SONG FOR WAR

MEDITERRANEAN THEATER

Rules of Engagement

INVICTA REX
GAMES

GETTING STARTED

Let's Make History!

Song for War: Mediterranean Theater (SFW) is a tabletop strategy game for 2-4 players set in World War II. Representing the Allied nations of Great Britain and the United States vs. the Axis nations of Germany and Italy, players must work together to set strategy, move units, and deploy their combined forces across southern Europe, the Mediterranean Sea, and the coast of North Africa. SFW is an open-ended sandbox of decisions, trade-offs, and teamwork. Multiple scenarios allow players to rewrite the pages of World War II history and win the day!

Operations Scenarios

North Africa

Aiming to break the back-and-forth deadlock across North Africa, in 1941 Adolf Hitler sends rising star Field Marshal Erwin Rommel to mobilize battle-tested German and Italian forces against the British advance nearing Tripoli. But supply lines are fragile, and control of all of North Africa is at stake. Who will win out?

Play time:
• Open-ended: 2-3.5 hours
• Tournament rules: 2 hours, 50 minutes

Players:
• 2-4

Great Britain XXX Corps

Great Britain XIII Corps

vs.

Germany

Italy

Italy

Following the successful capture of Sicily, the US and Great Britain launch a full invasion of Italy in an attempt to open up a front in southern Europe. Entrenched German forces lie in hiding on the Italian mainland, but where? And where will the hidden Allied fleets choose to land their amphibious assaults?

Play time:
• Open-ended: 3-4 hours
• Tournament rules: 3 hours

Players:
• 2-4

United States

Great Britain

vs.

Germany 14th Army

Germany 10th Army

How to Win

Allied and Axis nations vie for control of Objectives and Airfields to capture Victory Points (VP) for their respective side. Each side can win an automatic victory by capturing a target number of VP, or win a standard victory based on specified victory conditions in the final Stage of the game. See Victory Phase rules for details.

Components

NATION PLAYER AIDS (4)

STANDARD UNITS (360)

HIDDEN FLEET DIALS (4)

RESERVE BOX TOKENS (8)

12-SIDED BATTLE DICE (12)

FORTIFICATION TOKENS (8)

MINE/DEFENSIVE LINE TOKENS (24)

BLOWN BRIDGE TOKENS (12)

BATTLE DECLARATION MARKERS (12)

STAGE TRACKER (1)

VICTORY POINT TRACKER (1)

Setup

1. Distribute the Player Aid and Unit Tray to each nation. For the North Africa scenario, Germany (red) and Italy (yellow) are matched up against Great Britain XXX Corps (blue) and Great Britain XIII Corps (green). For the Italy scenario, Germany 14th Army (red) and Germany 10th Army (yellow) battle Great Britain (blue) and the US (green).

2. Place the Stage Tracker on Stage 1. Place the Battle Dice and Battle Declaration Markers near the board.

3. Place the Victory Point (VP) Tracker on the board. For the North Africa scenario, the Allies begin with 29 VP and the Axis with 11 VP. For Italy, the Allies begin with 12 VP and the Axis with 31.

4. Based on the scenario being played, place each nation's starting Standard Units in the land and sea spaces as shown on each Player Aid. For nations that begin the game with a Hidden Fleet (HF), place the starting units in each nation's HF Box.

5. Choose the starting sea spaces for the Hidden Fleets as shown on the Player Aid. For the North Africa scenario, Germany has a HF to begin the game. For the Italy scenario, the US and Great Britain begin with a HF. Teammate nations may confer when deciding which sea space(s) to place the HFs in. Record the sea space location on the nation's HF Dial and place it face down next to the nation's HF box on the board.

6. For the Italy scenario, both German players begin the game with hidden units. First, place the Reserve Box Tokens number side up into their corresponding numbered spaces on the board (3 red tokens for the Germany 14th Army player, and 5 yellow tokens for the 10th Army player). The German players then secretly assign the units shown on their Player Aids to the spaces. They may confer when deciding. Units can be assigned in any number of their nation's available spaces – in one, several, or spread across all.

   ▪ After units are assigned, place them in the red and yellow Reserve Boxes in the top right corner of the board. Flip the Reserve Box Tokens over number-face down and place them in the Reserve Boxes next to the hidden units. Remove any unused tokens (the spaces not selected for hidden units).

   ▪ Either German player may reveal its hidden units at any time during the Tactical Phase. When revealing, all of the units in that box/space must be revealed. Flip the Reserve Box Token over to reveal the location, then move the units from the Reserve Box to the corresponding space on the board. The units may move and take part in battles as normal, based on where the game is in the Tactical Phase.

Theater Scenarios

April 1943

Operation Torch is underway. US-led forces are fighting their way into Tunisia while Great Britain charges west across North Africa to wrest control from Germany and Italy. A hidden Allied fleet is ready to pounce, but where will it land its assault? Will the Allies use deception to throw the Axis off the scent, and where will the powerful Axis forces decide to counter-punch?

Play time:
• Open-ended: 3-5 hours
• Tournament rules: 3 hours, 40 minutes

Players:
• 2-4

United States

Great Britain

vs.

Germany

Italy

November 1942

Turn back the clock. The Axis nations have a firm grip on the Mediterranean Theater, with Great Britain and the US maintaining a fragile hold on the island of Malta and the objectives of Gibraltar, Alexandria, and Algiers. But the Allies are on the move, launching a massive hidden fleet under Operation Torch. Will the Allies reclaim the Theater, or will the Axis send them back into the sea?

Play time:
• Open-ended: 4-7 hours
• Tournament rules: 5 hours, 20 minutes

Players:
• 2-4

United States

Great Britain

vs.

Germany

Italy

Components

Note: Includes all components from Mediterranean Operations game scenarios, and adds the following:

115 ADDITIONAL STANDARD UNITS (475 TOTAL)

NATIONAL SUPPORT CARDS (68)

OBJECTIVE & AIRFIELD TILES (22)

12 ADDITIONAL 12-SIDED BATTLE DICE (24 TOTAL)

UNIQUE UNIT TILES (19)

NATIONAL SUPPORT TOKENS (16)

Setup

1. Distribute the Player Aid and Unit Tray to each nation. In both the November 1942 and April 1943 scenarios, the Axis powers of Germany (red) and Italy (yellow) are matched up against the Allies of Great Britain (blue) and the US (green).

2. For the November 1942 scenario, place the Stage Tracker on Stage 1 to start. For April 1943, place it on Stage 3.

3. Place the National Support (NS) Tokens, Battle Dice, and Battle Declaration Markers near the board.

4. Based on the starting scenario, place each nation's starting Standard Units in the land and sea spaces shown on the Player Aid. The brightly colored red, yellow, blue, and green spaces are Objectives. For the April 1943 scenario, the colors align to which nation controls the Objective at game setup. The November 1942 scenario turns back the clock to the start of Operation Torch, therefore several blue and green-colored Objectives across North Africa have not yet fallen to the Allies and remain in Axis control. For nations that begin with a Hidden Fleet (HF), place the starting units in each nation's HF Box near the corners of the game board.

5. Place the Objective and Airfield Tiles controlled by each nation on the Allied and Axis Victory Point (VP) trackers along the sides of the board. To start the April 1943 scenario, the Allies control the 8 Objectives of Gibraltar, Algiers, Bizerte, Malta, Tripoli, Benghazi, Tobruk, and Alexandria, and the 2 Airfields of Bone and Derna for a starting total of 38 VP. The Axis controls 9 Objectives: Tunis, Cagliari, Palermo, Rome, Naples, Taranto, Athens, Thessaloniki, and Crete, as well as the 3 Airfields of Catania, Ajaccio, and Larissa for a starting total of 40 VP. To start the November 1942 scenario, the Allies control 4 Objectives at Gibraltar, Algiers, Malta, and Alexandria and no Airfields for a starting total of 26 VP. The Axis controls the 13 remaining Objectives and all 5 Airfields for a starting total of 52 VP.

6. For the April 1943 scenario, remove the Rommel Arrives (Germany) and Subversive Warfare (Great Britain) NS Cards from each nation's NS Deck. These cards are used only when playing the November 1942 scenario.

7. Shuffle the NS Deck for each nation and place it face down.

8. Choose the starting sea space locations for the HFs as shown on the Player Aid. In the April 1943 scenario, the US and Germany start with a HF. In November 1942, only the US starts with one. Teammates may confer when deciding which sea space(s) to place the HF's in. Record the sea space location(s) on the nation's HF Dial and place it face down next to the nation's HF Box on the board.
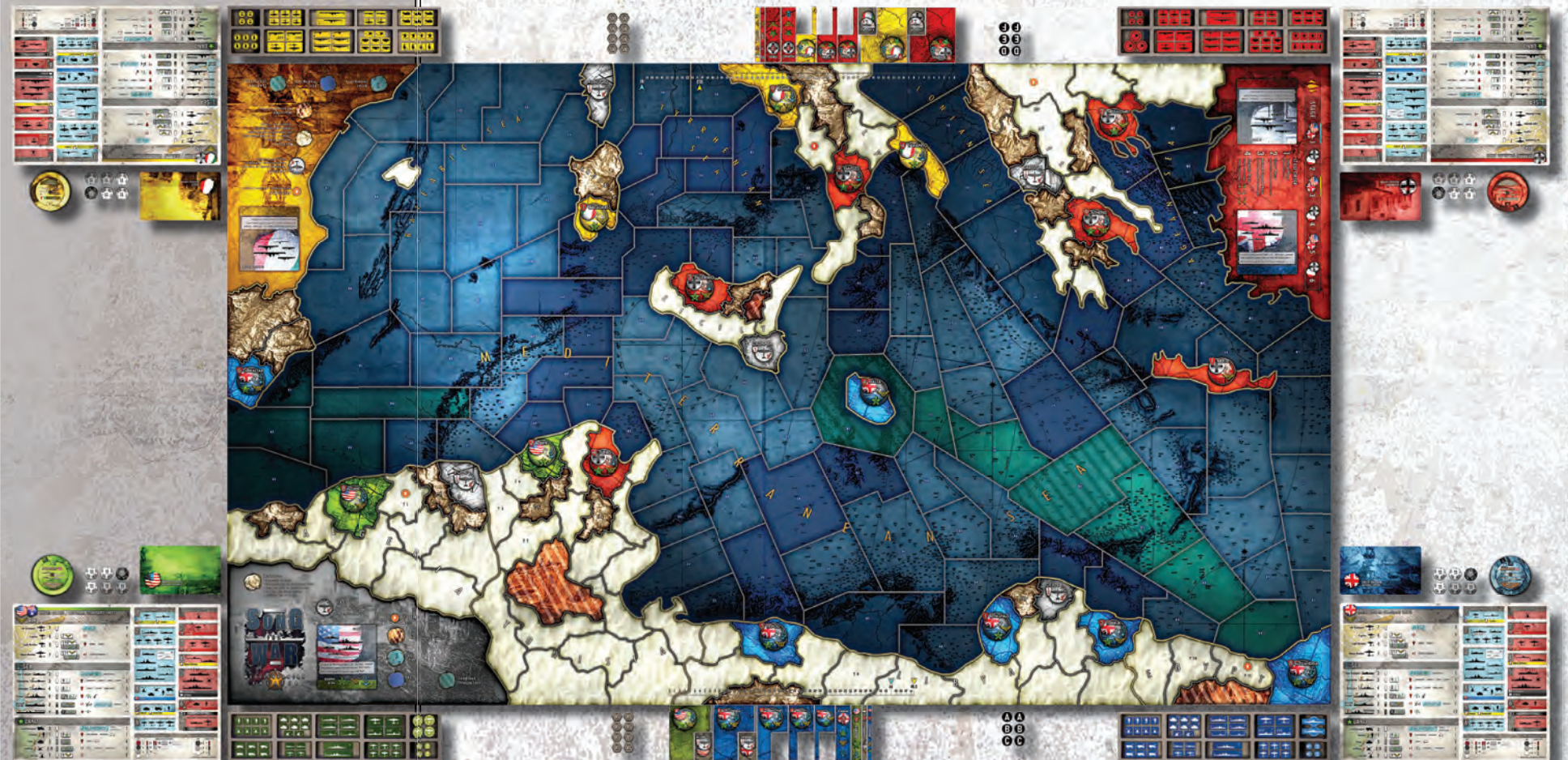
Standard Units

There are 3 types of Standard Units: Air, Sea, and Land. Standard Units are common to all nations and shown on the Player Aid. Each Standard Unit has 5 core attributes: Move, Armor, Firepower, Abilities, and Cost. The number of Standard Units available is limited to the Standard Unit tiles in the Unit Tray.

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

Armor
The minimum level of Firepower an enemy must have to destroy the unit.

Unit Type
Air, Sea, and Land Units common to all nations.

Firepower Box
Icon - Unit types it can engage in battle
Color - Firepower level
Number - Minimum roll needed to hit
🚫 - Receives no attack roll vs. this unit type
🚫 - Receives no defense roll vs. this unit type

Cost
The cost to produce 1 unit during the Resupply Phase.

GREAT BRITAIN STANDARD UNITS

Control Flag
Unit capable of taking control of an Objective or Airfield.

Abilities
Each Standard Unit has special abilities. See Abilities and the back of the Player Aid for more.

Move

The maximum number of land or sea spaces a unit can move on each of its Movement Steps. A Standard Fighter, for example, can move up to 4 spaces on Movement Steps 1, 2, and 6. The space where a unit begins its move does not count toward the limit.

Cost

The cost to produce 1 new Standard Unit of this type during the Resupply Phase.

Firepower

Firepower represents a 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. Units with stronger Firepower can destroy enemies with stronger Armor.

There are several important rules for Firepower:

- **Type:** Not every unit can attack and defend against every other unit. The icons for Air, Sea, and Land in the Firepower Box indicate which type(s) of enemies a unit can fire upon. For example, an Artillery Unit is permitted to attack and defend against enemy Land and Sea Units, but not Air Units. If there are no enemy Sea or Land units involved in the battle and in range, the Artillery receives no attack or defense roll. Or, for example, an Anti-Air Unit receives an attack or defense roll against enemy Air Units, but nothing else. This makes the use of combined forces in the game important.

- **Color:** The color (White, Gray, or Black) represents the highest level of Armor the unit can destroy on a successful attack or defense roll. For example, a Submarine has White Firepower and is permitted to attack and defend against enemy Sea Units. When a Submarine rolls a successful hit, an enemy must remove a Sea Unit with White Armor as a casualty if one is involved in the battle.

- **Number:** Hits and misses are determined by the Firepower Number, which is the minimum number needed for a unit to score a successful hit when attacking or defending. For example, a Destroyer has a White Firepower, rolls a White Battle Die, and needs an 8 or higher to hit and destroy an enemy Sea Unit with White Armor.

- **One Attack, One Defense:** A unit can attack once and defend once in each Movement Step, thus taking part in up to 2 battles during each Movement Step. It is not required for a unit to be in an activated battle space (a space with a Battle Declaration Marker placed in it) for this rule to apply. When a unit provides Supporting Fire to a nearby battle, it also counts toward the unit's one attack, one defense limit. The only exceptions are bonus attack or defense rolls for 1) the built-in Anti-Air ability of Cruisers and Aircraft Carriers; 2) Push Through; 3) Landing Defense; and 4) Unit Upgrades or Unique Units activated by NS Cards.

- **Dice:** Attack and defense rolls are made using colored Battle Dice, which correspond to the Firepower colors of White, Gray, and Black.

- **Multiple rolls:** Standard Cruisers and Battleships roll two dice when attacking or defending, thus firing twice as part of a single attack or defense. For example, a Battleship rolls one Black Battle Die @8 or higher to hit, and one Gray Battle Die @6 or higher to hit.

Armor

Armor color (White, Gray, or Black) represents the minimum level of Firepower an enemy must have to destroy the unit. It is in effect whether the unit is engaged in battle as an attacker or defender. Units that have stronger Armor require hits by enemies with stronger Firepower, and are therefore more difficult to destroy. For example, an Air Transport has White Armor. To destroy it requires a successful hit roll by an enemy with at least a White Firepower and permitted to attack and defend against Air Units, such as a Fighter or Anti-Air Unit. Or, for example, Cruisers have Gray Armor. To destroy one requires a successful hit roll by an enemy with at least a Gray Firepower and permitted to attack and defend against Sea Units, such as Light and Heavy Bombers, Artillery, and other heavier Sea Units.
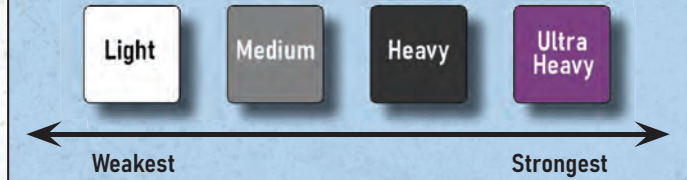
Armor and Firepower Levels

| Light | Medium | Heavy | Ultra Heavy |

Weakest ← → Strongest

There are 3 levels of Armor and Firepower: White (light), Gray (medium), and Black (heavy). By playing NS Cards, the Armor and Firepower of Standard Units can be upgraded and powerful Unique Units introduced with Purple (super-heavy) Armor.

Firepower Rules for Bombers

Light Bomber — LB   4

Heavy Bomber — HB   7

The 🚫 icon indicates that the unit is not permitted to attack the unit type shown in the Firepower Box. When on the attacking side, Light and Heavy Bombers cannot attack enemy Air Units. They can only attack Land and Sea Units involved in the battle.

When on the defending side, Bombers receive a weak defense roll against enemy Air Units. However, when facing multiple unit types in battle, a Light Bomber must choose whether it will roll to defend against an enemy Air (White Firepower @10 or higher to hit), or against Land or Sea Units (Gray Firepower @8 or higher to hit). A Light Bomber receives one roll, and cannot defend against both.

The 🚫 icon indicates that the unit is not permitted to defend against the unit type shown in the Firepower Box. When on the defending side, Heavy Bombers cannot defend against enemy Land or Sea Units. They can only defend against enemy Air Units, with a weak White Firepower @11 or higher to hit. As inherently offensive units, Heavy Bombers are susceptible to enemies that attack from the air, land or sea when left unaccompanied by friendly Fighters as escorts.

Abilities

Bonus Anti-Air roll(s): Unit receives one roll for each icon shown. Bonus applies whether the unit is attacking or defending. Firepower and Range are the same as a Standard Anti-Air Unit. Roll on Battle Step 1. Bonus rolls do not count toward the unit's one attack and one defense limit during each Movement Step.

Control-capable: Land Units capable of taking control of an Objective or Airfield. Sea Units able to claim shipping lane sea zones during the Resupply Phase.

+1 Extra shot: For each 12 rolled in battle, the unit receives one bonus attack or defense roll. This can happen successively until a normal hit or miss occurs.

Level up: For each 12 rolled in battle, the Firepower of the hit raises one level. This allows a unit with a weaker Firepower to hit an enemy with superior Armor. For example, when a Cruiser with Gray Firepower rolls a 12, that hit levels up to Black, making it possible to destroy an enemy Battleship with Black Armor.

Precise hit: For each 12 rolled in battle, the nation that rolled the 12 selects the enemy casualty. For example, a Fighter that rolls a 12 facing a Light Bomber and Heavy Bomber chooses which bomber the enemy must take as a casualty.

Range: The maximum number of spaces from which the unit can declare battles, attack, and defend. The land or sea space in which the unit is located does not count toward the range limit. For example, a unit with a range of 1 can declare, attack, and defend against enemies located in adjacent spaces. When declaring a battle from range, paired Battle Declaration Markers are used (A-to-A). Place the first marker in the space where the attack is coming from and the second in the space where the attack is going to (where the enemy is located). Both spaces are active for battle. See Declaring Battles in How to Play: Specifics for more.

Retreat: Can only be performed when defending. Between Battle Steps 5 and 6, the unit retreats by moving to an adjacent land space. The destination space must be empty of units or contain only friendly units. All terrain rules apply. The battle continues as normal for the remaining units engaged.

Ambush: When a Submarine does not move on its Movement Step, its Firepower raises to Gray for the remainder of that step (only).

Coverage: An Aircraft Carrier's Armor raises to Black when at least one of the nation's Fighters is located in the same sea space as the Aircraft Carrier This is indicated by the unit's split Gray/Black Armor.

Deployed: Unit can move up to 2 spaces or engage in a battle but cannot do both, indicated by the Artillery's Move of 2/0.

Engineer: On Movement Step 4, an Infantry can do one of the following actions: blow one bridge, place one Defensive Line (DL), or place one Mine. See Blowing Bridges, DLs, and Mines in How to Play: Specifics for more.

Escort: Up to 2 Sea Transports of the same nation can move up to 4 spaces with the Destroyer. Transports must begin and end their move in the same sea spaces as the Destroyer escorting them.

Heavy: Tanks cannot enter mountain spaces.

High Ground: The Firepower of an Infantry raises to Gray when defending from a mountain space.

Land Bridge: A Sea Transport can connect two land spaces that are separated by a single sea space. During their Movement Step, Land Units can use the land bridge to move over the sea space. See Performing a Land Bridge in How to Play: Specifics for more.

Long Range: The range of an Artillery increases to 2 whenever it is attacking or defending from a mountain space.

Mine Layer: On Movement Step 2, a Destroyer can place up to 2 Mines in one sea space. Mines can be placed before or after the Destroyer moves, but always before any battles are resolved. See Mines in How to Play: Specifics for more.

Mobile: Transported units are considered unloaded as soon as battle begins. If a Land Transport carrying units is taken as a casualty, units aboard are not destroyed. They are considered immediately unloaded and placed in the same space as the now destroyed Transport. They can take part in battle as normal.

Search: Can only be performed when attacking. On its Movement Step, the unit can search the sea space where it is located to reveal an enemy's HF. The unit can search before or after it moves, but always before any battles are resolved. See HF's in How to Play: Specifics for more.

Sonar: Unit can attack and defend against Submerged Submarines.

Strategic Bombing: Can only be performed when attacking. Heavy Bombers can target the resupply value of enemy-controlled Objectives rather than units. Must be declared before rolling. Can use some or all of its attack rolls. For each hit the Objective loses 1 resupply value for each Unit Type, i.e., a -1 to Land, Sea, and Air resupply values. Applies to the upcoming Resupply Phase only.

Submerged: Submarines can only be hit by units with Sonar ability. Enemies without Sonar cannot roll for attack or defense against Submarines.

Supply Hub [Mobile]: Applies to the North Africa scenario. A Land Transport Unit tile can be flipped over to act as a Mobile Supply Hub and provide a key link in a Supply Line chain that connects back to a Major Objective/Supply Hub. See Supply Lines in How to Play: Specifics for more.

Transport: Can transport units as shown on the Player Aid. For example, a Sea Transport can transport up to 4 Land Units of any combination. Land Transports must be empty of units in order to be carried aboard Sea Transports.

Unique Units

Unique Units are specialized to each nation in the Mediterranean Theater scenarios. Nations introduce them during the NS Phase by playing NS Cards. Unique Units are produced and placed on the board during the Resupply Phase. The number of Unique Units available is limited to the number of Unique Unit tiles in the nation's Unit Tray. Refer to the Unique Unit's NS Card for its attributes and abilities. If not stated on the card, Unique Units function the same as Standard Units.

Stages

Song for War is played in Stages. Each scenario has its own number of Stages as shown by the Stage Tracker on each board: Mediterranean Theater November 1942 (up to 6 Stages), Mediterranean Theater April 1943 (up to 4 Stages), North Africa (up to 5 Stages), and Italy (up to 4 Stages).

November 1942 game starts on Stage 1.

April 1943 game starts on Stage 3.

Order of Play

Nation flags on the Stage Trackers on the board indicate which side goes first throughout the Stage and all of its Phases, followed by the opposing side.

In the November 1942 and April 1943 Theater scenarios, the Allied nations of Great Britain and the US go first in Stages 1, 3, and 5 and all of its Phases, followed by the Axis nations of Germany and Italy, who go second. In Stages 2, 4, and 6, the order is reversed – the Axis nations go first and the Allies go second. The North Africa scenario (total of 5 Stages) and Italy scenario (total of 4 Stages) use a similar mechanic, shown here.

Phases

Each Stage has up to 4 Phases depending on which starting scenario is played.

Operations Scenarios: North Africa and Italy

1 Tactical

Nations on both sides move units, declare battles, then resolve the battles. Control of Objectives and Airfields is maintained, won, or lost. *There is a Tactical Phase in every Stage.*

2 Victory

Confirm which nation controls each Objective and Airfield, and tally the VP for the Allied and Axis sides. *In the North Africa scenario, the Victory Phase is skipped until Stage 3.*

2a: North Africa

» Stages 3–4: If either side meets the conditions for an automatic victory, the game is over. If not, go to Phase 3.

» Stage 5: One side is declared the winner by meeting the conditions for either automatic or standard victory. The game is over.

2a: Italy

» Stages 1–3: If either side meets the conditions for an automatic victory, the game is over. If not, go to Phase 3.

» Stage 4: One side is declared the winner by meeting the conditions for either automatic or standard victory. The game is over.

3 Resupply

Nations purchase and place new units on the board based on the Objectives they control. Following Resupply, the Stage is over.

In the North Africa scenario there is no Resupply Phase in Stage 5 as the game is already over. For the Italy scenario, there is no Resupply Phase in Stage 4.

Theater Scenarios: April 1943 and November 1942

1 Tactical

Nations on both sides move units, declare battles, then resolve the battles. Control of Objectives and Airfields is maintained, won, or lost. *There is a Tactical Phase in every Stage.*

2 Victory

Confirm which nation controls each Objective and Airfield, and tally the VP for the Allied and Axis sides.

2a: April 1943

» Stages 3–5: If either side meets the conditions for an automatic victory, the game is over. If not, go to Phase 3.

» Stage 6: One side is declared the winner by meeting the conditions for either automatic or standard victory. The game is over.

2a: November 1942

» Stages 1–5: If either side meets the conditions for an automatic victory, the game is over. If not, go to Phase 3.

» Stage 6: One side is declared the winner by meeting the conditions for either automatic or standard victory. The game is over.

3 National Support

Nations spend NS Tokens to activate NS Cards and gain advantages on the battlefield, upgrade Standard Units, introduce Unique Units, and trigger historical events. *There is no National Support Phase in Stage 6 as the game is already over.*

4 Resupply

Nations check shipping lanes, then purchase and place new units on the board based on the Objectives they control. After Resupply, the Stage is over.

There is no Resupply Phase in Stage 6 as the game is already over.

Tactical Phase

Nations on each side move units, declare battles, then resolve the battles. Control of Objectives and Airfields is maintained, won, or lost. Regardless of which starting scenario is played, there is a Tactical Phase in every Stage.

Movement Steps

The Tactical Phase is conducted using 6 Movement Steps. Lighter, faster units have more opportunities to move and engage the enemy than the heavier, slower units with more Firepower. On Movement Steps 1–5, both the Allied and Axis sides have an opportunity to attack (move units, declare battles, and resolve the battles). The side that is actively moving, declaring, and resolving is the attacker while the other side defends. Movement Step 6 is strictly for Air Units to return and no battles take place. When all 6 Movement Steps are complete, the Tactical Phase is over. See Moving Units, Declaring and Resolving Battles in How to Play: Specifics for more.

In each Tactical Phase, go through Movement Steps 1–6 in order.

Active Standard Units. In Movement Step 1, only Fighters and Submarines can move and declare battles.

Fighters are active again along with Destroyers, Air Transports, Sea Transports, Light Bombers, and Heavy Bombers.

Hidden Fleets (HF) move, declare battles, and resolve along with all other Sea Units.

Upgraded Standard Unit, activated by nations playing NS cards.

Land Units are active on Movement Steps 4 and 5, allowing for blitzkrieg actions.

» Air Units must return to an Objective or an Airfield controlled by the same nation or a teammate nation. Fighters and Light Bombers (only) also can return to an Aircraft Carrier of the same nation that has capacity.

» No battles may be declared.

» No units can be loaded on to or unloaded off of Transports.

» Push Through does not apply.

» Air Units unable to return are removed as casualties as are transported units aboard.

After Movement Step 6 the Tactical Phase is over.

Movement Step example: North Africa

On Stage 1, Movement Step 1, the Axis are up first to attack. Germany and Italy:

» Move Fighters and Submarines, the only active units in Movement Step 1.

» Declare battles with Fighters and Submarines by placing Battle Declaration Markers.

» Resolve all declared battles in the order chosen by the Axis, while the Allies defend.

The Allies are second to act and attack next. Great Britain XXX Corps and XIII Corps players:

» Move Fighters and Submarines, the only active units in Movement Step 1.

» Declare battles with Fighters and Submarines by placing Battle Declaration Markers.

» Resolve all declared battles in the order chosen by the Allies, while the Axis defends.

Once both sides have moved their units, declared battles, and resolved, Movement Step 1 is over. Go to Movement Step 2 and repeat the order for units active in that step.

Victory Phase

Confirm which nation controls each Objective and Airfield, tally the VP for the Allied and Axis sides, and check for victory. Regardless of which scenario is played, there is a Victory Phase in every Stage.

Objectives, Airfields, and Control

Objectives are the brightly colored red, yellow, blue, and green land spaces on the board, such as Naples or Tripoli. Airfields are the dark gray spaces, such as Derna or Bir Hakeim. At the start of the game, one nation has control of each Objective and Airfield and places starting units there during setup.

By controlling an Objective or Airfield, a nation gains several benefits:

- VP for the Objective or Airfield are awarded to that nation's side during the Victory Phase.
- The nation or its teammate can return any Air Units to the Objective or Airfield on Movement Step 6 of the Tactical Phase.
- The nation (but not its teammate) can place new units on the Objective as part of the Resupply Phase. Airfields have no resupply value.
- Each Airfield has a built in Anti-Air ability ✈ that provides one Anti-Air defense roll in battle (on Battle Step 1). This is a bonus only. It is not a unit and cannot move, declare battles, or be taken as a casualty.

Objectives and Airfields are the only spaces on the board that are always under the control of one nation or another. While it is possible for control to change hands several times during a single Tactical Phase, one nation must have control of an Objective and Airfield at all times.

Tobruk Objective: North Africa Scenario

4 VP awarded to the side that controls it

Controlled by the US at the start of the scenario

Major Supply Hub for connecting supply lines

Resupply values for Air, Sea, and Land

Contested vs. Controlled

A land or sea space is contested whenever it has both Allied and Axis units located in it. It is not required for any of the units to be control-capable for a space to be contested.

Objectives and Airfields are the only spaces on the board subject to control. They are always in the control of one nation or another. An Objective or Airfield can be contested without a nation losing control of it. An enemy must take control forcibly using control-capable Land Units.

Maintaining Control and Taking It Away

It is not required to keep units on an Objective or Airfield to maintain control. The space can be empty.

A nation may not willingly give control to another nation, including a teammate nation.

Control is maintained until forcibly taken away by an enemy. To take control of an Objective or Airfield away from a nation, an enemy must:

- Destroy or displace all of the controlling nation's control-capable Land Units. For example, if Italy controls Tripoli, and at the end of the Tactical Phase just one Italian Infantry remains there along with 10 US Tanks, Italy is still in control.
- Have at least one, unopposed, control-capable Land Unit present. These units are indicated by the 🚩 symbol on the Player Aid (Infantry and Artillery aboard Land Transports are still control capable). Using the example above, if the Italian Infantry in Tripoli is destroyed and only US Tanks remain there, the US takes control. If, however, the only remaining unit is a US Anti-Air, Tripoli is contested but Italy maintains control since Anti-Air is not a control-capable unit.

If, after a battle displacing a nation from an Objective, teammate nations have unopposed, control-capable Land Units in an Objective or Airfield, the nation with the most control-capable units is given control. If teammate nations have the same number of control capable units, they confer to decide which nation will take control and notify the opposing side.

In the Mediterranean Theater scenarios: When control is taken away, nations exchange the associated Objective or Airfield tile immediately during the Tactical Phase and place it on the Axis or Allied victory tracker along the side of the board. In the North Africa and Italy Operations scenarios, nation control markers can be placed in the Objective or Airfield on the board.

Tallying VP and Winning the Game

After confirming control and tallying VPs for each side, check for victory using the following conditions for each scenario.

	Operations Scenarios		Theater Scenarios	
	North Africa Allies **28** / Axis **28**	**Italy** Allies **30** / Axis **N/A**	**April 1943** Allies **48.5** / Axis **50.5**	**November 1942** Allies **44** / Axis **62**
Automatic Victory	Stages 3–5: If the Allies have 28 VP at the end of Phase 2: Victory, they win. If the Axis has 28 VP, they win.	Stages 1–4: If the Allies have 30 VP at the end of Phase 2: Victory, they win.	Stages 3–6: If the Allies have 48.5 VP at the end of Phase 2: Victory, they win. If the Axis has 50.5 VP, they win.	Stages 1–6: If the Allies have 44 VP at the end of Phase 2: Victory, they win. If the Axis has 62 VP, they win.
Standard Victory	Stage 5: The side that has the most VP at the end of Phase 2: Victory wins. If VP are tied, the side that controls Tobruk wins.	Stage 4: If the Allies do not have 30 VP at the end of Phase 2: Victory, the Axis wins.	Stage 6: If the Allies do not have 48.5 VP at the end of Phase 2: Victory, the Axis wins.	Stage 6: If the Allies do not have 44 VP at the end of Phase 2: Victory, the Axis wins.

National Support Phase (Mediterranean Theater scenarios only)

Nations spend NS tokens to activate NS Cards and gain advantages on the battlefield, upgrade Standard Units, introduce Unique Units, and trigger historical events.

Types of NS Cards

There are 4 types of NS cards:

- **Strategy:** Provides tactical or economic benefits.
- **Unit Upgrade:** Boosts one type of Standard Unit, such as Infantry. Once activated, all the units of that type currently on the board and all future units produced during the Resupply Phase are upgraded. A unit type can only be upgraded once. Upgraded unit abilities are detailed on the NS Cards. Otherwise, they function the same as Standard Units.
- **Unique Unit:** Allows nations to build powerful units during the Resupply Phase for the rest of the game. Unique Unit abilities are detailed on the NS Cards. Otherwise, they function the same as Standard Units.
- **Event:** Recreates historical events to provide a boost or hamper an enemy.

Activating NS Cards

In each NS Phase:

- Give each nation 2 NS Tokens.

- Each nation then draws the top two NS Cards from its NS Deck. Refer to each card for its benefits and the NS Token cost to activate it.

- Each nation may spend its NS Tokens to activate cards. Allied and Axis Teammates may confer on which NS Cards to activate for their respective nations.

- The side that is first to act for the stage announces which NS Cards it will activate, followed by the opposing side.

- Return spent NS Tokens to the respective nation's reserve.

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

During the NS Phase:

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

- Allied or Axis nations cannot combine NS Decks or share NS Tokens.

- NS Cards with the 🔑 symbol are discarded immediately after being activated.

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

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

Resupply Phase

Nations purchase and place new units on the board based on the Objectives they control.

Resupply Values of Objectives

Objectives have resupply values for 🛩 Air, ⚓ Sea, and ⭐ Land. The values represent how much the controlling nation can spend when purchasing units during the Resupply Phase. Resupply values can be impacted in the following ways, which can stack:

- Control-capable Sea Units in Shipping Lane sea spaces (November 1942 and April 1943 Theater scenarios only). See Shipping Lanes in How to Play: Specifics for more.

- When an Objective is contested at the start of the Resupply Phase, resupply values are halved (rounding down) for Air, Sea, and Land.

- When all sea spaces adjacent to an Objective are contested a blockade is formed (spaces connected to the Objective only at the corners do not count). The resupply value for Sea is halved (rounding down).

- The Strategic Bombing ability of Heavy Bombers.

- Playing NS Cards.

Purchasing and Placing New Units

In each Resupply Phase:

- Adjust the resupply values of Objectives based on the impacts of any effects above.

- Each nation selects one Air, one Sea, an one Land resupply from across the Objectives it controls. A nation can spend its Air, Sea, and Land resupply at just one Objective or spread across 2-3 Objectives. For example, if the US controls Messina, Naples, and Taranto, it can choose to resupply Air at Naples, Sea at Taranto, and Land at Messina, or any combination of the three.

- Each nation then purchases new units up to the adjusted resupply value of the Objective for that Unit Type. Refer to the Player Aid or NS Cards for the resupply cost of individual units. Any unused resupply value is lost.

- New Land and Air Units are placed directly on the Objective space. New Sea Units can be placed in any sea space adjacent to the Objective (spaces connected to the Objective only at the corners do not count). When a nation other than the US (see below) places new Sea Units into a HF, the HF is revealed immediately.

- In the November 1942 and April 1943 scenarios only, the US has the option of using one or all of its Air, Sea, and Land resupply for its HF. See the US HF Box for the values. There must be no enemy units within one space of the HF, and all HF rules apply. New units are placed directly into the HF Box.

Messina Resupply Value: Italy Scenario

Sea Resupply Value. Spend up to 7 on any combination of new Sea Units.

Air Resupply Value. Spend up to 9 on any combination of new Air Units.

Land Resupply Value. Spend up to 10 on any combination of new Land Units.

Moving Units

The basic rules for moving units include:

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

- Each unit's move is indicated on the Player Aid. Some NS Cards impact movement.

- A unit's move is the maximum number of spaces it can move on each of its Movement Steps.

- The space where a unit begins its move does not count toward its movement limit.

- Units are not permitted to make "diagonal" moves that "jump" over the corners of spaces.

- Air Units are considered always in the air. 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.

- Units are not required to move.

Terrain

Additional movement rules for terrain include:

- Land Units move over land spaces. Land Units cannot enter impassable spaces. Sea Units move over sea spaces. Air Units move over any spaces on the board.

- When a Land Unit enters a mountain space, it must end its move for the Movement Step. When a Land Unit moves out of a mountain space, it can move as normal.

- Land Units can move over road spaces and desert spaces as normal as long as the units are "in supply." See Supply Lines in How to Play: Specifics for more.

- Movement over a bridge can be impacted by the forces on either side of it, and whether the bridge is blown. See Bridges in How to Play: Specifics for more.

All scenarios				

All scenarios
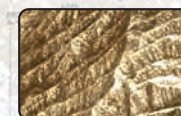
| Land space | Mountain space | Sea space | Impassable space |

Mediterranean Theater scenarios only

| Axis shipping lane sea space | Allied shipping lane sea space | Shipping lane sea space in two lanes |

Italy scenario only

Bridge space

North Africa scenario only

Road space   Desert space

Transporting Units

Loading and Moving

» A nation can only transport (load, move, and unload) its own units.

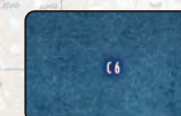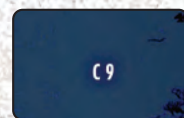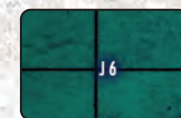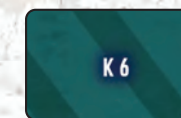» Refer to the Player Aid for the type and number of units a transport can carry. For example, a Land Transport can carry up to 3 Infantry Units and either 1 Anti-Air or Artillery Unit.

» Units are loaded on the Movement Step of the Transport, and can only be loaded before the Transport moves. Stack units beneath the Transport Unit tile to indicate they are aboard.

» Units aboard Transports do not move on their Movement Step. They move with the Transport until unloaded. It is permitted to load units, move the Transport, then unload the units on the same Movement Step. For example, four Tank Units can be loaded, transported, and unloaded by a Sea Transport on Movement Step 2.

» A Land Transport with units aboard cannot be loaded on to a Sea Transport. The Land Transport must be empty.

» On Movement Step 6, units cannot be loaded on to Air Transports. If an Air Transport is not able to return safely, units aboard are also taken as casualties.

Unloading

» Units unload on the Movement Step of the Transport. To unload, remove the transported units from below the Transport Unit tile and place them in the destination land space. Air and Land Transports unload units in the same space where the transport is located. Sea Transports unload from the Sea Space where the transport is located to an adjacent land space.

» Units cannot unload while the Transport is moving, i.e., mid-move. As soon as units are unloaded, the Transport's move is ended for that Movement Step.

» Air and Sea Transports cannot unload units to mountain spaces. Only Land Transports can.

» On Movement Step 6, units aboard Transports at the start of the Movement Step cannot be unloaded.

» It is not required to unload units. Keep the unit tiles stacked below the transport to indicate they are still aboard.

Transports in Battle

» Standard Transports have no Firepower and receive no attack or defense rolls. They can however be removed as casualties.

» Empty Transports cannot enter spaces that are contested or contain only enemy units, and cannot declare a battle. To enter these spaces and declare a battle, Transports must have units aboard.

» Units aboard Air and Sea Transports cannot take part in battle. When an Air or Sea Transport is destroyed while carrying units, all of the units aboard are also destroyed.

» When a Land Transport is involved in battle, the units are considered unloaded and take part in the battle as normal, using the Land Transports MOBILE ability.

Transporting units example (on the Transport's Movement Step it is permitted to):
1 Load the units
2 Move the Transport
3 Unload the units

Air Drops and Amphibious Assaults

» When an Air Transport unloads units to a space that is contested, a Battle Declaration Marker must be placed to indicate the space is activated for battle. The units unload immediately and take part in the battle as normal. When an Air Transport attempts to unload units to a land space that contains only enemies, a Battle Declaration Marker must be placed to indicate the space is activated for battle. However, the units must wait until Battle Step 7B to unload and Landing Defense also applies on 7C. See Resolving Battles in How to Play: Specifics for more on Landing Defense.

» When a Sea Transport unloads units to a space that is contested or contains only enemy units, it is treated like a ranged attack and paired Battle Declaration Markers are used. Place the first marker in the sea space where the transport is located (where the units are being unloaded from), and the second marker in the land space where the units are unloading to, e.g., A-to-A. Both the sea space and the land space are battle activated. When a Sea Transport unloads to a space that is contested, the units unload immediately and take part in the battle as normal. When it attempts to unload to a space that contains only enemies, the units must wait until Battle Step 7B to unload and Landing Defense also applies on 7C. See Resolving Battles in How to Play: Specifics for more on Landing Defense.

Amphibious Assault example:

1. On Movement Step 2, the Axis launches an amphibious assault on Tobruk. Italy loads 2 Tanks on to a Sea Transport, and Germany loads 1 Artillery and 1 Infantry on to one of its Sea Transports.

2. They move simultaneously and declare a battle on Tobruk using paired Battle Declaration Markers (A-to-A): The first is placed where the transports are located (from) and a second in Tobruk where the units are attempting to unload (to). Both sea space E5 and Tobruk are activated for battle. To provide air support, Germany also moves a Light Bomber (also active on Movement Step 2) into Tobruk. Another Battle Declaration Marker is not required since Tobruk has already been activated by the amphibious assault.

3. Proceed through Battle Steps 1-6, removing casualties on each step. Fortunately for the Axis, both of its loaded Sea Transports survived as have all of the units aboard.

4. On Battle Step 7B, both Transports unload. Landing Defense 7C applies because Tobruk contains only enemy Allied units. The Allies still have 1 Tank on Tobruk and 1 Artillery in range. Both receive a bonus Landing Defense roll and both score hits at a Gray Firepower vs. Land Units. Germany elects to remove its Artillery (Gray Armor) and Italy removes a Tank (Gray Armor) as casualties.

5. The surviving Italian Tank and German Infantry have survived Landing Defense and unload successfully. The battle is over and Tobruk is now contested. If the Allies have yet to move, declare and resolve for Movement Step 2, they can choose to declare and keep the battle going, or stand down. Either side may also declare another battle in Tobruk in a future Movement Step.

Push Through

» Units can attempt to move or "Push Through" a land or sea space that contains enemy units. Push Through is required if the space is contested or contains only enemy units. A Push Through attempt must be declared before the units move. It cannot be declared mid-move.

» When attempting to Push Through, a battle is not declared. The Push Through is resolved immediately during movement.

» All enemy units in range receive an immediate bonus defense roll against the units attempting to Push Through. This includes units in nearby spaces that can provide Supporting Fire using their range ability. All Firepower rules still apply. The units attempting to Push Through cannot receive Supporting Fire.

» For each hit, a casualty from the units attempting to Push Through is removed. Units that survive the Push Through rolls complete the move as intended.

» If an Air or Sea Transport carrying units is taken as a casualty during Push Through, the units aboard are also destroyed. If a Land Transport carrying units is taken as a casualty, unload the units aboard in the same space as the destroyed transport (using the Land Transport's Mobile ability). A battle must then be declared by the nation(s) attempting the Push Through.

» A Hidden Fleet is not subject to Push Through as long as it remains hidden. When acting as the defender (the side not actively moving, declaring, and resolving), a nation may reveal its Hidden Fleet immediately to force a surprise Push Through by an enemy attempting to move through its space, thus catching an enemy in a trap.

Performing a land bridge

Sea Transports can act as a land bridge connecting 2 land spaces separated by 1 sea space with the following conditions:

» The Sea Transport must be empty of units.

» The land bridge functions on the Movement Step of the Land Unit(s) moving over the bridge, not the Movement Step of the Transport. For example, a Tank can use the bridge on Movement Steps 4 or 5.

» The sea space where the Sea Transport is located counts toward the move limit of the Land Units moving over it.

» Land Units using the land bridge cannot be loaded on to the Sea Transport or end their move in the sea space.

» A nation can use its Sea Transport to act as a bridge for units of a teammate nation.

Push Through example:

1. Two German Fighters attempt to Push Through a contested space that contains 1 British Anti-Air Unit and 1 Light Bomber, along with 1 friendly German Infantry Unit.

2. Both British units have Firepower to defend against Air Units, so both receive immediate bonus defense rolls for the Push Through, scoring one hit.

3. Germany removes 1 Fighter as a casualty, and its remaining Fighter completes its declared move to Bir Hakeim.

Declaring Battles

» Nations declare battles by placing Battle Declaration Markers in land and sea spaces. When a marker is placed, a space is activated, and a battle must be resolved. Each space can only contain one marker.

» Certain conditions require a battle to be declared, while others give the attacking nations the option to declare a battle. See the following page for a list of these conditions.

» Only the units active in the current Movement Step can move and declare battles.

» A unit cannot declare a battle and then move. Movement comes first. However, it is not required to move to declare a battle. A unit can choose not to move and declare a battle against enemies in range.

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

» When declaring battles from range or in the case of amphibious assaults, paired markers (A-to-A) are used. See Standard Unit Abilities (Range) in How to Play: Basics, and Air Drops and Amphibious Assaults in How to Play: Specifics for more.

» Battles can only be declared against enemy nations and never a teammate nation.

A battle MUST be declared when:

» A unit moves at least one space and ends its move in a space that is contested or contains only enemy units.*

» A unit is unloaded from an Air or Sea Transport to a land space that is contested or contains only enemy units.*

» A Land Transport carrying units is taken as a casualty as part of a Push Through attempt. Units aboard are placed in the land space.*

» Revealing a Hidden Fleet in a sea space that is contested or contains only enemies.*

*Applies even when the unit is not permitted to make an attack roll under its Firepower rules. The acts of moving, revealing, etc. above are enough to trigger the declaration.

Nations have the OPTION to declare a battle when:

» An enemy Hidden Fleet is detected. The nation that detected the fleet has the option to declare a battle.

Resolving Battles

» On Movement Steps 1–5, both sides have the opportunity to move their nation's units, declare battles and resolve the battles.

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

» Each battle is resolved by proceeding through the 7 Battle Steps below. The types of enemies a unit can attack and defense against, the number of rolls it receives, hits and misses, and the types of casualties that must be taken are shown in the unit's Firepower and abilities. See Firepower, Standard Unit Abilities, and NS Cards for Upgraded and Unique Units in How to Play: Basics for more.

Battle Steps

For each battle declared, go through Battle Steps 1–7 in order:

On each Battle Step, Allied and Axis nations roll for their units simultaneously and tally the hits for their side. Each side then removes casualties. Repeat the process on each step: Roll, tally, and remove.
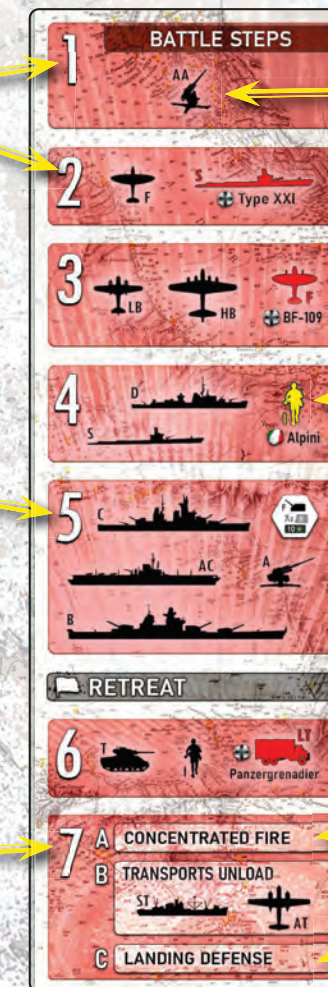
Only the units pictured in the Battle Step roll for attack or defense. On Battle Step 1, only Anti-Air Units roll. If a nation does not have an Anti-Air Unit in the fight, or if there are no enemy Air Units available for the Anti-Air to target (per Firepower rules), no roll is received.

Some upgraded Standard Units and Unique Units roll on a bonus Battle Step. For example, Italy's Alpini Mountain Infantry roll for attack and defense on Battle Step 4 as well as on Battle Step 6 with all other Standard Infantry Units.

Battleships, Aircraft Carriers, Cruisers, and Artillery roll on Battle Step 5. This includes units using range to provide Supporting Fire to nearby battles.

After Battle Step 7 the battle is over. Remove Battle Declaration Markers and return them to the reserve. Units that survive remain in the space which is now contested. A new battle can be declared in a future Movement Step to keep the fight going.

Units concentrating fire must wait until Battle Step 7A to roll.

Units aboard Air and Sea Transports attempting to unload in spaces that contain only enemies are subject to Landing Defense on Step 7C.

After Step 7 the battle is over.

Supporting Fire

» Units with range located outside of battle activated spaces may choose to provide Supporting Fire. This allows units with range to support battles outside of their normal Movement Step. If able to provide Supporting Fire to multiple battles, the nation must declare which nearby battle activated space will be supported before rolling.

» 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.

» When a unit provides Supporting Fire, it counts toward its limit of attacking once and defending once per Movement Step.

» Supporting Fire can be provided when acting as the attacker or defender – including by a teammate nation.

» Units providing Supporting Fire roll for attack or defense on their normal Battle Step(s).

» Multiple units in one space providing support, or a unit that receives two rolls, can split its Supporting Fire between two active battles in range.

» Units that provide Supporting Fire cannot be taken as casualties. Only units in battle activated spaces can be taken.

Supporting Fire example:

1. On Movement Step 5, Germany declares two battles (A and B) and places Battle Declaration Markers to activate the land spaces.

2. But the Allies have help nearby. In a land space adjacent to battle A is a British Artillery Unit (range of 1) that decides to provide Supporting Fire against the attacking German Infantry.

3. Also in range of both battles is a US Battleship (range of 2). The US player decides to split the two rolls of its Battleship for Supporting Fire, one shot to support Battle A and one to support Battle B.

Concentrated Fire

» Concentrated Fire allows 2 or more units with a weaker Firepower to combine successful attack rolls to destroy an enemy with a superior Armor. Units that are defending are not permitted to concentrate fire.

» Heavy Bombers cannot take part in Concentrated Fire. Units with 2 attack or defense rolls (e.g. Battleships or Cruisers) must use both of their rolls when taking part in a Concentrated Fire attack with other friendly units (minimum of 2, see below). The rolls cannot be split.

» Units concentrating fire:

• Can be a mix of units from teammate nations.

• Can include units providing Supporting Fire from nearby spaces.

• Can be a mix of units with different Firepower levels. However, it is important to plan ahead on how many potential successful hits could be combined to level up as part of the Concentrated Fire. Any successful "left over" hits that cannot be combined as part of the Concentrated Fire attack are lost.

• Do not roll on their normal Battle Step. Their rolls are delayed until Battle Step 7A. On Battle Step 7A, declare the enemy unit(s) targeted by the Concentrated Fire. After declaring, the Concentrated Fire rolls are made.

• Take the unit with the highest (worst) Firepower number to determine hits or misses. For example, if a Destroyer and a Submarine concentrate fire, they would need a 9 or higher to score a successful hit.

» If a unit concentrating fire is removed as a casualty during Battle Steps 1–6, it cannot participate in Concentrated Fire on Battle Step 7. Remaining units concentrating fire can still do so as long as there are still 2 or more units. But if only 1 unit remains, the Concentrated Fire fails and the remaining unit receives no attack roll(s).

» Successful hits can be combined as follows:

• Every 2 White hits = 1 Gray hit

• Every 2 Gray hits = 1 Black hit

• Every 2 Black hits = 1 Purple hit

• Stacking is also permitted, e.g., 4 White hits = 2 Gray = 1 Black or, e.g., 4 Gray hits = 2 Black = 1 Purple

• Units with the level up ability on a roll of 12 can also use the leveled up hit as part of Concentrated Fire. For example, while the odds are long, a Destroyer that rolls a 12 can combine that leveled up hit (to Gray Firepower) with a normal hit from a Cruiser (also Gray Firepower) to create one Black Firepower hit capable of destroying a Battleship.

» The unit(s) being targeted by the Concentrated Fire takes the hits. Any unused hits cannot be applied to other units.

CONCENTRATED FIRE

HIT		CASUALTY
⬡ x 2 =		
⬡ x 2 =		
⬡ x 2 =		

UNITS ROLL ON BATTLE STEP 7A

Concentrated Fire example:

1. On Movement Step 3: Two German Destroyers move in and declare Battle A vs. 1 US Battleship and 1 US Cruiser. The Axis confers and declares that it will concentrate fire using both Destroyers along with the Italian Light Bomber and nearby Cruiser using Supporting Fire. All of these units must delay their attack rolls until Battle Step 7A.

2. On Battle Step 5, the US Battleship misses, but the US Cruiser hits with its White Firepower roll (vs. Sea Units). Germany takes 1 Destroyer (White Armor) as a casualty.

3. On Battle Step 7A, the Axis now declares the target of its Concentrated Fire attack: The US Battleship. The Italian Cruiser and Light Bomber (both with Gray Firepower vs. Sea Units) and remaining German Destroyer (White Firepower vs. Sea Units) all take part.

4. The Axis rolls for Concentrated Fire. The German Destroyer misses, but the Italian Cruiser and Light Bomber hit. The 2 successful Gray hits concentrate into a Black hit, and the US Battleship (Black Armor) is destroyed. The US Cruiser is safe.

Landing Defense

» When an Air or Sea Transport is attempting to unload units into a land space that contains only enemies, the units do not unload immediately as they would in a normal attack. They must first overcome two key hurdles. First, they must wait until Battle Step 7B to unload. They do not take part in Battle Steps 1–6 and receive no rolls. If the transport is taken as a casualty before Battle Step 7B, all the units aboard are also destroyed. Second, units attempting to unload must survive a Landing Defense roll by the enemy on Battle Step 7C.

» Landing Defense recreates the challenges of taking the beach as part of an amphibious assault or air dropping units into enemy-held territory. When attempting to unload units from Air or Sea Transports into a space that contains only enemies, on Battle Step 7C all the enemy units in range receive a bonus defense roll. This includes units in nearby spaces that can provide Supporting Fire using their range ability. For each successful hit, a casualty from the unloading units is removed. Any units that survive the Landing Defense are unloaded to the destination land space (thus making the space contested) and the battle is over.

» Landing Defense still applies and Battle Declaration Markers placed even when the units involved in the destination land space do not receive attack or defense rolls when facing each other, e.g., if a German Infantry Unit is attempting to unload to a space that contains only a lone US Fighter. The reason is because the US may have friendly units in adjacent spaces that can provide Supporting Fire as part of the Landing Defense.

Resolving a Battle example:

On Movement Step 4, the Allies launch a coordinated attack on the Axis-controlled Objective of Taranto. The US and Great Britain move 3 Tanks and 1 Land Transport carrying 1 Infantry and 1 Anti-Air Unit into Taranto and place a Battle Declaration Marker (A). Just west of Taranto are a British Artillery Unit and a Battleship in an adjacent sea space.

1. The British Anti-Air Unit misses the Italian Light Bomber (its only target based on its Firepower). The Italian Anti-Air Unit receives no roll because there are no Allied Air Units involved in the battle.

2. There are no Fighter Units involved in the battle, therefore this step is skipped.

3. The Italian Light Bomber hits and has a Gray Firepower vs. Land Units. The Allies confer and remove 1 US Tank with Gray Armor as a casualty.

4. There are no Submarine or Destroyer Units involved in the battle, therefore this step is skipped.

5. The Allies receive Supporting Fire from the British Artillery and Battleship in range. The Artillery misses. The Battleship scores 1 hit with Black Firepower vs. Land Units. The Axis confers and removes 1 Italian Tank (Gray Armor), 1 German Infantry (White Armor) and 1 Italian Anti-Air (White Armor) as casualties.

6. Tank and Infantry Units from both sides roll simultaneously. One of the 2 remaining Allied Tanks hits with Gray Firepower vs. Land Units, as does the British Infantry with White Firepower vs. Land Units. The Axis removes 1 German Tank (Gray Armor) and 1 German Infantry (White Armor) as casualties. However, the German Tank and 1 Infantry also hit. The Allies remove 1 US Tank and 1 British Land Transport (White Armor) as casualties.

7. There are no units concentrating fire, no Air or Sea Transports unloading units, and no Landing Defense required, therefore this step is skipped. The battle is over. Taranto remains in Axis control thanks to the German Infantry, but it is contested by the Allies. The British may choose to press the attack on Movement Step 5 by declaring a battle with the remaining Tank and Infantry, and may again elect to receive Supporting Fire from its nearby units.

Removing Casualties

» Casualties are removed in each Battle Step after nations roll for their units and successful hits tallied. They are removed only from battle activated spaces. Units providing Supporting Fire from range cannot be taken as casualties.

» Unit Firepower indicates which types of enemies are taken as casualties. For example, a Tank Unit has a Gray Firepower vs. Land Units, and only Land Units, indicated by the ⭐ on the Player Aid. On a successful hit roll of 7 or higher, the enemy must choose either 1 Land Unit with Gray Armor or 2 Land Units with White Armor as casualties.

» Nations choose their own casualties. For example: 1 US Tank with Gray Firepower vs. Land Units is facing 1 German Tank and 1 German Artillery in battle (Gray Armor). On a successful hit by the US Tank, Germany has the option to remove its Tank or Artillery as a casualty. Note: Units with the Precise Hit ability are exceptions to this rule.

» When teammate nations are involved in the same battle, they confer and decide which of their nations will remove the required casualties.

ORDER OF CASUALTIES

Hidden Fleets

Incorporating and Limits

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

» Only units of the same nation can be part of a HF. Each nation can only have 1 HF at a time.

» A HF must include at least 3 Sea Units but no more than 10, and must converge into the same sea space.

» A HF cannot consist only of Sea Transports.

» A HF can be incorporated before or after moving Sea Units on Movement Step 3.

» It is permitted to incorporate a HF when units of a teammate nation are in the same sea space. It is not permitted to incorporate when enemy units are in the same sea space or an adjacent space (sea or land).

» Once incorporated, remove the HF units from the board and place them in the nation's HF Box. Record the sea space location on the nation's HF Dial and place it face down next to the nation's HF Box on the board.

Moving Units Into and Out of an Existing HF

» Units moving into a HF are placed in the nation's HF Box. Units moving out of a HF are placed on the board.

» Land Units can be loaded on to hidden Sea Transports as long as there are no enemy units in the same sea space or an adjacent space (sea or land) as the destination transport in the HF.

» A nation can move its own Sea Units into, or out of, an existing HF without having to reveal the fleet when:

• There are no enemy units in the same sea space as the HF or in an adjacent space (sea or land).

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

• Incorporation and fleet limit rules above are followed.

» Fighters and Light Bombers cannot move on to, or off of, a hidden Aircraft Carrier in a HF when:

• There are no enemy units in the same sea space as the HF or in an adjacent space (sea or land).

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

• Capacity rules for Aircraft Carriers are followed. Any Air Units exceeding the capacity of the Aircraft Carrier are revealed and placed on the board.

Moving a Hidden Fleet

» To remain hidden, a HF must move as a single group on Movement Step 3. The individual Sea Units in the HF cannot move on their own Movement Step.

» Land Units aboard Sea Transports and Air Units aboard Aircraft Carriers also move with the HF and are considered hidden as long as they comply with all other HF rules.

» A HF can only move as far as its slowest ship.

» After moving the HF, record the sea space location on the nation's HF Dial and place it face down next to the nation's HF Box on the board.

» As long as it remains hidden, a HF is not subject to Push Through.

Hidden Fleet Icon

Revealing a HF

» Whether acting as the attacker or the defender, a nation may choose to reveal its HF at any time during Movement Steps 1–5 of the Tactical Phase. It may not be revealed on Movement Step 6. Move the units from the HF Box to the corresponding sea space on the board. When revealed in a space that is contested or contains only enemies, a battle must be declared.

» When a HF is detected by an enemy, move its units from the HF Box to the corresponding sea space on the board. The nation that detected the HF has the option to declare a battle.

» A HF is revealed and immediately placed on the board in its sea space when:

• Fleet limit and incorporation rules above are not followed.

• Detected by an enemy unit using the Search ability.

• Any unit in the HF declares a battle or provides Supporting Fire to a nearby battle. This includes Fighters and Light Bombers aboard hidden Aircraft Carriers, units using range, and performing amphibious assaults with units aboard Sea Transports.

• Moving units into, out of, a HF when there is an enemy unit in the same sea space as the HF or in an adjacent space (sea or land). This includes Fighters and Light Bombers that move on to, or off of, Aircraft Carriers.

• During the Resupply Phase, when a nation other than the US places new Sea Units into a HF, the HF is revealed immediately.

• Moving into a sea space that has an enemy Mine. The HF cannot complete its intended move. It is immediately placed on the board and the Mines detonate. After detonation, if the HF has units remaining and was revealed in a space that contains enemy units, a battle must be declared.

Hidden Fleet Dial

Defensive Lines

Placement

» Each nation has 6 tokens with a Defensive Line (DL) on one side and a Mine on the other. The tokens can be split up into any combination of DLs or Mines. Once all 6 tokens are placed on the board, there are no more available until one is destroyed in battle and returned to the nation's reserve. A nation can only place its own DLs.

» DLs can be placed only on Movement Step 4 by the side that is attacking (moving, declaring battles, and resolving). Only Infantry Units can place a DL using the Engineering ability. Each Infantry can place 1 DL or place 1 Mine or blow 1 bridge (1 of 3) on step 4.

» To place a DL, the Infantry must be in one of the two spaces on either side of where the DL will be placed, and both spaces on either side of the DL must either be empty or contain only friendly units (may not be contested). Place the DL token on the border between the two spaces and point the arrow on the token in the direction where the DL will face.

» A DL can be placed before or after the Infantry Unit moves and declares battles. However, it must be placed before any battles are resolved.

Battle

» DLs cannot move or declare battles, have no range, and receive no attack rolls. They only defend. They cannot be taken as casualties.

» When enemy units attempt to move into a space with a DL facing the border (including enemy Air Units attempting to fly overhead using Push Through or Air Transports flying in to attempt an Air Drop), roll immediately for the DL during movement. Each DL Firepower is: 2 White rolls at @8 or higher vs. Land Units, 1 Gray roll @8 or higher vs. Land Units, and 1 White roll @8 or higher vs. Air Units.

» DLs and amphibious assaults: When a DL is located on a border facing a sea space and the enemy attempts an Amphibious Assault, the DL's defense rolls take place on Battle Step 7C, and casualties removed, before the units unload. Once the DL is accounted for, Landing Defense is also then applied on Battle Step 7C.

» When several DLs are contiguous (placed on the borders of adjacent spaces to form a single, connected DL), the owning nation(s) has the option to stack the defense rolls when enemies attempt to move in and attack from one of the DLs in the line. In cases when enemy units attempt to move in and attack from multiple spaces, the nation(s) that placed the DLs may distribute the stacked rolls as it chooses.

» Units with range may fire "over" the DL to an adjacent space.

Destroying DLs

» A DL is destroyed when the space the DL is defending (the one "behind" the DL): a) has no friendly control-capable Land Units left in it; or b) is contested by enemy control-capable Land Units. Remove the DL token from the board and place it back in the nation's reserve.

» Once a DL is placed, it cannot be removed. It must be destroyed in battle to be placed back into the nation's reserve.

Defensive Line example:

Two US units attempt to move in and declare a battle in a space that contains only enemy units and 2 DLs: the first on the border facing the US units, and a second DL facing a different adjacent space. These DLs are contiguous, thus Germany can stack the defense rolls of both DLs to repel the invading US. The rolls are made immediately during the US movement and US casualties taken before the battle begins. If the US units survive, they move into the space to declare a battle and the DL is destroyed and both tokens removed since the space is now contested by enemy control-capable units.

Mines

Placement

» Each nation has 6 tokens with DL on one side and a Mine on the other. The tokens can be split up into any combination of DLs or Mines. Once all 6 tokens are placed on the board, there are no more available until one is destroyed in battle and returned to the nation's reserve. A nation can only place its own Mines.

» Mines can only be placed by the side that is attacking (moving, declaring battles, and resolving). To place a Mine, the space must be either be empty or contain only friendly units (may not be contested).

» Mines can be placed in two ways:

• On Movement Step 2 by a Destroyer Unit using the Mine Layer ability. Each Destroyer can place up to 2 Mines in the sea space where it is located.

• On Movement Step 4 by an Infantry Unit using the Engineering ability. Each Infantry can place 1 DL or place 1 Mine or blow 1 bridge (1 of 3) on step 4.

» A Mine can be placed before or after the Destroyer or Infantry Unit moves and declares battles. However, it must be placed before any battles are resolved.

Detonation

» Mines cannot move or declare battles, have no range, and receive no attack rolls. They only defend. They cannot be taken as casualties.

» When enemy units attempt to move into a space with Mines, roll immediately during movement for each Mine until either: a) all Mines have detonated or b) all the incoming units are destroyed. Each Mine has a Firepower of 1 Gray roll @6 or higher vs. Land Units. If all of the incoming enemy units are destroyed, any remaining Mines stay on the board as undetonated.

» Incoming units that survive detonation can end their move, but must declare a battle if the space is contested or contains only enemy units. They also can continue their intended move if the nation had previously declared an attempt to Push Through the space.

» When a HF moves into a sea space that has an enemy Mine, the HF cannot complete its intended move. It is immediately revealed, placed on the board, and the Mines detonate. After detonation, if the HF has units remaining and was revealed in a space that contains enemy units, a battle must be declared.

Destroying Mines

» Once a Mine detonates, it is destroyed. Return the token to the nation's reserve.

» Once a Mine is placed it cannot be removed. It must detonate to be placed back into the nation's reserve.

Bridges (Italy Scenario)

Blowing a Bridge

» Bridges can be blown only on Movement Step 4 by the side that is attacking (moving, declaring battles, and resolving). Only Infantry Units can blow a bridge using the Engineering ability. Each Infantry can place 1 DL or place 1 Mine or blow 1 bridge (1 of 3) on step 4.

» To blow a bridge, the Infantry Unit must be in one of the two spaces on either side of the bridge. The spaces on both sides of bridge must either be empty or contain only friendly units (may not be contested).

» A bridge can be blown before or after the Infantry Unit moves and declares battles. However, it must be blown before any battles are resolved.

» When blown, place the blown bridge token on the board over the bridge to indicate it is no longer intact. Once all the nation's blown bridge tokens are on the board, it cannot blow any more bridges.

» A blown bridge cannot be repaired.

Movement Over Bridges and Battle

» When Land Units attempt to move over an intact bridge:

• If the space they intend to move into (on the other side of the bridge) is empty, contains only friendly units, or is contested, normal movement and battle declaration rules apply.

• If the space they intend to move into (on the other side of the bridge) contains only enemy units, all enemy units in range (and permitted under Firepower rules) receive an immediate bonus Push Through defense roll against the units attempting to cross. This includes units in nearby spaces that can provide Supporting Fire using range. Units attempting to cross receive no roll. Remove casualties. Units that survive the crossing must declare a battle since they are ending their move in a space that contains only enemies.

• If the space they intend to move into (on the other side of the bridge) contains only enemy units and an enemy DL is facing the direction of the units attempting to cross, the DL is rolled for first followed by the Push Through.

» When Land Units attempt to move over a blown bridge:

• If the space they intend to move into (on the other side of the bridge) is empty, contains only friendly units, or is contested, they must immediately end their movement after crossing. Normal battle declaration rules apply.

• If the space they intend to move into (on the other side of the bridge) contains only enemy units, they may not cross until that space becomes contested or all enemy units in the space are destroyed.

Supply Lines (North Africa Scenario 🌍)

Major, Minor, and Mobile Supply Hubs

» Running along the coast of North Africa are 5 Major Objectives: Tripoli Germany, Tripoli Italy, Tobruk, Alexandria Great Britain XXX Corps, and Alexandria Great Britain XIII Corps. There are also 7 Minor Objectives: Mersa Brega, Benghazi, Gazala, Tobruk West, Tobruk East, Sollum, and El Alamein. The 5 Major Objectives also function as Major Supply Hubs 🏠 and the 7 Minor Objectives function as Minor Supply Hubs 🏠. Airfields cannot function as supply hubs.

» Land Transports have the ability to function as Mobile Supply Hubs. To create a Mobile Supply Hub:

  • Flip the Land Transport Unit tile during its Movement Step to indicate it is acting as a Mobile Supply Hub 🏠. It may be flipped before or after the Land Transport moves, but never during mid-move, and always before resolving any battles. When flipped, units aboard the Land Transport are unloaded immediately and placed on the space. It is also permitted to flip the tile back over later to a Land Transport, load units and move the Land Transport on its Movement Step.

  • The space must be empty or contain only friendly units (may not be contested). Once created, the Mobile Supply Hub continues to function even if the space becomes contested later. It only ceases to function when it is flipped back to a Land Transport Unit or when destroyed in battle. Mobile Supply Hubs cannot move or declare battles, have no range, and receive no attack or defense rolls. They can, however, be taken as casualties (White armor).

Keeping Units in Supply

» Supply Line rules apply only to Land Units. A Land Unit that is "in supply" can move its full movement as normal.

» To keep Land Units in supply, a nation must build chains that link back to one of the 5 Major Supply Hubs controlled by that nation or its teammate nation. In this way, Germany and Italy can work together to create shared Axis supply lines, as can the British XXX Corps and XIII Corps players to create shared Allied ones. When nations gain or lose control of Major Objectives/Supply Hubs, these critical sources of supply are also gained or lost.

» A chain back to a Major Supply Hub can be linked by using any combination of other Major Supply Hubs, Minor Supply Hubs, and Mobile Supply Hubs. The links along the chain must be within 3 spaces of each other for a successful supply line to be created. It is possible to have several Minor Supply Hubs and Mobile Supply Hubs linked consecutively to form long chains back to a Major Supply Hub (or back to more than one).

» A Land Unit is considered in supply whenever it is located on or within 3 spaces of:

  • A Major Supply Hub controlled by the same nation or a teammate nation.

  • A Minor Supply Hub controlled by the same nation or a teammate nation that chains back to a Major Supply Hub that is also controlled by the same nation or a teammate nation.

  • A Mobile Supply Hub that chains back to a Major Supply Hub controlled by the same nation or a teammate nation.

Units Out of Supply

» A Land Unit is considered "out of supply" when it does not meet any of the conditions above for being in supply. A unit that is out of supply cannot move.

» Any break in the chain disrupts the line. This can happen by losing control of a Major or Minor Supply Hub or taking a key Mobile Supply Hub as a casualty.

» It is possible for Land Units to be in and out of supply several times during a single Movement Step. For example, on Movement Step 4, units out of supply can be quickly placed back in supply by flipping over a Land Transport to create a Mobile Supply Hub.

Supply Hubs

Major	Minor

Mobile

A Land Transport Unit tile can be flipped over to act as a Mobile Supply Hub and provide a key link in a Supply Line chain that connects back to a Major Supply Hub.

Supply Line example:

1. The Axis charges east and links a Supply Line back to the Major Supply Hubs of Tripoli Germany and Tripoli Italy. First, Germany takes control of the Minor Supply Hub of Mersa Brega.

2. Next, Italy uses a Mobile Supply Hub to allow Axis forces to advance into the desert and also take control of Bir Hakeim Airfield.

3. Axis units on Bir Hakeim will remain in supply as long as they are within 3 spaces of the Italian Mobile Supply Hub. If they move out of that range, they will be out of supply and unable to move.

4. To extend the Supply Line, the Axis could take control of Benghazi, Tobruk East, or Tobruk West, or create another Mobile Supply Hub. However, any break in the chain, such as the British taking back control of Mersa Brega, would throw the Axis units out of supply.

Shipping Lanes (Mediterranean Theaters 🗺️)

Shipping Lanes

There are 5 shipping lanes on the board. Each shipping lane connects a specific set of Objectives.

1. Gibraltar ↔ Algiers
2. Rome ↔ Palermo ↔ Ajaccio ↔ Bizerte ↔ Tunis
3. Taranto ↔ Naples ↔ Tripoli
4. Thessaloniki ↔ Athens ↔ Benghazi ↔ Tobruk ↔ Crete
5. Alexandria ↔ Malta

Checking Lanes for Resupply Impacts

» There are 5 shipping lanes on the board. Each shipping lane connects a specific set of Objectives. By moving control-capable Sea Units into shipping lane sea spaces, nations can protect the resupply values of friendly-controlled Objectives in the lane, or decrease the resupply values of enemy-controlled ones.

» Submarines, Destroyers, Cruisers, Aircraft Carriers and Battleships are control-capable as indicated by the orange flag 🚩 on the Player Aid.

» During the Resupply Phase, shipping lanes are checked for resupply impacts before nations purchase and place new units. For each shipping lane:

  • Count the number of shipping lane sea spaces that contain only control-capable Allied or Axis units. If both sides have control-capable Sea Units in the sea space, neither is awarded the space.

  • Calculate the net difference. For example, if the Axis were awarded 3 sea spaces in a shipping lane and the Allies 1 space, the net difference is +2 for the Axis.

  • The winning side then applies the net difference to reduce the resupply values of one, enemy-controlled Objective connected to the shipping lane. This reduction applies equally to the Land, Sea, and Air resupply values of the Objective for the current Resupply Phase only. For example, if the Axis controlled a net +2 sea spaces in the Algiers–Gibraltar shipping lane, they could choose to reduce the Land, Sea, and Air resupply values to a US-controlled Algiers by –2.

Tournament Time Rules (Optional)

Scenario times and execution

» Tournament time rules are optional. Players also can customize them to allow for more or less game time based on preferences. While the added pressure of clock management under tight deadlines provides a new layer of strategy fun, tournament time rules are best suited for experienced players.

» Under tournament time rules, each scenario has a time limit and players are on the clock. Suggested time limits by scenario are below.

	Total Game Time	Total Time / Side	Stages	Time each side has / stage (rounded)
Mediterranean Theater April 1943	3 hrs 40 min (220min)	110 min	4	27 min
Mediterranean Theater November 1942	5 hrs 20 min (320min)	160 min	6	27 min
Italy	3 hrs (180min)	90 min	4	22 min
North Africa	2 hrs 50 min (180min)	85 min	5	17 min

» After setup, each side sets a timer (e.g., a mobile phone) to the "time in each Stage" based on the scenario above. For example, if playing the Italy scenario, each side would set its timer for 22 minutes.

» Start the Allied or Axis timer whenever a side is:

• Attacking during the Tactical Phase (the side moving units, declaring battles, and resolving).

• Selecting, activating, and revealing NS cards during the National Support Phase.

• Checking shipping lane sea spaces and purchasing and placing new units during the Resupply Phase.

» As soon as a side completes one of the actions above, stop its timer (e.g., when a side is defending during the Tactical Phase). The other side is then on the clock and immediately starts its timer.

» Stop BOTH the Allied and Axis timers:

• During the Victory Phase. Neither side's timer should be running while confirming control of Objectives and Airfields, tallying VP, and checking for victory.

• Briefly in between Stages to allow sides to quickly reset their timers for the next Stage.

» When a timer hits 0, that side is out of play time for that Stage and may take no more actions. Battles are stopped and Battle Declaration Markers removed (and the spaces left as contested). NS Tokens are given but no NS cards are drawn. Any units not yet on the board during Resupply go back to a nation's reserve.

» When a Stage is complete, reset each side's timer. Any leftover time from the prior Stage can be added on top of the time for the next Stage. For example, if the Allies had 3 minutes and 15 seconds left over at the end of Stage 1 of the Italy scenario, they would set the Stage 2 timer for 25 minutes and 15 seconds.

Ending the Game

» The game ends when one of the following occurs:

• One side achieves an automatic victory during the Victory Phase.

• Both sides reach 0 time left while in the Tactical Phase of the final Stage of the scenario. A check for an automatic or standard victory is performed off the clock, and a winner declared.

• The Victory Phase of the final stage of the scenario is reached with both sides having time remaining. A check for an automatic or standard victory is performed off the clock, and a winner declared.

Tournament Time example:

Mediterranean Theater April 1943

1. After Set Up, the Allies and Axis set their timers for 27 minutes for Stage 1.

2. In this scenario, US and Great Britain are first to act throughout Stage 1 and are on the clock first. Start the Allied timer at the start of Movement Step 1 of the Tactical Phase. As soon as the Allies have moved their Fighters and Submarines, declared battles, and resolved the battles, stop the timer.

3. It is now the Axis turn to attack on Movement Step 1, and they start the timer. Germany and Italy move Fighters and Submarines, declare battles, and resolve. As soon as the Axis is done, stop the timer. Phase 1: Tactical is complete.

4. Repeat the pattern in each of the remaining Movement Step, 2–6. Allies followed by Axis. The Tactical Phase is over.

5. After receiving 2 NS Tokens, the Allies start the timer immediately, and stop it as soon as they have drawn, activated, and declared NS cards.

6. After receiving 2 NS Tokens, the Axis start the timer immediately, and stop it as soon as they have drawn, activated, and declared NS cards.

7. During the Victory Phase, both side's timers are stopped.

8. At the start of the Resupply Phase, the Allies start the timer. As soon as the Allies are done, the timer is stopped.

9. The Axis is next up for Resupply. Start the Axis timer and stop it as soon as they are done.

10. Briefly stop both sides' timers. The Allies have 18 seconds remaining on the clock, while the Axis have 1 minute and 25 seconds. The Allies set their Stage 2 timer for 27 minutes and 18 seconds. The Axis sets its timer for 28 minutes and 25 seconds.

11. In Stage 2 of this scenario, the Axis are first to act throughout. Repeat the pattern above for Stage 2 with the Axis acting first, followed by the Allies.

» On Stage 2, the order is reversed, Axis first then Allies.

Tournament Time Tips:

» Make good use of time while off the clock. It is permitted for teammate nations to strategize and plan ahead while the opposing side is on the clock, thus saving valuable time.

» The final Stage of each scenario has no Resupply Phase, freeing up additional time for teammates to work together on the key, final Tactical Phase. Plan ahead to put this time to best use.
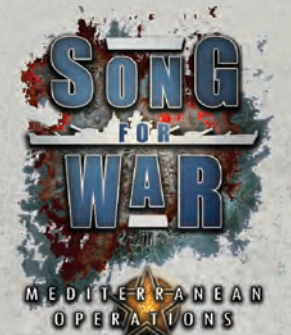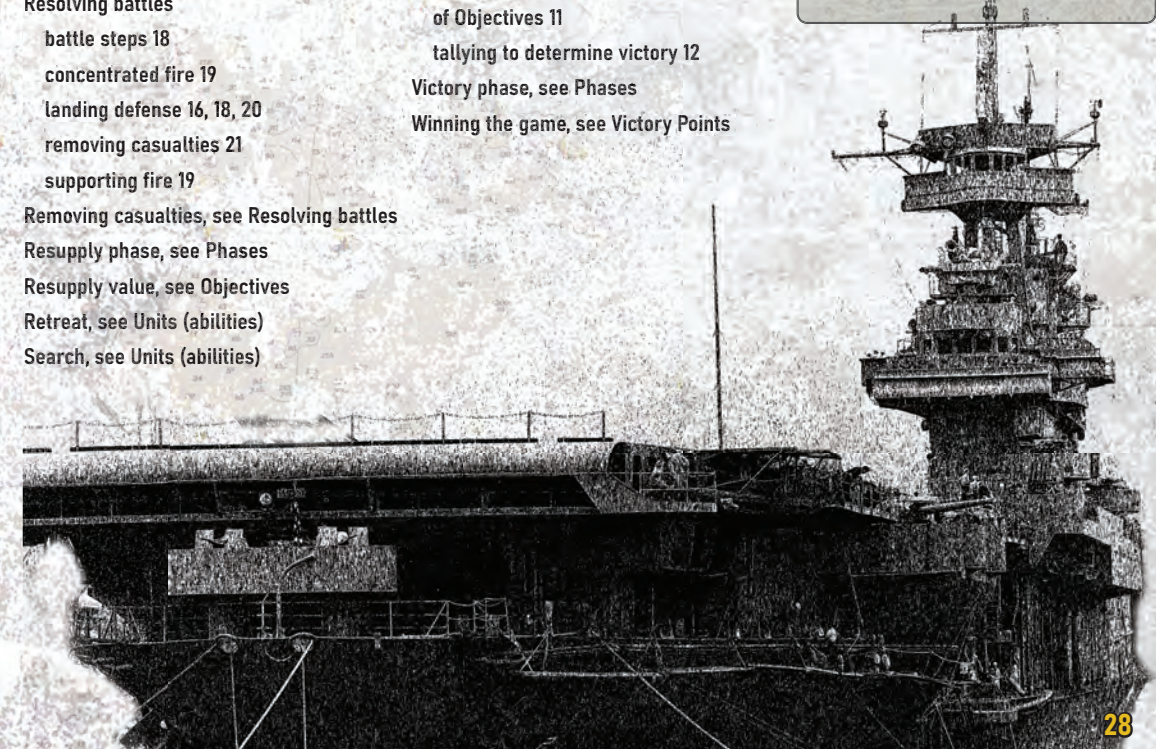
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SONG FOR WAR
MEDITERRANEAN OPERATIONS

INVICTA REX GAMES

KEY RULES CHEAT SHEET

While all the rules of Song for War are integral to the game, the list below provides quick reference to the most important rules to remember.

Order of Play

GOING FIRST: For each scenario, nation flags on the Stage Trackers on the board indicate which side goes first throughout the Stage and all of its Phases, followed by the opposing side. In the Mediterranean Theater scenarios, the Allies go first in Stages 1, 3, and 5, followed by the Axis, who go second. In Stages 2, 4, and 6, the order is reversed, Axis then Allies. The North Africa (5 Stages) and Italy (4 Stages) scenarios use a similar mechanic.

Units

MOVE: The maximum number of land or sea spaces a unit can move on each of its Movement Steps. The space in which the unit begins its move does not count toward this limit.

ARMOR & FIREPOWER: A unit's Armor color (White, Gray, or Black) represents the minimum level of Firepower an enemy must have to destroy it. Firepower color represents the highest level of Armor the unit can destroy on a successful attack or defense roll.

ATTACK & DEFEND: Not every unit can attack and defend against every other unit. Icons for Air, Sea, and Land in the unit's Firepower Box indicate which type(s) of enemies a unit can attack or defend against.

ONE ATTACK, ONE DEFENSE: A unit can attack once and defend once in each Movement Step, thus taking part in up to 2 battles in each step. It is _not_ required for a unit to be in an activated battle space for this rule to apply. When a unit provides Supporting Fire to a nearby battle, it counts toward the unit's one attack, one defense limit. Anti-Air, Push Through and Landing Defense bonuses are exceptions.

Tactical Phase

ACTIVE UNITS: Only the units shown in the Movement Step can move and declare a battle. On Movement Steps 1–5, both the Allied and Axis sides receive the opportunity to attack (move units, declare battles, and resolve the battles) while the other side defends. Movement Step 6 is strictly for Air Units to return and no battles take place. When all 6 Movement Steps are complete, the Tactical Phase is over.

AIR UNIT RETURN: On Movement Step 6, Air Units must return to an Objective or Airfield controlled by the same nation or a teammate nation. Fighters and Light Bombers also can return to an Aircraft Carrier of the same nation that has capacity. No battles may be declared. No units can be loaded on to or unloaded off of Transports. Push through does not apply. Air Units unable to return are removed as casualties as are any transported units.

BATTLE STEPS: Only the units pictured in each Battle Step may roll for attack or defense. Opposing sides roll simultaneously in each Battle Step for the units shown. 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.

CONTESTED: A land or sea space is contested whenever it has both Allied and Axis units located in it. It is not required for any of the units in the space to be control-capable for a space to be contested. It can be any unit.

CONTROL: Objectives and Airfields (and the VP they bring) are always in the control of one nation. It is not required to have units in the space to maintain control. An Objective or Airfield can be contested without a nation losing control of it. An enemy must take control away forcibly by using control-capable Land Units.

DECLARING BATTLES: A battle MUST be declared when: a) A unit moves at least 1 space and ends its move in a space that is contested or contains only enemy units, regardless of the unit's Firepower; b) A unit is unloaded from an Air or Sea Transport to a space that is contested or contains only enemy units; c) A Land Transport carrying units is taken as a casualty as part of Push Through; d) Revealing a Hidden Fleet in a space that is contested or contains only enemies.

LANDING DEFENSE: When an Air or Sea Transport is attempting to unload units into a land space that contains only enemies, they must wait until Battle Step 7B to unload. They do not take part in Battle Steps 1–6 and receive no rolls. If the transport is taken as a casualty before Battle Step 7B, all the units aboard are also destroyed. Second, the units attempting to unload must survive a Landing Defense roll by the enemy on Battle Step 7C.

PUSH THROUGH, DEFENSIVE LINES, MINES, BRIDGES: Each of these include mechanics that require rolling immediately for impacts during unit movement.

REMOVING CASUALTIES: Casualties are removed at the end of each Battle Step. Casualties can only be removed from battle activated spaces (spaces with a Battle Declaration Marker in it). Units providing Supporting Fire from range in non-battle activated spaces cannot be removed as casualties.

TRANSPORT FIREPOWER, EMPTY TRANSPORTS: Transports have no Firepower and receive no attack or defense rolls. They can be removed as casualties. Empty Transports cannot enter spaces that are contested or contain only enemy units, and cannot declare a battle. To do so, they must have units aboard.

Victory Phase

TALLYING VP: In the North Africa scenario, the Victory Phase is skipped until Stage 3. North Africa has no Resupply Phase in Stage 5, Italy has no Resupply Phase in Stage 4, and the Mediterranean Theater November 1942 and April 1943 scenarios have no Resupply Phase in Stage 6 as the game must end no later than the Victory Phase in these final Stages. VP are not counted, and victory determined, until the Victory Phase.

National Support Phase

NS TOKENS & CARDS: Give each nation 2 NS Tokens. It is not required to spend NS Tokens. Nations may save them for a future NS Phase. Cards with the are discarded immediately after activating while others can be saved in the player's hand for future activation. Teammate nations cannot combine NS Decks or share NS Tokens. If a conflict between the NS Cards and core rules arises, the NS cards are followed.

Resupply Phase

RESUPPLY: Each nation selects one Air, one Sea, an one Land resupply from across the Objectives it controls. A nation can spend its Air, Sea, and Land resupply at just one Objective or spread across 2-3 Objectives. The Resupply Values of Objectives can be impacted by Shipping Lanes, being contested, a blockade, the Strategic Bombing by Heavy Bombers, and by playing NS Cards.