are cumulative. The net odds column shift is limited to three columns, either direction.

Examples: *8 attack strength points against 2 defense strength points is 4-1 odds; 8 to 3 is 2-1 odds; 8 to 4 is 2-1 odds; 8 to 5 is 3-2 odds.*

10.43 Now roll one die and cross-index the result with the final odds column on the Combat Results Table. Apply the final combat result [11.0] to the involved units before going on to any other combat. The attacker resolves separate combats in any order he desires.

## 10.5 Special Units in Combat

10.51 German Anti-aircraft Units. These represent the 88mm dual-purpose AA/AT guns that could dominate a battlefield. If at least one German anti-aircraft unit is defending and the attacking force includes one or more armor unit, the attacker shifts combat odds one column to the left. If the Allied force takes any loss, take the first strength level of loss from an armor unit.

## 10.52 Mountain Units

a. When a mountain unit attacks a mountain hex, double its attack strength, cumulative with other effects.

b. The following are mountain units:

- Allied 5(-)/4Ind
- Allied 21/10 Ind
- German 141/6Geb
- German 143/6Geb

10.53 Light Units. Both sides employed an array of ground combat units that had little or no heavy equipment. Properly trained and equipped troops (regulars) would have enhanced effectiveness against these units.

a. Whenever Light units are involved in combat, attacking or defending, double the strength of all non-Light units, whether attacking or defending, cumulative with other effects. Do this doubling first before other effects.

b. When Light units trace a supply line to a supply source to determine General Supply status, they do not count towards the capacity of that source (but still must trace to that source). They do not ever require Defense Combat Supply but they do require Attack Combat Supply [exception: 19.24].

Example: *Defending hex 1615, a mountain terrain hex, are two Axis units: 8RSA, a Light unit, and V-IRTM (non-Light). Attacking from hexes 1616 and 1715 are four Allied units: 21/7A, 25/7A, 5(-)/4Ind, and the reduced 5/1 (a Light unit). Because at least one Light unit is involved in the combat (does not matter what side), all non-Light units double in strength. After this the defending units double again because of the mountain terrain. The V-IRTM doubles*

to 2 defense points and then doubles again to 4 defense points; 8RSA doubles only once, for the terrain, to 2 defense points. This makes a total of 6 defense points. The two Allied Australian non-Light units double for the Light unit(s), from a basic 6 attack points to 12. The 5(-)/4Ind unit has special abilities against a defender on a mountain hex so it doubles yet again (to 12). The Allied Light unit does not double, remaining at 1 attack point. The final Allied total is now 25 attack points. If no Allied units had attack Combat Supply, the non-Light units would be halved to 12 attack points (24 halved is 12) and the light unit is not affected. Final combat odds are now 25 to 6, or 4-1 odds (or 13 to 6 if no Attack Combat Supply).

### 10.6 Amphibious Raid

Amphibious raid is the procedure by which combat units can attack a coastal hex from an adjacent all-sea hex. Both sides had the capability of conducting raids. Equipment did not exist for large-scale operations.

10.61 Only commando units in General Supply can conduct amphibious raid. It can conduct only one amphibious raid per turn. It conducts amphibious raid during the friendly Transport phase.

#### 10.62 Procedure

- A commando unit starts at any friendly port (or Middle East Holding Box; but not Greece Holding Box).
- It moves up to 27 hexes at sea. Place it on any all-sea hex adjacent to the eligible coastal hex where it intends to land.
- All coastal hexes are eligible. Amphibious raid is not allowed into a holding box.
- It arrives automatically (ignore the Naval Transport Table)

10.63 If the coastal hex is not enemy-occupied, or is occupied by friendly units, the commando moves onto the indicated coastal hex during its Movement phase. It pays the MP cost to enter the hex (disregard sea hexside) plus 2 MPs to land. It can then continue to move on land with the remainder of its MA. It cannot use railroad movement or motor pool.

10.64 If the coastal hex is occupied by an enemy combat unit, the commando declares an attack against the coastal hex and remains in the sea hex until the combat phase.

- When attacking, it ignores other adjacent hexes occupied by enemy combat units. It can participate in an attack combined with other units already on land. Air units can provide CAS and naval units can provide Naval Artillery Fire Support.
- For combat from a sea hex the commando automatically has Combat Supply; it does not require an SP.
- The commando (at sea) cannot retreat and will be eliminated if forced to retreat by combat results; it must advance after combat or it is eliminated.

10.65 A commando unit can leave any coastal hex (those eligible for raid) during the friendly Administrative phase of the same Segment it first landed. Return it to any friendly port within the 27-hex range. Count it against port capacity for the Segment.

## 11.0 ARTILLERY

Artillery units participate in combat either from adjacent or non-adjacent hexes. Artillery units have a Support Strength used to adjust combat odds. Artillery units need not be adjacent to, but must be within range of, the Defender Hex any time they

participate in artillery Fire Support. An artillery unit can participate in both offensive and defensive Fire Support in a single turn.

### 11.1 Artillery Fire Support

“Renown awaits the commander who first in this war restores artillery to its prime importance on the battlefield, from which it has been ousted by heavily armoured tanks.”

- Churchill, 7 October 1941

Artillery Fire Support is a comparison of the support strength of attacking artillery units against the support strength of defending artillery units.

11.11 Declaration. First the attacker, then the defender, declares Artillery Fire Support during the attacker odds computation of each Declared Combat. Eligible artillery units can support any declared combat on any type of terrain.

11.12 Only eligible artillery units can participate in Artillery Fire Support. No artillery unit is required to contribute its support strength.

#### 11.13 Unit Eligibility Requirements

- The designated artillery unit is within range of the Defender Hex.
- The artillery unit is not already in Fired status.
- Combat Supply is required [6.63b and 6.64c] when attacking or defending.
- The artillery unit conducts Artillery Fire Support only in conjunction with friendly non-artillery combat units.

11.14 Procedure. For each combat, total the support strength for each side and compute the difference. Examine the Combat Support Differential Chart to determine the number of columns to shift the combat odds, either one or two columns. There is no shift for artillery if the support strengths are equal or if none was committed to the combat.

11.15 Several artillery units can combine their support strength provided all are within range of the Defender Hex.

11.16 A single artillery unit can fire on only one Defender Hex; it cannot split its strength or lend unused points to other artillery units. A defending artillery unit uses its support strength or its defense strength in a single combat, not both.

11.17 Non-adjacent artillery units providing support strengths never retreat or suffer step loss, regardless of results received in the combat they are supporting. Artillery units supporting an attack against a Defender Hex from an adjacent hex can retreat as a result of combat if desired by the attacking player. Artillery units cannot advance after combat. Terrain effects do not modify support strength.

11.18 Turn an artillery unit (attacker or defender) to its Fired side after it conducts Artillery Fire Support. Fired units cannot contribute their support strength for the remainder of the combat phase. Turn the artillery unit back to active during its friendly Administrative phase if it is in General Supply.

Design Note: *Certainly the game's ground scale makes artillery range questionable but here we seek the general effect of artillery support, not a precise modeling. These artillery units comprise the extra firepower found in units controlled at corps or army level in a highly programmed setting. These artillery pieces are not Blitzkrieg weapons.*

### 11.2 Defense

11.21 When an artillery unit is attacked while alone in a hex, use its defense strength, not its support strength.

11.22 When an artillery unit occupies a Defender Hex with any non-artillery combat unit, it conducts Artillery Fire Support for the defense of the hex, or uses its defense strength if it is already Fired.

An artillery unit in a Defender Hex is subject to all combat results.

11.23 After combat, turn all artillery in the Defender Hex to Fired.

11.24 Artillery cannot support a unit (or stack) with strength of zero.

## 12.0 COMBAT RESULTS

“A big butcher’s bill is not necessarily evidence of good tactics.”

- A.P. Wavell to Churchill, August 1940, regarding the loss of British Somaliland.

Combat results include advances, retreats, reduction, and elimination of units in play.

### 12.1 The Combat Results Table

12.11 Combat is resolved by indexing the results of a die roll with a column representing the combat odds on the Combat Results Table (CRT). Results are interpreted as follows:

- |           |   |
|-----------|---|
| AR        | All attacking units retreat.  |
| DR        | All defending units retreat.  |
| DE        | All defending units are eliminated.                                     |
| A 1, 2    | Attacker reduces his attacking force by one (or two) step(s).           |
| D 1, 2, 3 | Defender reduces his defending force by one (or two, or three) step(s). |
| *         | Special additional loss for the affected side [12.24]                   |

If there is no indicated result for attacker or defender, nothing happens to that side.

### 12.12 Combat Odds

- If final combat odds are worse than 1-4, resolve it on the 1-4 column.
- If final combat odds are greater than 8:1, resolve it on the 8-1 column. Attack Combat Supply may still be required (in order to maintain 8-1 odds). Note that if Defense Combat Supply is not present, combat odds may shift to 8-1.
- The attacker cannot (otherwise) voluntarily reduce the combat odds of any given attack.

### 12.2 Combat Losses

“There’s Jock. He’s out of it.”

- Overheard in the aftermath of the Commando landing, 10 June 1941.

12.21 When reducing units the owner applies the CRT indicated number of steps of loss to the total participating attacking (or defending) force, not to each unit in that force. The owner chooses the units to reduce. A unit takes losses in the form of steps [3.4]. Any unit obliged to lose its last step or to lose more steps than it has available is removed from play and placed in either the Cadre Box or Units Eliminated Box, depending on combat circumstances.

12.22 Units go to the Units Eliminated box when:

- Eliminated by an “E” result
- It has no retreat route [12.3]
- It has no MA and suffers a retreat combat result

All units reduced beyond their last step in all remaining situations are placed in the Cadre Box.

### 12.23 Major Battle

- For every combat separately total attacker and defender’s participating stacking points.
- That combat becomes Major Battle if both forces have six (6) or more stacking points. Do not include any non-adjacent artillery in this calculation.

Note: *Count Light units [10.53] at their printed stacking value without adjustment.*

- Major Battle causes both sides to lose one step *in addition* to any CRT result.

### 12.24 Special Results

a. The asterisk included with certain CRT results indicates a Special Result. When it occurs the affected player has a choice of which additional loss to take.

- One of his participating air units is destroyed [13.15]; or
- He loses one step of his participating armor (or armored car) units if his opponent has armor or armored car [or defending anti-aircraft; 10.51].

b. If one category (above) is not participating then the loss is taken from the other. If neither category is participating, no additional loss occurs, Special Results do not apply.

c. The Special Results loss is *in addition* to any loss suffered under Major Battle or German anti-aircraft unit [10.51] conditions.

12.25 Reduced Loss. If one side has fewer steps available to lose than indicated by the numerical result (and thereby is completely removed, with an unfulfilled loss left over), reduce any step loss incurred by the opposing side by one step. This does not negate Special Results [12.24].

### 12.3 Retreats

When a combat result requires units to retreat, the owner immediately moves his affected units individually (or as a stack) in any direction away from the Defender Hex. A unit unable to retreat within the restrictions below is eliminated.

12.31 Retreats are one or two hexes, as the owner desires.

12.32 Retreats are not movement and use no MPs. A unit cannot retreat across a terrain hexside prohibited to its movement, or off the edge of the map, or through enemy combat units. A unit can always retreat into or through a hex containing a friendly combat unit even if enemy units project ZOC into that hex [12.4]. A unit can retreat from a holding box Entry hex directly into the adjacent friendly holding box.

12.33 A unit, or stack of units, can retreat over another friendly unit or stack of units, and without regard to stacking limits. A unit *ending* its retreat in violation of stacking limitations goes instead to the Cadre Box.

12.34 A non-combat unit cannot block enemy retreat or hold open a retreat route. MSUs retreat if all friendly units in the hex retreat. If not with a combat unit, a non-combat unit is removed immediately by any enemy combat unit that moves (or retreats, or advances) into its hex.

12.35 A unit can end its retreat in a Defender Hex where combat has not yet been resolved (and can retreat through such a Defender

Hex). It contributes no defense strength to that combat. If it ends its retreat there, it does however, suffer (additional) retreat if that is inflicted on the defenders by results of that combat (and retreats again if all defenders are eliminated); it cannot be used to satisfy combat loss there.

12.36 A unit cannot retreat to an Out of Supply position unless no alternate position exists.

Note: *There is no option to use additional retreat to remove a step loss requirement or option to take additional step losses to avoid a retreat requirement, as found in some other games.*

#### 12.4 Retreating through Enemy ZOC

12.41 A unit cannot retreat through a vacant hex in enemy ZOC, unless no alternate path exists. A unit is eliminated if its only path of retreat ends in a vacant hex in enemy ZOC.

12.42 A unit can retreat through a hex occupied by one or more friendly combat units, without penalty, even if enemy units project a ZOC into that hex. A unit can end its retreat in enemy ZOC if it is already a friendly occupied hex.

12.43 A motorized unit (or stack) forced to retreat through a vacant hex in enemy ZOC can do so [12.44]; it then retreats a second hex, to a hex not in enemy ZOC [except as in 11.42], and it loses one step in addition to any CRT loss. A motorized unit (or stack) retreating through ZOC of enemy non-motorized units loses no steps.

12.44 A non-motorized unit (or stack) cannot retreat through enemy ZOC [except as in 12.42] unless accompanied by at least one motorized combat unit. Any of these units can take the required one-step of loss. Surviving units remain stacked together throughout their retreat.

#### 12.5 Advance After Combat

Whenever the Defender Hex becomes vacant of combat units due to combat results, attacking units can advance into it.

12.51 Attacker decides immediately on whether to advance after combat, before resolving the next combat. A unit is never forced to advance. After advancing, a unit cannot attack again in that phase, even if its advance places it adjacent to enemy units.

12.52 Attacking units can advance only one hex (into the Defender Hex).

12.53 Defending units never advance after an Attacker Retreat result.

Note: *Advances are useful to cut off the retreat of enemy units where combat has not yet been resolved.*

12.54 Only attacking units that participated in that combat can advance, non-participating units cannot, even if they are in the same attacking hex. Units can advance from any of the hexes from which the attack was made. Units that served only to block enemy retreat cannot advance.

12.55 Advancing units ignore enemy ZOC to enter the Defender Hex. Advance after combat is not movement and uses no MPs.

12.56 Artillery and anti-aircraft unit types cannot advance after combat.

12.57 Units cannot violate stacking limitations at the end of an advance.

### 13.0 AIR POWER

During the campaign both sides deployed considerable air forces, but the air units in this game generally represent the ground tactical

effect of these air forces. Air-to-air combat is not represented. There are three possible missions for air units: Bombardment, Close Air Support, and Air Transfer.

#### 13.1 Restrictions

13.11 An available air unit can conduct only one mission per Segment. Air units require Movement Supply to be available for any mission. Turn all air units provided Movement Supply over from their Flown side to their Active side.

13.12 Move air units during the phase allowed for each mission. Air units do not move across the map but are picked up and placed on any destination desired within range. When counting range, count from the airfield to the destination hex by excluding the airfield hex and including the destination hex. Terrain, enemy units (ground or air), or enemy ZOC do not affect movement of air units. Air units never count against ground stacking limits, do not exert ZOC, and do not require Combat Supply. There is no stacking limit for air units over a target hex.

13.13 Keep air units on friendly airfields whenever they are not in use. Each airfield printed on the game map can hold up to two air units. Capacity for a holding box is printed in that box. Once an air unit has completed its mission, it returns to any friendly airfield within range. If there is no airfield (or insufficient capacity), that air unit is destroyed [see 13.15].

13.14 As a combat unit moves onto an airfield containing an enemy air unit, the air unit is destroyed.

13.15 For each air unit destroyed the owner rolls one die. The result equals the number of turns that air unit remains out of play. Place it on the VP Track on the space equaling that number of turns. It returns as reinforcements (Greece Holding Box for Axis).

#### 13.2 Bombardment Mission

Use Bombardment to reduce enemy port capacity.

13.21 Only the Allied player can conduct Bombardment. He conducts it during the Bombardment phase.

13.22 Some bomber units have uncertain support strength. After one is placed on a mission the owning player determines its support strength by resolving the Bomber Effectiveness Table. Resolve it each time the bomber is used. It does not retain the strength it had on an earlier mission.

##### 13.23 Procedure

a. Place as many in-range bombers as desired on the port hex.

Example: *Place the bomber on Beirut (hex 1519).*

b. Resolve the Bomber Effectiveness Table for bombers that have uncertain strength.

c. Resolve the Bombardment Table separately for each air unit, one at a time. Apply final results cumulatively.

d. Effects on Ports. Each point scored on the Bombardment Table reduces port capacity value by one (1) level. Adjust the Port Level marker to show the reduced capacity.

Note (1): *Capacity can drop by one, two, or three points with each Bombardment, depending on the port and the Level being lost.*

Note (2) *Holding box port capacity cannot be reduced by Bombardment because they have unlimited capacity.*

f. Return bombers to any friendly airfield in range and turn them over to Flown.

#### 13.3 Close Air Support Mission

13.31 At the beginning of the combat procedure both players can assign available air units to Close Air Support (CAS) missions. Both players can assign air units to CAS in the same combat.

13.32 Any available air unit within range can conduct CAS. An air unit can support an attack on any hex that friendly ground units are attacking. They cannot attack by themselves.

13.33 Procedure. For each combat total the support strength for each side and compute the difference. Examine the Combat Support Differential Chart to determine the number of columns to shift the combat odds; either one or two columns. There is no shift for CAS if the strengths are equal or no strength was committed to the combat.

13.34 Air units can be taken as a loss only as a Special Result [12.24].

13.35 After combat return surviving air units to any friendly airfield within range and turn them over to Flown.

13.36 Bomber air units provide attacker (or defender) CAS only when Defender Hex includes mountains or terrain situations where attacker would otherwise shift the combat odds column to the left [*doctrine did not exist for good tactical support*].

Example: *On 1 July the Allied player declares an attack across the wadi on Axis ground units defending Damour (hex 1520). He places three air support points on the Defender Hex. The Axis player now chooses whether he will place any air support points, as (defensive) CAS. If he places no points, the differential would be +3 in attacker's favor, causing a two odds column shift to the right. If he places just one air support point, the differential is (1 - 3 = - 2); causing only a one odds column shift to the right. He would have to place at least four air support points to cause a shift of one column to the left.*

#### 13.4 Air Transfer Mission

13.41 An air unit can move to another friendly airfield (at any range) during any movement phase or to or from a friendly holding box, regardless of range. Movement Supply is not required for air transfer.

13.42 Turn the air unit over to Flown once air transfer is complete.

### 14.0 MINEFIELDS

While vast numbers of mines were laid during the North African campaign, comparatively few were laid in Syria and Lebanon. Minefields are not included in this game.

### 15.0 REPLACEMENTS

As units fight, their strength may be reduced by combat results. Replacements procedure enables them to recover their strength, fully or partially. Each Replacements Point (RP) represents the men and equipment necessary for a unit to recover one step.

#### 15.1 General Restrictions

15.11 Both players receive RPs nearly every turn, during the reinforcements phase. An RP [in this game] is only "infantry." Design Note: *No equipment RPs are provided for either side. Historically, such equipment was not available.*

15.12 All Axis RPs immediately convert to replacements units (marked "REPL") and are received as reinforcements in Greece Holding Box. If there are not enough REPL units available, excess points are lost.

15.13 All Allied RPs are received in Middle East Holding Box and are recorded immediately on the VP Track. There are no Allied REPL units.

15.14 Vichy REPL units are used only on Vichy units. German REPL units are used only on German units. Allied RPs can be used on any Allied nationality.

15.15 The number of RPs received each turn varies. The number the Axis player receives is listed on a chart inside the Greece Holding Box. The number the Allied player receives is listed on a chart inside the Middle East Holding Box. RPs may also arrive from play of Special Events [20.0], or as additional points as shown on the Set Up Cards.

#### 15.2 Replacements Procedure

Each side employs different procedures.

##### 15.21 Axis Procedure

- A reduced Axis unit combines with a REPL unit to regain the next higher combat strength level.
- The combat unit and REPL unit must be in the same place (hex or holding box) during the friendly Administrative phase.
- Remove the REPL unit from play and increase the reduced combat unit to its next higher level. Turn the unit over to its full strength side. The REPL unit can be reused on future turns.

##### 15.22 Allied Procedure

- An Allied unit does not use a REPL unit. Instead, place a Receiving Replacements marker on the unit during the Supply Status phase.
- Remove the markers from eligible units during the Administrative phase and reduce the Allied RPs marker on the VP Track by points equal to those used. An Allied unit is eligible if it can trace a Supply Route [6.21] to the Middle East Holding Box.

15.23 Type Limitations. Infantry RPs rebuild any combat unit type except: armor, armored car, artillery, or anti-aircraft.

15.24 Allied units receiving RPs cannot conduct strategic movement, naval or air transport, amphibious invasion, combat, or exploitation movement during this Segment. Axis units are not restricted.

15.25 Units in the Eliminated Box can be rebuilt. Spend a REPL unit (or RP) to restore the unit to Cadre level. Once restored, place it in the Cadre Box. For units beginning in the Cadre Box, spend a REPL unit (or RP) to restore the unit to its lowest combat level ("reduced" if a two-step unit, or to full strength if a single-step unit). Now place the unit in the holding box outside of the Cadre or Eliminated boxes. For these purposes spend the REPL unit (or RP) at the following locations:

- Allied Eliminated and Cadre boxes are within Middle East Holding box
- Axis units in the Eliminated or Cadre boxes are located in Syria and Lebanon; spend the REPL at any airfield. A unit in the Cadre Box returns to play at that airfield.

15.26 No unit can recover more than one step per Administrative phase.

15.27 Commando Units. The only replacements that can be used by these units to recover their strength are those provided by play of Special Events [20.21, Event C]. Since all such replacements in this game are already trained, extra time to rebuild the unit is not required, as found in the rules for **RW**.

## 16.0 TOBRUK INSET MAP

The successful defense of Tobruk by the 9th Australian Division during 1941 comprises one of the crucial events that limited Axis fortunes in North Africa. No such siege influenced events in Syria and Lebanon. This feature is not included in this game.

## 17.0 LEADER UNITS

Personalities were dominant during the North African campaign, in part because the stakes were so high. The campaign in Syria and Lebanon was generally too short to allow such personalities to develop and so Leader units are not provided here.

## 18.0 HOW TO WIN

### 18.1 Victory Points

Generally, the game ends when Vichy Surrender [18.3] occurs. When Surrender occurs may be influenced through play of Victory Points (VPs).

18.11 Both players score Victory Points. Neither player can have a negative total.

18.12 Victory Points are counted each turn during the Victory Determination phase. Compute these from the numbers listed on the Victory Points Schedule. Keep track of changes in the current VP total by adjusting the friendly VP marker up or down, as appropriate, on the VP Track.

### 18.13 Locations VPs

a. VPs are awarded if the location is friendly [3.12]. They are not lost when the location is recaptured by enemy units. It does not matter how many times the location may have changed hands.  
b. If the Allied player has already scored VPs for either Aleppo, Beirut, or Damascus, the Axis player can score one (1) VP if he recaptures and holds that location during the Victory Determination phase. This is scored only once per location, not each time recaptured.

### 18.14 How Victory Points Are Used

a. Vichy Surrender Table. If the Allied player spends 2 VPs, he receives a (+1) DRM for the die roll this turn and all future turns. Additional DRMs can be obtained at the same cost. Each DRM is cumulative with others obtained earlier. Record this total on the VP Track. The Axis player can likewise obtain a (-1) DRM for each two VPs he spends. The Allied player always declares his purchase before the Axis player.  
b. Special Events. For each 2 VPs a player spends he gets to draw one more Special Event marker.

18.15 There is no limit to the VPs that can be spent in one turn, but spent VPs are permanently lost. Neither player can hold more than ten unspent VPs at the end of any turn. When the Allied player spends VPs for a DRM he is not required to resolve the Vichy Surrender Table at the same time.

### 18.2 Sudden Victory

18.21 A player achieves a Sudden Victory when no enemy combat units remain on the map (disregard those in the holding boxes).

18.22 If a player achieves Sudden Victory, the game ends and he is declared the winner

18.23 If this happens simultaneously to both players, the Allied player wins the game.

### 18.3 Vichy Surrender

“Mademoiselle from Armentieres”

- Played at the Surrender ceremony, 14 July

When Vichy Surrender occurs in either scenario the game ends and the Allied player wins.

18.31 Vichy Surrender is decided during the Recovery Segment. The Allied player can begin resolving the Vichy Surrender Table starting the III Jun turn. It is his option to resolve the Table; he is not forced to resolve the Table.

18.32 The Allied player spends one VP each time he resolves the Vichy Surrender Table. He can resolve it only once per turn. He spends VPs for DRMs for the Table [18.14], and then the Axis player can do the same. He then rolls the die and checks the Table results.

Results:

Y	Yes, Surrender occurs now and the game ends
N	No, but can roll again next turn

### 18.4 Vichy Surrender and **Rommel's War**

When this game is played with **RW**, follow the rules below.

18.41 Only Vichy French units surrender, German units do not.

### 18.42 Removal of units

a. When Vichy Surrender occurs remove all Vichy non-Light units, except those units of the *6REI* that are in German ZOC. The *6REI* units that remain become active German units.

b. Remove the *1RSM*, *4RST*, and *8RSA* cavalry units.

c. All other Light units remain in play. They become German [*representing native tribesmen now German controlled*].

Note: *The Alawites and Druze do not change status and may later become Active Axis through play of certain Special Events, or may become Allied through other Special Events.*

d. The Vichy AA unit becomes German. Turn it over to its German side.

e. All Vichy supply units become available for German use and those Supply units currently in play automatically become German (even if no German units are present).

18.43. Vichy units becoming German can be rebuilt through replacements.

18.44 Ports still friendly to Vichy become German, without the need for a German unit present.

18.45 The Allied player no longer gains Victory Points for capture of locations [18.13]. Both players otherwise continue to gain or spend VPs. At the end of game play Axis VPs here become VPs for **RW** at the rate of one **RW** VP for every two gained here.

18.46 Drawing and use of Special Events [20.0] continues.

18.47 Play continues until either:

- No Axis units remain except those in a holding box, or
- The Axis player controls only one airfield or port.

## 19.0 SPECIAL SITUATIONS

### 19.1 Allied Naval Units

Only the Allied player has naval units. A naval unit can conduct any of three missions: Naval Artillery Fire Support, Anti-shipping, or Reduce Port Capacity.

19.11 To be placed for a mission it must pass a die roll. If the roll is equal to or less than its action rating, place it as directed for the

mission. If it fails the die roll, return it to the Middle East Holding Box and turn it to Sailed. Also turn it over to Sailed when it completes its mission. If Sailed, it cannot be used again that Segment. Store naval units in the Middle East Holding Box at all times when not in use.

19.12 The naval unit becomes Active (automatically) during the Supply Status phase. It never requires Combat or Movement Supply.

19.13 Naval Artillery Fire Support. Its mission hex is an all-sea hex adjacent to the Defender Hex in a declared combat. Place it as the combat is declared [10.41]. It participates as an artillery unit [11.1] from that adjacent position.

19.14 Anti-Shipping. It is not placed on a hex but is designated for the Naval Transport Table as the Axis player declares he will conduct naval transport. Use its support strength as a (+) DRM on the Table. Return the naval unit at the conclusion of the Transport phase.

19.15 Reduce Port Capacity. Place it on the Port Track during the Bombardment phase. Reduce that port's capacity by levels equal to the strength rating of the naval unit. Return the naval unit at the end of the Bombardment phase.

## 19.2 Axis Alawi and Druze Groups

19.21 Units of these two groups are garrisons [5.6] of the hexes they occupy. Each can be released as is a regular garrison unit.

19.22 If an Allied unit enters their area (Sanjak of Latakia for Alawis, or Jabel ed Druze for Druze) then all units of that group are released for use within their area.

19.23 They can become Active for use in all game areas by play of certain Special Events and may switch from Axis control to Allied control.

19.24 Units of these groups do not require General Supply, Defense Combat Supply, or Attack Combat Supply while within their region, regardless of the side they are on [*much supplies was stockpiled before the war; note rule 10.53b*].

19.25 Air and naval units cannot provide support in a combat involving only friendly Druze or Alawi units.

Note: *The three Lebanese units (marked "CL") are already active for the Axis.*

## 20.0 Special Events

### 20.1 When Special Events Apply

20.11 Each turn during the Special Events Phase both players randomly draw Special Event Markers from the Event Pool (we suggest use of an opaque cup). The Allied player draws first each turn. Each Special Event represents a new condition that applies to game play. There is no cost to drawing a Special Event Marker; a player need not draw one. All conditions are optional. A player need not use the Special Events marker he draws. Unless otherwise indicated, return the Event Marker to the Event Pool after it is used.

20.12 On the I June turn (the first turn) the Allied player draws four Special Events and the Axis player draws three. On all following turns both players draw only one Special Event. By spending VPs [18.14b] a player can draw more Events.

20.13 A player can hold a Special Events marker until he desires to play it. Conceivably, this could be through the entire game. He keeps the identity of the marker hidden from view by his opponent. Special Events markers are played without immediately drawing a new one to replace the one played; a player could end a phase with none still held.

20.14 A player can play as many Special Events markers as he holds as allowed by the Sequence of Play. When both players wish to play events at the same time the currently active player plays his first. During phases where there is no active player, such as the Reinforcements phase, the Allied player plays first and then the Axis player plays his. An event is played only during the phase indicated for it, although some can be played anytime [See explanation of Events, 20.2] An Event affecting a particular combat [*such as providing a DRM*] is played before the combat die roll of that combat [Examples: *Allied Events H and Q*].

20.15 Each Special Events marker has a letter that refers to a full explanation of that Event [17.2]. The Event being played is the one for the player playing that marker; do not apply his opponent's event.

Example: *The Allied player plays the "H" Event Marker. The Allied Event "H" occurs, not the Axis "H" Event. The Event marker is now returned to the Special Events Pool (the opaque cup). The Axis player may later draw that marker and only then can he use his "H" Event (and the Allied player does not get a repeat of his "H" Event).*

20.16 Some Special Events are not available during certain turns or may be available for play only once during the course of a game. An alternative outcome may be listed with that event for those other turns or subsequent drawings from the Pool. The remaining Events can take place more than once.

*Historically, the last turn of the campaign was II July by which time the Allies had played Events D, F, G, H, L, M, Q, and R. The Axis had played Events E, H, J, M (twice), O, and P.*

## 20.2 Explanation of Events

### 20.21 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.

*During the 1920s the Alawis fought unsuccessfully against French presence to establish their own country. In June 1939 with the Hatay region given over to the Turks, the Alawis were in a bad mood again. Also known as the Sanjak of Alexandretta, that region included many fellow Alawis. With some diplomatic preparation, the revolt might have been rekindled.*

#### 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.

*Like the Alawis, the Druze also unsuccessfully fought the French during the 1920s (particularly the revolt of 1925) to establish their own country.*

#### 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).

*It is possible that commando troops would not have been wasted on Crete, as they were historically, which left very few available for use against Vichy in Lebanon.*

#### 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.

*Turkey was a hotbed of spies and diplomatic contention during the war with both sides seeking an advantage. The British did succeed in blocking some Axis strategic moves through Turkey.*

#### 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 on 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.

*When the Iraqi government was overthrown in April, British command had to quickly send forces from Palestine and India to lift the rebel siege of a small British airforce garrison at Habbaniya and diplomats at Baghdad and reestablish a friendly government. In about a month of campaigning the former government was restored. With less resistance, or an earlier start, they might have done it all quicker.*

#### F. More Replacements

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

*The British had trouble collecting even the forces historically used. This event assumes additional troops were evacuated from Crete the week before.*

#### 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.

*Historically, some of the Free French troops were of poor quality or had insufficient training. All gained a noticeable morale boost with the capture of Damascus.*

#### 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).

*Established under Queen Victoria the Victoria Cross was awarded for valor and devotion to duty while facing a hostile force. The Syria campaign saw two recipients. Pvt. James H. Gordon of the 2/31 Australian Battalion earned his for his actions on 10 July 1941 at Jezzine, Syria. He survived the war and died 24 July 1986. Another Australian, Lt. A.R. Cutler earned his for bravery in actions from Mardjayoun to Damour where he lost a leg as a result of one battle. After the war he was a noted diplomat and governor of New South Wales, Australia.*

#### I. Replacements from Egypt

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

*During the campaign the Allies regularly deciphered Vichy and Axis radio signals. Field intelligence was of consistently good quality and topographic intelligence was excellent.*

#### M. Submarines

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

*The British were frequently short on operational submarines in the Mediterranean but those present consistently distinguished themselves.*

#### 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.

*The British were hard pressed to find enough transport to make their combat units operationally mobile. Yet, perhaps more trucks (and other vehicles) could be found or rented, or taken from the forces facing Rommel. Once provided, they would be loaded with extra supplies.*

#### 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. Its 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.

*British aircraft based at Habbaniya, Iraq, which formerly supported Allied actions there, could have continued their support with the continuation of the campaign into Syria.*

#### 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].*

*The British did raise one Druze unit, the Druze Legion (of about 1000 men organized into six squadrons), but the campaign ended before it saw action.*

#### 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.

*Most of the Vichy French Light units were comprised of indigenous troops. Historically, a Syrian battalion deserted at Deir ez Zor and a Lebanese battalion deserted near Mardjayoun.*

#### 20.22 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.

*Named for its leader, Gen. Felmy, this was an umbrella organization formed in May to support operations in Iraq. Felmy was later criticized for remaining in Syria while the Iraq situation fell apart.*

##### 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).

*Desperate for any aid, the French sought to purchase 40 tanks they had sold to Turkey before the war, but the Turks turned down the request.*

##### 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).

*On 18 June Turkey signed a friendship pact with the Axis. Unfortunately for the Vichy French this did not translate into passage of troops and supplies to Syria. The British had already shown a willingness to attack neutral countries and Turkey had no desire to be added to the list of targets. Only considerable political pressure would have pushed Turkey to allow such a passage of troops and materials, and probably would not have achieved more than just a trickle.*

#### 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.

*German paratroopers had just taken Crete from the British a week before the Syrian campaign began. Ad hoc forces for Syria would likely have included at least some paratroopers; who, as a matter of speculation, might well have faced Australian survivors of Crete in front of Damascus.*

#### H. Croix de Guerre

“It is with baubles that men are led.”  
- Napoleon (paraphrased)

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.

*Established in 1915, the Croix de Guerre was awarded to individuals who distinguished themselves by acts of heroism while in combat against enemy forces. While none are recorded as earned in the Syrian campaign, this can be assumed to have been awarded. Later during the war de Gaulle rescinded all Vichy awards and records were likely lost. After the war a Vichy award was considered traitorous.*

#### 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 enemy 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.

*This group of about 500 men was led by a colorful figure, Fawzi el-Kawakji (or el-Kaukji, the spelling differs widely), a WWI veteran of the Turkish army. They were such a persistent menace to Allied troops advancing from Iraq that the Indian Official History describes him as “quite a bogeyman.” After the British took control of Syria in 1941, he fled to Berlin to join the Mufti’s resistance movement there. He later reappears in 1948 leading the 4000 man Arab Liberation Army (which included some Bosnian Muslims who had served with the German SS) out of Lebanon against Jewish settlements in northern Israel.*

#### 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.

*The Vichy French super-destroyers Valmy and Guepard, and other light vessels, left port several times to intercept British ships that were bombarding coastal targets.*

#### 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.

*Historically, the British blockade effectively barred practically all naval cargoes from landing in Syria. This forced Vichy command to plan a major convoy from Toulon. It would be escorted by a battleship (the Strasbourg), four cruisers, and four or six destroyers and would detour to Bizerte, Tunisia to load infantry. This operation depended on a high degree of high command cooperation, itself rather problematic, then on air cover from the German Luftwaffe but the Luftwaffe had its hands full with Russia. It also depended on fuel from the Germans but the Italians had first call on that and the Italians were not getting enough to satisfy their needs. Against this the British began to redeploy their submarines but Vichy never got the convoy together.*

#### O. Air Interdiction

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.

*Vichy airpower bedeviled the Allied advance from Iraq and perhaps it was also the most effective opposition facing British troops in that sector, an effectiveness enhanced by the openness of the terrain.*

#### 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.

*The Vichy French historically declined Axis air support, not wanting Axis forces fighting in Syria as it would offer a pretext for Allied invasion, and once invaded it would harm overall morale.*

#### 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 [*These North African cavalry are not native to this region*].

## 21.0 SCENARIOS

**Slouch Hats and Eggshells** has two scenarios. The Axis player sets his units up first, unless otherwise stated, followed by the Allied player.

### 21.1 SCENARIO 1: Operation Exporter

"We have come to put an end to the Mandate regime and to free Syria and Lebanon and make them independent states."

- Free French Gen. Georges Catroux, 8 June 1941

This is the historical scenario.

21.11 There are 6 turns: I June through III July. Skip the first Axis Operations Segment and do play the First Allied Operations Segment.

### 21.12 Special Restrictions

- a. During the I June Special Events phase the Allied player draws four Special Events markers and the Axis player draws three. Beginning the II June turn both players draw one Special Event per turn.
- b. Vichy units cannot enter Iraq.

### 21.2 SCENARIO 2: The Axis Intervene

"Our view is that if the Germans can pick up Syria and Iraq with petty air forces, tourists, and local revolts, we must not shrink from running small-scale military risks..."

- Churchill to A.P. Wavell, 21 May 1941

German Intervention did not actually take place but it remains an intriguing possibility. This scenario begins historically and develops German Intervention as it might have occurred. Intervention is highly speculative but the units and events shown here are the most likely. Interestingly, Axis Italian forces are omitted. They had made no plans for intervention and it was known at the time their presence would inflame French anti-Axis passions.

21.21 There are 8 turns: I June through II August. Begin the first turn with the First Allied Operations Segment; omit the first Axis Operations Segment.

### 21.22 Special Restrictions

- a. All of rule 21.12 also applies to this scenario.
- b. All German units function as Axis (same as Vichy French).
- c. The Axis player starts by automatically drawing Special Event E. The Allied player then draws his Special Events at random. The Axis player now draws his remaining two Special Events at random.