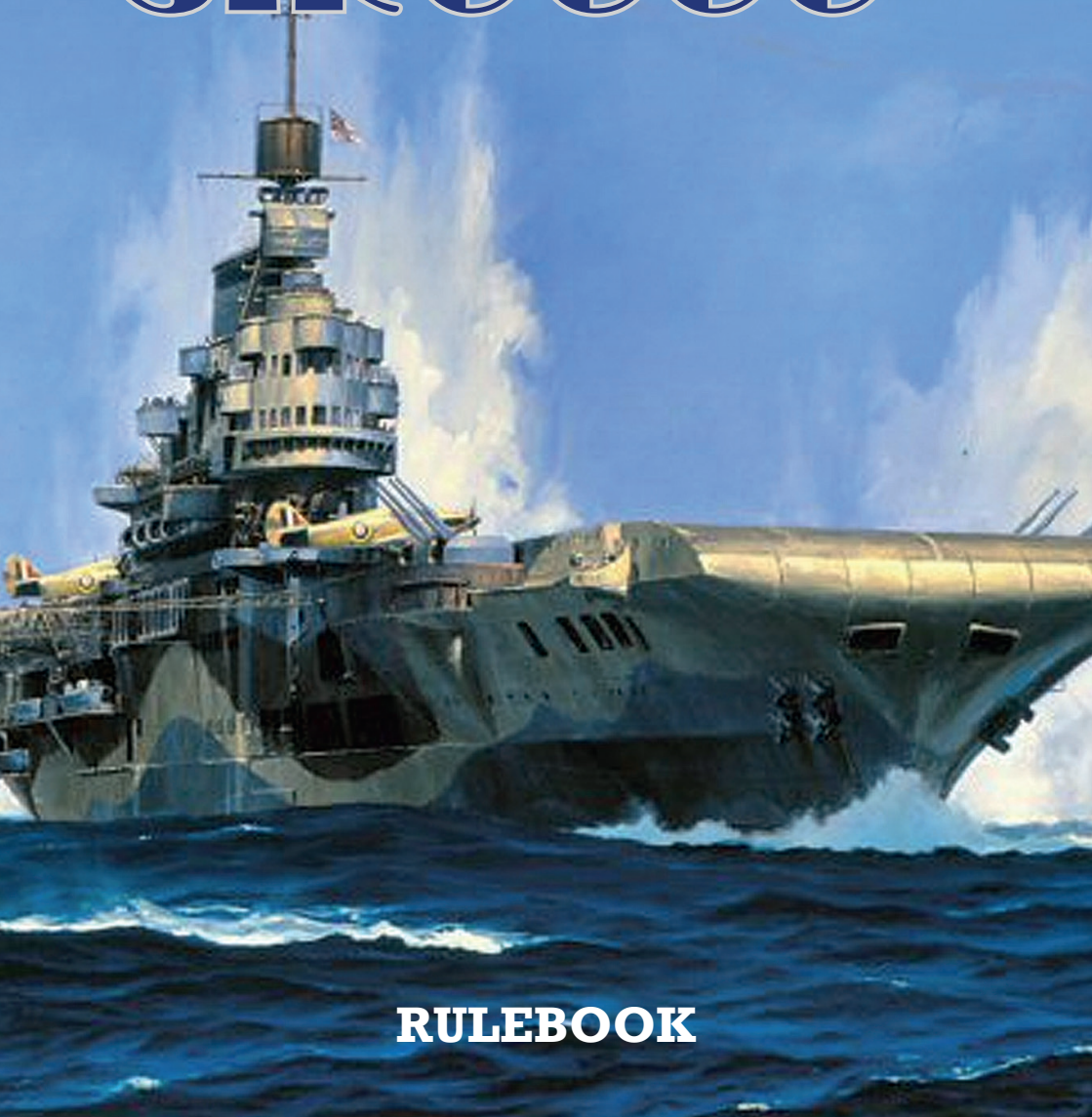


Med

SIROCCO



RULEBOOK

1.0 THE GAME

For 2 to 6 players, the game is played in 22 turns called Engagements (or Tricks). An Engagement occurs during a Battle or a Convoy, both of which are grouped under the term 'Operation'.

The Axis comprises the Italians and the Germans, all other nations forming part of the Allies. A player fights for one of these two sides in an Operation.

During the game players can chat to misinform the other players or to form alliances etc., but this must be done in front of everybody and without showing any cards. It is forbidden to leave the table to discuss matters.

Playing time is around 1 hour. It is possible to have several games in a row and to add up the scores at the end. Players can also define in advance the number of games to be played, or a number of points to be reached.

A discarded card goes back to the Force pile. A destroyed card goes to the player who destroyed it and never goes back into the game.

1.1 AIM OF THE GAME

A player wins VPs (Victory Points) for each Operation he wins and for each enemy card he destroys ('sinks'). An Operation card is worth 1 to 7 VPs. A Force card is worth from 1 to 5 VPs. See also 3.4 Winning the trick.

1.2 END OF THE GAME

Play through to the end of 22 Operations and then count up the Victory Points (VPs) each player has won.

If players are tied to win, the player who has won the most Operations wins.

For series matches, write down each player's score and play additional games. The first player to reach 75 VPs or more at the end of a game wins.

1.3 PREPARATION

Players choose who will deal the cards. That person shuffles the Force, Bonus, Supply, Storm & Special cards together and deals 6 cards face down to each player. The remaining cards form the Force pile. The same player also randomly chooses 22 Operation cards and places them in a pile, face down.

1.4 GAME SEQUENCE

A. 1st Player

The dealer starts the first Engagement, then the player to his left starts the second and so on.

B. Declaring the Operation

The 1st player of the Engagement turns over the top card of the Operations stack. He then announces the type of Operation which is to take place (Convoy or Battle). The players then follow the procedures for a Convoy or a Battle, depending on the type of Operation declared.

C. Playing or discarding a Card

Following the specific rules for the type of Operation in play, the 1st player chooses **one** of the following options:

- Play a card from his hand. It may be the case that a player lays down several cards like Bonuses, Specials etc. (At this point the player decides which side he will take.)
- Discard one card;
- Discard all his cards.

The player to his left does the same, and so on.

D. Combat Resolution

The outcome of the Engagement is decided after one round of the players (Convoy) or 2 rounds (Battle), when everyone has had a chance to play. It may be that the Engagement finishes in a draw. In this case, Phase C of the same Operation must be replayed, starting with the player to the left of the previous 1st player.

1.5 SIZE OF THE HAND

After each Engagement, the players draw enough new cards from the Force pile as necessary to make up their hands again. A player should normally have six cards, but it is possible to increase this thanks to Convoy cards, up to a maximum of 9 cards. For each full freighter won (red freighter), the hand is increased by 1 card. For every 2 half-full freighters (half-red / half-black freighter), the hand is increased by 1 card. The players draw cards in the order of play (i.e. in clockwise order), starting with the 1st player. When the Force pile is exhausted, shuffle the discards to form the new Force pile.

2.0 GAME COMPONENTS

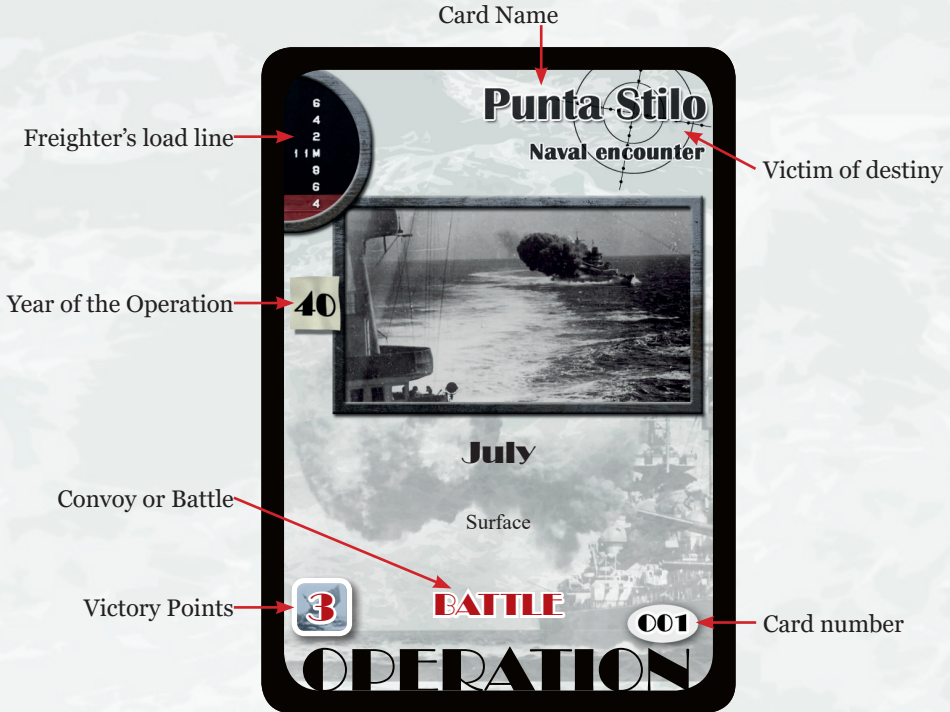
On the bottom right of each card is the card number, A for the Allies, X for the Axis, S for Storm cards and O for Operations.

2.1 OPERATION CARDS

At the top of the card is its name (if the name has a target, it is a Victim of Destiny card, see 3.3).

On the top left is the icon of a freighter's load line, empty (mostly black), full (mostly red), or half-full (red and black). *Note: In the case of a battle, this represents the moral victory gained when winning the card and its associated VPs.*

On the lower left side is the year of the Operation (from 1940 to 1943), example: '42.



The background photo represents the kind of Operation: a Convoy (a sinking ship) or a Battle (a warship in action).

This information is also written in the middle of the card in red.

At the bottom left is the value of the card (Victory Points: VP) displayed as an icon of a sinking ship with a red value on it (from 1 to 7).

At the bottom right is the card's number.

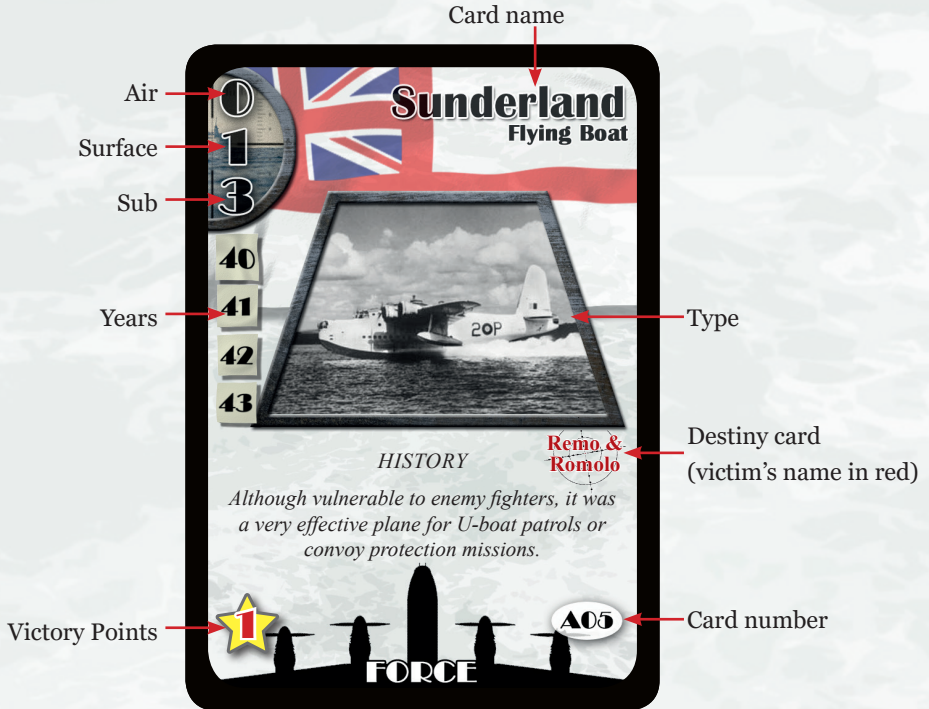
The Convoy information in the middle of the Convoy cards is for historical purposes only and has no effect on the game.

The information in the middle of the Battle cards can be used if option 6.4 is in play.

2.2 FORCE CARDS

At the top right of the card is its name (if the name has a target it is a Victim of Destiny card, see 3.3). At the top left are three different values, one above the other: the top figure represents the air combat value (Air), the 2nd figure represents the surface combat value (Surface) and the 3rd figure represents the underwater combat value (Sub).

Lower down on the left side are the years when the card can be played (from 1940 to 1943), for example: '42, '43.



The flag in the card's background indicates the side. The Allies are the British, Americans, Australians, Poles, Greeks and Dutch. The Axis consists of the Germans and the Italians (plus the Romanians for card X55).

The shape of the border surrounding the photo indicates its type. A frame in the shape of binoculars indicates a surface card. A round (or periscope) frame indicates a submarine card. A frame in the shape of a pyramid indicates an air card. A rectangular frame incorporates all 3 preceding types. The black silhouette at the bottom of the card (plane/air, submarine, ship/surface) also shows its type.

On the bottom left is the card's value (Victory Points: VP) in the form of a cross or a star with the VP(s) superimposed on it in red.

At the bottom right is the card's number.

Information in the middle of the card is for historical purposes only and has no effect on the game.

2.3 BONUS CARDS

There are 19 Bonus cards in the game. Bonus cards are identified by the word BONUS in place of the VP icon and the black silhouette. A Bonus card can be played on its own (if the card allows it) or along with a Force card during any kind of Operation. Axis Bonus cards can only be played with cards of the same nation (same flag). Card X54 can be played on any Allied Force card. Allied Bonus cards can always be played with cards from the same side (no matter what country; for example an American Bonus card can be played on a British card). Card A53 can be played on any Axis Force card.

As many Bonus cards as desired can be played during an Engagement, so long as the cards' restrictions are observed.

A Bonus card can only be played with a Force card of the same type (air, surface or submarine, depending on the shape of the photo frame). A Force card may benefit from several Bonus cards.

2.4 SUPPLY, STORM & SPECIAL CARDS

There are 15 Supply, Storm & Special cards, identified by the word SUPPLY, STORM or SPECIAL in the place of the VP icons. These cards are:

SUPPLY	STORM	SPECIAL
Medway	Sirocco	Raid on La Spezia
Remo & Romolo	Fog	Ultra
	Explosion	Admiral Cunningham
	Lost	Romanian Fuel
	Night action	Admiral Iachino
	Bomb alley	B-Dienst
	Shallows	

As many Supply, Storm and Special cards can be played as desired, in addition to the Force card. If a player has 2 cards from different sides but with the same effects (for example, Raid on La Spezia and Romanian fuel), he may only play one per Engagement. Special cards and Storm cards are always discarded after use; they are never destroyed. Supply cards follow the fate of the Force cards of their side (see 2.41).

2.41 Supply Cards (Medway – Remo & Romolo)

A Supply card can be played on its own or with a Force card. The Supply cards have no combat value and have no effect on an Engagement. When the Engagement is finished, the player who played a card of this kind may pick up one of his own side's binoculars-view (ship) cards, if his side won the Engagement. The Supply card is discarded and the card picked up is counted in the player's hand. The card that has been picked up may have been played by another player.

If the Supply card is from the losing side, the Supply card is destroyed like the other cards of that side.



2.42 Raid on La Spezia

This card can be played on its own or with another Allied surface card during a surface or combined Engagement. Once this card has been played, all remaining players can only play Allied cards or they may discard. This card is discarded after the Engagement.

This card can only affect the 1st round of a Battle.

2.43 Romanian Fuel

This card can be played on its own or with another Axis surface card during a surface or combined Engagement. Once this card has been played, all remaining players can only play Axis cards or they may discard. This card is discarded after the Engagement.

This card can only affect the 1st round of a Battle.

2.44 Sirocco

This card may be played in addition to a Force card. Once the player who played the Sirocco card has finished, a die is rolled. From 1 to 3, one player's involvement in the Engagement is cancelled. If he has already played, any card(s) he has played are discarded. On a roll of 4 to 6, the Sirocco card is passed to the player on the left who must use it at the end of his play (he either plays it, or discards it as normal).

The Sirocco card is discarded at the end of the Engagement or after it has been used to cancel another participant's play.

If a Special or Storm card is discarded because of the Sirocco card, its effect is cancelled for the rest of the Engagement. For example, if Admiral Iachino has been used to change the operation from a submarine type to a combined type, and his card has been discarded because of a Sirocco card, the operation reverts to a submarine type.

2.45 Intelligence Cards (Ultra – B-Dienst)

Each side has an Intelligence card. It is played in place of a Force card. It allows the person who played it to play again after all the others have finished. When everyone has finished, the player must play a card from the same side as his Intelligence card. Those players who have dice to roll do so at this point. If the player decides not to play, the Intelligence card is discarded instead. If the combat is drawn, the player who played this card loses the combat

(see drawn combats). It is possible to be denied one's second round of play if a Sirocco, Raid on La Spezia or Romanian Fuel card prevents the player from playing.

During a Battle, an Intelligence card can only be played in the 1st round.

2.46 Admiral Iachino – Admiral Cunningham

There is one Admiral for each side. This card can be played in addition to the Force card. When the card is played one of these two actions may be undertaken:

A. Play a Force card (and any Bonus or Special cards) as previously and change the type of Engagement to a combined type (this applies to all players involved in the Engagement).

OR

B. Play 2 Force cards (and any Bonus or Special cards). This only applies to the player who played the card.

The admiral is discarded at the end of the Engagement. An admiral can only change the Engagement to a combined Engagement (he cannot, for example, change an aerial Engagement to a submarine Engagement).

2.47 Explosion

During a Battle, this Storm card only affects the Force card (and its associated Bonus and Supply cards) played during that particular round (not both rounds of a Battle).

2.48 Bomb alley

If Bomb alley is used on a Force card during any of the O32, O34, O36, O38 Operations, first double the Air value (because of the Storm card Bomb Alley) and then add 1 to the Air value (because of the particular type of Operation card in play) to the Force card to arrive at the final Air value.

3.0 ENGAGEMENT

1st Player

The player who is initiating the Engagement turns over the top card of the Operations pile and announces the type of Operation. Then, in clockwise order, each player plays a card.

3.1 CONVOY

Engagement

Having seen that the Operation is a Convoy, the first player announces the type of Engagement. There are 3 types: air, surface and submarine. The player may also announce a combined Engagement. In this case the combat values of all 3 types are added together.

The situation

This Engagement takes place while escorting a Convoy.

The year

Only those Force cards that correspond to the year in question may be played during this Engagement.

Playing Cards

A player **may** play a card face up during his Engagement. But he is not obliged to do so, even if he has a playable card. In addition to a Force card, Bonus, Storm, Special or Supply cards may also be played face up.

However a player can only play cards from the same side; i.e. he must be consistent.

If an invalid card is played (for example one where the year does not match), it must be replaced in the hand and another suitable card played. If it is noticed that an invalid card has been played previously in the Engagement, it is immediately discarded and therefore does not affect the Battle.

Discarding cards

If a player **does not wish** to play a card, he **must** discard one card of any kind, or all his cards.

3.2 BATTLE

The situation

A Battle represents a confrontation between different warships.

The year

Only those Force cards that correspond to the year in question may be played during this Engagement.

Playing Cards

A Battle takes place over 2 rounds. A Battle is always a combined Engagement.

For the 1st round, starting with the first player, each player **must** play a card, face up. In addition to a Force card, the player may play Bonus, Storm, Special or Supply cards face up; but only cards from the same side may be played.

After the 1st round, and starting with the first player, each player draws 1 card and the first player starts the 2nd round. Each player **must** play a card, face down plus any Bonus, Storm, Special or Supply cards, also face down. Over the two rounds a player must only use cards from the same side. Then, once each player has made his choice, the cards are revealed and the Engagement is then resolved as normal (3.4).

If an invalid card is played in the 1st round, it must be replaced in the hand and another suitable card played. If it is noticed that an invalid card has been played previously in the Engagement, it is immediately discarded and therefore does not affect the Battle.

If an invalid card is played in the 2nd round (for example one where the year does not match), after the cards have been turned over the invalid card is discarded and does not affect the outcome of the battle (it could mislead other players).

Storm cards are always played face up except S05 Renegade.

Discarding a card

If a player only has invalid cards available in the 1st round, he discards all his cards and does not take part in this Engagement. If a player only has invalid cards available in the 2nd round, he plays any card face down and thus still has an influence on the Engagement.

3.3 VICTIM OF DESTINY

A card that indicates another card name in a target symbol below its image is a Destiny card. This means that the card is designed to destroy or seriously damage the card indicated in the target (the victim). The victim always has its name printed in red in the target symbol.

If the Engagement is a Convoy and a Destiny card is played after its victim's card in the same Engagement, the victim is immediately destroyed. If a Destiny card is played and its victim is played subsequently in the same

Engagement, the Destiny card has no effect.

If the Engagement is a Battle, when the cards are turned over, the victim is destroyed as soon as a player becomes aware of it (in whatever order the cards are played).

In both cases, the targeted Force card is removed from the Engagement and placed face down in front of the player who played the Destiny card (it counts towards his VPs). If the targeted card is a Bonus card, it is discarded.

If the victim is an Operation and if the Engagement for this particular Operation is taking place, then instead of destroying the Operation, the Combat Value of the Destiny card is doubled (if the value is a '?', the D6 die roll is doubled). The values of Bonus, Storm or Special cards played with the Destiny card are not doubled.

When a Destiny card is played, the victim must be announced.

A Destiny card destroys its victim, even if the victim has a combat value of 0.

If the victim had a Bonus card, the Bonus card is discarded.

3.4 OUTCOME OF THE ENGAGEMENT

An Engagement is ended:

- For a Convoy: when the last player in the Engagement has played or has discarded.
- For a Battle: when the players have turned over their Force cards.

Combat cards have a value ranging from 0 to 6. Even if a card has a value of 0, it can still be played.

If a card has a ? instead of a figure, the card's player rolls a die at the end of the Engagement to determine its combat value. He only rolls the die after all the other cards have been played. If a card has 2 ?, the player rolls 2 dice and adds the scores. If the Engagement is a combined type, the player rolls the die for each ? on his card.

The combat values for each side are added together. The combat value used is that of the type declared at the start of the Engagement for a Convoy, or combined for a Battle. If the type of Engagement is a combined one (always the case

for a Battle), all three combat values are taken into account. The side with the higher total wins the Engagement and the losing side's cards are destroyed.

Winning the trick

The person who played the card with the highest combat value on the winning side takes the trick.

He places the Operation card in front of him (face up) and below it (face down) the cards of the losing side (except any Bonus, Storm or Special cards which are discarded). The other cards of the winning side are discarded along with any Bonus, Storm or Special cards. Each trick won is placed next to the previous one. The cards under the Operation card must remain hidden and the other players may not see them.

Tie

If there is a tie between players of the winning side as to who played the highest value card, the trick goes to the person who was first to play.

If there is a draw between the 2 sides, the cards that have already been played are placed under the Operation card and the same Operation is continued under the same conditions as before (numbers of rounds etc.).

The players draw cards normally (see 1.5) and the new first player starts. The cards from the preceding round do not affect the new round. An Engagement can take place over several rounds if there are multiple ties. A player may change sides in the course of supplementary rounds.

The winner takes the Operation card and the Force/Supply cards of the losing side (the cards of this and any preceding rounds) and discards the other cards (i.e. any Bonus, Storm and Special cards).

The effects of Bonus, Storm and Special cards do not continue from the original Engagement to the 'replay' Engagement.

The cards that are under the Operation card cannot be affected by a Destiny card played in a subsequent round.

If a Supply card has been played, wait until the very end of the Engagement before applying this card. If the Supply card belongs to the winning side, the player who played the Supply card may pick up a card as before, even if the

Supply card was played in a different round of the Engagement.

No combat

If there are no cards in play at the end of the Engagement or only cards with a value of 0, nobody wins the Engagement and the Operation is discarded. If there are cards remaining underneath from a previous round, they are discarded.

4.0 RULES FOR 2 PLAYERS

An Engagement takes place over 2 rounds. The players follow the specific rules for the type of Engagement in course:

	1 st round	2 nd round
CONVOY	Face up	Face up
BATTLE	Face up	Face down

Each player plays twice for this Engagement. The players draw cards at the end of each round. In the 1st round player A plays, player B plays, and then they draw cards to complete their hands; in the 2nd round player A plays, player B plays, the outcome of the Engagement is decided and the 2 players draw cards again.

Treat your first round as separate from your second round. The winner of the trick/Engagement is the one who played the single highest value card over the two rounds on the winning side. If there is a draw between the 2 sides, the cards that have already been played are placed under the Operation and the same Operation is continued under the same conditions as before (numbers of rounds etc.).

It is not permissible to change sides between the 2 rounds.

It is possible to change sides between 2 Engagements (even if it is the same Operation in case of a draw).

The effects of the Raid on La Spezia or Romanian Fuel cards last the two rounds. The Sirocco card can pass from one round to the other. If there is a tie, play continues for another 2 rounds (those cards which have already been played are placed under the Operation).

5.0 ADVANCED RULES

Play with all 44 Operation cards. The 1st player draws 2 Operation cards and chooses which one he will play (the other card is discarded). Play always lasts for 22 Operations.

The player who wins the trick must share the Operation card and the Force cards of the losing side with the other players in the winning side. The winning player decides how he will share out the cards. If an Engagement has taken place over more than one round, he only shares with the winners of the final round.

Each player of the winning side (of the 2nd round if the Engagement is a Battle) must receive at least one card before any player can receive a 2nd card. Each player of the winning side must receive at least two cards before any player can receive a 3rd card, and so on.

A player may only receive a card if he has played a card with a combat value of 1 or more. If a player from the winning side has been affected by the Sirocco card, or has been the victim of a Destiny card, he does not receive any prize cards.

If a player has played a Destiny card against a victim, the victim's card does not enter into the sharing out of prizes.

6.0 OPTIONAL RULES

6.1 CHANGING SIDES DURING BATTLES

Alteration to 3.2

The same player may play cards from both sides between the 2 rounds. The Engagement is then resolved as normal (3.4). Therefore, if a player chooses to play two Force cards from different sides, he shortens his chances of winning the trick but increases his chances of having a share in the trick.

6.2 LENGTH OF THE GAME

Alteration to 1.0 & 5.0

For shorter games, players can all agree to play with only 15 or even 10 Operations cards.

6.3 FASTER GAME

Treat all Battle cards as Convoys.

6.4 HISTORICITY

Alteration to 3.0

If the Engagement is a Battle, the type of Operation is prescribed by what is written in the middle of the Battle card.

EXPLANATION OF SIGNIFICANT CARDS

O32, O34, O36, O38 : During Combat resolution, if the type of Engagement is Air or Combined, the Air values of all the cards (including Bonuses) have their values raised by +1.

S01: Play at the end of your round, and roll a die.

- 1 - 3: Choose a player, the selected player may not play in this round (if he has already played, discard his play).

- 4 - 6: Pass the Sirocco card to the next player, who must use or discard it at the end of his round.

S02: Can be played at any point.

Choose 2 cards from your own hand and exchange them at random for 1 card each from any other two players.

S03: Play before the Engagement is resolved. Roll 2D6.

- if the result is lower than 7, the Force card of your right hand neighbour is destroyed.

- if the result is higher than 7, the Force card of your left hand neighbour is destroyed.

- if the result is 7, one of your cards is destroyed at random.

For example, for card O28, the type of the Operation must be Air & Surface.

S04: Play before the Engagement is resolved. This card cancels any one Bonus card.

S05: Play during the 2nd round of a Battle, face down. You can change sides when you play your hidden card.

S06: Play before the Engagement is resolved. Double the Air value of one Force card (including associated Bonus cards). ? becomes ??

S07: Play at the end of your round (wrongly written “end of the round” on the card). Discard all Submarine type cards. No player(s) after you may play periscope-view cards this round. May not be played during the 2nd round of a Battle.

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