SONG FOR WAR

MEDITERRANEAN THEATER

Rules of Engagement

ALLIES INVADE!

November 1942.

The Axis nations of Germany and Italy hold a firm grip on the hotly contested Mediterranean theater, stretching across north Africa, the Mediterranean Sea and southern Europe. But the mighty Allies of the US and Great Britain are on the move, launching the massive offensive, Operation Torch. Will Allied forces gain a foothold or will the Axis send them back into the sea in a storm of blood and fire?

Song for War: Mediterranean Theater is a World War II tabletop strategy game for 2-4 players. Representing Allied or Axis nations, players set strategy, move units, and deploy combined forces in battles across Air, Sea, and Land. Capture critical objectives, upgrade units, recreate historical events, control shipping lanes, and resupply forward positions to rewrite the pages of history and win the day!

Contents:

COMPONENTS

1. **NATION PLAYER AIDS (4)**
2. **HIDDEN FLEET DIALS (4)**
3. **NATIONAL SUPPORT CARDS (64)**
4. **STANDARD UNITS (475)**
5. **OBJECTIVE, AIRFIELD AND DEFENSIVE LINE TILES (24)**
6. **12-SIDED BATTLE DICE (12)**
7. **NATIONAL SUPPORT TOKENS (12)**
8. **UNIQUE UNITS (32)** *COMING SOON...*
9. **FORTIFICATION TOKENS (4)**
10. **MINE TOKENS (24)**
11. **BATTLE DECLARATION MARKERS (24)**
12. **STAGE TRACKER (1)**

GAME SETUP

Starting Scenarios

- Song for War: Mediterranean Theater gives players the option of 2 starting scenarios:
  » November 1942, just prior to the landing of Allied forces for Operation Torch. Estimated play time is 4-7 hours.
  » April 1943, with the Allied invasion in process. Estimated play time is 2-4 hours.
- The rules for game set up apply to both scenarios unless called out in the rules below.
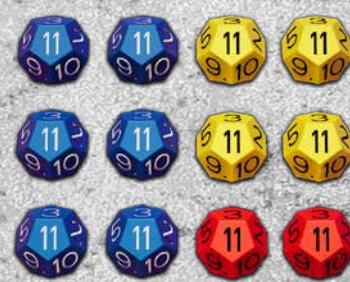
Player Setup

- Select nations based on the number of players below.
- Distribute the Nation Player Aid, National Support (NS) Deck, Hidden Fleet Dial, and unit tray for each nation. When playing the April 1943 scenario, remove the "Rommel Arrives" NS Card from Germany's NS deck.
- Shuffle the NS Deck for each nation and place them face down.

2 PLAYERS

P1 VS P2

3 PLAYERS

P1 VS P2 P3

4 PLAYERS

P1 VS P3
P2 P4
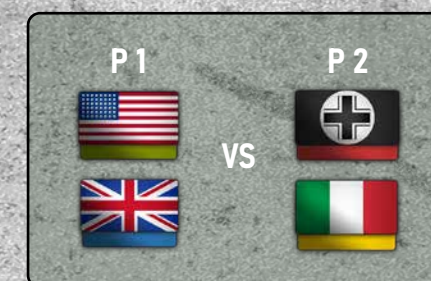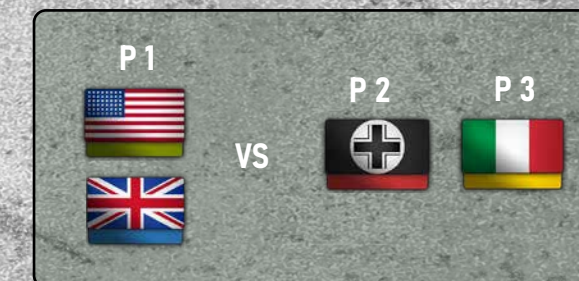
Playing Solo?

While an AI bot is not included in this version, a solo game may be played by placing any Hidden Fleets directly on the board for the 1942 and 1943 starting scenarios, and playing all 4 nations as usual.

DESIGNERS NOTE

Song for War: Mediterranean Theater is designed to give players a balance between historical accuracy and open-ended game play. It is a game of strategic choices, trade offs, and teamwork that keeps one foot in history while allowing players the freedom to re-imagine the tactics, battles, and outcomes of World War II's Mediterranean Theater.
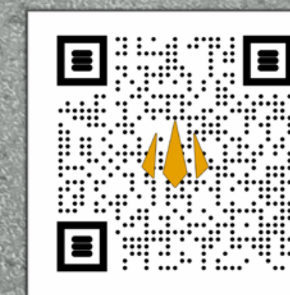
QR Codes *COMING SOON...*

Throughout this book are QR codes next to rules. These codes link to videos on the Invicta Rex Games web site with more detail and demonstrations of game play. Simply scan the code with the camera application on your smartphone and follow the link.

ORDER OF PLAY

Stages, Phases and First to Act

The 1942 scenario is played in up to 6 Stages (starting in stage 1) . The 1943 scenario is played in up to 4 Stages (starting in stage 3). Each Stage has 4 Phases: Tactical, Victory, National Support, and Resupply, except Stage 6 which ends after Phase 2: Victory. In Stages 1, 3, and 5, the Allies act first in every Phase, followed by the Axis. In Stages 2, 4, and 6, the roles are reversed: the Axis nations always act first, followed by the Allies. Move the Stage Tracker forward when a new Stage begins. See Example 1: Which Side Acts First for an example of how this works.

Stage Tracker starting location for the 1942 scenario

Stage Number

Stage Tracker Piece

Stage Tracker starting location for the 1943 scenario

Indicates which team acts first in each Stage

In Stage 6, the game ends after Phase 2: Victory.

1ST Side to act throughout the Stage and all of its Phases

2ND Side to act throughout the Stage and all of its Phases

Game Board Setup

- For the November 1942 starting scenario, place the Stage Tracker on Stage 1. For the April 1943 scenario, place the Stage Tracker on Stage 3. NOTE: The Allied nations are first to act in both starting scenarios. See Order of Play.

- Place each nation's Hidden Fleet Dial in its corresponding Hidden Fleet box on the board.

- Place the NS Tokens, Battle Dice, and Battle Declaration Markers near the board for future use (Axis markers are black, Allied are white).

- Place each nation's starting Standard Units in the designated land and sea spaces shown on the back of each Nation Player Aid, based on the starting scenario chosen.

- The US chooses the starting sea space for its hidden fleet, selecting from sea spaces that contain a US flag. For the November 1942 scenario, the US selects from sea spaces A2, A5, or A7. For the April 1943 scenario, the US selects from F7, G3, or H6. It is permitted for the Allies to confer when deciding. Once the space is selected, note the fleet's location on the US Hidden Fleet Dial and place it face down away from Axis eyes.

- For the April 1943 starting scenario only, Germany selects a starting sea space for its hidden fleet, selecting from spaces that contain a German flag: J1, J4 or, J8. It is permitted for the Axis players to confer when deciding. Once the space is selected, note the fleet's location on Germany's Hidden Fleet Dial and place it face down away from Allied eyes.

- Place the Objective Tiles (17), Airfield Tiles (5), and Defensive Line Tiles (2) controlled by each nation on the Axis and Allied victory trackers located along the sides of the board.

November 1942 starting scenario

- Objectives: Follow the color codes on the tiles.
  - » Germany (red) controls Bizerte, Tunis, Palermo, Naples, Athens, Thessaloniki, Crete, Tobruk; Italy (yellow) controls Cagliari, Rome, Taranto, Tripoli, Benghazi.
  - » US (green) controls Algiers; Great Britain (blue) controls Gibraltar, Malta, Alexandria.
- Airfields:
  - » Germany controls Bone, Derna, Larissa; Italy controls Ajaccio, Catania.
  - » US and Great Britain do not control any airfields to start the game.
- Defensive Lines:
  - » Germany controls the Mareth Line and the Metaxas Line.
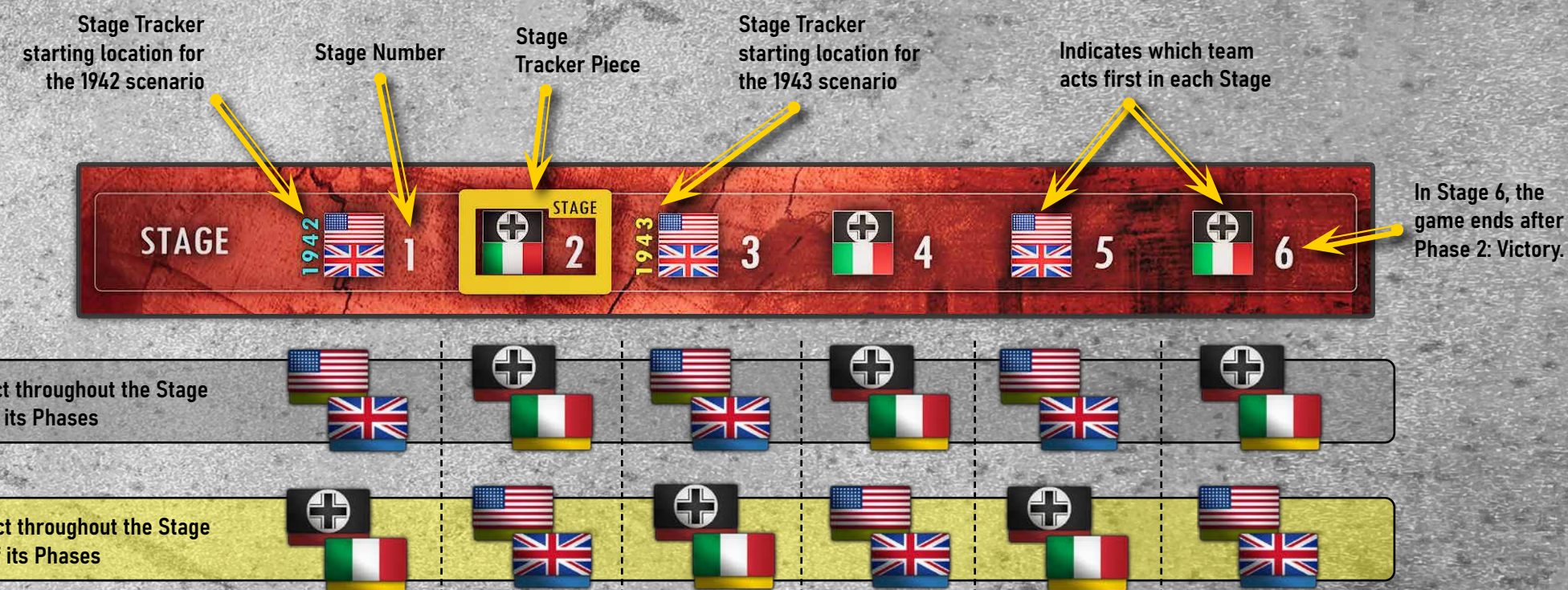 - » Italy, the US and Great Britain do not control any defensive lines to start the game.

April 1943 starting scenario

- Objectives:
  - » Germany controls Tunis, Palermo, Naples, Athens, Thessaloniki, Crete; Italy controls Cagliari, Rome, Taranto.
  - » US controls Bizerte, Algiers; Great Britain controls Gibraltar, Malta, Tripoli, Benghazi, Tobruk, Alexandria.
- Airfields:
  - » Germany controls Larissa; Italy controls Ajaccio, Catania.
  - » US controls Bone; Great Britain controls Derna.
- Defensive Lines:
  - » Germany controls the Mareth Line and the Metaxas Line.
  - » Italy, the US and Great Britain do not control any defensive lines to start the game.

Use the Nation Player Aids to place Standard Units in starting land and sea spaces based on the starting scenario.

PHASES

1 Tactical

Nations on each side move units, declare battles, then resolve the battles. Control of Objectives, Airfields, Defensive Lines, and shipping lane sea spaces is maintained, won, or lost. All 6 Stages include a Tactical Phase.

2 Victory

Confirm which nation controls each Objective, Airfield, and Defensive Line, and tally victory points for the Allied and Axis sides. See Victory Phase rules for victory conditions for the November 1942 and April 1943 starting scenarios. All 6 Stages include a Victory Phase.

3 National Support (NS)

Nations spend NS Tokens to activate NS Cards and gain advantages on the battlefield. There is no NS Phase in Stage 6.

4 Resupply

Check if nations control shipping lane sea spaces and apply the impacts to the resupply values of Objectives. Nations then place new Land, Sea and Air units on the board at Objectives they control. There is no Resupply Phase in Stage 6.

UNITS

Standard Units

Standard Units are common to all nations, represented by the different colored unit tiles: US (green), Great Britain (blue), Germany (red), and Italy (yellow). There are 3 types of Standard Units: Land 🌿, Sea ⚓ and Air 〰️.

Armor

Indicates how difficult it is to hit the unit. The color is the minimum level of Firepower an enemy must have to destroy the unit. For example, an Air Transport has blue (light) Armor. To destroy the Air Transport requires a successful hit roll by an enemy with at least blue (light) Firepower that is able to attack and defend against Air Units, such as a Fighter or an Anti-Air unit.

Firepower

Indicates the unit's ability to hit and destroy an enemy. It is in effect whether the unit is attacking or defending. The symbol(s) are the types of enemies (Land 🌿, Sea ⚓ and Air 〰️) the unit may attack or defend against. The number is the minimum roll on a die required to score a successful hit. The color is the minimum level of Armor of enemies capable of hitting it. For example, a Standard Fighter may only attack and defend against enemy Air Units since only the wings are shown. When rolling 7 or higher, a Fighter hits and destroys one enemy Air Unit that has blue (light) Armor.

Great Britain
Nation Player Aid

Unit Type

Unit Icon

Move is the maximum number of land or sea spaces the unit may move on each of its Movement Step(s).

Cost to produce one new unit during Phase 4: Resupply.

Light Bombers and Heavy Bombers have special rules for which units they may attack (A) and defend (D) against. See Firepower rules.

Abilities of Standard Units.

Move

- A unit's move is the maximum number of land or sea spaces it may move on each of its Movement Step(s).

Cost

- The cost to produce one new unit during Phase 4: Resupply.

Armor

- Indicates how difficult it is for an enemy to hit and destroy the unit.
- Armor is in effect whether the unit is engaged in battle as an attacker or defender.
- There are three basic levels of Armor, distinguished by color: blue (light), yellow (medium), red (heavy); and a special level of black (ultra-heavy) Armor. The color is the minimum Firepower an enemy must have to hit the unit. For example, a Cruiser has yellow (medium) Armor. To destroy it requires a successful hit roll by a Standard Unit enemy with a Firepower of at least yellow (medium) that is permitted to attack and defend against Sea Units (includes a Standard Light Bomber, Heavy Bomber, Cruiser, Carrier, Battleship, or Artillery). In this way, during battle the Armor of a unit is matched up against the Firepower of enemies capable of hitting it.
- Certain Standard Units (Light Bomber, Destroyer, Cruiser, Battleship, Infantry, and Tank) have the "level up" ability, indicated by the up-arrow ⬆️ on the Nation Player Aid. When these units roll a 12, that hit improves one level of Firepower. This allows a unit with a weaker Firepower to hit an enemy with a stronger Armor, e.g., a Cruiser with yellow (medium) Firepower that rolls a 12 "levels up" that hit to red (heavy), enabling it to destroy a Battleship with red (heavy) Armor.
- Some Upgraded Units and Unique Units have abilities that affect Armor, detailed on the unit's NS Card. For example, the King George Battleship Unique Unit has black (ultra-heavy) Armor. There are only two ways to hit a King George: 1) when an enemy with red (heavy) Firepower that is able to attack and defend against Sea Units and has the level-up ability rolls a 12 (e.g. when a Battleship rolls a 12), that hit levels up to black (ultra-heavy); or 2) by using Concentrated Fire.

Armor and Firepower Levels

Weakest ⟵⟶ Strongest

Firepower

- Firepower indicates the unit's ability to hit and destroy an enemy.
- It is in effect whether the unit is engaged in battle as an attacker or defender.
- There are three basic levels of Firepower, distinguished by color: blue (light), yellow (medium), red (heavy); and a special level of black (ultra-heavy) Firepower.
- Not every unit can attack and defend against every other unit. The symbols of Land 🌿, Sea ⚓, and Air 〰️ in the Firepower box next to each Standard Unit on the Nation Player Aid indicate the type(s) of enemies the unit is able to attack and defend against. For example, the Land 🌿 and Sea ⚓ symbols next to the Artillery Unit icon indicate that an Artillery can attack and defend against enemy Land Units and Sea Units, but not Air. Anti-Aircraft, however, have only the Air 〰️ symbol, indicating they can only attack and defend against Air Units.
- Heavy Bombers and Light Bombers have special rules for which types of units they may attack and defend against. Rules for Heavy and Light Bombers are detailed below.
- Firepower color is the highest Armor the unit can penetrate on a successful attack or defense roll. For example, Submarines has a Firepower of blue (light). Whether attacking or defending, when rolling a 9 or higher a Submarine hits an enemy Sea Unit with blue (light) Armor Rating.
- Most units roll once during battle, whether attacking or defending. The only exceptions to this rule include:
  - » A Battleship receives up to 2 rolls: 1 red (heavy) roll and 1 yellow (medium) roll when engaged in battle against enemy Sea Units or Land Units.
  - » A Cruiser receives up to 3 rolls: 1 yellow (medium) roll and 1 blue (light) roll when engaged in battle against enemy Sea and Land Units. In addition, when enemy Air Units are involved in the battle, Cruisers receive 1 bonus blue (light) roll due to the Cruiser's Anti-Air ability.
  - » When a unit has "x#" next to its Firepower. Heavy Bombers, for example, receive 5 yellow (medium) rolls when attacking enemy Land or Sea Units.
  - » Some Upgraded Units and Unique Units receive multiple rolls. See their NS cards.
- Hits and misses are determined by the Firepower Number. The Firepower Number for each unit is the minimum number on a die roll needed for the unit to score a hit whether it is attacking or defending. Destroyers, for example, need an 8 or higher to score a hit and destroy an enemy.
- Before rolling, declare which unit(s) is firing and the space it is targeting in the battle, then roll its number of colored Battle Dice (blue, yellow, or red) and track the number of successful hits. For example, after rolling 1 red and 1 yellow die, a Battleship attacking or defending may end up with as many as 2 hits (1 red (heavy) and 1 yellow (medium) hit), thereby creating casualties.
- Certain Standard Units (Light Bomber, Destroyer, Cruiser, Battleship, Infantry, and Tank) have the "level up" ability, indicated by the up-arrow ⬆️ on the Nation Player Aid. When these units roll a 12, that hit improves one level of Firepower. This allows a unit with a weaker Firepower to hit an enemy with a stronger Armor, e.g., a Cruiser with yellow (medium) Firepower that rolls a 12 "levels up" that hit to red (heavy), enabling it to destroy a Battleship with red (heavy) Armor.
- Some Upgraded Units and Unique Units have abilities that affect Firepower, detailed on the unit's NS Card.
- Transport units have no Firepower. They do not receive attack or defense rolls, though they may be taken as casualties.
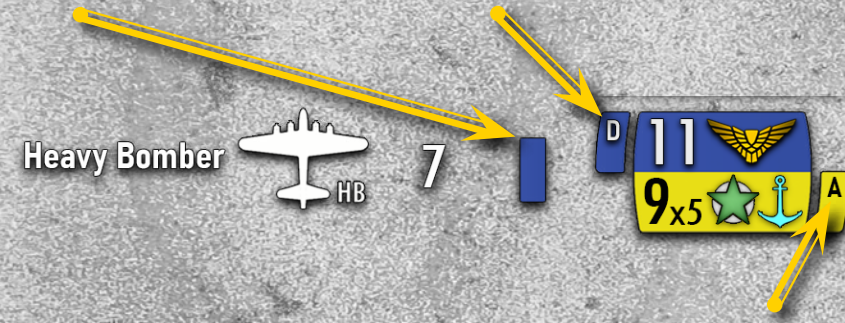
Heavy Bomber and Light Bomber Armor and Firepower

A Heavy Bomber has blue (light) Armor. To destroy it requires a successful hit by an enemy with at least blue (light) Firepower able to attack and defend against Air or Anti-Aircraft.

The (D) next to the Air symbol ✈ indicates a Heavy Bomber may only defend against enemy Air Units. It never receives an attack roll against enemy Air Units. When on the defending (D) side in battle, a Heavy Bomber receives one blue (light) roll at 11 or higher to hit enemy Air Units, making it vulnerable to enemy Fighters looking to target a Heavy Bomber flying alone.

A Light Bomber has blue (light) Armor. To destroy it requires a successful hit by an enemy with at least blue (light) Firepower able to attack and defend against Air Units, such as a Fighter or Anti-Aircraft.
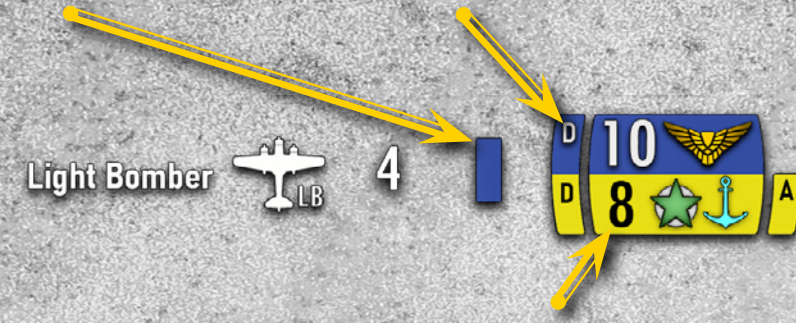
The (D) next to the Air symbol ✈ indicates a Light Bomber may only defend against enemy Air Units. It never receives an attack roll against enemy Air Units. When on the defending (D) side in a battle, a Light Bomber receives one blue (light) roll at 10 or higher to hit enemy Air Units, making it vulnerable to enemy Fighters looking to target a Light Bomber flying alone.

Heavy Bomber ✈ HB 7 [D 11] [9x5 ⚓ A]

Light Bomber ✈ LB 4 [D 10 / D 8 ★ ⚓ A]

The (A) indicates a Heavy Bomber may only attack enemy Land or Sea Units. It never receives a defense roll when facing enemy Land or Sea Units. When on the attacking (A) side of a battle (the side that is actively moving and declaring battles) a Heavy Bomber receives 5 yellow (medium) rolls at 9 or higher to hit enemy Land or Sea Units. However, there is no corresponding (D), meaning its bombs do not come into play when defending against enemy Land or Sea Units. A Heavy Bomber is inherently an offensive weapon.

Whether it is attacking or defending, a Light Bomber receives one yellow (medium) roll at 8 or higher to hit enemy Land or Sea Units.

Standard Unit Abilities and Limitations

🚩 Land Units capable of taking control of an Objective, Airfield, Defensive Line, or Sea Units capable of controlling a shipping lane sea space.

🗡 When enemy Air Units are involved in the battle, unit receives bonus Anti-Air attack or defense roll(s) equal to the number of symbols shown. The roll(s) is a bonus roll and takes place on Battle Step 1. Range is 0.

⌒ Range. The number represents the maximum number of land or sea spaces from which the unit can declare battles, attack and defend. The space in which the unit is located does not count against the range limit. For example, units with a range of 1 can declare, attack and defend against enemies located in adjacent spaces.

🖌 May transport units in combinations shown on the Nation Player Aid. For example, a Sea Transport may transport up to 4 Land Units of any combination.

◎ Precise Hit. When rolling a 12 in battle, the nation that owns the unit rolling the 12 selects the enemy casualty (Firepower rules apply as normal). For example: A US Fighter is in a battle against a German Fighter and Heavy Bomber. If the US Fighter rolls a 12, the US has the option of selecting either the German Fighter or Heavy Bomber as the casualty (where normally the German player would choose which of its units to take as the casualty).

+1 Extra shot. When rolling a 12 in battle, the unit receives one bonus roll. For units that receive multiple rolls, the bonus applies to each 12 rolled.

⬆ Level up. When rolling a 12 in battle, the Firepower of the hit improves one level. This allows a unit with a weaker Firepower to hit an enemy with a stronger Armor. For example, a Cruiser with yellow (medium) Firepower that rolls a 12 "levels up" that hit to red (heavy) capable of destroying a Battleship with red (heavy) Armor.

AMBUSH If the unit does not move, its Firepower increases to yellow (medium) for the Movement Step.

COVERAGE Armor increases to red (heavy) when at least one Fighter of the same nation is in the same sea space as the unit.

DEPLOYED May move or engage in a battle on its Movement Step but may not do both.

ESCORT Up to 2 Sea Transports may move up to 4 spaces with each Destroyer. The escorted Transports must begin and end their move in the same sea spaces as the Destroyer escorting them.

HEAVY May not enter mountain land spaces.

HIGH GROUND Firepower number improves to 7 when defending in a mountain land space.

LAND BRIDGE May connect two land spaces to allow Land Units to move over one sea space when moving. See Performing a Land Bridge for more.

LONG RANGE Receives a +1 bonus to range when attacking or defending from a mountain space.

MOBILE Transported units are considered unloaded as soon as battle begins. They take part in the battle and can be taken as casualties. If a Land Transport carrying units is destroyed, units aboard are not destroyed. They are placed in the same land space as the transport, can take part in battle, and can be taken as casualties as normal.

SEARCH On Movement Step 3, may search the sea space where it is located to detect an enemy Hidden Fleet. It can be made just before the unit moves, during its move, or at the end of its move. The search must be announced and conducted before any declared battles are resolved. Only the side that is actively moving, declaring, and resolving battles (the attackers) can conduct the search. If an enemy Hidden Fleet is detected, its units are placed on the board. The nation that detected the Hidden Fleet now has the option to declare a battle.

SONAR May roll for attack and defense against Submarines.

SUBMERGED May only be hit by enemy units with sonar ability. Enemies without sonar may not roll for attack or defense against submerged Submarines. However, they may declare a battle against submerged submarines.

STRATEGIC BOMBING When attacking, may target the resupply value of enemy controlled Objectives. Must be declared before rolling. May use some or all of its attack rolls. For each hit the Objective loses one resupply value for each Unit Type, i.e., (-1) resupply value to Land, Sea, and Air. Resupply damage applies to the upcoming Resupply Phase only.

Unique Units

- These are special units unique to each nation, represented by the three-dimensional pieces.
- Introduced during Phase 3: National Support by playing NS Cards.
- Produced and placed on the board during Phase 4: Resupply.
- Refer to each Unique Unit's NS Card for its special abilities and limitations. Otherwise, Unique Units function the same as Standard Units.

PHASE 1: TACTICAL

Allied and Axis nations move units, declare battles, then resolve the battles. Nations maintain, win, or lose Control of Objectives, Airfields, Defensive Lines, and shipping lane sea spaces.

Movement Steps

The Tactical Phase has 6 Movement Steps. The steps are unit-based. Lighter, faster units move, declare, and resolve battles in more than one Movement Step, whereas heavier, slower units, only get one Step to do so. On Movement Steps 1-5, nations from both sides (Allies and Axis) have an opportunity to move, declare, and resolve (see Which Side Acts First below). Movement Step 6 is Air Unit Return only, and no battles are declared or resolved. When all 6 Movement Steps are complete, the Tactical Phase is over.

For each Tactical Phase, proceed through the Movement Steps in order.

1 MOVEMENT STEPS — LST 388 | Soldati

Standard Units active for the Movement Step. In Movement Step 1, only Fighters and Submarines may move and declare battles, after which all declared battles are resolved. If there are no Submarines or Fighters on the board, proceed to the next Movement Step.

2

3 HF

Hidden Fleets may move and declare battles on Movement Step 3 along with other Navy units. After Naval movement is done, and all battles declared, the battles are resolved.

When a Standard Unit is upgraded, it may move and declare on its bonus Movement Step as well as its normal Movement Step(s). For example, when Standard British Fighters are upgraded to Spitfires, they move and declare battles on Movement Step 4 as well as on Movement Steps 1 and 2 with Standard Fighters.

4 🇬🇧 Spitfire

5 Ranger | Littorio | Semovente

No battles are declared. Fighters and Light Bombers must return to an Objective or Airfield controlled by the same nation or a friendly nation, or to an Aircraft Carrier of the same nation that has capacity. Heavy Bombers and Air Transports must return to an Objective or Airfield controlled by the same nation or a friendly nation. Any Air Units unable to return safely are removed as casualties.

6 AIR UNITS RETURN

After Movement Step 6 the Tactical Phase is over.

MOVING UNITS

Fundamentals

- Only the units shown in the Movement Step may move and declare a battle.

- A unit's move is the maximum number of land or sea spaces it may move on each of its Movement Step(s).

- The space where the unit is located prior to moving does not count toward its move. Only "new" spaces count.

- It is not permitted to make "diagonal" moves over the corners of land and sea spaces; there must be a clear overlap / connection between spaces.

- Units are not required to move.

- Land Units may move only on land spaces. Sea Units may move only on sea spaces. Air Units may move over any space on the board.

- Air Units are considered "always in the air" for movement and battle purposes. They cannot be caught on the ground or aboard an Aircraft Carrier. When the carrier is destroyed, place the Air Units in the sea space where the carrier was located.
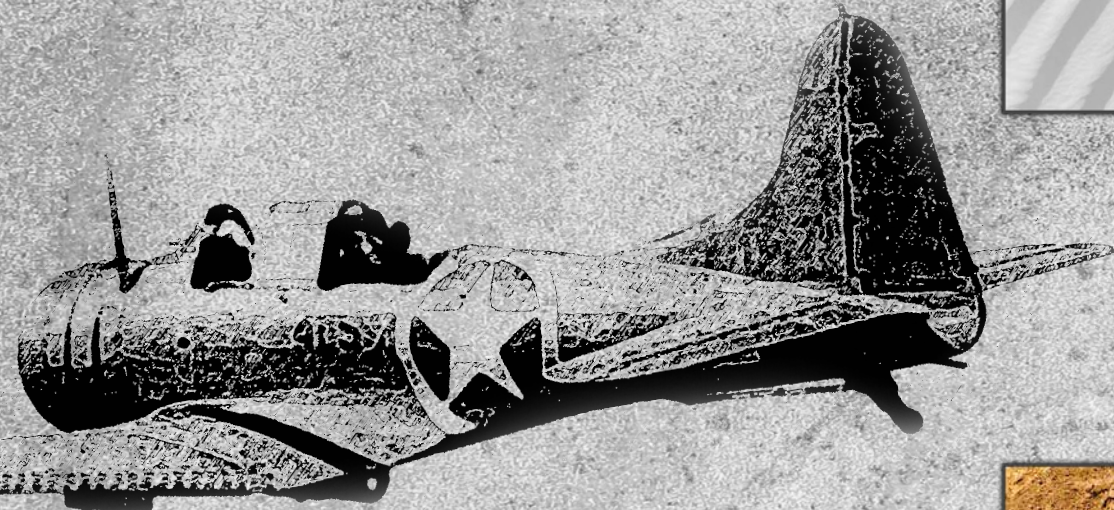
Transporting Units

Loading, transporting, and unloading units

- Air, Sea and Land Transports may transport units, subject to the abilities and limitations of each type of Transport.

- A nation may only transport its own units.

- Units must be loaded and declared aboard before the Transport moves. Stack the unit tiles of the loaded units underneath the Transport Unit to indicate they are aboard.

- Units aboard Transports may not move on their own Movement Step. Once loaded, they move with the Transport until unloaded.

- Transport takes place on the Movement Step(s) of the Transport and not the units aboard. For example, an Infantry can be transported by a Sea Transport on Movement Steps 2 and 3, or by an Air Transport on Movement Steps 2 and 6.

- It is permitted to load units to a Transport, move the Transport, then unload the units on the same Movement Step. See Example 2.

- "Nesting" of units aboard transports is not permitted. For example, nations may not load units to a Land Transport, then load that full Land Transport on to another Transport of any type. Only empty Land Transports can be carried by an Air Transport or Sea Transport. Air and Sea Transports may not be carried by Transport.

Terrain

Different terrain impacts the movement, range, and Firepower of some units.

Mountain Land Space

- Impassable to Tank Units.

- Infantry, Artillery, Land Transports and Anti-Aircraft Units that move into a mountain space must immediately end movement there for that Movement Step.

- When a Land Unit moves out of a mountain space, its maximum move is 1 space.

- When located in a mountain space and defending, Infantry Firepower number improves to 7.

- When located in a mountain space, Artillery Units receive a +1 bonus to range.

- Sea Transports and Air Transports may not unload units into a mountain space. Only Land Transports may do so.
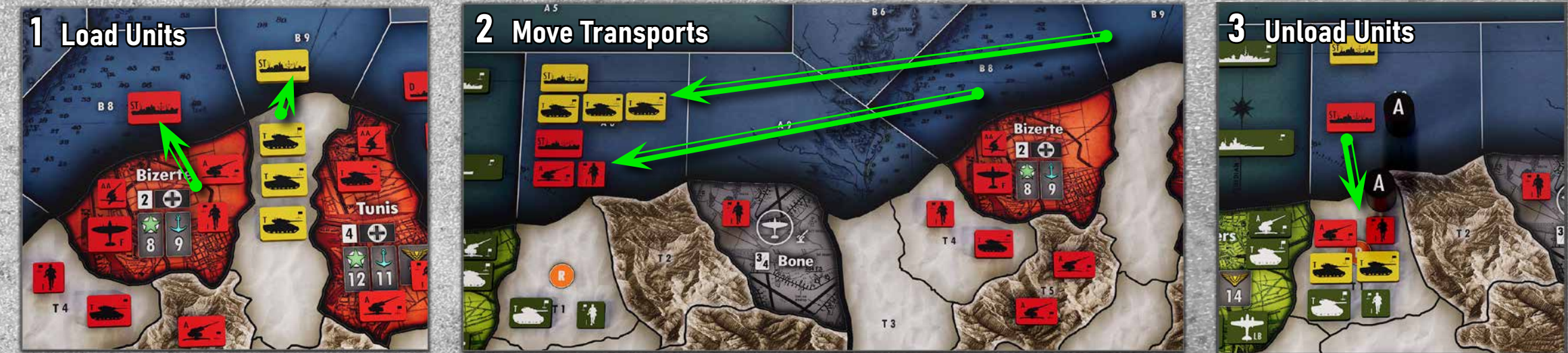

Desert Land Space

- When a Land Unit moves into a desert space, immediately roll a yellow (medium) battle die for each unit entering the space.

- For each roll 10 or higher, the nation has the option to a) send 2 Infantry Units back to the original space from where they came, canceling their move for the Movement Step; or, b) if 2 Infantry are not available, designate 1 of the following units to halt its move in the desert space: 1 Tank, 1 Artillery, or 1 Land Transport (including any units aboard).

- Unaffected units may complete their movement as intended.

- When a unit begins its Movement Step in a desert space, there is no penalty for moving out of the space. However, if the unit enters a new desert space, another desert roll is required.

Impassable Land Space

- No Land Unit may enter an impassable land space.

- Air Units may fly over these as normal.

- Units may never be unloaded while the Transport is moving, i.e., "dropped off" mid-move. As soon as the units are unloaded, the Transport's move is ended for that Movement Step.

- To unload, remove the tiles of transported units from below the Transport and place them in the destination land space. In some cases, a battle must be declared and resolved, See Example 2, Engaging in Battle, Declaring Battles Using Transports, and Landing Defense for more.

- Air Transports and Land Transports unload units in the same space in which the Transport is located. Sea Transports unload from the sea space (where the Sea Transport is located) to an adjacent land space. However, Air and Sea Transports may not unload units to mountain spaces. Only Land Transports may do so.

- Air Transports may not load new units on Movement Step 6. Units already aboard at the start of Movement Step 6 may move with the Transport but may not be unloaded.

- It is not required to unload transported units. Keep the unit tiles stacked below the Transport to indicate they are still aboard.

## EXAMPLE 2: Transporting and Unloading Units

It is permitted to load units on to a Transport, move the Transport, then unload the units on the same Movement Step. In the example above, on Movement Step 2 the Axis launch a coordinated Attack. Italy loads three Tanks on to a Sea Transport. Germany loads one Artillery and one Infantry on to a Sea Transport. They move (converging), unload the units, and place paired Battle Declaration Markers, the first in the sea space where the transport is located (where the attack is coming from) and the second in the land space where the attack is going to, or A-to-A. Both spaces are considered activated for battle.

Performing a Land Bridge

- Sea Transports may act as a land bridge by connecting two land spaces separated by one sea space, subject to the following rules:
  » Each Sea Transport on the board may act as a land bridge for up to four Land Units.
  » A Sea Transport must be empty of units to act as a land bridge.
  » The land bridge takes place on the Movement Step of the Land Unit(s) moving, not the Movement Step of the Transport. For example, four Land Transports loaded with Infantry Units could move over a Land Bridge on Movement Steps 4 or 5.
  » The sea space where the Sea Transport is located counts against the movement limit of the Land Units using the land bridge.
  » Land Units using the land bridge may not end their move aboard the Sea Transport. Their move must end on the destination land space. In this way, units must have a move of two or greater to use the land bridge. For example, Standard Infantry Units may not use land bridges on their own; they must be transported across by Land Transports.
  » A nation may use its Sea Transport to act as a land bridge for its teammate nation. For example, the US may choose to use a Sea Transport as a land bridge for British Land Units.
  » Land Units that end their movement in a space that contains only enemy units must declare a battle.

Engaging in Battle

- All Standard Transport Units
  » Have no Firepower and receive no attack or defense rolls.
  » Have blue (light) Armor and may be removed as casualties during a battle.

- Standard Air and Sea Transports:
  » Units carried aboard may not participate in battle.
  » When an Air or Sea Transport is destroyed in battle while carrying units, all units aboard are also destroyed and also removed as casualties.
  » See Declaring Battles Using Transports and Landing Defense for more on unloading units from Air and Sea Transports during battle.

- Standard Land Transports:
  » When a battle is declared, the nation that owns the Land Transport has the option to unload units aboard. These units may take part in the battle as normal. Units that are not unloaded may not participate in the battle.
  » When a Land Transport is destroyed, the units aboard are not destroyed. They are immediately unloaded and placed in the same land space as the destroyed Land Transport. They may now take part in the battle as normal.
  » See Declaring Battles for more on how to unload units from Land Transports during battle.
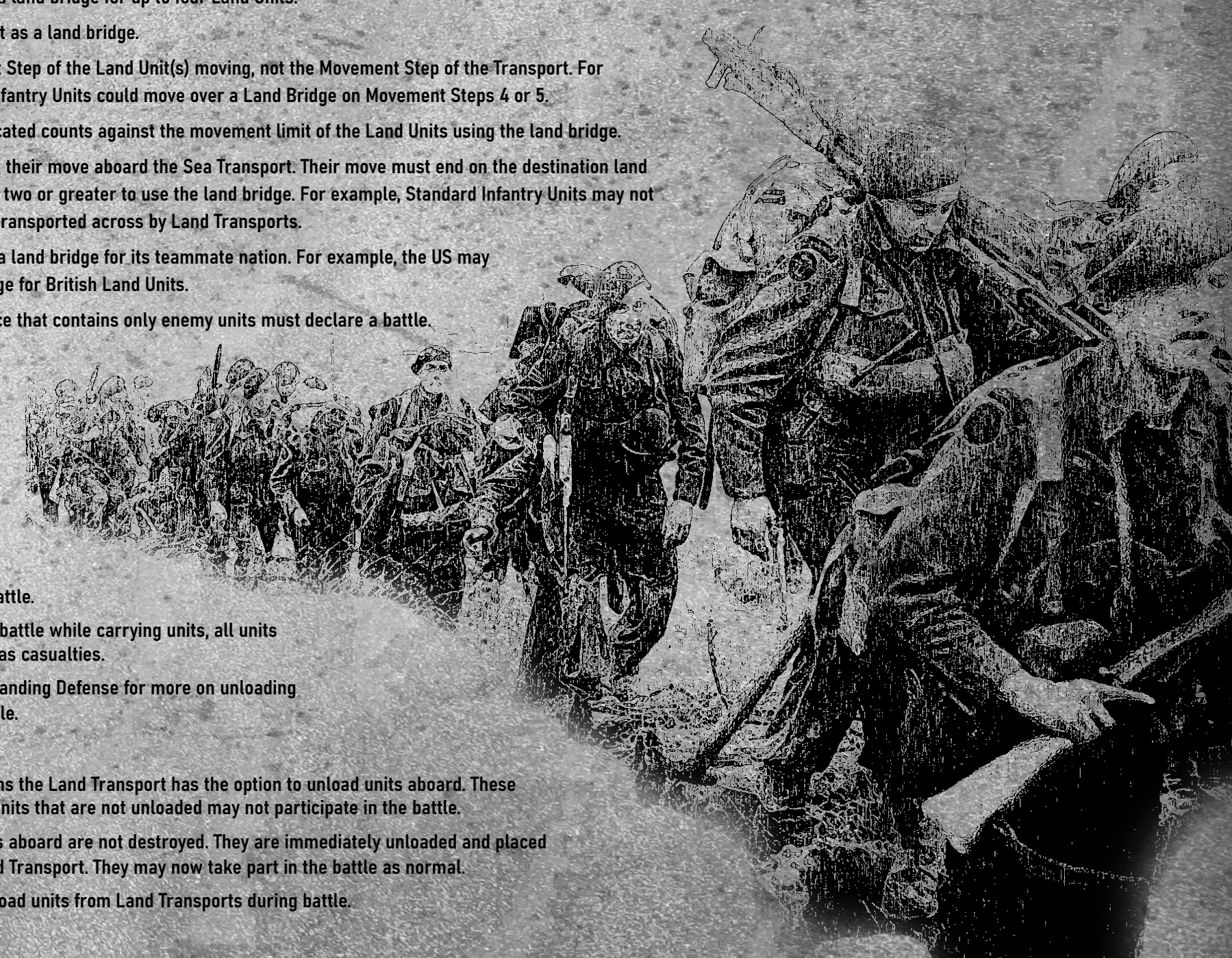
Hidden Fleets

Fleet limits and incorporating a Hidden Fleet:

- A Hidden Fleet is a group of Sea Units that moves as a single, concealed force on Movement Step 3.

- Only units of the same nation may be part of a Hidden Fleet.

- Each nation may only have one Hidden Fleet.

- To incorporate a Hidden Fleet, at least 3 Sea Units but no more than 10 must be located in the same sea space. Units aboard Sea Transports do not count toward the fleet total, nor do Fighters or Light Bombers on Aircraft Carriers.

- A Hidden Fleet may not consist only of Sea Transports.

- A Hidden Fleet may be incorporated before or after moving Sea Units in Movement Step 3.

- It is permitted to incorporate a Hidden Fleet when units of a friendly nation are also in the same sea space.

- Once incorporated, remove the fleet from the board (including units aboard Sea Transports and Air Units on Carriers) and place them in the nation's Hidden Fleet Box. Note the sea space location on the Hidden Fleet Dial and place it face down so enemy nations cannot see it.

- A Hidden Fleet may not be incorporated if an enemy unit of any type (Land, Sea, or Air) is in the same space or within one space of where the intended fleet is to be located.

Moving units into and out of Hidden Fleets

- A nation may move its own Sea Units into, or out of, a Hidden Fleet without having to reveal the fleet if the following conditions are met:

  1. There are no enemy units in the same space or within one space of the fleet.

  2. Sea Units moving out of the fleet do not end their move in a space that contains enemies.

  3. No battles are declared by Sea Units moving out of the fleet.

  4. Fleet limit and composition rules above are followed.

- Fighters and Light Bombers may move on to, or off of, an Aircraft Carrier in a Hidden Fleet, if the following conditions are met:

  1. There are no enemy units in the same space or within one space of the fleet.

  2. Air Units moving out of the fleet do not end their move in a space that contains enemies.

  3. No battles are declared by Air Units moving out of the fleet.

  4. Capacity rules for Aircraft Carriers are followed; any Air Units exceeding the capacity of the Aircraft Carrier are considered visible as normal and placed on the board.

- Sea Units and Air Units moving into a Hidden Fleet are removed from the board and placed in the nation's Hidden Fleet Box. Units moving out of a Hidden Fleet are taken from the Hidden Fleet Box and placed on the board in the destination land space after the units move.

Hidden Fleet Dial

Hidden Fleet Icon

Moving a Hidden Fleet:

- A Hidden Fleet may only move as far as its slowest ship.

- To remain hidden, a Hidden Fleet must move as a single group on Movement Step 3. Individual units in the fleet may not move on their own Movement Step.

- Units aboard hidden Sea Transports and Air Units on hidden Aircraft Carriers move with the fleet and are considered hidden as long as they comply with Hidden Fleet rules.

- While hidden, the Hidden Fleet may move unopposed about the board. It is not subject to push through and may move through sea spaces that contain enemies as long as it remains hidden.

- After moving the fleet, note the sea space location of the fleet on the Hidden Fleet Dial.

Revealing a Hidden Fleet and engaging in battle:

- A nation may choose to reveal its Hidden Fleet on any Movement Step (1–6) during the Tactical Phase before any battles are resolved. It does not matter whether the nation is acting as the attacker (the side declaring, moving, and resolving) or as the defender. See Declaring Battles for more on Hidden Fleets in battle.

- A Hidden Fleet is revealed and immediately placed on the board whenever one or more of the following conditions occur:

  » Any unit in the Hidden Fleet declares a battle or provides Supporting Fire to a nearby battle. This includes Fighters and Light Bombers aboard Aircraft Carriers.

  » Moving units into, or out of, a Hidden Fleet when there is an enemy unit in the same space or within one space of the fleet. This includes Fighters and Light Bombers that move on to, or off of, Aircraft Carriers.

  » Loading or unloading units on to, or off of, Sea Transports that are part of the Hidden Fleet.

  » Fleet limit and composition rules are not met.

  » When detected by an enemy Aircraft Carrier or Submarine using the Search ability.

Moving Through Spaces With Enemy Units: "Push-Through"

- Units may attempt to move or "push through" a land or sea space that contains only enemy units. See Example 3.

- When attempting to push through an enemy space, a battle is not declared. The push through is resolved immediately during movement.

- All enemy units located in the space, as well as enemy units in range, receive a bonus defense roll—a free shot at the units attempting to push through. Rules for Firepower apply. For each hit, a unit attempting push through is destroyed and the casualties are removed.

- The units attempting to push through receive no roll.

- Units that survive the push through roll may move through the space and complete the intended move.

- If a Sea Transport or Air Transport carrying units is destroyed while attempting to push through, units aboard are also destroyed. For Land Transports, however, units aboard are considered unloaded as soon as battle begins. The unloaded units take part in the battle and can be taken as casualties. If a Land Transport carrying units is destroyed, units aboard are not destroyed. They are placed in the same land space as the transport, can take part in battle, and can be taken as casualties as normal.

- When a space is contested (it contains friendly units as well as enemy units) push through is not required. The moving units may move freely through the space.

- Hidden Fleets are not subject to push through as long as they remain hidden.

Air Units Return – Movement Step 6

- No Battles may be declared on Movement Step 6.

- Push through applies. Air Units that attempt to move through a space that contains only enemies units must survive a push through defense roll by enemy Air Units, Anti-Aircraft Units, or units with Anti-Air abilities such as a Cruiser or Aircraft Carrier.

- Air Transports may not load new units. Units already aboard at the start of Movement Step 6 may move with the Transport but may not be unloaded.

- Fighters and Light Bombers must return to an Objective or Airfield controlled by the same nation or a friendly nation. For example, a US Fighter may return to a British controlled Objective. They may also return to an Aircraft Carrier of the same nation that has capacity. For example, a German Light Bomber may return to a German Aircraft Carrier that has capacity, however it may not return to an Italian Aircraft Carrier.

- Heavy Bombers and Air Transports must return to an Objective or Airfield controlled by the same nation or a friendly nation.

- Air Units without sufficient movement to return safely are lost. Any units aboard Air Transports are lost with the Air Transport.

EXAMPLE 3: Push Through

1 Three German Fighters attempt to Push Through.

2 One Fighter is hit and removed as a casualty.

3 The remaining two Fighters complete their move as intended.

Germany attempts to push three Fighters through a space that contains only enemy units, one British Light Bomber and one Anti-Air Unit. Under Firepower rules, both of these British units are permitted to defend against enemy Air Units. The British player therefore receives one free, bonus defense roll for the Light Bomber and one for the Anti-Air unit, and scores one hit. Germany removes one Fighter as a casualty and the two surviving German fighters complete their move as intended. Germany receives no roll.

DECLARING BATTLES

Fundamentals

- Only the units in the current Movement Step may move and declare battles.

- In some situations, units must declare a battle. In others, they have the option to declare. See the rules below for when a battle must be declared vs. the option to declare one.

- Nations declare battles by placing Battle Declaration Markers in land and sea spaces on the board. Markers indicate the space is activated and a battle must be resolved there.

- A unit may not declare a battle and then move. Movement of a side's units comes first, and Battle Declaration Markers placed, before battles are resolved.

- It is not required to move to declare a battle. When an enemy is in range, a battle may be declared without moving.

- Each land or sea space may only contain one Battle Declaration Marker.

- Units that are located in battle activated spaces are permitted to provide Supporting Fire to other nearby battles. Remember, the "attack and defend once" rule still applies. A unit may attack once and defend once in each Movement Step (1 as an attacker and 1 as a defender). This includes providing Supporting Fire—it still counts. See Resolving Battles for more.

- Units with range in nearby inactivated spaces may choose to provide Supporting Fire to the battle but are not required to do so. The nation that owns the in-range units has the option.

- It is permitted to have more battles than the number of available declaration markers. The attacking nation(s) must notify the enemy of all declared battles.

- The Axis nations are always on the same side, as are Allied nations. For example, Germany may never declare a battle against Italy.

- After both sides have had the opportunity to move units, declare battles, and resolve their battles, the Movement Step is over.

Battle Declaration Markers

(A) (C) (E)
(B) (D) (F)

Battle Declaration Markers. Twelve white markers for the Allies and twelve black markers for the Axis.

Must Declare a Battle

- **When a unit moves at least one space and ends its move in a space that contains only enemy units**
  - » Applies even when a unit is not permitted to make an attack roll under the Firepower rules. For example, if a US Tank moves two spaces and ends its move in a space that contains only a German Light Bomber, a battle must be declared even though the Tank does not receive an attack roll against enemy Air Units per the Tank's Firepower. NOTE: However, the Light Bomber does receive a defense roll since it may defend against enemy Land Units per its Firepower. This is therefore a risky move for the Tank.
  - » EXCEPTION: If a Hidden Fleet remains hidden, it may end its move in a sea space that contains only enemies without having to declare a battle.

- **When units are unloaded from an Air Transport or a Sea Transport to a land space that contains only enemy units**
  - » Applies even when unloaded units are not permitted to make an attack roll under the Firepower rules. See Declaring Battles Using Transports and Landing Defense for more.

- **When a Land Transport carrying units is destroyed as part of a Push Through attempt**
  - » When a Land Transport is destroyed as part of Push Through, units aboard are not destroyed. They are unloaded immediately and placed in the same space as the Transport. Since these units moved at least one space and ended their move in a space that contains only enemies prior to the move, a battle must be declared.

- **When revealing a Hidden Fleet in a sea space that contains only enemy units**
  - » Applies even when revealed fleet units are not permitted to make an attack or defense roll under Firepower rules. This rule also applies when the side defending chooses to reveal its Hidden Fleet suddenly while the active (attacking side) is mid move. The defender may reveal its fleet, stop the enemy move and force a battle to be declared.

Option to Declare a Battle

- When a unit moves at least one space and ends its move in a space that contains friendly units and enemy units (i.e., the space was contested prior to moving)

- When a unit begins its Movement step in a contested space that contains friendly units and enemy units
  - » Applies even when a unit is not permitted to make an attack roll under the Firepower rules. A battle may still be declared.
  - » It is permitted to remain in a contested space or move units out of a contested space without having to declare a battle.

- When units are unloaded from an Air Transport or a Sea Transport to a contested space that contains friendly units and enemy units
  - » Units may be unloaded immediately and the nation has the option to declare a battle. Landing defense does not apply when the destination land space is contested.

- When detecting an enemy Hidden Fleet
  - » On Movement Step 3, the side that is actively moving, declaring, and resolving battles (the attackers) can use each Aircraft Carrier and Submarine to search the sea space where it is located for an enemy Hidden Fleet. The search can be made just before the unit moves, during its move, or at the end of its move. The search must be announced and conducted before any declared battles are resolved. If an enemy Hidden Fleet is detected, its units are placed on the board. The nation that detected the Hidden Fleet now has the option to declare a battle.

EXAMPLE 4: Range

Using range in battle

- Most units have no range. A unit with no range can only declare battles against enemies located in the same land or sea space as the unit. To declare a battle, place one Battle Declaration Marker in the land or sea space to indicate the space is activated. A battle must be resolved.

- Units with range include Standard Artillery, Battleships, Cruisers, and several Upgraded and Unique Units. Battle Declaration Markers come in lettered pairs. To declare an attack from range, both paired markers are used, using the "from-to" rule. Place the first marker in the land or sea space where the attack is coming from, and the second in the land or sea space where the attack is going to, e.g. A-to-A.

- It is possible to receive Supporting Fire from different units located in multiple spaces within range of a battle. See Supporting Fire for more.

Units without range

A British Destroyer and Submarine (no range) begin Movement Step 3 in a contested sea space that also contains two Italian Submarines. The British player chooses to declare a battle, placing one declaration marker in the sea space to indicate the space is activated and a battle must be resolved.

Units with range

An Italian Artillery Unit has a range of 1. It is also located in a mountain space, which provides a +1 bonus to its range. Italy chooses to declare a battle against a US Cruiser two spaces away. Since the Artillery is attacking from range, both Battle Declaration Markers are placed – the first in the space where the attack is coming from (where the Artillery is located), and the second in the space where the attack is going to (B-to-B). Having a range of only 1, the US Cruiser receives no defense roll.

Declaring battles using transports

- When an Air or Sea Transport attempts to unload units to a land space that contains only enemies (of any type), a battle must be declared and Landing Defense (Battle Step 7) applied before the units can unload. See Landing Defense for more.

- When a land space is contested, the units carried aboard Air or Sea Transports may be unloaded immediately and the nation unloading the units has the option to declare a battle. Landing defense does not apply when the destination land space is contested.

- Air and Land Transports must be in the same space as the enemy to declare a battle and unload units. Place one Battle Declaration Marker in the space to indicate it is activated for battle.

- For Sea Transports unloading units to land spaces that contain only enemies (an amphibious assault), it is treated like a ranged attack and the paired markers are used. Place the first Battle Declaration Marker in the sea space where the transport is located (from), and the second in the land space where the attack is going to, e.g. A-to-A.

- On Battle Steps 1-6, units aboard Air and Sea Transports are not yet unloaded. They are still aboard the transport and may not participate in the battle (they receive no roll). If the Transport is destroyed during Battle Steps 1-6 the units aboard are also destroyed. On Battle Step 7, Landing Defense is applied.

EXAMPLE 5: Amphibious Assaults and Landing Defense

The US launches an amphibious assault on Naples. Since the US is attempting to unload Tanks from a Sea Transport into a space that contains only enemies (3 German Infantry), a battle must be declared and paired Battle Declaration Markers placed. The US places the first marker in the sea space where the transport is located (where the attack is coming from) and the second in the land space where the attack is going to (A-to-A). Both spaces are considered activated for battle. On Battle Step 7, the US Tanks face Landing Defense rolls by the German Infantry (free bonus defense roll). If one or both of the Tanks survive, they unload to the land space and Naples is contested. The Tanks receive no attack roll. Their goal is to make it safely to the destination land space and declare a battle in a later Movement Step.

RESOLVING BATTLES

Fundamentals

- Battles are resolved in the order chosen by the side that is actively moving, declaring and resolving (the attackers).

- Each battle is resolved using the 7 Battle Steps (to the right).

- Not every unit can attack and defend against every other unit. The symbols of Land, Sea, and Air next to each Standard Unit on the Nation Player Aid show which type(s) of enemies the unit is able to attack and defend against. See Firepower rules for more. For Upgraded and Unique Units, refer to the respective NS Card for its Firepower and Armor more.

- A unit may attack once and defend once in each Movement Step—taking part in a total of 2 battles in each Movement Step (1 as an attacker and 1 as a defender). This includes providing Supporting Fire to a nearby battle—it still counts—making the decision of when to use these shots a critical one. EXCEPTION: Defense rolls made for Landing Defense and Push Through are considered free, bonus rolls and do not count toward this 2 battle limit.

- Units located in battle-activated spaces are permitted to provide Supporting Fire to other nearby battles. Remember, the "attack and defend once" rule above applies.

- Whether attacking or defending, most units roll once in battle. A few - Heavy Bombers, Cruisers, and several Upgraded and Unique Units - receive multiple roles. See the Firepower rules, the Nation Player Aid, or a unit's respective NS card for more.

- Attack and defense rolls are made using the colored Battle Dice. Battle Dice correspond to Firepower Ratings: blue (light), yellow (medium) and red (heavy). See the Firepower rules, Nation Player Aid, or a unit's respective NS card for more.

- Hits and misses are determined by the Firepower Number, which can be found on the Nation Player Aid or NS Card for Upgraded and Unique Units. The Firepower Number is the minimum number on a die roll needed for the unit to hit when attacking or defending.

- Nations with units in the Battle Step roll simultaneously. Hits are tallied and casualties are removed after each Battle Step.

- Remove Battle Declaration Markers after each battle is resolved and return them to the attacking side's reserve.

Battle Steps

Each battle is resolved using 7 Battle Steps. After step 7, the battle is complete. Move on to the next battle and repeat the steps until all battles are resolved.

For each battle declared, proceed through Battle Steps 1-7. On each Battle step, Axis and Allied nations roll simultaneously for their units and tally hits. Once both sides have rolled and tallied, all nations remove casualties. After casualties are removed the Battle Step is over. Proceed to the next Battle Step and repeat: roll, tally, and remove.

Standard Units that receive an attack or defense roll in the step. Units providing Supporting Fire also roll on their respective step. For example, on Movement Step 2, only Fighters roll for attack or defense, as well as any German upgraded Type XXI Submarines. If a nation has no units in the step taking part in the battle, or if units do not have an enemy to target due to Firepower limitations, no rolls are made.

When a Standard Unit is upgraded, it rolls on its bonus Battle Step as well as its normal Battle Step. For example, upgraded German BF-109 Fighters roll for attack or defense on Battle Step 2 along with all other Standard Fighters of other nations, then it rolls again on Battle Step 5 for its bonus as an upgraded unit.

Units concentrating fire do not roll on their normal Battle Step. They must wait until Battle Step 7 to concentrate fire.

Proceed through Battle Steps once. After step 7, the battle is over. Units from nations that survive the battle remain in the space (contested).

Units aboard Air Transports and Sea Transports unload. Unloading units do not receive an attack or defense roll. They are subject to a Landing Defense by the entrenched enemy. Unloading units that survive are placed on the destination land space. The battle is over.

EXAMPLE 6: Resolving a Basic Battle

1. Movement Step 2: A German Light Bomber ends its move in a contested land space (Malta), which contains one enemy British Anti-Air Unit and one enemy US Tank. Since the German Light Bomber ended its move in a space that contains only enemy units, by rule it must declare a battle and place a Battle Declaration Marker.

2. Battle Step 1: Anti-Air. The British Anti-Air Unit has a blue (light) Firepower and is permitted to roll for defense against enemy Air Units. It rolls one blue Battle Die to defend against the attacking German Light Bomber. It rolls a 5, a miss. Battle Step 2 is skipped because neither side has Fighters involved.

3. Battle Step 3: Light Bombers and Heavy Bombers. The German Light Bomber has a yellow (medium) Firepower and is permitted to roll for attack against enemy Land Units. It rolls one yellow Battle Die to attack and rolls an 11, a hit. Following Order of Casualty rules, the Allies must remove one unit with yellow (medium) Armor as a casualty OR two units with blue (light) Armor. There is only a single light (blue) Armor unit involved in the battle (the British Anti-Air), so the US Tank with a yellow (medium) Armor must be removed as the casualty. Battles Steps 4-6 are skipped because there are no Sea Units, Artillery, Tanks, or Infantry involved. Battle Step 7 is also skipped because there are no units being unloaded from Air or Sea Transports (and no Landing Defense required), and there is no Concentrated Fire. The battle is over.
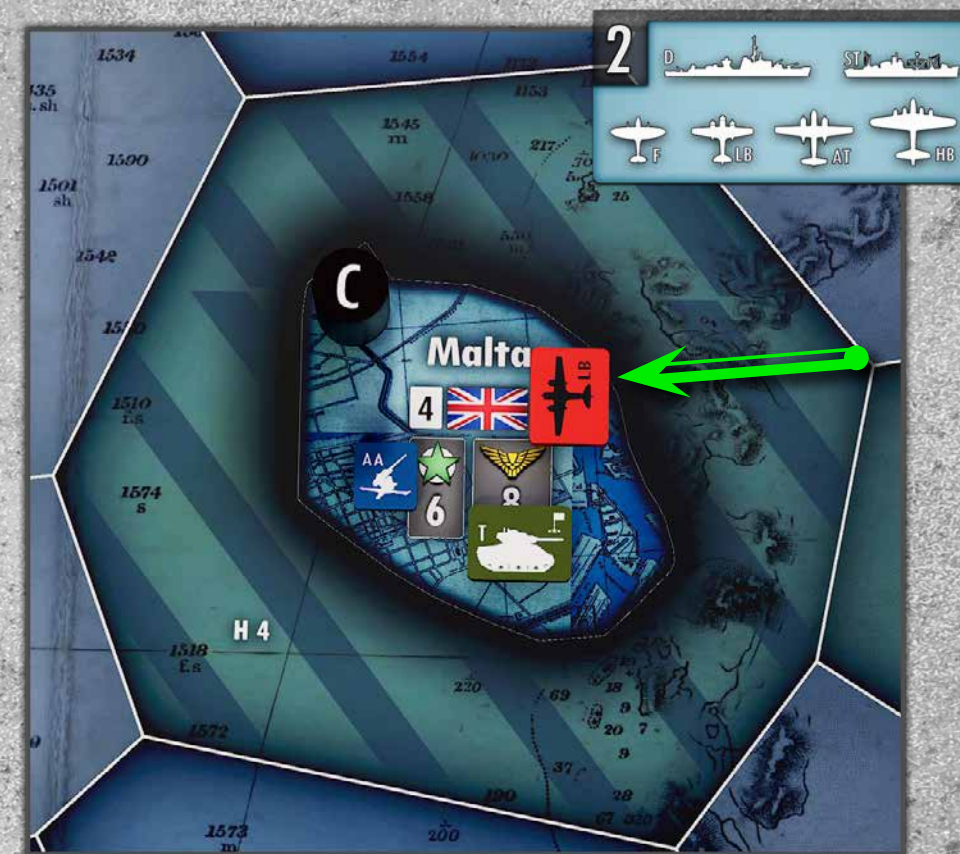
Removing Casualties

Fundamentals

- Firepower rules apply. For example, a Standard Infantry Unit can only roll for attack and defense against enemy Land Units—and thus can only destroy an enemy Land Unit as a casualty. Or, for example, a Standard Battleship can only roll for attack and defense against enemy Land and Sea Units. Thus a Battleship can only destroy enemy Sea and Land Units as casualties. If there are no enemy Land or Sea Units in the battle, the Battleship does not receive a roll and cannot create any casualties. However, it can be taken as a casualty itself if hit by an enemy unit that is able to attack and defend against Sea Units.

- Casualties are removed only from battle activated spaces. Units providing Supporting Fire may not be removed as casualties.

- Casualties are removed at the end of each Battle Step after all nations have rolled and hits tallied.

- Casualties are chosen by the nation that owns the units. EXCEPTION: When a unit with a precise hit ability rolls a 12. See Standard Unit Abilities.

- When teammate nations are involved in a battle (e.g., Germany and Italy) they decide between themselves which casualties to remove.

Order of casualty removal

- For each hit of black (ultra-heavy) Firepower, remove:
  » 1 enemy unit with a black (ultra-heavy) Armor OR
  » 2 enemy units with red (heavy) Armor OR
  » 3 enemy units with yellow (medium) Armor OR
  » 4 enemy units with blue (light) Armor

- For each hit of red (heavy) Firepower, remove:
  » 1 enemy unit with a red (heavy) Armor OR
  » 2 enemy units with yellow (medium) Armor OR
  » 3 enemy units with blue (light) Armor

- For each hit of yellow (medium) Firepower, remove:
  » 1 enemy unit with a yellow (medium) Armor OR
  » 2 enemy units with blue (light) Armor

- For each hit of blue (light) Firepower, remove:
  » 1 enemy unit with blue (light) Armor

Supporting Fire

- Units with range that are located outside of battle activated spaces may take part in the nearby battle as Supporting Fire but are not required to do so.

- Supporting Fire can be provided when acting as the attacker or defender.

- Supporting Fire may be provided by a teammate nation, e.g. German units may support a nearby battle declared by Italy. The nation that owns the in-range units has the option.

- Units providing Supporting Fire roll for attack or defense on their normal Battle Step(s), and Firepower rules apply. For example, if an Artillery Unit elects to use its range to support a nearby battle, there must be at least one enemy Land or Sea Unit present to make it worth the effort. The Artillery then rolls on Battle Step 5 as normal.

- When a unit provides Supporting Fire, it counts toward the unit's limit of attacking once and defending once per Movement Step. EXCEPTION: Defense rolls for Landing Defense and Push Through are considered free, bonus rolls and do not count toward this limit.

- Units located in battle activated spaces may not provide Supporting Fire to other battles. They must take part in the battle they are actively involved in.

- Units that provide Supporting Fire may not be taken as casualties. Only units in battle activated spaces may be taken.

Concentrated Fire

- Concentrated Fire allows units with a weaker Firepower to stack successful attack or defense rolls in the hope of destroying an enemy with superior Armor. For example, a Submarine has blue (light) Firepower vs. enemy Sea Units and does not have the level up unit ability - therefore a lone Submarine has no chance to destroy a Cruiser with yellow (medium) Armor. However, a pair of Submarines can concentrate their fire, and if both hit, those hits improve to one yellow (medium) hit capable of destroying a Cruiser.

- A minimum of two units is required to perform a Concentrated Fire attack.

- When using Concentrated Fire, Firepower rules still apply.

- It is permitted to use different units to concentrate fire as long as they have the same Firepower. For example, a Destroyer and a Submarine both have blue (light) Firepower and are permitted to attack and defend against Sea Units. They can concentrate fire to destroy an enemy Cruiser with yellow (medium) Armor.

- Units concentrating fire must be declared before the battle begins, and set aside so combatants know which units are concentrating fire. If any of these units is removed as a casualty during Battle Steps 1-6, it may not participate in the Concentrated Fire.

- Units concentrating fire do not roll on their normal Battle Step. Their rolls are delayed to Battle Step 7. On Battle Step 7, roll for each unit concentrating fire:
  - » Every two successful hits by units with blue (light) Firepower improve to one yellow (medium) hit.
  - » Every two successful hits by units with yellow (medium) Firepower improve to one red (heavy) hit.
  - » Every 2 successful hits by units with red (heavy) Firepower improve to one black (ultra-heavy) hit.
  - » It is permitted to stack improved hits to reach higher Armor levels. For example, if four Infantry Units concentrate fire and all four hit, this improves to two yellow (medium) hits, which can then be further concentrated to create one red (heavy) hit.
  - » For units with the level up unit ability 🔺 that roll a 12, that hit stands on its own as a leveled up hit as normal, and it can be used as part of the Concentrated Fire stack. See Standard Unit Abilities for more on the level up ability.

CONCENTRATED FIRE

HIT		CASUALTY
🔴 x2	=	🔴
🟡 x2	=	🔴
🔵 x2	=	🟡

UNITS ROLL ON BATTLE STEP 7A

Concentrated Fire allows units with a weaker Firepower to stack successful attack or defense rolls in the hope of destroying an enemy with superior Armor.

EXAMPLE 7: Supporting Fire

Italy moves two Tanks into a land space that contains one British Tank and by rule must declare a battle and place a marker. In range are a US Artillery Unit and a German Artillery Unit. The US and Germany Atiller have the option to provide Supporting Fire to their teammates in the nearby battle.

Landing Defense

- When an Air or Sea Transport attempts to unload units to a land space that contains only enemy units, a battle must be declared and Landing Defense is required. When the destination land space is contested, the nation unloading the units has the option of declaring a battle and Landing Defense is not required. Units aboard Land Transports do not face Landing Defense.

- On Battle Steps 1-6, units aboard Air and Sea Transports are not unloaded. They are considered to still be aboard the transport. If an Air or Sea Transport is destroyed during Battle Steps 1-6, all of the units aboard are also destroyed and removed as casualties.

- Units unloaded from Air and Sea Transports do not receive attack or defense rolls in battle.

- On Battle Step 7, the units unload and Landing Defense is applied. All enemies in range that are permitted to defend against Land Units receive a bonus defense roll against the unloaded units. This includes units in range who can provide Supporting Fire. Landing Defense is a bonus roll in addition to any defense rolls made during earlier Battle Steps. For each successful hit, a casualty from the unloading units is removed.

- Any units that survive the Landing Defense are placed on the destination land space, and the battle is over.

- See Example 5: Amphibious Assaults and Landing Defense for a basic example of Landing Defense.
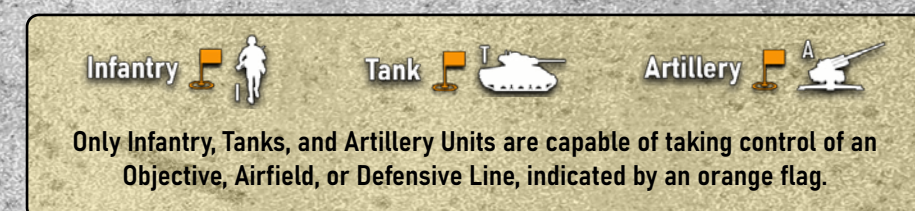

PHASE 2: VICTORY

Confirm which nation controls each Objective, Airfield, and Defensive Line, and tally victory points for the Allied and Axis sides. In Stages 1-5, if either side has enough points to win, a victor is declared, and the game is over. After Stage 6, if the Allies do not have enough points to win, the Axis win by default.

Control and Victory Points

- Control of Objectives (17), Airfields (5), and Defensive Lines (2) is the key to victory. By controlling these, nations claim victory points for their respective Allied or Axis side.

- At the start of the game, the Axis nations control most of the Objectives, Airfields, and Defensive Lines, and with them most of the Victory Points. In the November 1942 starting scenario, the Axis side starts with 53 combined Victory and the Allies 26. In the April 1943 starting scenario, the Axis side starts with 40.5 and the Allies 38.5 Victory Points.

- As battles are won and lost in the Tactical Phase, control of Objectives, Airfields, and Defensive Lines will change hands, and with them, their victory points.

Only Infantry, Tanks, and Artillery Units are capable of taking control of an Objective, Airfield, or Defensive Line, indicated by an orange flag.

Maintaining Control and Taking it Away

- Control is always in the hands of one nation or another. At no point during the game will control of an Objective, Airfield, or Defensive Line be "free floating" or "open".

- It is not required to keep units on an Objective, Airfield or Defensive Line for a nation to maintain control. The space may be empty of units.

- A nation may not willingly give control of an Objective, Airfield, or Defensive Line to another nation, including a teammate.

- Control is maintained by a nation until forcibly taken away by an enemy.

- Only Infantry, Artillery, and Tanks are capable of taking control of an Objective, Airfield, or Defensive Line. These units are indicated by an orange flag on the Nation Player Aid.

- To take control of an Objective, Airfield, or Defensive Line from an enemy, a nation must meet the following two conditions:

  1. Destroy or displace all enemy control capable Land Units from the land space. This may require having to destroy or displace units from more than one enemy nation. If, after a battle, the space is contested and contains control capable Land Units from enemy nations, control is still not lost. For example, if Italy controls Tripoli and, after a battle, a lone Italian Infantry remains in there along with 15 US Tanks, Italy is still in control of Tripoli. For the Allies to take control, all Axis control capable Land Units must be either destroyed or displaced.

  2. Have at least one, unopposed, control capable Land Unit in the space following the battle. For example, if the Italian Infantry above is eventually destroyed and only the US Tanks remain, control of Tripoli is given to the US. If two teammate nations have control-capable Land units in the space, the nation with the most control capable units is given control. Control-capable Land Units aboard Land Transports count toward this total. If teammate nations have the same number of control capable units in the space, they confer to decide which nation will take control.

- When control is taken away, nations exchange Objective, Airfield, and Defensive Line tiles in real time and place the tiles on the Axis or Allied victory tracker along the side of the board. It is possible for control to change sides (and tiles exchanged) multiple times during a single Tactical Phase.

Executing the Victory Phase

- At the start of the Victory Phase, confirm which nation controls each Objective, Airfield, and Defensive Line.

- Next, tally the combined Victory Points for the Allies and the Axis, and check for victory.
  - » November 1942 scenario: In Stages 1-5, if the Allies reach 42 combined Victory Points, they are declared the winner and the game is over. If the Axis reach 65 combined Victory Points, they are declared the winner and the game is over. In Stage 6, if the Allies do not reach 42 combined Victory Points, the Axis win by default.
  - » April 1943 scenario: In Stages 3-5, if the Allies reach 49 combined Victory Points, they are declared the winner and the game is over. If the Axis reach 51 combined Victory Points, they are declared the winner and the game is over. In Stage 6, if the Allies do not reach 49 combined Victory Points, the Axis win by default.

The Objective of Tripoli confers 5 Victory Points to the side that controls it.

Victory Point Table

Nations must control Objectives (O), Airfields (AF), and Defensive Lines (DL) to win victory points for their Allied or Axis side.

- Alexandria (O): 8	- Bone (AF): .75	- Larissa (AF): .25	- Rome (O): 9
- Algiers (O): 8	- Cagliari (AF): 1	- Malta (O): 4	- Taranto (O): 4
- Athens (O): 9	- Catania (AF): 1	- Mareth (DL): .5	- Thessaloniki (O): 3
- Ajaccio (AF): .25	- Crete (O): 1	- Metaxas (DL): .5	- Tobruk (O): 3
- Benghazi (O): 1	- Derna (AF): .75	- Naples (O): 4	- Tripoli (O): 5
- Bizerte (O): 2	- Gibraltar (O): 6	- Palermo (O): 3	- Tunis (O): 4

PHASE 3: NATIONAL SUPPORT (NS)

Nations spend NS Tokens to activate NS Cards and gain advantages on the battlefield. There is no NS Phase in Stage 6.

NS Cards

- Each nation has its own deck of NS cards which is shuffled and placed face down during game set up. Refer to each card for its benefits, when those benefits occur, and their duration.

- There are 4 types of NS cards:

  1. **Strategy:** All nations have the same strategy cards which provide tactical or economic benefits.

  2. **Unit Upgrade:** Boosts one type of Standard Unit, such as Infantry. As soon as the NS card is activated, all the units of that type currently on the board and all future units produced during Phase 4: Resupply are considered upgraded. A unit type may only be upgraded once, and upgrades may not be stacked, e.g., once Italy upgrades Infantry, they may not be upgraded again. Upgraded Unit abilities are detailed on NS Cards; if not stated on the NS Card, Standard Unit abilities still apply.

  3. **Unique Unit:** Allows nations to build powerful units during Phase 4: Resupply for the rest of the game. Abilities of Unique Units are detailed on the NS Cards; if not stated on the NS Card, Standard Unit abilities still apply.

  4. **Event:** Recreates historical events to provide a boost or hamper an enemy.

PHASE 4: RESUPPLY

Check if nations control shipping lane sea spaces and apply the impacts to the resupply values of Objectives. Nations then place new Land, Sea and Air units on the board at Objectives they control. There is no Resupply Phase in Stage 6.

Resupply Cost and Values

- Each Standard Unit and Unique Unit has a cost to purchase a new unit during resupply. For Standard Units, refer to the Nation Player Aid. For Unique Units, refer to the NS Cards. Upgraded Units cost the same as Standard Units.

- Each Objective has resupply values for Land 🟢, Sea ⚓ and Air 〽️. The numbers represent the maximum amount of resupply that may be spent at the Objective for that unit type during a single Resupply Phase.

- Several actions taken during the Tactical Phase or National Support Phase can impact the resupply values of Objectives:

  » Strategic bombing attacks with Heavy Bombers.

  » When an Objective is contested, its maximum resupply values are halved (rounding down) for all unit types.

  » Certain NS Cards boost the resupply value of friendly-controlled Objectives or reduce the value of enemy-controlled ones.

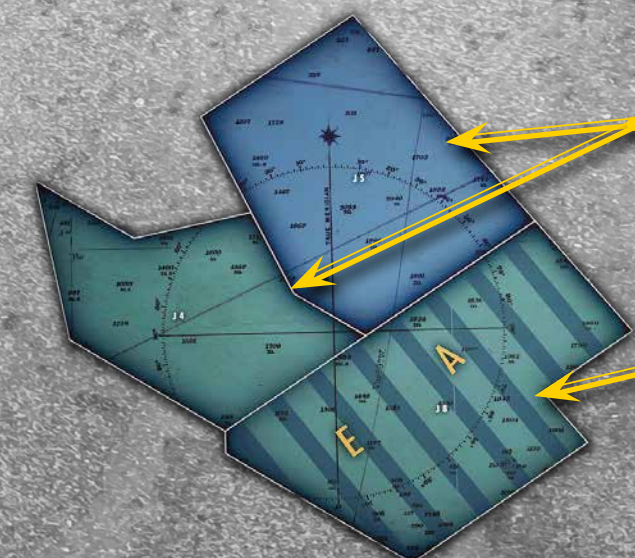 » Controlling shipping lane sea spaces. See Shipping Lanes.

Executing the NS Phase

- At the start of the NS Phase, give each nation 2 NS Tokens.

- Each nation draws the top two cards from its NS deck.

- At the bottom right of each NS card is its cost, ranging from 1-3. This is the number of NS Tokens required to activate the benefits of the card.

- Allied or Axis nations may not combine NS Decks or share NS Tokens.

- Allied and Axis teammates may confer on which NS Cards to activate for their respective nations.

- After nations select which NS Cards they will activate, cards are revealed. In Stages 1, 3, and 5, the Allies reveal first followed by the Axis. In Stages 2, 4, and 6, the Axis nations reveal first followed by the Allies. For the side that reveals second, it is permitted for those nations to change their card selections based after hearing the enemy's choices.

- Once a NS Card is activated, return the spent NS Tokens to the respective nation's reserve.

- It is not required to spend NS Tokens. Nations may save them for future NS Phases.

- NS Cards that were drawn but not activated remain "in the hand" of the nation and may be played in a future NS Phase.

- Once both sides have revealed their activated NS Cards, the NS Phase is over.

- If a conflict between the NS Cards and core rules arises, the NS cards are followed.

Tripoli

Tripoli

5 🇮🇹

🟢 16 ⚓ 12 〽️ 10

Tripoli has resupply values of 16 Land 🟢, 12 Sea ⚓ and 10 Air 〽️. These represent the maximum amount of resupply that may be spent at the Objective for that unit type during a single Resupply Phase.

Shipping Lanes

- There are 5 shipping lanes on the board. Each shipping lane connects certain Objectives.

- By controlling shipping lane sea spaces, nations can protect the resupply values of friendly -controlled Objectives and reduce the resupply values of enemy -controlled ones.

- Only Submarines, Destroyers, Cruisers, Aircraft Carriers and Battleships are capable of controlling shipping lane sea spaces. These units are indicated by an orange flag on the Nation Player Aid.

A	Gibraltar
	Algiers
B	Rome
	Palermo
	Ajaccio
	Bizerte
	Tunis
C	Taranto
	Naples
	Malta
	Tripoli
D	Thessaloniki
	Athens
	Benghazi
	Tobruk
E	Alexandria
	Malta

Executing the Resupply Phase

- First, check for control of shipping lane sea spaces and apply resupply impacts. For each shipping lane:

  » Count the number of shipping lane sea spaces controlled by the Allies and by the Axis. If a sea space is contested (both sides have control-capable Sea Units there), neither side is given control.

  » Calculate the net difference. For example, if the Axis control 3 sea spaces in the shipping lane and the Allies just 1 space, the net difference is +2 for the Axis.

  » The winning side applies the net difference to reduce the maximum resupply values of one enemy-controlled Objective connected to the shipping lane. This reduction applies to all unit types — Land 🟢, Sea ⚓, and Air 〽️ — for the current Resupply Phase.

  » If neither side controls sea spaces in the shipping lane, or if the net difference is 0, there are no impacts on resupply value.

- Next, nations purchase and place new units.

  » In Stages 1, 3, 5, the Allies resupply first, followed by the Axis. In Stages 2, 4, 6 the Axis resupply first followed by the Allies. OPTIONAL RULE: Players may agree to resupply and place new units on the board simultaneously to accelerate game flow.

  » Each nation chooses one resupply location for Land 🟢, Sea ⚓ and Air 〽️ from across all the Objectives controlled by that nation. It is not required for these resupply locations to be in the same Objective. For example, if Germany controls Naples, Rome, and Palermo, it may choose to use its Land resupply at Naples, Sea at Rome and Air at Palermo.

  » Purchase new units up to the maximum resupply value for that unit type as shown on the Objective. Any resupply value that is unused is lost for that phase. It does not carry over.

  » Place new Land and Air Units directly on the Objective land space. New Sea Units can be placed in any sea space adjacent to the Objective space (corner connections do not count).

Submarine	
Destroyer	
Cruiser	
Aircraft Carrier	
Battleship	
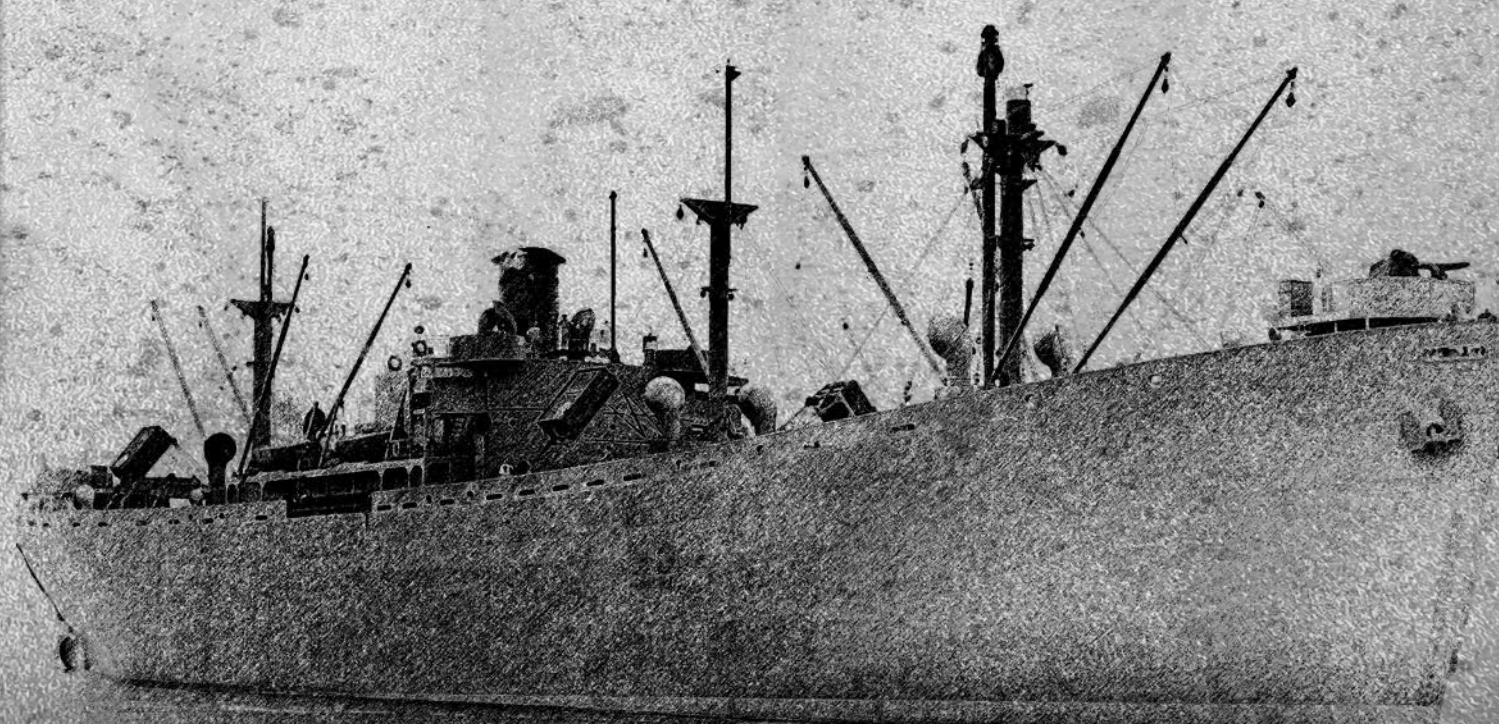
These Sea Units are capable of controlling shipping lane sea spaces. These units are indicated by an orange flag on the Nation Player Aid.

Sea spaces in shipping lanes are the darker blue and blue-green spaces.

Striped sea spaces are in more than one shipping lane. Control these to impact the resupply values of an Objective that is connected to both lanes.

INDEX

SONG FOR WAR

MEDITERRANEAN THEATER

Ver. 0.91 (Draft)

Note: As a draft version, game rules, components, and imagery are subject to change.

INVICTA REX
GAMES