

SLOUCH HATS & EGGSHELLS

**Operation Exporter: The Allied Invasion
of Syria & Lebanon – June/July, 1941**

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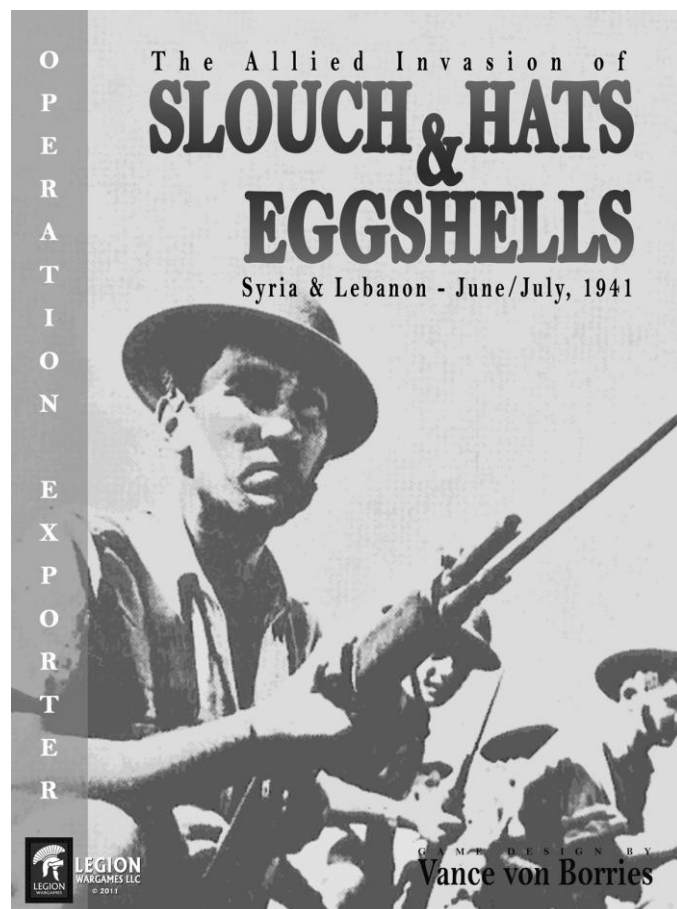
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1.0 INTRODUCTION

"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 historical World War II campaign in French-held Syria and Lebanon, 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 conditions.

2.0 GAME EQUIPMENT

This game contains:

- One 22" x 34" map
- 184 playing pieces, each 0.6"
- 20 playing pieces, each 1.2"
- One Rules Book
- Two Set Up Cards
- Four Player Aid Cards

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. A game piece occupies only one hex at a time.

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

2.13 Additional playing space consists of Holding Boxes representing geographical regions nearby or adjoining the map [9.2].

2.14 Scale. Each hex represents 10.0 miles (16.1 km) of terrain from flat side to side. Each turn represents about 10 days of real time.

2.2 The Playing Pieces

2.21 There are several types of playing pieces.

- Combat units: The military units that fought (or could have fought) in the historical campaign.
- Non-combat units: Supply Dumps and Mobile Supply Units.
- Air and naval units: Each piece has a silhouette of its type.
- Player aid markers used to assist game play.
- Random Event chits.

Note: See the Counter Information Sheet for detailed information about how to read the unit counters.

2.22 Unit Abbreviations

Allies:

A	Australian
AL	Arab Legion (Jeish al-Arabi); owes allegiance to the Emir (Prince) Abdulla (later King of Jordan).
Carp	Carpathian
Collet	- named for commander; Circassian cavalry
Fr	Free French
Ind	Indian
Lan	Lancers
Layforce	- named for commander (Col. Laycock)
LE	Demi-Brigade Legion Etranger (Foreign Legion)
Pol	Polish
SG	Support Group
TJFF	Transjordan Frontier Force (an Imperial Service Force)
Tod	Tod column; an improvised unit formed from 6th Cavalry Brigade

Axis Vichy (French)

Alawite	A tribal group of the Sanjak of Latakia region
BdL	Bataillons du Levant
Cir	Circassiens
CL	Chasseurs Libanais
CLD	Compagnie Legere du Desert
Druze	Druze; a tribal group of the Jebel ed Druze region
RACL	Regiment Artillerie Coloniale du Liban
RCA	Regiment Chasseurs d'Afrique
REI	Regiment Etranger d'Infanterie (Foreign Legion)
RMIC	Regiment Mixte d'Infanterie Coloniale
RSA	Regiment Spahis Algeriens
RSM	Regiment Spahis Marocains
RST	Regiment Spahis Tunisiens
RTA	Regiment Tirailleurs Algeriens
RTS	Regiment Tirailleurs Senegalais
RTT	Regiment Tirailleurs Tunisiens

Axis Germans

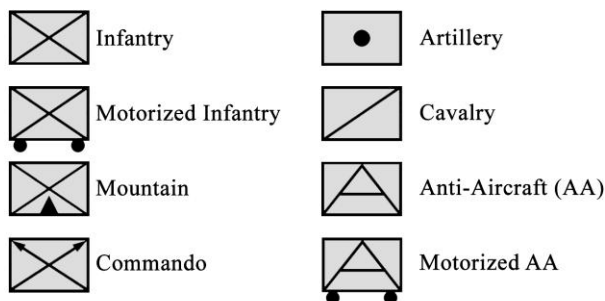
B'Burg	Brandenburg commando
Geb	Gebirgs (mountain)
Lehr	Lehr (demonstration unit)
SK-F	Sonderkommando Felmy

2.23 Explanation of Unit Values

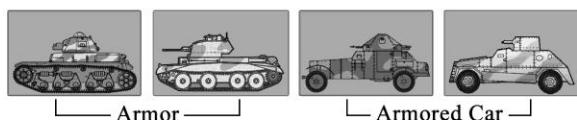
- Attack Strength** is a combat unit's strength when attacking.
- Defense Strength** is a combat unit's strength defending.
- Movement Allowance** is the maximum number of clear terrain hexes a unit can enter using normal movement procedures.
- No ZOC Band** indicates the unit does not exert a Zone of Control into any adjacent hex.
- 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 do not count the artillery unit hex but do count the Defender Hex.
- Range** for air units is the maximum number of hexes an air unit can move to conduct a mission.
- A **Red Box** over the movement allowance indicates the unit is motorized and potentially eligible for exploitation movement [7.4].
- Stacking Value** is the amount of space a unit occupies in a hex.
- Support Strength** is the value of artillery, naval, and air units when computing column shifts for Fire Support, either attacking or defending.
- Unit Designation** is the historical name (or number) of a unit. Each is unique. See 23.1 for a list of abbreviations.
- Unit Size** symbols:

I company	II battalion
III regiment	X brigade

I. Ground Unit Type symbols:



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
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B	Bomber
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2.24 Some units have a code letter to denote its use is limited; see Set Up Cards for an explanation.

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 a Zone of Control (ZOC). An enemy 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 The hex a combat unit occupies and the six hexes adjacent to it constitute that unit’s ZOC. A combat unit exerts a ZOC at all times. It always controls the hex it occupies and usually exerts a ZOC into the six adjacent hexes.

3.22 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.

3.23 A combat unit with a yellow No ZOC band does not exert a 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 those combat units in that hex with the No ZOC Band now exert a ZOC into adjacent hexes.

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

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

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 have a stacking value of zero. These can be added to stacks 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 Artillery 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 [6.63].

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 Movement Allowance is halved if it does not have General Supply [6.33]. 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 [5.2]. 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 & 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)

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

Note: *The Recovery Segment is used to conclude several procedures begun in earlier Segments and game Phases.*

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.

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].

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 Reinforcements

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

5.21 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.

5.22 Axis reinforcements enter play when placed in the Greece Holding Box. Allied reinforcements enter play when placed in the Middle East Holding Box. Units entering play 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.*

5.23 All reinforcements are in General Supply [6.3] during the turn they enter play.

5.24 Treat Replacements and Supply Points as reinforcements.

5.25 Conditional Entry Groups. Both players have groups of reinforcement 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.

a. A Conditional Entry Group can enter play only if made available by play of Special Events [18.0] 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.

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

5.3 Garrisons

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

5.31 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.

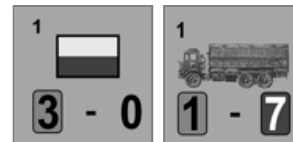
5.32 Until released a garrison unit cannot move; it otherwise functions normally.

5.33 Release a Garrison unit 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 is 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 [18.2].

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



A unit's supply status affects its movement and combat abilities. There are two types of supply: General Supply [6.3] and Combat Supply [6.5].

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 MSU or Supply Dump units 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 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. Only one (1) SP can be placed in the Iraq Holding Box per turn.

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, 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 [9.4] 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 hexes (but can trace along road or trail)
- Prohibited hexsides (Lava, Swamp, Lake, Sea, Escarpment)

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 [9.2].

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 an enemy ZOC and none contested. Either can be traced through a hex in an 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 Out of Supply (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 Out of Supply 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:

- Reduce the unit's MA by half (retain fraction) [3.55]
- Cannot perform exploitation movement [8.4]
- Cannot perform 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 [9.2].

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 (as MSU or Supply Dump) 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 Out of Supply. 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 captured, but it can be blocked. The Axis player does not need to play his Special Event E [18.22] to get this supply.

6.45 Holding Box Supply. A holding box [9.2] 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.

6.46 Airfields. An airfield provides General Supply to any one anti-aircraft unit and air 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 Combat Supply

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

6.51 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:** 10.53b]. 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.

6.52 Only units in General Supply can also have Combat Supply, regardless if attacking or defending.

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

6.53 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.*

6.54 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

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 an 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.

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 [*remember, some holding boxes are also ports; see 7.33*]. A ground unit cannot remain “at sea.”

7.23 Procedure

- a. Declare those units that 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. Not all must go to the same port.
- b. Resolve the Naval Transport Table separately for each unit and Supply Point [*consider that historically not all ships in a convoy may arrive*]. 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: *Beirut has a “6” capacity value. If 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 The Middle East and Greece holding boxes are also ports and have unlimited port capacity. 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 (ground) units. They move through contiguous hexes in any direction or combination of directions. Movement can be affected by supply, terrain, 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 2404. It spends 1 MP to move to 2405, then 1 MP to 2406, then 2 MP to 2407, and its final 2 MP to move to 2408. Both 2407 and 2408 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.

8.14 Some units have no movement allowance. These cannot move except by air transport [7.1], naval transport [7.2], railroad [9.3], or motor pool [9.4]. 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 an enemy ZOC. It costs no additional MPs to enter or leave an enemy ZOC.

8.22 A unit occupying a hex in an enemy ZOC at the beginning of its Movement Phase can leave that hex and enter another hex in an enemy ZOC, but only if it first moves into a hex that is not in an enemy ZOC. A unit cannot move directly from one hex in an enemy ZOC to another during the Movement Phase [**Exception:** 9.5].

8.23 A 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 River is a terrain feature 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. A *hexside* completely covered by Sea, Swamp, or Lava is 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 river hexside there is a bridge. There are no bridges where trails cross river. Units crossing river hexside on road move at that road's movement rate and do not pay the additional hexside cost. Units crossing river 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.

Note: *This does not negate rules 3.2, 8.14, and 9.5.*

8.4 Exploitation Movement

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.

- a. It is motorized.
- b. It is in General Supply.
- c. 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 Strategic Movement

9.11 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 is in General Supply.
- It ends its movement in a hex from which it can trace General Supply.

Note: MSUs are eligible for strategic movement.

9.12 Non-motorized units can use motor pool [9.4] to become eligible for strategic movement.

9.2 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.

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

9.22 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.

9.23 Entry and Exit

a. Map to Holding Box. First, a unit (air or ground) moves to an Entry hex on the map edge (highlighted in color). 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. Count the color highlighted Entry hex as the first hex entered, paying the regular terrain MP cost to enter the hex.

Units can enter using road and trail movement rates. 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 whenever they are allowed to move

9.24 Greece Holding Box

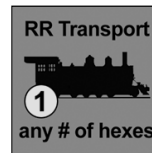
Axis units move from it to the game map by:

- 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 E [18.22]. When that Event is played, Axis units can move immediately to enter the map at hex 1200 using Railroad Movement [9.3] 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.

9.25 Air units can use air transfer mission [13.3] to move either to a friendly airfield or holding box.

9.26 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).

9.3 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.

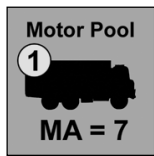
9.31 Only Axis units can conduct railroad movement. During his Movement Phase the Axis player can transport up to two (2) stacking points of any type of ground unit anywhere along the railroad, so long as no units transported enter or leave an enemy ZOC, and each hex can trace a line of contiguous active 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.

Note: The two “RR Transport” markers are used only to indicate currently available capacity. They are not used on the map.

9.32 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 an enemy ZOC using railroad movement.

9.33 When occupied by an enemy combat unit or in an 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.

9.4 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.

9.41 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.

9.42 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.

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

9.44 Eligible units are:

- Non-motorized
- Supply Dump

9.45 A combat unit must be in General Supply to be eligible. A non-combat unit (Supply Dumps) does not.

9.46 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.

9.47 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.

9.5 Infiltration Movement

9.51 When starting the Movement Phase (not Exploitation Phase) in an enemy ZOC, an eligible unit can enter a directly adjacent unoccupied hex covered by an 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.

9.52 Eligible unit types:

- Armor (Vichy not eligible)
- Armored car
- 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

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 an 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 an 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) and any other combat depending on this now disallowed combat, or he eliminates the now not eligible unit(s).*

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 [6.53] 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 terrain. 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 [14.13].
- c. The Axis player always allocates Close Air Support [13.2] first, and then the Allied player allocates his.
- d. The attacker declares whether the attack will have Combat Supply [6.53] and designates the supply point to be spent.
- e. The defender indicates defense Combat Supply [6.54] 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.

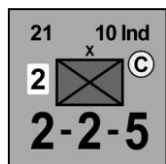
Examples: 8 attack strength points against 2 defense strength points is 4-1 odds; 8 to 3 is 2-1 odds; 8 to 4 is 2-1 odds; 8 to 5 is 3-2 odds.

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 order desired.

10.5 Special Units in Combat



10.51 German Anti-aircraft Units. If at least one German anti-aircraft unit is defending and the attacking force includes one or more armor units, 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.

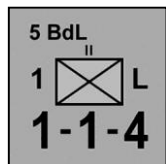


10.52 Mountain Units

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.

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. Double before other effects.

b. When Light units trace a supply route 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:** 14.24].

Example: Defending hex 1615, a mountain terrain hex, are two Axis units: 8RSA, a Light unit, and V-1RTM (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-1RTM 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 a commando unit in General Supply can conduct an amphibious raid. It can conduct only one amphibious raid per turn. It conducts amphibious raid during the friendly Transport Phase.

10.62 Procedure

- The 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.
- Arrives automatically (ignore 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.

a. 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.

b. For combat from a sea hex the commando automatically has Combat Supply; it does not require an SP.

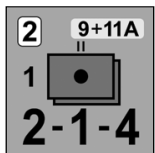
c. The commando (when at sea) cannot retreat and will be eliminated if forced to retreat by combat results; it must advance after combat or it is eliminated.

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

"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 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

Artillery Fire Support consists of using the support strength of an artillery unit in combat to obtain a change in the final combat odds column.

11.11 Declaration. The Allied player declares Artillery Fire Support during the attacker odds computation of each Declared Combat. An eligible artillery unit can support any declared combat on any type of terrain.

11.12 Only an eligible artillery unit can participate in Artillery Fire Support. An artillery unit is not required to contribute its support strength.

11.13 Eligibility Requirements

a. The designated artillery unit is within range of the Defender Hex.

b. The artillery unit is not already in Fired status.

c. Combat Supply is required [6.53b and 6.54c].

d. 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 A single artillery unit can fire on only one Defender Hex; it cannot split its strength. A defending artillery unit uses its support strength or its defense strength in a single combat, not both.

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

11.17 Turn an artillery unit (attacking or defending) to its Fired side after it conducts Artillery Fire Support. A Fired unit cannot contribute its 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: *While there is only one artillery unit in this game, the rules have to be written assuming more might be brought from the **RW** game. 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 , 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 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

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

- 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].
- 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.
- 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 suffers (additional) retreat if that is inflicted on the defenders by results of that combat and also 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 an Enemy ZOC

12.41 A unit cannot retreat through a vacant hex in an enemy ZOC, unless no alternate path exists. A unit is eliminated if its only path of retreat ends in a vacant hex in an 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 an 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 an enemy ZOC can do so [12.44]; it then retreats a second hex, to a hex not in an enemy ZOC [except as in 12.42], and it loses one step in addition to any CRT loss. A motorized unit (or stack) retreating through the ZOC of enemy non-motorized units loses no steps.

12.44 A non-motorized unit (or stack) cannot retreat through an 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.

12.45 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 any 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 two possible missions for air units: 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 an enemy ZOC do not affect movement of air units. Air units never count against ground stacking limits, do not exert a 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 and remains permanently out of play.

13.2 Close Air Support Mission

13.21 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.

Note: Air units with the uncertain (“?”) value are used only when combining this game with **Rommel’s War** [17.0].

13.22 Any available air unit within range can conduct CAS. An air unit can support any attack where the defender gets an odds column shift for terrain [13.26]. They cannot attack by themselves.

13.23 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.

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

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

13.26 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 river 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.

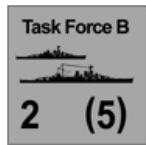
13.3 Air Transfer Mission

13.31 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.

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

14.0 SPECIAL SITUATIONS

14.1 Allied Naval Units



Only the Allied player has naval units. A naval unit can conduct either of two missions: Naval Artillery Fire Support and Anti-shipping.

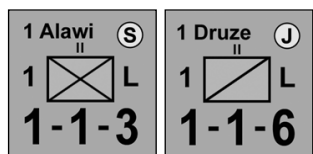
14.11 To be placed for a mission it must pass a die roll. If the roll is equal to or less than its action rating, place it as directed for the mission. If it fails the die roll, return it to the Middle East Holding Box and turn it to Sailed. Also turn it over to Sailed when it completes its mission. 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.

14.12 The naval unit becomes Active (automatically) during the Supply Status Phase. It never requires Combat Supply.

14.13 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.

14.14 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. Only one Allied naval unit per turn can be placed on Anti-Shipping mission.

14.2 Axis Alawi and Druze Groups



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

14.22 If an Allied combat 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.

14.23 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.

14.24 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*].

14.25 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.*

15.0 REPLACEMENTS



Units engaged in combat may have their strength reduced. The procedure of Replacements 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 Allied RP Track (found next to the Iraq Holding Box). 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 the Allied Set Up Card on the turns received. Players may also receive RPs from play of Special Events [18.0].

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.

c. 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

a. An Allied unit does not use a REPL unit. Instead, place a Receiving Replacements marker on the unit during the Supply Status Phase.

b. 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 [18.21, 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 HOW TO WIN

16.1 Victory Points



Generally, the game ends when Vichy Surrender [16.3] occurs. When Surrender occurs may be influenced through play of Victory Points (VPs).

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

16.12 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.

16.13 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 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.

c. VP are awarded each turn Aleppo, Beirut, and Damascus are held. VPs for the other locations are awarded only once, on the turn they become friendly.

16.14 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.

16.15 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.

16.2 Sudden Victory

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

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

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

16.3 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.

16.31 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.

16.32 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 [16.14], 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

17.0 COMBINING GAMES (Optional)

17.1 Combining this game with **Rommel’s War**

Players should feel free to combine play of this game with that of **Rommel’s War**, (**RW**), published by L2 Design Group. Both games use, effectively, the same game mechanics. Both take place during 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.

17.11 To facilitate such game play, this game uses many of the same rules, charts, and tables found in **RW**. Many individual rules sections, however, have been renumbered for the convenience of those who play only this game.

17.12 Some **RW** rules were omitted or deemed not applicable. These include rules concerning: Tobruk, Leaders, Minefields, Port Bombardment, Weather.

17.13 Players will keep track of Port Capacities by using the Port Capacity markers provided with this game. The At Start Port Capacity levels are:

Haifa – Allied 6, Axis zero

All other – Axis at maximum, Allied at zero.

17.14 Use the Naval Transport Table provided for this game only with this game.

17.15 Also omitted from this game is “Movement Supply.” These rules intertwine with a number of other game procedures, so check the **RW** rules carefully in order to follow all references to it.

17.2 Vichy Surrender and **Rommel’s War**

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

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

17.22 Removal of units

a. When Vichy Surrender occurs remove all Vichy non-Light units, except those units of the *6REI* that are in a 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).

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

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

17.25 The Allied player no longer gains Victory Points for capture of locations [16.13]. 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.

17.26 Drawing and use of Special Events [18.0] continues.

17.27 Play continues until either:

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

18.0 SPECIAL EVENTS

18.1 When Special Events Apply



18.11 Each turn during the Special Events Phase both players randomly draw Special Event Markers (SEMs) 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 an SEM; 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 SEM to the Event Pool after it is used.

18.12 On the I June turn (the first turn) the Allied player draws four SEMs and the Axis player draws three. On all following turns both players draw only one SEM. By spending VPs [16.14b] a player can draw more SEMs.

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

18.14 A player can play as many SEMs as he holds as allowed by the Sequence of Play. When both players wish to play an SEM 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] A Special 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*].

18.15 Each SEM has a letter that refers to a full explanation of that Event. The SEM being initiated is the one for the player playing it; do not apply his opponent's Special Event.

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

18.16 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.



18.17 Once played the Axis Special Event E and the Allied Special Event G are in effect for the remainder

of the game. There are additional markers included for these two Special Events that players should place on the map as a reminder.

18.18 Do not draw any more Special Events beginning with the conclusion of the II August 1941 turn.

18.2 Explanation of Special Events

18.21 See Allied Special Events Players Aid Card

18.22 See Axis Special Events Players Aid Card

19.0 SCENARIOS



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

19.1 SCENARIO 1: Operation Exporter (Historical)

"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

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

19.12 Special Restrictions

- During the I June Special Events Phase the Allied player draws four Special Events markers and the Axis player draws three. Do this before either player sets up his units. Beginning the II June turn both players draw one Special Event per turn.
- Vichy units cannot enter Iraq.
- Start the Vichy Surrender DRM marker at "zero."
- The At Start port levels are: Allied – Haifa 6, all others at zero; Axis – Haifa at zero, all others at the indicated maximum.

19.2 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. Such Intervention is highly speculative but the units and events shown here are the most likely. We have omitted Axis Italian forces on purpose. The Italians had made no plans for Intervention and it was known at the time their presence would inflame French anti-Axis passions.

19.21 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.

19.22 Special Restrictions

- All of rule 21.12 also applies to this scenario.
- All German units function as Axis (same as Vichy French).
- 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.

20.0 DETAILED EXAMPLE OF PLAY

20.1 Reinforcements Arrive

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

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

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

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

21.0 DESIGNER'S SECTION

21.1 Designer's Notes

Slouch Hats & Eggshells has evolved through several versions. The original 1970s Abwehr Publications version (published as **Syria, 1941**) was inadequate, and the 1980s Quarterdeck Games version was a map graphics mess. This edition clarifies and corrects a great deal and greatly expands the scope. It was challenging just to reorganize the old rules according to today's standards and to do so without changing too much. Yet as the project progressed, it became obvious much enhancement would be required to convey the proper sense of the historical campaign. You may find some traces of the original game, but quirkiness and fussiness had to be dropped for the sake of clarity. This game deals with effectively the entire campaign in Syria and Lebanon.

Players will note there are a handful of rules that are of marginal utility, one example being the provision for port levels. These restrictions are present in **Rommel's**

War, (RW), and remain in this game in large part to smooth transition when combining this game with **RW**. Over the years I have appreciated that gamers like to speculate and one of these would likely involve deploying a German panzer division to Syria. No matter how unrealistic this is, gamers will do it. If so, port condition will suddenly become very important. If instead you do not want to play with these, then feel free to drop the rules concerning port levels, port demolition, and port recovery.

The problem of logistics received much design attention in **RW**. While this game is obliged to follow **RW** in this design area, it is nevertheless a valid situational limitation. Both sides experienced shortages of the supplies and fuel necessary for a full campaign. The approach followed in **RW** gets to the essential point about logistics without time consuming counting and measuring, and that system works just as well here too.

Since this was a small and comparatively short campaign, odd situations appeared and historical effects could turn on just a unit or two. We use the **RW** game system to describe the more mundane of these since its scale and analysis sufficiently addresses such issues as artillery units, anti-aircraft units, or uncertain bomber strength. These might otherwise have been averaged into other game effects if this game used a unique system. Certain campaign aspects though are better addressed through random events. These are the true odd events that could otherwise encumber a game like this, but if treated this way can become far more entertaining, perhaps even more realistic.

While we have worked in considerable OoB detail for both sides, it nevertheless reflects some consolidation. One example of this is found with the Light units. They approximate the many improvised or small scale units put together by both sides for the campaign. The Allies in particular committed the last of their strategic reserves. As mentioned earlier, we seek general effects, not unnecessary detail. That this campaign was fought at a tactical level, the company being the basic unit of maneuver for the historical campaign, explains why it is difficult to translate to a larger operational scale.

A few OoB differences with **RW** deserve mention. The 5 Indian Brigade is semi-motorized for **RW** but here it gave up its trucks and fought primarily on foot with the non-mountain-trained component split out. The same need for detail applies also to the Free French units.

We also found the same situation applied to British 4 Brigade (1st Cavalry Div.); this was the return of the relief column sent to Iraq during May. It later was renamed 9th Armoured Brigade and campaigned in Iran starting late August (with no tanks). The rest of 1st Cavalry was by now so bereft of vehicles and heavy equipment that the only way to show them is as Light troops. Overall, both sides were very short on vehicles.

Interestingly, the Arab Legion unit was formed during the 1920s largely to protect against raids by Wahabists (religious zealots even today) from Saudi Arabia. Recruited primarily from desert Bedouin, the Legion functioned reliably and effectively.

We judge the British reaction to German Intervention would likely have been strong. After all, the British were invading Syria to pre-empt such a German move. While the exact composition of the reaction force would be speculative, some guidance is found in the original plan for invasion. That called for two infantry divisions, an armored division, and some armored brigades. Since such a large force could not be found in 1941 it would be reasonable to assume they would have provided at least a shadow of it; here, perhaps a reinforced brigade of British 7th Armored Division. More likely to go would be the Polish Brigade Group. It was not then engaged with the Germans in Egypt and had the advantage of already having been in Syria (during 1940).

The Vichy French had few reinforcement options. Practically all help would have to come from France and this depended on running the British blockade. The grandest proposal called for a large battleship escorted convoy [see Axis Special Event N]. Other reinforcements might come from arming more minority natives but there would be no time for training. Such personnel would not be steady in battle. The Alawi units [Special Event A] in this game, and part of the Druze, really represent the “Fazaa,” essentially an armed militia. Many of these people had already been recruited for the “Levant” battalions. Other armed tribal groups existed among the majority Sunni Muslims but these were controlled by local sheikhs many of whom saw the war as an opportunity to better arm themselves and make money bartering information between both the British and the French.

The big reinforcement question, of course, is what if the Germans arrived in large numbers, much like they did in Vichy-held Tunisia in November 1942. But this was not to be. The Vichy French rejected even small offers of aid fearing British intrusion in French

territories around the globe. Real German plans for entering the Middle East were not outlined until July by which time the French here were really hurting.

Alas, no panzers for this game. Such an intervention would have been in October at the earliest, and so lies well outside the scope of this game with multiple maps and highly speculative forces. The German units we do show are ones easily at hand had the French been more receptive.

Interestingly, victory in this campaign is far more an onus on the Allies as it is their level of performance under limited conditions that is being assessed. Vichy strategy was limited to defense and a limited German intervention would have resulted in only a delay of historical results. Therefore, it is the Allied player who must force a conclusion to the campaign, particularly if Axis troops try to hold out in Syria and Lebanon. Finally, we end the game in late August because of the Allied need to secure a supply route to the Soviet Union through Iran. Here, yet another campaign would have to be fought.

In closing, I thank this edition's publishers for their confidence in the subject and commend them for their willingness to publish difficult topics for our hobby.

- Vance von Borries

22.2 Suggested Reading

1. El-Edroos, Brigadier S.A., The Hashemite Arab Army 1908-1979, Amman, Jordan, 1980.
2. Gaujac, Paul. L'Armee de la Victoire, Le Rarmement 1942-43, Paris: Lavauzelle, 1984.
3. Long, Gavin. Greece, Crete and Syria, Australia in the War of 1939-45, Vol.2, Canberra: Australian War Memorial.
4. Mockler, Anthony. Our Enemies the French, Syria 1941, London: Leo Cooper Ltd., 1976.
5. Pal, Dharm. Indian Armed Forces in World War II, "Campaign in Western Asia", Calcutta: B. Prasad, 1957.
6. Playfair, I.S.O. The Mediterranean and Middle East, Vol. II, London: HMSO, 1954.
7. Schreiber, Gerhard, et al. Germany and the Second World War, Vol. III, Oxford: Clarendon Press, 2001.
8. Spears, Maj.Gen. Sir Edward. Fulfillment of a Mission: Syria and Lebanon 1941-44, London/Hamden, CT, 1977.
9. Stevens, Lt.Col. G.R. Fourth Indian Division, Toronto: McLaren and Son Ltd, 1948.

22.0 ERRATA TO FIRST PRINTING

Charts

1. Change the name of the “Artillery Fire Support Chart to the following:

Combat Support Differential Chart

2. The “Bomber Effectiveness Table” and the “Bombardment Table” are not used unless combining this game with **Rommel’s War**.

3. The rules reference to the Vichy Surrender Table should be 16.3.

4. Terrain Effects Chart:

There are no defense DRMs for an attack across a Lava hexside along a road or trail.

Counters

1. The setup hex number on the back of the Axis 1/6 RCA unit should be 1519 (downtown Beirut).

2. The setup information for two-step units is not printed on the counters but instead is found on the Axis setup card.

3. The back of the Beirut VP marker is for Aleppo and vice versa.

4. Ignore the Vichy Interdiction marker. It is not used.

Map

1. There should be a short road in hex 2120 connecting the two main roads.

2. Change the note about supply points in the Middle East Holding Box to read, “Supply Points can be received here each turn (6.11c).”

3. Change the note about Supply Points in the Iraq Holding Box to read “One Supply Point can be received here each turn (6.11c).”

4. The Available Box under Supply Unit Storage is not just for supply units. Other units can be placed there, too. For instance, put the Railroad Transport markers in this box at the beginning of play. They can then be placed on units when moving them by rail.

5. Change the text in the Used This Segment box to read, “Move to Available at the end of the Administration Phase of each segment.”