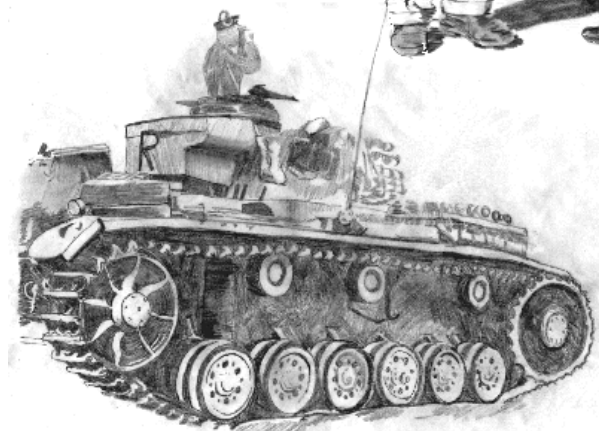# Wavell's War
Rules of Play

The
Balkans

The
Near East

North
Africa

East
Africa

Wavell's War (WW) is a module that combines the GR/D *Europa* games *Balkan Front (BF)* and *War in the Desert (WiTD)* together with East Africa into a single game. Ownership of both *BF* and *WiTD* is required for complete play of *WW*. *Wavell's War* updates the *BF* and *WiTD* rules and counters to the latest *Europa* standards, provides rules, counters, and maps for using East Africa, includes a number of new and previously published optional rules, and provides a way to integrate all the games into a single larger game covering all those areas, from 1940 to 1943.

The rules are a combination of rules from other games including standard *Europa* rules and specialized rules that allow a detailed examination of the campaigns involved. The maps and counters are at standard *Europa* scales.

Wavell's War contains many rules concepts borrowed from John Astell's draft *Total War* rules and are used by permission of John Astell.

The *Europa* series and trademark are a creation of Rich Banner and Frank Chadwick.

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Rule 1 — Introduction

On August 2, 1939 British General Archibald Wavell accepted the position of Commander in Chief of British forces in the Middle East. In doing so, he took personal command of Allied forces that would campaign on five distinct fronts — the Western Desert, East Africa, the Balkans, Iraq, and Syria — spanning parts of three continents. His responsibilities stretched from the Dinaric Alps to the Kenyan savannas, from the oases of the Sahara to the Elburz Mountains in Iran. Only rarely would one commander face a situation of such scope while operating with shortages of troops, equipment, and supplies.

Wavell's War (WW) is a *Europa* module that combines the GR/D games *Balkan Front (BF)* and *War in the Desert (WitD)*, and extends the area covered by *Europa* to East Africa. This creates one game recreating the entire war from 1940 to 1943 in the Mediterranean, Africa, and the Near and Middle East. It focuses on the situation faced by General Wavell in balancing multiple campaigns on three continents. Although the game continues well after Wavell was replaced in command of Allied forces in the theater, decisions had already been reached in all of these areas except North Africa itself. Neither Generals Auchinleck nor Montgomery who succeeded Wavell would have to juggle separate operations in the way Wavell did.

WW updates various systems found in *BF* and *WiTD* to the standards of later games and integrates the rules of the two games. It presents rules, maps, and counters for adding East Africa to *Europa* and adds several optional rules that have previously appeared in the pages of *Europa* magazine as well as several new rules.

BF, published in 1989, is a two-player game recreating the Axis campaigns of conquest in the Balkans, from autumn 1940 to summer 1941. *WiTD*, published in 1995, is a two-player game recreating the military situation in North Africa and the Middle East from late 1940 to mid-1943.

Between the publication of *BF* and *WW*, *Europa* has experienced many changes. *WW* repackages the *BF* and *WitD* scenarios for the newer rules set, and creates a consistency between the two widely differing supply systems and sequences of play used in the *BF* and *WitD*. These significant differences mean that the *WW* rules result in a considerably different version of the Balkan campaigns than the original *BF*. This should not be construed as implying that the original design of *BF* is flawed or that the changes presented in this book are "official" changes to *BF* in any way. The changes here serve only to make the *WW* version of the Balkan Campaign consistent with *WiTD* and to integrate the two games.

WW includes a set of maps covering East Africa from southern Egypt south to Tanganyika and Uganda. There are rules for one scenario involving East Africa by itself, "The East African Campaign", and rules for including East Africa with any of the *WiTD* or *WW* scenarios. Counters for use with the East Africa map set are included in *WiTD* and *WW*. Both are needed for a complete East Africa counter set. In *Europa*, "The East African Campaign" is the successor to Africa Orientale, originally published at a non-standard scale in issue #135 of Strategy & Tactics magazine.

In addition to the scenarios originally presented in *BF* and *WiTD*, and "The East African Campaign", *WW* presents several linking scenarios of its own and provides ways to use any combination of the five theaters in a game that fits players' inclinations and space available. It also presents rules and orders of battle to expand any of these or any of the *WiTD* scenarios to include the initial moves by Marshal Graziani's Italian army into Egypt — "Graziani's Offensive".

Because of the numerous advanced and optional rules in the game, this rules booklet departs from standard *Europa* format and presents these advanced and optional rules in the rules section they primarily modify. Advanced rules can be disregarded by new players, but experienced players should use them. Optional rules should be used only by mutual agreement of both players. In this rules booklet, all advanced and optional rules appear in light shading, as shown here.

Rule 2 — Game Components

Note: Players may photocopy any game components for their personal use.

A. Wavell's War Components.

Wavell's War contains:
- This rules booklet, the *Wavell's War* Rules of Play.
- *Wavell's War* Scenarios & Appendices booklet.
- *Wavell's War* Orders of Battle booklet.
- Twenty-one *Europa* maps sections numbered WW1 to WW21. Note that the *Wavell's War* Supplemental Terrain Key is printed on map WW19.
- Three *Europa* counter sheets (Sheets 20A R, 21A R, and 22A R), for a total of 840 counters.
- Eleven *Wavell's War* chart sheets labeled A through J. Some sheets are printed on both sides; others are printed on only one side. The printed sides of these sheets are labeled as follows:
  - A: Game Play Chart 1 - Ground War
  - A: Game Play Chart 2 - Air War
  - B: Game Play Chart 3 - Naval War
  - B: Game Play Chart 4 - Special Ops / Construction
  - C: Game Play Chart 5 - Allied Garrisons
  - C: Game Play Chart 6 - Success Table / Axis Garrisons
  - D: Game Play Chart 7 - Supplemental TEC / UIC
  - D: Game Play Chart 8 - Political Events
  - E: Master Sequence of Play (same label on both sides)
  - F: Allied Game Chart 1 - Holding Boxes
  - G: Allied Game Chart 2 - Breakdowns / Assemblies
  - H: Axis Game Chart 1 - Holding Boxes
  - I: Axis Game Chart 2 - Breakdowns / Assemblies
  - J: *Grand Europa* Weather Table
  - J: East Africa Weather Table
  - K: Game Calendar

These are the only components needed for *Wavell's War* not included as part of *Balkan Front* or *War in the Desert*.

B. Components Needed for Play.
1. Rules:
- This rules booklet, the *Wavell's War* Rules of Play. Note that the *Wavell's War* Rules of Play completely replace the *Balkan Front* rules and the *War in the Desert* rules for purposes of playing *Wavell's War*.
- The *Wavell's War* Scenarios & Appendices booklet.

2. Maps:
- From *Wavell's War:* Twenty-one *Europa* map sections numbered WW1 to WW21 – the East Africa map group.
- From *Balkan Front:* Two *Europa* maps (full-size map 14A; half-size map 15B) – the *Balkan Front* map group.
- From *War in the Desert:* Nine *Europa* maps (full-size maps 18A, 19A, 20A, 21A, 24A, and 25A; half-size maps 22A and 32; and chart-size partial map 3C) – the *War in the Desert* map group.

The hexes on the maps are numbered, and individual hexes are identified by map and hex number. For example, 19A:1818 refers to hex 1818 on map 19A.

3. Counters:
- From *Wavell's War:* Three *Europa* counter sheets (Sheets 20A R, 21A R, and 22A R), for a total of 840 counters.
- From *War in the Desert:* Seven *Europa* counter sheets (Sheets 85, 86, 87, 88, 89, and 90, plus one *Europa* universal marker sheet), for a total of 1960 counters.

4. Orders of Battle (OBs):
- From *Wavell's War:* The *Wavell's War* Orders of Battle booklet.
- From *War in the Desert:* The Allied Order of Battle booklet, Axis Order of Battle booklet, and Neutral Nations Order of Battle booklet.

5. Charts:
- From *Wavell's War:* Chart sheets A through K.
- From *War in the Desert:* The *Europa* Master Terrain Key, Corps/Wing Marker Display, Neutrals Game Chart, Terrain Effects Charts (2 identical), and Unit Identification Charts (2 identical).
- From *Balkan Front* (optional; not strictly needed, but can be useful): Allied Game Chart and Axis Game Chart.

6. Dice: Two 6-sided dice are required for play. Dice are included in both *War in the Desert* and *Balkan Front*

Rule 3 — Basic Game Concepts

A. Units.

The term *units*, when used by itself, refers to ground units only and does not include naval units or air units. The term *forces* refers to ground, naval, and air units collectively.

Units are rated based on their size, type, and capabilities. Typically, a unit has a unit size, a unit type, a combat strength (or separate attack and defense strengths), a movement rating, and a unit identification. The Unit Identification Chart (UIC) displays the layout of these symbols and ratings, as well as all specialized symbols and ratings used in the game.

Note: The UIC for *Wavell's War* consists of the UIC for *War in the Desert* plus the Supplemental UIC on *Wavell's War* Game Play Chart 7 (chart sheet D).

Some overall definitions apply to units.

1. Size. Units are divided into two general categories, based on their size:
- **Divisional Unit.** Any unit with the division symbol or divisional grouping symbol, except for headquarters.
- **Non-Divisional Unit.** Any unit smaller than a division: brigades, regiments, cadres, battalions, and divisional headquarters.
- **Groupings.** Some unit size designations appear in brackets. These represent "groupings" of approximately the size indicated. Although these units did not historically have the sizes assigned to them, treat them as the unit size indicated within the brackets for all game purposes.

2. Class. Units are divided into three general classes, based on their types:
- **Non-Motorized.** All unit types listed as non-motorized on the UIC. For example, an infantry unit is non-motorized.
- **Artillery.** All unit types listed as artillery on the UIC. For example, a mortar unit is artillery. Note that for game purposes antiaircraft and antitank units are not artillery.
- **Combat/Motorized.** All unit types listed as combat/motorized (c/m) on the UIC. For example, a tank unit is c/m. In addition, any unit type that has the motorized symbol (two wheels) used in conjunction with its unit type symbol is c/m. For example, a heavy antiaircraft battalion that also has the motorized symbol is c/m.

Note: "Non-c/m" units are those that are not combat/motorized

(all non-motorized class units and all artillery class units that are not combat/motorized).

3. Regimental Equivalents. A regimental equivalent (RE) measures the size of a unit, and also any marker or other item that needs its size specified. RE sizes are as follows:
- **1/5 RE:** Each supply movement point (SMP).
- **1/4 RE:** Each general supply point (GSP) or 1/2-RE-capacity transport counter (TC).
- **1/2 RE:** Each battalion, point of position AA, 1-RE-capacity TC, ARP, or infantry replacement point.
- **1 RE:** Each brigade, regiment, cadre, divisional headquarters, 2-RE-capacity transport counter, resource point, or armor replacement point.
- **1 1/2 RE:** Each 3-RE-capacity transport counter.
- **2 REs:** Each Hungarian division, German light infantry division, German 6-10 motorized division, German mountain division, German static division, and each Italian division that cannot break down (Rule 15).
- **3 REs:** Each step of attack supply; each non-Italian, non-Hungarian division that cannot break down (including all Bulgarian, Iranian, Iraqi, and Turkish divisions).
- **Varies:** Each division that can break down has an RE size equal to the total REs of its non-divisional breakdown units, not counting any divisional headquarters. For example, an airborne division that breaks down into two parachute regiments is 2 REs in size, while an infantry division that breaks down into three infantry brigades is 3 REs in size. To determine size of such divisions, simply check its breakdown listing or box on its Game Chart. Note that divisions which may break down range in size from 1 to 3 1/2 REs, although most are 2 or 3 REs. (See Rule 15 for further information on breakdowns.)

Note that this applies to divisions, only. A single RE unit that breaks down into components that total more than one RE (per Rules 15D2/3) is still only 1 RE in size.

Cavalry and c/m units count double their RE size for transport purposes: rail movement, naval transport, and river movement (Rules 7A, 31, 34C). For example, a tank brigade (1 RE) that moves by rail or water counts as 2 REs for transport purposes.

4. Heavy Equipment. Some rules make a distinction as to whether or not a unit has heavy equipment (HE). The UIC lists the unit types that have heavy equipment. In addition, all units that have supporting arms (Rule 11) have heavy equipment.

B. Sides.

1. Axis. The Axis player controls all German, Hungarian, and Italian national forces. In addition, the Axis player controls all national forces of neutral nations and Vichy French regions that join the Axis.

German national forces (or just *German*) refers to all German armed forces: Army (including winterized (w) elements of the Army and foreign contingents (f/c) in the Army), Air Force / Luftwaffe (LW), Brandenburger (OKW), and Waffen-SS (SS).

Italian national forces (or just *Italian*) refers to all Italian armed forces: Regulars (Army, Air Force, and Navy), Colonial (Col), Albanian (Alb), and Blackshirts (CCNN).

Hungarian national forces (or just *Hungarian*) refers to all armed forces of Hungary.

2. Allied. The Allied player controls all American, British, Ethiopian, Free French, Greek, and other-Allied national forces. In addition, the Allied player controls all national forces of neutral nations and Vichy French regions that join the Allies.

American national forces (or just *American*) refers to all armed forces of the United States of America: US Army, US Army Air Force, US Navy, and OSS.

British Empire national forces (or just *British*) refers to all armed forces of the British Empire and Commonwealth: British Army, Royal Air Force, Australian (Aus), Colonial (Col), Empire (Emp), Fleet Air Arm (FAA), Indian Army (Ind), Indian State Forces (ISF), New Zealander (NZ), Royal Australian Air Force (RAAF), Royal Canadian Air Force (RCAF), Royal Marines (RM), Royal Navy (SA), South African (SA), and South African Air Force (SAAF). Note that *British* refers to the entire British Empire and Commonwealth armed forces, and not just those of Great Britain. When a rule refers to a specific British armed force, and not the rest of the Empire or Commonwealth, it will clearly make this distinction.

French national forces (or just *French*) refers to all Allied French armed forces. At the start of each scenario this refers only to Free French armed forces. If forces of Vichy France join the Allies, *French* also refers to all former Vichy Metropolitan, Army of Africa (Afr), French Colonial (Col), and Foreign Legion (LE) forces that have joined the Allies.

Greek national forces (or just *Greek*) refers to Allied Greek armed forces before the fall of Greece.

Other-Allied refers to all other Allied armed forces: Belgian (Bel), Czechoslovakian (CS), Ethiopian (Eth), Free Greek (Gk), Polish (Pol), and Free Yugoslav (Yugo) forces.

Free Greek and *Free Yugoslav* refer to units of those countries raised after their respective country's surrender.

3. Neutral. Bulgaria, Egypt, Iran, Iraq, Transjordan, Turkey, Saudi Arabia, Yemen, Yugoslavia, and the on-map Vichy French regions begin neutral and may join either the Axis or Allied side (per Rule 38). In general, while a country or region is neutral, neither player controls its forces.

Bulgarian national forces (or just *Bulgarian*) refers to all armed forces of Bulgaria. *Egyptian national forces* (or just *Egyptian*) refers to all armed forces of Egypt. *Iranian national forces* (or just *Iranian*) refers to all armed forces of Iran. *Iraqi national forces* (or just *Iraqi*) refers to all armed forces of Iraq. *Saudi national forces* (or just *Saudi*) refers to all armed forces of Saudi Arabia. *Jordanian national forces* (or just *Jordanian*) refers to all armed forces of Transjordan. *Turkish national forces* (or just *Turkish*) refers to all armed forces of Turkey. *Yemeni national forces* (or just *Yemeni*) refers to all armed forces of Yemen.

Vichy French national forces (or just *Vichy*) refers to all armed forces of Vichy France: Vichy Metropolitan, Army of Africa (Afr), Colonial (Col), and Foreign Legion (LE).

Yugoslavian national forces (or just *Yugoslav*) refers to all armed forces of Yugoslavia before the surrender of Yugoslavia.

Spain and Portugal are always neutral. The Soviet Union is neutral prior to Jun II 41 and automatically joins the Allies on that turn. Spain, Portugal, and the Soviet Union, however, represent places outside the scope of this game. They have no forces in this game; and, except as specified in Rule 38Q, forces in play in the game are prohibited from these areas.

C. Game Mechanics.

1. Fractions. Unless stated otherwise, always retain fractions. For example, half of 7 is 3 1/2.

2. Cumulative Effects. Unless stated otherwise, all effects to units' strengths and all modifications to die rolls are cumulative. *Example:* A unit halved in strength twice is quartered in strength.

3. Tables and Die Rolls. Players use the various tables on the charts to resolve a variety of activities. For example, players resolve ground combat through use of the Ground Combat Results Table (on Game Play Chart 1).

In general (unless otherwise specified in a rule), a player uses a table as follows:

• Determine all appropriate conditions for the use of a table,

as specified in the rules or on the table. For example, various types of terrain modify the attack strengths of units, and players must take these into account when resolving ground combat.

• Roll one or two dice as appropriate. All tables requiring the roll of two dice are identified as such in the rules. All other tables require the roll of only one die. For example, the Ground Combat Results Table requires the roll of one die while the AA Fire Results Table (on Game Play Chart 2) requires the roll of two dice.

• Modify the roll by all appropriate modifiers as given in the rules or on the table. For example, various types of terrain modify the ground combat resolution die roll. Note that the Success Table (on Game Play Chart 6) has many different modifiers for the various activities that use this table. Treat die rolls modified above the highest number or below the lowest number on a table as the highest or lowest number, respectively. For example, treat a modified roll of 7 on the Bombing Table as a 6.

• Use the modified die toll to find the result on the table. Implement the result as specified in the rules.

4. Accumulation. Each player receives various abilities on a turn-by-turn basis. A player may not accumulate these abilities from turn to turn unless specifically allowed by the rules. *Example:* A player may move 16 REs by rail per turn (per Rule 7A) on the Middle East rail net. The player cannot accumulate this ability from turn to turn. If the player does not move any REs by rail in a turn, he cannot move 32 REs in the following turn.

5. Deficits. Occasionally, a rule will require a player to spend an amount of production (infantry replacement points, naval repair points, etc.). For example, a player may have to spend replacement points if he cannot withdraw a unit as specified in the order of battle. If the player does not have sufficient production to pay the penalty, he incurs a deficit in that type of production. Each time he receives that type of production, he must spend it to pay off his deficit. He cannot spend that type of production for other game purposes until the deficit is paid off.

D. Geography.

The game maps show the international borders as they existed at the start of World War II (1 September 1939).

1. Terms. Various geographical terms have precise meanings in the game, as defined below. *Note:* It is not necessary to learn these terms from the outset. You can simply scan the terms and refer back to this section when you encounter them in later rules.

• **Aden** consists of all territory inside the borders of Aden *or* the Aden off-map holding box if the East Africa map group (Rule 2B2) is not in play.

• The **Aegean Islands** consists of all territory on the Dodecanese Islands and on all the Greek Islands *except* Kerkyra (circa 14A:4621), Leukas, Kephallenia, Ithaki, and Zakynthos (the last four circa 15B:0321). The **South Aegean Islands** consists of all territory on the Aegean Islands that appear on maps 18A and 19A, plus all territory on the Dodecanese Islands that appear on map 20A (or the Rhodes holding box, if map 20A is not used).

• **Albania** consists of all territory inside the 1939 Albanian international borders. Note that hexes 14A:3218 and 3320 are not part of Albania at this time.

• **British East Africa** consists of all territory inside the borders of Anglo-Egyptian Sudan, Kenya, Tanganyika, and Uganda. For game purposes it does not include territory in British Somaliland. Consider any reference to Sudan to refer to Anglo-Egyptian Sudan.

• **Bulgaria** consists of all territory inside the 1939

Bulgarian international borders. Note that hex 14A:2707 is not part of Bulgaria at this time.

- **Crete** refers to the island of Crete (circa 15B:2311).
- The **Dodecanese Islands** consist of the islands labeled as such (circa 15B:2202 or 20A:2532), plus the Rhodes off-map holding box if map 20A is not used.
- **East Africa** consists of all territory inside the borders of Belgian Congo, British East Africa, British Somaliland, French Somaliland, and Italian East Africa.
- **Egypt** contains **The Nile Delta** (or just "The Delta"), which is all territory in Egypt east of Alexandria (19A:2416), north of Cairo (19A:3219) and west of the Suez Canal, plus Alexandria and Cairo. The **Suez Canal** is the canal from Port Said (19A:3413) to Suez (19A:3718).
- **Ethiopia** refers to all territory inside the borders of the *Amhara, Galla & Sidamo,* and *Harar* internal divisions of Italian East Africa.
- **Eritrea** is an internal division of Italian East Africa. It includes the Dahallach Archipelago (circa WW10:0202) and the other Italian owned islands in the Red Sea.
- **French Equatorial Africa** consists of all territory on map WW 16 west of the international border there. It is a Free French colony and is not part of Vichy France.
- **Germany** consists of all territory inside the 1939 German international borders. The portion of Germany shown on the maps is divided into two internal regions, which have no effect on the play of the game.
- **Greece** refers to all of Greece: Mainland Greece and the Greek islands. The **Greek Islands** refers to the islands of Samothrake (14A:4901), Thasos (14A:4705), Kerkyra (circa 14A:4561); all islands on map 15B west of the international borders there; and to those portions of the islands of Lesbos and Samos which appear on map 20A (circa 20A:0732 and 1432). **Mainland Greece** excludes the Greek islands, but includes the Eastern Greece holding box (if in use). **Eastern Greece** consists of that portion of Greece on map 3C (if that map is used), or the Eastern Greece off-map holding box (if map 3C is not used).
- **Hungary** consists of the territory inside the 1939 Hungarian international borders, plus the territory inside the internal border region that contains Oradea (14A:1304). (Hungary received this region from Romania in 1940.) Note that hexes 14A:0721, 0821, and 0921 are not part of Hungary at this time.
- **Italy** refers to all of Italy: Mainland Italy, the Italian Central Mediterranean Islands, the Italian Adriatic Islands, and Zara (14A:1928). *Note:* While Albania and the Dodecanese Islands technically were part of Italy, for game purposes they are separate areas under Italian control. **Mainland Italy** consists of all territory inside the 1939 Italian international borders (shown in two sections circa 14A:0928 and 3532); it excludes the islands listed below. Mainland Italy is divided into several internal regions, which have no effect on play. The **Italian Central Mediterranean Islands** consist of all territory on the islands of Sardinia, Sant' Antiocho, San Pietro (all three of the forgoing circa 25A:3001), Sicily (circa 25A:5106), Pantelleria (25A:4311), and Lampedusa (25A:4616). The **Italian Adriatic Islands** consist of all territory on islands of Cherso (circa 14A:1429), Losini (14A:1530), and Lagosta (14A:2726).
- **Italian East Africa** consists of all territory inside the borders of Italian East Africa (divided internally into the regions of *Amhara, Eritrea, Galla & Sidamo, Harar,* and *Somalia*), plus British Somaliland. *Note:* Italian forces had occupied British Somaliland before the start of the game.
- **Libya** consists of all territory inside the borders of Libya. It is divided into **Tripolitania,** consisting of all territory in Libya on or west of the 18A:28xx hex column; and **Cyrenaica,** consisting of all territory in Libya east of the 18A:28xx hex column, plus the Kufra off-map holding box.
- **Malta** consists of the islands of Malta and Gozo (both circa 18A:0307).
- **Romania** consists of all territory inside the 1939 Romanian international borders, minus the territory inside the internal border region that contains Oradea (14A:1304) (this region was ceded to Hungary in 1940).
- **Spain** consists of all territory inside the borders of Spain, Spanish Morocco, and the (former) Tangier International Zone, plus the islands of Ibiza and Formentera (both circa 24A:5001).
- **Vichy France** (or just "Vichy") consists of three separate regions: **The Levant,** consisting of all territory inside the borders of Lebanon and Syria; **French North Africa,** consisting of all territory inside the borders of Algeria, French Morocco, and Tunisia; and **French Somaliland,** consisting of all territory inside the borders of French Somaliland. For game purposes, Algeria, French Morocco, French Somaliland, Lebanon, Syria, and Tunisia are Vichy French colonies.
- **Yugoslavia** refers to all of Yugoslavia: Mainland Yugoslavia and the Yugoslav islands. Yugoslavia has numerous internal divisions, such as Croatia and Serbia. These borders reflect the dismemberment of Yugoslavia by the Axis following the events depicted in this game, rather than its prewar internal divisions. They are sufficient for game purposes, with the following notes: **Croatia** consists of the adjoining regions of Croatia and Dalmatia, plus all the Yugoslav islands. However, it excludes the region of Bosnia-Hercegovina. (The borders of Croatia reflect its expansion following the defeat of Yugoslavia, and they include the province of Bosnia-Hercegovina, which was not part of Croatia before the war.) **Bosnia-Hercegovina** consists of all territory inside the Croatian border that is south of both the Sava River and the 14A:1621-1625 hexrow, except for all islands, coastal hexes, and the hexes adjacent to coastal hexes. **Kosovo and Macedonia** consists of the regions of Kosovo and Macedonia. (While these two regions were not politically integrated, this grouping reflects Yugoslav military organization.) **Montenegro** consists of the region of Montenegro and includes the two hexes labeled "to Alb." **Serbia** consists of the regions of Serbia, Backa, and the hex labeled "to Bulg." **Slovenia** consists of the two adjoining regions that bear this name, plus the adjacent region labeled "to Hun." (These divisions reflect the partition of Slovenia among Germany, Italy, and Hungary following their invasion.)

2. Cities. References to *cities* include all cities (reference cities, dot cities, partial hex cities, and full hex cities) but not towns. Towns are included for historical interest only and are ignored unless specifically indicated otherwise. (*Note:* Towns were referred to as "point cities" in previous *Europa* games.) The following terms are used:

- A **multi-hex city** is any combination of adjacent partial and full city hexes. For example, Cairo (circa 19A:3219) is a multi-hex city consisting of one full and one partial city hexes.
- A **major city** is any partial hex, full hex, or multi-hex city.
- A **major city hex** is any hex of a major city.

Notes: 1) Both Libya and Lebanon contain cities named Tripoli; both Libya and Syria contain cities named Homs. When one of these cities is mentioned and no country identified, the city in Libya is meant. 2) "Iraq" is the name of a country and also the name of a city in Iran. Unless identified otherwise in the rules, "Iraq" refers to the country. 3) Fortresses are not cities.

3. Islands. The islands of Ibiza and Formentera (both circa 24A:5001) are part of Spain. All islands in the Aegean Sea on maps 14A, 15B, and 20A that are west of the (Turkish and Dodecanese) international borders there are part of Greece (whether specifically labeled as being part of Greece or not). Any island that is connected directly or indirectly by narrow straits to a country is part of that country, unless indicated otherwise. For example, in the Adriatic Sea, Cherso (circa 14A:1429) and Losini (14A:1530) are part of Italy, while Krk (circa 14A:1328) is part of Yugoslavia. All other islands on the maps have the names of their country printed next to their names or the presence of an international border clearly delineates which country to which it belongs. For example, Crete (circa 15B: 2311) is part of Greece.

4. Permitted Route/Adjacent. Some rules depend upon whether or not units are within a specified number of hexes of an item (such as a city or an enemy unit). In such cases, trace a route from each unit that is physically within the specified range to the item. This route cannot enter any prohibited terrain hex or cross any prohibited terrain hexside (see Rule 6 for details on prohibited terrain). For example, Rule 12E3 exempts units in East Africa from elimination due to lack of general supply unless the unit is within 2 hexes of an enemy unit. However, if an enemy unit is physically within 2 hexes but cannot trace a 2-hex permitted path to the friendly unit facing elimination, then that enemy unit is ignored for the purposes of Rule 12E3.

Some rules depend upon whether or not units are adjacent to an item (like a unit). In these cases, the unit is adjacent if the hexside between the two hexes is not prohibited terrain.

5. Weather Zones. The map is divided into several weather zones. Rule 36A1 defines weather zones.

6. Sea Zones. There are seven separate sea zones on the maps, two of which are not involved in play:

- The **Atlantic Ocean** is the labeled body of water on map 24A west of the *Strait of Gibraltar* (hexes 24A:2110 and 24A:2111).
- The **Black Sea** is the unlabeled body of water in the northern section of map 21A, plus the two unlabeled bodies of water along the northern edge of map 20A circa 20A:0101 and 0115, plus the unlabeled body of water on map 3C northeast of the Bosphorus (hexes 3C:5022 and 5122). This sea zone is not in play.
- The **Caspian Sea** is the labeled body of water in the northern section of map 32. This sea zone is not in play.
- The **Indian Ocean** is the body of water labeled as "Indian Ocean" and "Gulf of Aden" on maps WW1 through WW6, WW9, and WW10 south of the *Perim Strait* (hexes WW9:2132 and WW10:2101).
- The **Persian Gulf** is the labeled body of water in the southern section of map 22A.
- The **Red Sea** is the labeled body of water in the SE section of map 19A and on maps WW9, WW10, WW13, WW14, WW17, WW20, and WW21 on or north of the *Perim Strait* (hexes WW9:2132 and WW10:2101).
- The **Mediterranean Sea** (or just "The Med") is the remaining sea area on the maps (that is, the sea area excluding the Atlantic Ocean, Black Sea, Caspian Sea, Indian Ocean, Persian gulf, and Red Sea). For the purposes of

some rules The Med is subdivided as follows. The **Adriatic Sea** is that portion of The Med on map 14A west of Mainland Yugoslavia, Albania, and Mainland Greece. Note that this game definition of the Adriatic Sea includes the northern portion of what would normally be called the Ionian Sea (the area circa 14A:4727). The **Aegean Sea** is that portion of The Med on map 14A to the south and east of Mainland Greece, plus that portion of The Med on the eastern half of map 15B excluding those hexes in rows 21 through 27 that are south of Crete, plus that portion of The Med on the northern half of map 20A, plus that portion of The Med on map 3C west of the Dardanelles (hexes 3C:5131). Note that this game definition of the Aegean Sea includes the Gulf of Corinth (circa 15B:0614). The **Central Mediterranean** is that portion of The Med on map 25A on or east of the 30xx hex column and SW of the line Cagliari (25A:3200) - Marsala (25A:4507), plus that portion of The Med on maps 15B and 18A not included in the Aegean Sea. This area may be reduced under certain conditions as specified in Advanced Rule 3D7. The **Eastern Mediterranean** is that portion of The Med on maps 19A and 20A, excluding the portion of map 20A included in the Aegean Sea. This area may be expanded under certain conditions as specified in Advanced Rule 3D7. The **Tyrrhenian Sea** is that portion of The Med on map 25A on or NE of the line Cagliari (25A:3200) - Marsala (25A:4507). The **Western Mediterranean** is that portion of The Med on map 24A, plus that portion of The Med on map 25A west of hex column 30xx.

7. Central Med Reduction / Eastern Med Expansion [Advanced Rule]. While Crete is Allied-owned (or neutral), the sea area on map 18A south of Crete and on or east of the 18A:43xx hex column is part of the Eastern (not Central) Mediterranean Sea Zone. Note that when Crete is Axis-owned the above area is part of the Central Mediterranean Sea Zone. Crete is owned by a side if that side owns all hexes on Crete or was the last to do so. *Special:* In scenarios in which the Balkans are not in play (see Rule 3E5), Crete is Axis-owned from the start of the Axis Jun I 41 initial phase to the end of the game.

E. Commands.

The territory on the maps and the orders of battle (OBs) are divided into *commands.*

Note: It is not necessary to learn the command definitions from the outset. You can simply scan the definitions and refer back to this section when you encounter them in later rules.

1. Allied Commands. Allied commands are:

- **Balkan.** *Land:* Albania, Bulgaria, the Dodecanese, Germany, Greece, Hungary, Italy (excluding the Italian Central Mediterranean Islands), Romania, and Yugoslavia. Note that this command *does not* the Mainland Europe off-map holding box but *does* include the South Aegean Islands. (See also note #1 below.) *Sea Zones:* The Adriatic Sea and the Aegean Sea.
- **East Africa:** This command begins the game split into two sub-commands: **Sudan Subcommand:** *Land:* Sudan section of British East Africa, Amhara and Eritrea sections of Italian East Africa, and Yemen. (See also note #2 below.) *Sea Zone:* The Red Sea. **Kenya Subcommand:** *Land:* Kenya, Tanganyika, and Uganda sections of British East Africa; Aden; French Somaliland; Galla & Sidamo, Harar, Somalia, and British Somaliland sections of Italian East Africa; and the on-map portions of Belgian Congo and French Equatorial Africa. (See also note #3 below.) *Sea Zone:* The Indian Ocean.

The Allied player treats these subcommands as separate commands for all purposes until they merge into one command. The Kenya and Sudan subcommands merge into the Allied East Africa command at the start of the first Allied initial phase in which the Allied player can trace a road element of a supply line between a standard supply terminal in Kenya and a standard supply terminal in Sudan. (Road supply lines and supply terminals are covered in Rules 12B2 and 12C1, respectively.)

- **Gibraltar**: *Land:* Gibraltar. *Sea Zones:* None.
- **Greece:** *Land:* The Greece off-map holding box and the Greek South Aegean Islands. *Sea Zone:* The Aegean Sea. *Note:* Greece is only an Allied command in scenarios in which the Balkans are not in play (see Rule 3E5).
- **Malta:** *Land:* Malta. *Sea Zones:* None.
- **Middle East:** *Land:* Cyprus, Egypt, the Italian Central Mediterranean Islands, Libya (including the portion of Tripolitania on map 25A), Palestine, Transjordan, and the portion of Tunisia in weather zone F. (See also notes #1 and #4 below.) *Sea Zones:* The Central Mediterranean, the Eastern Mediterranean, and the Red Sea.

    Special: If the Balkan Front map group (Rule 2B2) is the only map group in play, The Middle East Command consists only of the Middle East off-map holding box and the Eastern Mediterranean sea zone.

- **Near East:** *Land:* Aden, Iran, Iraq, Kuwait, the Levant, the Neutral Zone, Saudi Arabia, Turkey, and Yemen. (See also notes #2 and #3 below.) *Sea Zone:* The Persian Gulf.
- **North Africa:** *Land:* French North Africa (including the portion of Tunisia in weather zone F), the Italian Central Mediterranean Islands, and the portion of Tripolitania on map 25A. (See also note #4 below.) *Sea Zones:* The Atlantic Ocean, the Western Mediterranean, and the Central Med.

Note #1: When the Axis player ceases operations in the Balkans, all or part of the South Aegean Islands cease to be part of the Allied Balkan Command and instead become part of the Allied Middle East Command as described in Rule 3E5.

Note #2: Yemen is in both the Allied East Africa Command (Sudan Subcommand) and the Allied Near East Command.

Note #3: Aden is in both the Allied East Africa Command (Kenya Subcommand) and the Allied Near East Command.

Note #4: The portion of Tunisia in weather zone F, the portion of Tripolitania on map 25A, and the Italian Central Mediterranean islands are in both the Allied Middle East and North Africa Commands.

2. Axis Commands. Axis commands are:

- **East Africa:** *Land:* The same as listed for the merged Allied East Africa Command. (See also note #1 below). *Sea Zones:* The Red Sea and the Indian Ocean.
- **Med / North Africa:** *Land:* The Mainland Europe off-map holding box, Gibraltar, the Italian Central Mediterranean Islands, Malta, Cyprus, French North Africa, Libya, Egypt, Palestine, Transjordan. (See also note #2 below). *Sea Zones:* The Atlantic Ocean, the Mediterranean Sea, and the Red Sea.
- **Near East:** *Land:* The same as listed for the Allied Near East Command. (See also note #1 below.) *Sea Zone:* The Persian Gulf.
- **Southeast (or just "SE"):** *Land:* The same as listed for the Allied Balkan Command. (See also note #2 below.) *Sea Zones:* The Adriatic Sea and the Aegean Sea.

Note #1: Aden and Yemen are in both the Axis East Africa and Near East Commands.

Note #2: When the Axis player ceases operations in the Balkans, all or part of the South Aegean Islands cease to be part of the Axis SE Command and instead become part of the Axis Med / North Africa Command as described in Rule 3E5.

3. Other Commands. In addition to the above commands, the OBs refer to three commands that are not under either player's control in any scenario; the OB listings for these commands are included for *Grand Europa* purposes and as an aid for players who design their own scenarios. These commands are: Equatorial Africa, South Africa, and West Africa.

4. Player Control of Commands. A player typically treats commands *under his control* as a unified whole. He uses his forces there as he wishes, without regard to their historical command assignments. The OBs divide forces by command for historical interest and for command-specific scenarios. When the OBs denote forces that transfer between commands under the player's control, the player simply ignores those transfers. There are two exceptions to this:

- *Axis SE Command:* Axis forces, supply / resource items (Rule 12H), SMPs (Rule 12H2), ARPs (Rule 25C), and replacement points (Rule 40B3) in the SE Command may never leave that command unless directed to by the OB.
- *Allied Balkan Command:* If the Allied player does not transfer units from the Middle East Command to the Balkan Command as specified by the OBs, he loses victory points per Rule 42.

A player must transfer forces to or from commands *he does not control*, as specified by the OBs. For example, if the Allied OB requires forces to transfer to the South Africa Command (which is not controlled by the Allied player in any scenario), the Allied player must transfer those forces there.

A player's forces may not voluntarily enter or attack any hex that is outside the commands that player controls. A unit forced to enter such a hex (such as due to retreat after combat) is eliminated from play instead. *Special:* Some scenarios state that a player has partial control over a particular command for a specified period: During this period the player may base his air units at (and fly missions to and from) airbases there, but his forces may not otherwise operate in the command.

5. The Balkans and Axis Cessation of Operations There. The applicability of many rules in *Wavell's War* varies depending on whether or not the Balkans are in play. The Balkans are in play in a scenario if the Allied Balkan Command and Axis SE Command are under player control at the start of the scenario.

Similarly, the applicability of several rules in *Wavell's War* is tied to when the Axis player ceases operations in the Balkans. If the Balkans are not in play, Axis operations there cease per the historical record (Rule 3E5a below). If the Balkans are in play, the Axis player may voluntarily cease operations there, or be forced to cease operations there, as described in Rules 3E5b and 3E5c below.

Note: Ceasing operations in the Balkans is a one-time event with complex mechanics involving the interaction of many rules. It is not necessary to learn these mechanics at the onset; instead you can merely note their existence and refer back to this section if and when the event occurs.

   a. Historical Cessation of Operations in the Balkans. In scenarios where the Balkans <u>are not</u> in play, the Axis player is considered to cease operations in the Balkans at the start of his Jun I 41 initial phase (i.e., on the historical date). Immediately when this occurs, the South Aegean Islands become part of the Axis Med / North Africa and Allied Middle East Commands, all territory on the islands becomes Axis-owned, and the islands acquire Axis intrinsic defense forces (Rule 37H).

b. Voluntary Cessation of Operations in the Balkans. In scenarios where the Balkans _are_ in play, the Axis player _may_ cease operations in the Balkans at the start of any Axis initial phase in which both of the following conditions apply:

- No Allied units are present anywhere in Mainland Yugoslavia or Mainland Greece.
- No South Aegean Island has both Axis and Allied units present.

Balkan Front scenarios (Scenarios B1-B6 in the *Wavell's War* Scenarios and Appendices booklet) end when the Axis player voluntarily ceases operations in the Balkans (determine victory per Rule 42 at this time). In all other scenarios, after the Axis player voluntarily ceases operations in the Balkans, immediately take the following action, in the sequence indicated:

1) Move all non-Greek / Yugoslav Allied forces in the Balkan Command replacement pool, or in the Balkan Command's aborted or eliminated air units boxes, to the corresponding pool or box for the Middle East Command. Transfer any accumulated non-Greek / Yugoslav Allied replacement points in the Balkan Command to the Middle East Command.

2) For the SE and Balkan Commands (only): Tally the victory points (Rule 42B) each side receives for enemy losses and friendly accumulated replacement points.

3) Remove from play all forces and supply / resource items in the SE and Balkan Commands (including those in the replacement pool or in the aborted or eliminated air units boxes) *except* for those Allied forces / items on the South Aegean Islands. Note that Axis forces / items on the South Aegean Islands *are* removed. Forfeit all SMPs, ARPs, and replacement points in the SE and Balkan Commands. Forfeit all such Greek and Yugoslav items in any other commands.

4) Assign all Allied forces / items in the Crete Garrison or on the South Aegean Islands to the Allied South Aegean Islands Garrison (Rule 37E3).

5) The South Aegean Islands become part of the Axis Med / North Africa and Allied Middle East Commands. The Axis player ceases to control the SE Command. The Allied player ceases to control the Balkan Command. Axis-owned hexes on the South Aegean Islands now have intrinsic Axis defense forces (Rule 37H).

c. Forced Cessation of Operations in the Balkans. In scenarios where the Balkans _are_ in play, the Axis player _must_ cease operations in the Balkans at the start of any Axis initial phase in which both of the following conditions apply (Italy is then assumed to have reached a peace settlement with Greece— and with Yugoslavia if Italy is at war with that country):

- There is no Axis-owned standard supply terminal (Rule 12C1a) in Albania.
- German intervention in the Balkans (Rule 38F2b) has not occurred.

Balkan Front scenarios (Scenarios B1-B6 in the *Wavell's War* Scenarios and Appendices booklet) end with a decisive Allied victory when the Axis player is forced to cease operations in the Balkans. In all other scenarios, after the Axis player is forced to cease operations in the Balkans, take the following action:

- *Immediately after Cessation of Operations, in the sequence indicated:* (1) Release from garrison all forces in the Allied Crete Garrison. (2) Remove from play all Axis forces and supply / resource items on-map in the SE Command. Remove from play all on-map Greek and Yugoslav forces anywhere. Count Axis (but not Allied) forces removed in this manner as eliminated. (3) Follow step 1 of Rule 3E5b. (4) Follow step 2 of Rule 3E5b. (5) Remove from play all forces in the SE and Balkan Command replacement pools and aborted and eliminated air units boxes. Forfeit all Axis SMPs, ARPs, and replacement points in the SE Command. Forfeit all such Greek and Yugoslav items anywhere. (6) Assign all Allied forces / items on the Dodecanese Islands to the Allied South Aegean Islands Garrison (Rule 37E3).

- *Within 3 Turns:* Evacuate all non-Greek / Yugoslav Allied forces, supply / resource items, and SMPs from Greece and Yugoslavia. During this 3-turn evacuation period, Allied forces may operate in Greece and Yugoslavia as normal (including using Greek and Yugoslav rail capacity or naval transport), but Axis forces may not operate in the SE Command at all. Any Allied forces / items in Greece or Yugoslavia at the end of the evacuation period are interned (remove them from play, but award the Axis player victory points for interned forces the same as if the forces were eliminated). *Example:* The Axis player is forced to cease operations in the Balkans in his Jan I 41 initial phase. Allied non-Greek / Yugoslav forces / items in Greece or Yugoslavia must evacuate prior to the Axis Mar I 41 initial phase or be interned at that time.

- *Immediately after last Allied forces / items leave Greece and Yugoslavia or are interned there:* Greece (and Yugoslavia if that country is not neutral) becomes neutral and remains so for the rest of the game. However, the Allied player continues to score victory points at the end of each 6-month period as if he controlled Albania, Crete, and Greece (see Rule 42). The Dodecanese Islands become part of the Axis Med / North Africa and Allied Middle East Commands. The Axis player ceases to control the SE Command. The Allied player ceases to control the Balkan Command. Axis-owned hexes on the Dodecanese now have intrinsic Axis defense forces (Rule 37H).

d. Victory Points. The Axis player may gain or lose victory points (VPs, Rule 42B) for ceasing operations in the Balkans, as follows:

- He gains 100 VPs if he ceases operations in the Balkans on or before Mar II 41.
- He loses 5 VPs each Axis initial phase on or after Jul II 41 in which he has not ceased operations in the Balkans.

e. Map Note. The Balkan Front map group (Maps 14A and 15B) may be removed from play after all actions pursuant to cessation of operations in the Balkans are completed.

6. East Africa and Cessation of Operations There. The applicability of some rules in *Wavell's War* varies depending on whether or not East Africa is in play. East Africa is in play in a scenario if the Allied and Axis East Africa Commands are under player control at the start of the scenario.

At the start of the first initial phase (Axis or Allied) in which there is not at least one Axis unit on-map in the Axis East Africa Command, operations cease in East Africa. The East Africa campaign scenario (Scenario C1 in the *Wavell's War* Scenarios and Appendices booklet) ends when the Axis player ceases operations in East Africa (determine victory per Rule 42 at this time). In all other scenarios, after the Axis player ceases operations in East Africa, immediately take the following action, in the sequence indicated:

1) Move all Axis air units in East Africa (including any air units in the aborted air units box) to the eliminated air units box for the Axis East Africa command. Forfeit all Axis SMPs, ARPs, and replacement points in East Africa. Transfer ownership of all Axis supply / resource items on-

map in East Africa to the Allied player.

2) Tally the victory points (Rule 42B) the Allied player receives for Axis forces in the Axis East Africa Command replacement pool and eliminated air units box. Once this is done, remove from play all Axis forces in this pool / box.

3) Move all Allied forces and supply / resource items on-map in Yemen or Aden to the Aden off-map holding box; move all other Allied forces / items on-map in East Africa to the East Africa off-map holding box. (Both of these boxes are on Allied Game Chart 1; see Rules 37C1a and 37C1b for details regarding their use.) Once this is done, remove from play *Wavell's War* maps WW1-16 and WW19. Note that maps WW17, WW18, WW20, and WW21 remain in play (as those maps contain territory that is in the Allied Middle East and Axis Med / North Africa Commands).

4) The Axis player now ceases to control the Axis East Africa Command. The Allied player continues to control the Allied East Africa Command, but now the land portion of the command consists only of the East Africa and Aden Holding Boxes.

F. Isolation and Lines of Communication.

1. Tracing Lines of Communication. Some rules require players to trace a line of communication (LOC). An LOC may be up to 14 hexes in length (regardless of weather) and is traced the same as an overland element of a supply line (Rule 12B1).

2. Judging Isolation. A unit is isolated if the owning player cannot trace an LOC from the unit to a hex from which a supply line (Rule 12B) can be traced to a regular general supply source (Notes 1 and 2 to Rule 12C).

Players determine the isolation status of all units and relevant hexes twice per player turn: at the start of each initial phase and combat phase.

Rule 4 — Sequence of Play

The game is played in a series of game turns, each representing one half of a month (about two weeks). Each game turn consists of an Allied player turn followed by an Axis player turn.

A. Player Turn Sequence.

Each player turn consists of the following phases. (*Note:* The *Wavell's War* Master Sequence Of Play Chart shows the sequence of play in detail.)

1. Initial Phase. The phasing player receives reinforcements and performs replacement, repair, and other activities. Both players determine the supply and isolation status of their units and hexes. Both players may fly air operations.

2. Movement Phase. The phasing player moves his naval units and ground units. Both players may fly air operations.

3. Combat Phase. Both players determine the isolation status of their units and hexes. Both players may fly air operations. The phasing player resolves attacks made by his units.

4. Exploitation Phase. The phasing player moves his naval units and c/m ground units. Both players may fly air operations.

B. Phasing.

During the Allied player turn, the Allied player is the phasing player and the Axis player is the non-phasing player. During the Axis player turn, these roles are reversed.

C. Restrictions.

Unless noted otherwise, activities may not be conducted outside this sequence. The activities mentioned above are explained in the following rules.

Rule 5 — ZOCs and Ownership

A. Zones of Control (ZOCs).

The zone of control (ZOC) of a unit represents the control a unit exerts over nearby terrain. ZOCs affect many activities in the game, as covered in the appropriate rules.

1. In-Hex ZOCs. Every unit exerts a ZOC in the hex it occupies. *Exception:* A transport counter (Rule 14H) never exerts a ZOC in the hex it occupies.

2. Adjacent Hex ZOCs. Some units also exert a ZOC through the six hexsides of the hex the unit occupies into the six surrounding, adjacent hexes. A unit prohibited from entering a specific terrain type or crossing a specific type of hexside does not exert a ZOC into that hex or through that hexside. For example, a unit prohibited from crossing a high mountain hexside does not exert a ZOC through any high mountain hexside. (Rule 6 covers prohibited terrain in detail.)

The following units exert ZOCs into adjacent hexes:

- Each divisional unit.
- Each brigade, regiment, and cadre, but only in hexes in weather zones F, G, H1, H2, H3, I, J, L, Q, and 'Sahel'. *Example 1:* An infantry division exerts a ZOC into adjacent hexes in weather zone D, but an infantry brigade does not. *Example 2:* An infantry brigade in hex 18A:4317 (weather zone F) would exert a ZOC into hexes 4416, 4417, 4318, and 4217 (all in zone F), but would not exert a ZOC into hexes 4316 or 4216 (both in weather zone E).

Note that battalions, headquarters (Rule 14C), transport counters (Rule 14H), and position AA units (Rule 22A2) never exert a ZOC into adjacent hexes.

Special: Some activities may cause a unit to lose its adjacent hex ZOC ability. For example, a unit which makes an air drop or amphibious landing in a turn loses its ability (if any) to project a ZOC into adjacent hexes during the remainder of that turn (this is described in detail in Rules 24B1 and 32B).

3. Reduced ZOCs. Under certain conditions, units with a ZOC may have reduced ZOCs. For example, units on their second and subsequent turns out of general supply have reduced ZOCs (Rule 12E2b), as do Axis units in Egypt and Libya while the Western Desert Surprise turn is in effect (Rule 37G2). Reduced ZOCs are the same as standard ZOCs, except for their effects on the movement of enemy units (Rule 6A).

4. Temporary Loss of ZOC. A unit with a ZOC may temporarily lose its ZOC, depending upon certain activities. For example, a unit which uses admin movement (Rule 6B), rail movement (Rule 7A), air transport (Rule 20F), naval transport (Rule 31), or river movement (Optional Rule 34C); or which is disrupted or badly disrupted as a result of an airdrop or amphibious landing (Rules 24A, 32A); or which is in guerrilla mode (Optional Rule 39B) loses its ZOC (both in the hex it occupies and in any adjacent hexes). When a unit undertakes such an activity, it loses its ZOC as specified in the rule. A unit that loses its ZOC does not have a ZOC for any game purpose until it regains its ZOC.

B. Ownership.

Players own land hexes at the start of the game and can gain and lose ownership of land hexes during play. If no units of the hex's current owner occupy a hex, a player can gain ownership of the hex in either of two ways:

- If at least one of his units both occupies and exerts a ZOC in the hex, regardless of the presence of enemy ZOCs in the hex.
- If at least one of his units exerts an uncontested ZOC into the hex. A unit exerts an uncontested ZOC in a hex if no unit of the opposing side exerts a ZOC in the hex.

In general, unless other specified in a rule, when a player gains ownership of a hex, he immediately owns the hex for all game purposes. For example, if an Axis parachute unit air dropped in an enemy-owned hex containing an airbase and gained ownership of that hex, the airbase there is now Axis-owned, and Axis forces may use it from that point on.

1. Occupied-and-Owned. A hex is *occupied-and-owned* by a player if the hex is both owned by the player and occupied by one or more of the player's units. This concept is used in many rules.

2. Capture. The rules often use the term *capture*. An enemy-owned hex is captured when it becomes friendly-owned. An item (such as a city, rail marshaling yard, supply terminal, supply/resource item, airbase, port, or government) in an enemy-owned hex is captured when the hex the item occupies is captured, unless the rules on that item specify otherwise.

3. Ownership of Cities, Ports, and Airbases [Advanced Rule]. Uncontested ZOCs alone do not gain ownership of hexes containing enemy-owned cities, ports, or airbases. To gain ownership of such a hex, a friendly unit must occupy the hex.

4. Half RE Units [Advanced Rule]. By itself, a 1/2 RE-sized unit cannot gain permanent ownership of a hex. When such a unit enters a hex its player does not own, the unit owns the hex only as long as it occupies the hex; upon leaving the hex, ownership reverts to its previous status (such as enemy-owned or neutral, as appropriate). It takes at least 1 RE of units (including, for example, two battalions operating together) to gain permanent ownership of a hex.

5. Ownership of Territory [Optional Rule]. In addition to the cases above, a player may gain ownership of territory in the following manner. In each initial phase, check for ownership of isolated hexes except for major city hexes; hexes containing air bases, ports, or dot cities; and hexes occupied by enemy units. When checked, a friendly-owned hex becomes enemy-owned if an LOC (Rule 3F) cannot be traced from the hex to a friendly unit but can be traced to an enemy unit.

Rule 6 — Movement

All phasing units may move during the movement phase. All phasing c/m units may move during the exploitation phase. The phasing player may move any or all of his appropriate units in these phases, but he is never required to move any unit.

A unit's movement rating is the number of movement points (MPs) the unit may normally spend in a movement or exploitation phase. A unit may move up to the limit of its movement rating, as restricted by weather, terrain, ZOCs, and supply. The Terrain Effects Chart (TEC) lists the movement effects of hexes. (*Note:* The TEC for *Wavell's War* consists of the TEC for *War in the Desert* plus the Supplemental TEC on *Wavell's War* Game Chart 7.) The movement costs of terrain affects units by unit class or unit type, as listed on the three columns of the chart:

- *Mot/Art:* Combat/motorized units and artillery units use these costs.
- *Other:* All non-mot/art units use these costs, except for unit types listed in the exceptions column.
- *Exceptions:* Units of the listed types use the costs listed in this column.

A unit spends MPs as it moves from hex to hex. For each hex entered, the unit spends a varying amount of MPs, depending upon weather and the type of terrain in the hex being entered. *Example:* Units entering a mountain hex during clear weather would spend: 6 MPs for an artillery unit, 3 MPs for an infantry unit, and 2 MPs for a mountain unit.

A unit must spend MPs to cross hexsides that have MP costs listed on the TEC. The MP cost to cross a hexside is in addition to the cost to enter a hex, as shown by the plus sign (+) in front of the cost. For example, it costs a unit 1 MP to cross a wadi hexside, in addition to the cost of the hex it is entering.

A unit may not enter a prohibited hex or cross a prohibited hexside. **Prohibited terrain**—any terrain that is prohibited for a unit to enter—is listed as such on the TEC. For example, no unit may cross an all-sea hexside, and thus such a hexside is prohibited terrain for all units.

In general, a unit may not enter an enemy occupied-and-owned hex (Rule 5B1). Exceptions to this are covered in the appropriate rules. Note that a unit can enter a hex that is enemy owned but not enemy occupied. Also note that a unit can enter an enemy-occupied hex if it is not enemy-owned (this situation occasionally occurs, such as when a parachute unit making an airborne landing becomes disrupted and thus cannot gain ownership of the hex it occupies).

A unit may always move a single hex (except into or across prohibited terrain) in a phase in which it may move. To use this **special single-hex movement ability,** the unit spends all of its MPs and enters an adjacent hex, even if the cost to do so exceeds the number of MPs the unit has available that phase. It may move through enemy ZOCs when using this one-hex movement ability. Note that a unit may not spend MPs for any other purpose (such as breaking a rail line) when using this ability.

Lack of supply can affect movement as described in Rule 12E.

Overruns (Rule 13) may occur during movement.

Units may also move by special forms of movement, as covered in the separate rules: rail movement (7A), air transport (20F), naval transport (31), and river movement (34C).

A. Effects of ZOCs on Movement.

When a unit exits a hex that is in an enemy ZOC, it must spend a number of MPs to leave the hex, in addition to the terrain costs of movement. The ZOC costs are given on the ZOC Movement Costs Table (on Game Play Chart 1).

B. Administrative Movement.

During the movement phase (only), a unit may use administrative (admin) movement. Admin movement allows a unit to move faster than regular movement, but imposes restrictions on the unit.

A unit may use admin movement in the following terrain types:

- *Roads:* In all weather zones, when moving on a road (Rule 7B), any type of terrain. *Exception:* Admin movement is prohibited when moving along fair weather roads (Rule 7B2) in mud weather.
- *Hexes:* In weather zones C, D, and E when not moving on a road, any type of terrain except mountain or prohibited.
- *Hexsides:* In weather zones C, D, and E, when not moving on a road, any type of terrain except mountain, major river, or prohibited.

Note that in weather zones F, G, H1-H3, I, J, L, Q, and 'Sahel', a unit may use admin movement only when moving on a road.

A unit pays half the regular MP cost of terrain when using admin movement. For example, a unit using admin movement to enter a clear terrain hex in clear weather pays 1/2 MP per hex. A unit using admin movement is restricted:

- It may not spend MPs for any purpose except admin movement, operational rail movement (Rule 7A2), naval transport (Rule 31), or river movement (Rule 34C). *Example:* A 2-8 infantry brigade at Haifa (19A:4305) moves by naval transport to Alexandria (19A:2416), spending 2 MPs; next moves by operational rail movement to Matruh (19A:1218), spending an additional 3 MPs; and then moves by admin movement along the

- coast road to hex 19A:0618, spending the last 3 MPs of its movement allowance.
- If it has a ZOC, it loses its ZOC for the remainder of the movement phase once it begins to use admin movement.
- It may not start or move adjacent to an enemy unit during the entire phase in which it uses admin movement.
- It may not enter an enemy-owned hex.

Rule 7 — Transportation Lines

There are two types of transportation lines: railroads and roads. A unit may use a transportation line only when it moves in hexes directly connected to one another by the line.

A. Railroads.

Units may move by rail on rail lines. There are two types of rail lines: high-volume and low-volume. For rail movement, the only difference between the lines is their effect on rail capacity. *Note:* All adjacent hexes of a multi-hex city are connected by high-volume rail lines.

Units of the phasing player may use rail movement only in the movement phase. A unit moving by rail moves at an accelerated rate, ignoring regular terrain costs. To use rail movement, a unit must be on a rail line.

When using rail movement, a unit is restricted, in that:

- It may not enter or leave a hex in an enemy ZOC. However, an enemy ZOC (including its MP costs) in a hex is negated for rail movement purposes (only) if a friendly unit with a defense strength greater than zero occupies the hex throughout the movement phase. This unit must start in the hex and may not leave the hex during the movement phase. (ZOCs are covered in Rule 5.)
- It may move by rail only in rail hexes that were friendly-owned at the start of the player turn, and only if a line of such rail hexes can be traced from the unit to a friendly-owned rail marshaling yard (see Rule 7A1).
- If it has a ZOC, it loses its ZOC from the instant it starts to move by rail to the end of its rail movement.

1. Rail Marshaling Yards. Each dot city, major city hex, standard port, major port, and great port on a rail line is a *rail marshaling yard*. Rail marshaling yards have an initial rail capacity value as follows: dot cities and standard ports 1 RE, and major city hexes and major and great ports 2 REs. If a hex contains both a city and a port that qualify as rail marshaling yards, the capacity of the yard is the greater of the two values. For example, a hex containing a dot city (1 RE) and a major or great port (2 REs) would have a rail marshaling yard with a capacity of 2 REs. Rail marshaling yards are used for the purposes of rail nets (Rule 7A5) and bombing (Rule 20G1a).

Some rules require two rail marshaling yards or cities to be connected to one another. They are connected if a rail line of any length can be traced between them; this line is traced in the same manner as the road / rail element of a supply line (Rule 12B2) except that it may only be traced along rail lines.

2. Operational Rail Movement. A unit may use operational rail movement, moving several hexes for each MP spent, as given on the Rail Movement Rates Table (on Game Play Chart 1). Unless prohibited by other rules, a unit may combine operational rail movement with other forms of movement in a movement phase. For example, a unit could move overland to a rail line, move by rail to a port, and then embark at the port to move by naval transport.

3. Strategic Rail Movement. Due to limited nature of the rail nets involved, this rule is not used in *Wavell's War*.

4. Capacity. For each rail net (see below), each player has a rail capacity, which is the maximum number of REs that he may move by rail in a turn on that net. Cavalry and c/m units that move by rail count double their RE size against rail capacity. For example, an infantry regiment moving by rail counts as 1 RE, while a tank regiment counts as 2 REs.

If a unit uses a low-volume rail line at any time during its rail movement, it counts double its RE size against rail capacity that turn. Note that the size of c/m and cavalry units is doubled twice, once for being c/m or cavalry and once for using a low-volume line.

On each rail net, a unit only counts against rail capacity once per turn, even if it makes separate rail moves during its turn. *Example:* An infantry brigade moves by rail, then moves overland to another rail line, and then moves by rail again. It uses high-volume lines at all times, and thus counts as 1 RE against the player's rail capacity for that net.

Rail capacity can be temporarily or permanently increased or lost during play, as covered in later rules. For example, rail marshaling yard bombing (Rule 20G1a) can temporarily decrease a player's rail capacity on a rail net.

5. Rail Nets. The rail lines on the map are divided into various rail nets, as shown on the initial conditions section of the orders of battle (OBs). The following rail nets are in play on the maps:

- *Albania:* All rail hexes in Albania.
- *Balkan:* All rail hexes in the Balkans (i.e., the Axis SE and Allied Balkan Commands), except those rail hexes in Albania.
- *French North Africa:* All rail hexes in French North Africa.
- *Tripolitania:* All rail hexes in Tripolitania.
- *Cyrenaica:* All low-volume rail hexes in Cyrenaica.
- *Middle East:* All high-volume rail hexes in Cyrenaica, and all rail hexes in Egypt, Palestine, and Transjordan.
- *Levant:* All rail hexes in the Levant.
- *Turkey:* All rail hexes in Turkey except broad gauge rail hexes (i.e., the line from Sarikamis (21A:1409) to the Soviet border).
- *Iraq:* All rail hexes in Iraq.
- *Iran:* All rail hexes in Iran except broad gauge rail hexes (i.e., the line from Tabriz (32:0229) northwards off-map).
- *Ethiopia:* All rail hexes in Ethiopia and French Somaliland.
- *Eritrea:* All rail hexes in Eritrea. If the Kassala / Tessenai connection is completed (Rule 14A1), the Axis player treats all rail hexes in Sudan as part of the Eritrea rail net.
- *Somalia:* All rail hexes in Somalia.
- *Sudan:* All rail hexes in the Sudan. If the Kassala / Tessenai connection is completed (Rule 14A1), the Allied player treats all rail hexes in Eritrea as part of the Sudan rail net.
- *Kenya/Uganda:* All rail hexes on the *Wavell's War* maps in Kenya, Uganda, and Tanganyika.

The OBs list the indicated player's starting capacity on the nets, in REs, at the beginning of the indicated scenario.

A unit using rail movement on a net counts against the owning player's capacity for that net. If a unit uses rail movement on more than one net in a turn, it counts against the player's capacity of each net used. *Example:* A British infantry division (3 REs) moves from the Levant to a destination in Egypt, moving over both the Levant and Middle East rail nets. Thus, the division uses 3 REs on the Levant net and 3 REs on the Middle East net.

a. Capacity Gain / Loss due to Rail Marshaling Yard Capture. Capacity on a rail net may be gained and lost through the capture of rail marshaling yards. When the enemy player captures (or recaptures) a rail marshaling yard, the (previously) owning player loses its rail capacity value from his rail net and the capturing player gains half its RE value as capacity for his

rail net (round fractions down to the nearest 0.5 RE).

When a rail marshaling yard is captured, the capacity that the capturing player gains cannot be used that player turn; it may be used in following friendly player turns.

Example: In the course of a game, Axis forces break through Allied lines and capture the major city hex of Alexandria (19A: 2416), a 2-RE rail marshaling yard on the Middle East rail net. The Allied player loses 2 REs of capacity from his rail net, while the Axis player gains 1 RE of capacity for his net. If the Allied player were subsequently to recapture Alexandria, the Axis player would then lose 1 RE of capacity from his net, and the Allied player would gain 0.5 RE for his net. If Alexandria were recaptured once again by the Axis, the Allied player would lose 0.5 RE of capacity from his net, but the Axis player would not gain any capacity (half of 0.5 being 0.25, which rounds down to 0).

b. Temporary Capacity Increase [Optional Rule]. A player may spend resource points to temporarily increase his rail capacity on a rail net. To do so, he must own at least two connected, unisolated rail marshaling yards on the net, with the resource points to be spent at any of these yards. (*Note:* As there is only a single rail marshaling yard on each of the Albania, Tripolitania, Cyrenaica, and Somalia rail nets, the capacity of those nets cannot be increased in this manner.)

The player spends resource points as he moves units during his movement phase to increase his capacity on a rail net for that player turn (only). He may increase the capacity for a net by up to a maximum of half his current capacity for the net. For each resource point spent, the net's capacity is increased by 10 REs (or fraction thereof) for that player turn.

Example #1: The Allied player has a capacity of 16 REs on the Middle East rail net. He may increase its capacity by up to 8 REs, and he does so, spending 1 resource point.

Example #2: The Axis player wants to move a step of attack supply (3 REs) over his Ethiopia rail net (which net has a current capacity of 2 REs). In order to do so, he must spend 1 resource point to increase the net's capacity by 50% to 3 REs.

c. Permanent Capacity Building [Optional Rule]. A player may spend resource points to permanently build up his rail capacity on a rail net. To do so, he must own at least two connected, unisolated rail marshaling yards on the net, with the resource points to be spent at any of these yards. (*Note:* As there is only a single rail marshaling yard on each of the Albania, Tripolitania, Cyrenaica, and Somalia rail nets, the capacity of those nets cannot be increased in this manner.)

The player spends the resource points in his initial phase. For every 3 resource points spent, his capacity on the net is permanently increased by one RE. *Note:* This capacity increase is immediate and may be used in the same turn it is built.

d. Record Keeping. Assign any permanent rail capacity increases to specific rail marshaling yards as it is built. Keep track of rail capacities and any gains or losses on paper.

6. Rail Breaks. A unit may break a rail line in a hex by spending 2 MPs in the hex. (*Optional Alternative:* If Rule 14A1k is used, the number of MPs a unit must spend to break a rail line varies depending on the unit's RE size as described in that rule.) *Special:* Units may spend MPs to break a rail line only if an unisolated enemy ground unit is within 14 hexes via a permitted route (Rule 3D4).

Bombing (Rules 20G1a and 20G2e) may also break rail lines.

A unit may not use rail movement to enter or leave a hex in which the rail line is broken.

Rail breaks may be repaired (Rule 14A1), and a rail line may be used in the turn it is repaired.

Use a hit marker to mark a broken rail line in a hex. Use line cut markers to mark a broken stretch of rail line. For example, if the rail line in each hex from (and including) Matruh (19A:1218) to (and including) El Alamein (19A:2119) is broken, then place a line cut marker, pointing east, at Matruh, and another one, point west, at El Alamein.

7. Gauge. The railroads in play on the maps use many different rail gauges: standard, broad, meter, and narrow. Most rail lines are standard gauge; the exceptions are:

- *Broad Gauge:* The high-volume rail line in Turkey from Sarikamis (21A:1409) to the Soviet border, and the high-volume rail line in Iran from Tabriz (32:0229) northward.
- *Narrow Gauge:* All low-volume rail lines in French North Africa, Libya, Palestine, Transjordan, and the Levant; and all rail lines in Eritrea, Somalia, Kenya, Sudan, Tanganyika, and Uganda. (Note that in French North Africa, Libya, Palestine, and the Levant, high-volume rail lines are standard gauge while low-volume rail lines are narrow gauge.)
- *Meter Gauge:* All rail lines in Ethiopia, all low-volume rail lines in Iraq, and the low-volume rail lines in Turkey between Izmir (20A:1131), Manisa (20A:1029), and Afyonkarahisar (20A:1319). (Note that in Iraq high-volume rail lines are standard gauge while low-volume rail lines are meter gauge.)

A unit which uses rail lines of differing gauges as part of its rail movement must pay a **trans-shipment cost** of 1 MP each time it crosses from one gauge to another.

In contrast to other *Europa* games, rail lines cannot be regauged (changed from one gauge to another) in *Wavell's War*.

8. Off-map Balkan Rail Connections [Optional Rule]. Rail lines running off the east edge of map 14A in Romania and Bulgaria are connected. Axis units may move by rail off the map on one of these rail lines and re-enter the map on any connected rail line. It costs the unit 25 hexes of rail movement to do this.

B. Roads.

1. General. A unit moving along a road pays the MP cost for clear terrain for each hex it enters; the actual terrain costs for hexes entered and hexsides crossed are ignored.

Road movement has the same limitations as regular movement. For example, a unit moving along a road must spend additional MPs to exit a hex in an enemy ZOC. Roads may be used in both the movement and exploitation phases.

In addition to the roads printed on the map, each rail line is also a road. Even when a unit is prohibited from using a railroad in a hex, it may still use the rail line there as a road.

Note: Roads may not be broken.

2. Fair weather Roads [Advanced Rule]. The roads shown on the *Wavell's War* maps (i.e., maps WW1 through WW21) are differentiated between regular roads and fair weather roads, as shown on the *Wavell's War* Supplemental Terrain Key on map WW 19. For example, the transportation lines converging on Garissa (WW4:0902) from the north, east, and south are fair weather roads, while the transportation line from the west is a regular road. Fair weather roads function the same as regular roads (per Rule 7B1 above) except the following restrictions apply to their use during mud weather (Rule 36 covers weather):

- Units may not use admin movement (Rule 6B) along fair weather roads in mud weather.
- It costs 6 SMPs to move an SMP load (Rule 12H2) one hex along a fair weather road in mud weather.

Note that a road element of a supply line (Rule 12B1) can still be traced along a fair weather road in mud weather.

Construction units may upgrade fair weather roads to regular roads as described in Advanced Rule 14A1g.

C. Tracks.

Some rules may refer to a transportation line existing only as a track. Tracks have no effect on play except that tracks may be upgraded to roads as described in Advanced Rule 14A1g.

D. Construction.

Certain transportation lines printed on the maps do not exist (and thus cannot be used) until they are constructed. The starting conditions section of each scenario's special instructions (see the *Wavell's War* Scenarios and Appendices booklet) lists the transportation lines that do not exist at the start of that scenario. (Appendix E in the same booklet also has a complete list of all transportation lines built during the war, along with details on when they historically were completed.) For example, at the start of the Western Desert Campaign scenario and several other scenarios the southernmost of the two transportation lines from Matruh (19A:1218) to Tobruch (18A:4817) does not exist (is neither a road nor a railroad).

The mechanics of how these transportation lines are constructed are covered in Rule 14A1 (Construction).

E. Bridges [Optional Rule].

1. Ownership. A road or rail line crossing a river, canal, or major river hexside is a bridge. A player owns a bridge if he owns both hexes adjacent to the bridge hexside or if he was the last to do so. A player may not use a bridge unless he owns it.

2. Demolition. A ground unit may demolish a bridge by spending 4 MPs in either hex adjacent to the bridge to do so. (Note that the MP cost to demolish a bridge is always 4 MPs, even if Optional Rule 14A1k (Variable Demolition Costs) is used.) *Special:* Units may spend MPs to demolish a bridge only if the bridge is un-owned or friendly-owned, and an unisolated enemy ground unit is within 14 hexes via a permitted route (Rule 3D4).

Air units may demolish a bridge by bombing as described in Rule 20G2j.

A demolished bridge may not be used for any movement purposes, such as road movement, rail movement, admin movement, etc. For example, an infantry unit using a road to cross a river and enter a woods hex during clear weather normally pays 1 MP to do so; it must spend 3 MPs to do so if the bridge is destroyed (1 MP for the river and 2 MPs for the woods hex).

Supply lines may be traced across a demolished bridge without penalty.

3. Repair. A demolished bridge may be repaired (Rule 14A1m), and a bridge may be used in the turn it is repaired.

4. Seizure. Commando units may attempt to seize enemy-owned bridges as described in Rule 14F4.

Rule 8 — Stacking

Only a limited number of units may stack in a hex.

A. Stacking Limit.

The number of units that may stack in a hex varies depending on the terrain in the hex. In mountain hexes, the mountain stacking limit applies; in all other terrain the regular stacking limits apply. These stacking limits apply separately for each side. For example, when both sides have units in a hex (as may occur during an air drop or amphibious landing, for example), each side may have units from their side in the hex up to the maximum stacking limit for the hex. *Note:* The stacking limits are summarized on the Stacking Summary (on Game Play Chart 1).

1. Regular. The maximum regular stacking limit for a hex is:
- Three units of any unit size and unit type, plus
- Three REs of non-divisional units of any unit type, plus
- Two REs of artillery units.

Examples: Each of the following combinations could stack in a non-mountain hex: a) Three divisions, three brigades, and two artillery regiments; b) two divisions, three brigades, and three artillery regiments; c) one division, one cadre, three brigades, two battalions and two artillery regiments.

2. Mountain. The maximum stacking limit for a mountain hex is:
- Two units of any unit size and unit type, plus
- Two REs of non-divisional units of any unit type, plus
- One RE of artillery units.

3. Special. Transport counters (Rule 14H) and position AA units (Rule 22A2) never count against the stacking limits.

B. Effects.

The stacking limit is in force at the end of each movement, combat, and exploitation phase. A player may not move his units so that they violate the stacking limit in any hex at the end of these phases. If, as a result of combat, a unit must retreat in violation of stacking, it must continue to retreat until the stacking limit is no longer violated. If it cannot do so, it is eliminated instead.

The stacking limit of a hex is also the limit on the number of units that may attack or overrun that hex from an adjacent hex. *Example:* Units in two clear terrain hexes attack enemy units in a mountain hex. Since the hex under attack is a mountain hex, only units up to the mountain stacking limit may attack the hex from each of the two clear hexes, even though more units may be stacked in these hexes.

Note that the stacking limit is not in force in the initial phase, when reinforcements and replacements enter play. Reinforcements and replacements may enter play in violation of the stacking limit during the initial phase, but only if the limit will not be violated at the end of the following movement phase.

C. Corps Markers.

Players may use corps markers to help with stacking in congested portions of the map. To use a corps marker, place a corps marker in the hex, place the units there in a box on a copy of the *Europa* Corps/Wing Marker Display, and write the identification of the marker on the box. All units in the corps marker's box are treated for all game purposes as being in the hex occupied by the marker.

Note: Since the Corps/Wing Marker Display will be written on when used, consider making multiple copies of the Corps/Wing Marker Display for use when playing the game. Save the original without writing on it.

Rule 9 — Combat

During the combat phase, the phasing player's units may attack eligible enemy units. In this phase, the phasing player is the attacker and the non-phasing player is the defender.

A. Procedure.

An attack consists of one or more phasing units attacking an adjacent (Rule 3D4) hex that contains enemy units. In a combat phase, the attacking player may make a series of attacks, one after another, in any order. Attacking is voluntary; units are not required to attack (*Exception:* Under some circumstances attacking is mandatory; this mandatory combat is described in Rule 9K.) The attacker does not have to announce all of his attacks before resolving any attack.

For each attack, follow this procedure:
1) Resolve any attempts by eligible defending units to retreat before combat (per Rule 9I). If all defending units successfully retreat, the combat ends at this point.

2) For the attacking units in an attack, determine if they are in or out of attack supply (per Rule 12D).

3) Total the modified attack strengths of all units attacking an adjacent hex occupied by enemy units. Terrain, fortifications, and weather (Rule 9H), support (Rule 11), supply effects (Rule 12E), assault engineers (Rule 14A3), artillery in attack (Rule 14B3), disruption (Rules 24A and 32A), Bande Unreliability (Optional Rule 37J6b), Greek Demoralization (Optional Rule 38G6), Iraqi Unsteadiness (Rule 38J4a), and Italian Disarray (Rule 38K3) can modify the attack strengths of units. If at this point the total attack strength is 0, the combat immediately ends with an automatic AE result. (Combat results are covered in Rule 9C.)

4) To the total attack strength, add the attack strength of any ground support bombing (Rule 20G2b) and offensive naval gunfire support (Rule 34A) provided to the hex.

5) Total the modified defense strengths of all units in the attacked hex. Support (Rule 11), supply effects (Rule 12E, assault engineers (Rule 14A3), artillery in defense (Rule 14B2), disruption (Rules 24A, 32A), Bande Unreliability (Optional Rule 37J6b), Iraqi Unsteadiness (Rule 38J4a) Italian Disarray (Rule 38K3), and Vichy French Local Resistance (Rule 38V4a) can modify the defense strengths of units. If at this point the total defense strength is 0, the combat immediately ends with an automatic DE result.

6) To the total defense strength, add the defense strength of any defensive air support bombing (Rule 20G2c) and defensive naval gunfire support (Rule 34A) provided to the hex.

7) Calculate the combat odds ratio. Compare the total attack strength to the total defense strength in the form *attacker:defender*. Round this ratio down in favor of the defender to correspond to a combat odds ratio on the Ground Combat Results Table (on Game Play Chart 1). For example, an attack strength of 34 attacking a defense strength of 9 is 34:9, which rounds down to 3:1.

8) Determine the combat result. Roll one die, and modify the number rolled by all appropriate modifiers, such as those for terrain, fortifications, and weather (Rule 9H), armor & antitank effects (Rule 10), combat engineers (Rule 14A2), commando surprise attack (Rule 14F2), mountaineering (Rule 14K2), and US Tactical Problems (Rule 38U2b). Cross-index the adjusted die roll with the odds column to get the combat result. The combat result affects the units involved in the combat; implement it immediately.

B. General Restrictions.

The following general restrictions apply to combat:
- No unit may attack or be attacked more than once per combat phase.
- No unit may attack into a prohibited terrain hex or across a prohibited terrain hexside. (Prohibited terrain is defined in Rule 6).
- All units defending in a hex must be attacked collectively, with their defense strengths combined. Units in a hex may not be attacked individually.
- Each attack must be against the units occupying a single hex. Two or more hexes may not be attacked in a single attack. Units in the same hex may attack into different hexes, but even in this case each attacked hex requires a separate attack.
- A unit may not split its attack strength, such as to attack more than one hex.
- The stacking limit (Rule 8A) of the attacked hex limits the number of units that may attack the hex from adjacent

hexes (this is described in greater detail in Rule 8B).
- Any attack at odds higher than 9:1 is resolved at 9:1 odds. Any attack at odds less than 1:4 is an automatic AE (attacker eliminated) result.

C. Combat Results.

Combat results may affect the attacking units, the defending units, both sides, or neither side. When a combat result occurs, the owning players immediately apply it to their affected units.

AE: Attacker Eliminated/DE: Defender Eliminated. Eliminate all affected units: reduce any unit with a cadre to its cadre strength; remove from play all other units. Retreat units reduced to cadre.

AH: Attacker Half Eliminated/DH: Defender Half Eliminated. Eliminate units so that at least half of the total strength (attack strength for the attacker, defense strength for the defender) of the affected units is eliminated. All surviving affected units must retreat.

AR: Attacker Retreats/DR: Defender Retreats. Retreat all affected units.

AS: Attacker Stopped. The attack is inconclusive; neither side takes losses or retreats.

HX: Half Exchange. Eliminate the side with the lower printed combat strength (or the defender if both sides are equal in strength). Retreat units reduced to cadre because of this result. Then, from the other side, eliminate units so that the total strength loss equals at least half the total strength loss of the eliminated side. *Example:* An attack of 15 attacking strength points against 6 defending strength points results in an HX result. The defender, being the weaker side, eliminates his 6 strength points. Then the attacker must eliminate at least 3 of his strength points.

EX: Exchange. Eliminate the side with the lower printed combat strength (or the defender if both sides are equal in strength). Retreat units reduced to cadre because of this result. Then, from the other side, eliminate units so that the total strength loss at least equals the total strength loss of the eliminated side. *Example:* An attack of 15 attacking strength points against 6 defending strength points results in an EX result. The defender, being the weaker side, eliminates his 6 strength points. The attacker must then eliminate at least 6 of his strength points.

D. Losses.

Calculate all combat losses using the printed strengths of the involved units. Many rules may modify strengths for combat resolution, but these modifications are not considered for losses. When determining losses, always use the attacker's attack strengths and the defender's defense strengths.

Air units and naval units may aid units in combat (Rules 20G2b, 20G2c, and 34A). However, the bombing strengths of air units and the gunfire strengths of naval units are not included when determining losses. Air units and naval units are never eliminated due to ground combat resolution.

E. Cadres.

Various divisional units can take losses in combat and remain in play at reduced strengths. These units have cadres printed on the backs of their counters. When such a unit is eliminated in combat, it is reduced to its cadre instead of being removed from play. When calculating the total strength loss in a combat, the strength of a division reduced to cadre is counted fully. *Example:* Count a 5 strength point division reduced to a 2 strength point as a strength loss of 5, not 3.

Note: A unit has a cadre only if it is a divisional unit and has a unit with the cadre unit size on the back of the counter. No other units have cadres. For example, many divisional breakdown counters (Rule 15) have backprinted units, but these are not cadres. Also, to save limited space for counters, some units in the game are backprinted with units other than cadres (such as a unit to which that unit converts or upgrades).

F. Movement After Combat.

1. Retreats. When a unit must retreat, the owning player moves it one hex away from the hex it occupied during combat, in accordance with the following priorities:

1) To a hex not in any enemy ZOC and not in violation of stacking. (ZOCs are described in Rule 5.)
2) To a hex not in an enemy ZOC but in violation of stacking.
3) To a hex in an enemy ZOC (regardless of stacking). A unit that retreats to a hex in an enemy ZOC is reduced to a cadre if it has a cadre. If it does not have a cadre (or already is a cadre) it is eliminated.

When a retreating unit violates the stacking limit, it must continue to retreat, per the above priorities, until it reaches a hex where it does not violate the stacking limit. If it cannot do this, it is eliminated.

A unit with no retreat route except into or across prohibited terrain or into enemy occupied-and-owned hexes (Rule 5B1) is totally eliminated, even if it has a cadre. *Exception:* When using Advanced Rule 13C (Retreats and Overruns) a unit may be able to retreat into an enemy occupied-and-owned hex without being eliminated; see Rule 13C for details.

Defending units retreating to a friendly-occupied hex that is subsequently attacked in the same combat phase contribute nothing to the defense of the hex: Their defense (combat) strengths are ignored during the attack and for all exchange purposes, and they are ignored for armor/antitank effects, support, AA, or anything else called into play during the attack. These units do, however, suffer all adverse effects of the subsequent attack.

German c/m units (only) may ignore enemy ZOCs when retreating if they retreat to a friendly-occupied hex. If they retreat to a hex unoccupied by friendly units, they are affected by enemy ZOCs as normal. *Note:* Only German c/m units have this special retreat capability. All other units, including units stacked with German c/m units, do not have this ability.

2. Advances. Attacking units may advance after combat into the attacked hex, up to the stacking limit, if the attack clears the hex of enemy units. Advance after combat is voluntary. The units must advance immediately upon resolution of the attack, before any other attack is resolved.

Defending units may not advance after combat.

G. Zero Strength Units.

Zero-strength units may participate in combat without special restriction. Note, however, that they can suffer automatic elimination per the combat procedure (section A above).

H. Terrain, Fortification, and Weather Effects.

The terrain and fortifications in a defender's hex, the terrain and fortifications of the hexsides across which an attack is made, and the current weather may affect combat resolution. The *combat effects* columns on the Terrain Effects Chart (TEC) and the Fortifications Effects Chart summarizes these effects. Note that weather effects are also summarized on the TEC. (Weather is described in detail in Rule 36.) AEC refers to armor effects capabilities, as explained in Rule 10. In general, terrain and fortifications may affect combat by halving or quartering some or all of the attacking units; further, terrain, fortifications, and weather may affect combat by applying modifications (such as –1) to the

die roll used to resolve the attack.

I. Retreat Before Combat.

Certain units (as specified in later rules) may attempt to retreat before combat. When resolving an attack against a hex containing any defending units that may attempt to retreat before combat, the attacking player must indicate all forces that are attacking the hex. The defending player chooses which, if any, of his units that can attempt to retreat before combat will attempt to do so. For each unit, the defending player rolls one die and consults the Success Table (on Game Play Chart 6):

- A *Success* result means the unit retreats before combat. The player immediately retreats the unit, using the regular rules of retreat (Rule 9F1 above).
- Any *Failure* result means the unit does not retreat before combat.

Note: In *Wavell's War,* commando units (Rule 14F) and units in guerrilla mode (Optional Rule 39B2) are the only units that may attempt to retreat before combat.

Once allocated to an attack, the attacking forces may not be reallocated to a different attack or withheld from attacking, even if all defending units in the attacked hex retreat before combat. If any defending units remain in the attacked hex, the attack is resolved. If all defending units in the hex retreat before combat, the attacking units may advance into the hex, the same as for advance after combat (Rule 9F2 above).

J. Required Losses.

Certain units with special combat abilities are required to take losses under some circumstances if their special abilities are used. (The special abilities and whether required losses are incurred are covered in later rules.) If such units use their special abilities in a combat that results in losses to their side, at least half of all losses must be taken from these units, if possible.

Example: In an attack, the attacker used full AECA to modify the attack and obtained an EX. The defender lost 8 strength points; the attacker loses the same amount. Since required losses are incurred when 1/2 or more AECA is used (per Rule 10H), half of the losses (4 strength points) must be taken from units capable of 1/2 or more AECA that participated in the attack.

K. Same-Hex Combat.

Under various conditions, including airborne landings (Rule 24) and amphibious landings (Rule 32), units from both sides may end up in the same hex. In the combat phase, when units from both sides are in the same hex, all phasing units in the hex (up to the stacking limit for the hex) *must* attack the enemy units there. (They cannot attack another hex, nor may they not attack at all.) Friendly units in other hexes may also join in the attack, per the above combat rules.

When differing sides occupy the same hex, combat is resolved per the above combat rules except for AS results: An AS result becomes an AR result for the attacking units in the hex; all other units treat the result as an AS.

Retreating units are subject to the effects of all ZOCs they enter, including the ZOCs of enemy units in the hex from which the retreat is conducted. *Example:* A parachute regiment drops in a hex occupied by an enemy division. During the combat phase, the parachute regiment must attack, and the combat result requires it to retreat. Since any hex it can enter is in the ZOC of the division in the drop hex, the parachute regiment is eliminated.

Rule 10 — Armor and Antitank Effects

Various unit types have armor and antitank capabilities as shown on the Unit Identification Chart.

A. Categories.

1. AECA: Armor Effects Capability in the Attack. AECA expresses the ability of an attacking unit to use armor effects.

2. AECD: Armor Effects Capability in the Defense. AECD expresses the ability of a defending unit to use armor effects.

3. ATEC: Antitank Effects Capability. ATEC expresses the ability of a defending unit to use antitank effects when the attacker has armor effects.

B. Values.

Armor and antitank effects are calculated on a proportional basis, using regimental equivalents (REs). (Units have various RE sizes as specified in Rule 3A3.) To calculate the proportion, a player must know the value of each of his involved REs. A unit may have one of four possible values.

1. Full. Each RE of the unit is counted as fully capable. For example, a German panzer regiment (1 RE) has 1 RE of AECA.

2. Half. Each RE of the unit is counted as one half capable. For example, a British armored brigade (1 RE) is counted as 1/2 RE of AECD; its remaining 1/2 RE is counted as having no AECD.

3. Neutral. The REs of the unit are not counted when determining the proportion. For example, the 1 RE of an artillery regiment is not counted when determining ATEC.

4. None. All REs of the unit are counted in the proportion as having no capability.

C. Proportions.

To calculate the proportion in a category, total the number of REs that have a capability. Divide this number by the number of non-neutral REs involved. Express the resulting proportion as a fraction. For example, if two Italian 3-6 infantry divisions (total 4 REs, no AECA), one 9-10 panzer division (2 REs, full AECA), and two artillery regiments (total 2 REs, neutral, and hence not counted) are attacking, then two out of a total of 6 REs have AECA, for a fraction of 1/3.

Use the proportion to determine the die roll modification to combat (if any). Note that if the proportion is less than one tenth (1/10), there is no die roll modification. AEC and ATEC die roll modifications are listed below and on the Armor/Antitank Summary (on Game Play Chart 1).

Weather affects AEC, but not ATEC, per the Terrain Effects Chart. There is no AEC at all in mud weather. AEC is reduced in winter and snow weather. (Weather is described in Rule 36.)

1. AECA. When the AECA proportion of the attacking units is at least 1/10 but less than 1/2, the die roll modification is +1 (0 for reduced AECA). When the AECA proportion is at least 1/2 but less than one, the die roll modification is +2 (+1 for reduced AECA). When the AECA proportion is one, the die roll modification is +3 (+1 for reduced AECA).

2. AECD. When the AECD proportion of the defending units is at least 1/10 but less than 1/2, the die roll modification is –1 (0 for reduced AECD). When the AECD proportion is 1/2 or greater, the die roll modification is –2 (–1 for reduced AECD). The defender may not use AECD in a combat if the attacking units have (or are capable of) 1/2 or more AECA. In this situation, the defender must use ATEC, and not AECD.

3. ATEC. ATEC is used only when the attacking units have (or are capable of) 1/2 or more AECA. ATEC is used if the attacking units are *capable* of 1/2 or more AECA, even if the attacking units do not (or cannot) use AECA. When the ATEC proportion is at least 1/10 but less than 1/2, the die roll modification is –1. When the ATEC proportion is at least 1/2 but less than one, the die roll modification is –2. When the ATEC proportion is one, the die roll modification is –4.

Example 1: A 9-10 panzer division (2 REs), two Italian 3-6 infantry divisions (total 4 REs), and two artillery regiments (total 2 REs) are attacking in clear weather. The artillery units are AECA neutral and are not counted. Of the six REs for the proportion, two are AECA. The proportion is 1/3, which is over 1/10 but less than 1/2; thus, 1 is added to the die roll.

Example 2: One light armored regiment (1 RE) and one infantry cadre (1 RE) are defending in clear weather. The light armor regiment is 1/2 AECD, giving a total of 1/2 RE of AECD. There are two REs for the proportion, 1/2 RE of which is AEC. The proportion is 1/4; thus, 1 is subtracted from the die roll.

D. Cumulative Effects.

In an attack in which the attacker has AECA and the defender has AECD or ATEC, the die roll modifications are cumulative. *Example:* The attacker is full AECA (+3) and the defender is full ATEC (–4), so the net modification is –1.

E. Half Capability.

Any unit listed as half capable in a category may be treated as neutral in that category, at the owning player's option. *Example:* A panzer regiment (full AECD), a panzergrenadier regiment (half AECD), and an artillery battalion (neutral) are attacking together in clear weather. By treating the regiment as neutral like the artillery battalion, the regiment's RE is not counted. The attack has 1 RE of AECA out of total of 1 RE, for an AECA modification of +3. Otherwise, the attack would have 1.5 RE of AECA out of 2 REs total, for an AECA modification of +2.

F. Neutral Restriction.

A player may have up to twice the number of neutral REs as he has of full and half capable units. Neutral units in excess of this limit are treated as having no capability instead of being neutral.

Example: One panzer regiment, one motorized infantry regiment, and two artillery regiments are attacking. Of the total of four REs, one is AECA and the remaining three are neutral. However, only two (twice one) of these are counted as neutral; the remaining one is counted as having no capability. Thus, there are two REs for the proportion, of which one is AECA. The proportion is 1/2.

Note that for this rule, all REs of half-capable units are counted. For example, 2 REs of neutral units may be used without penalty to armor effects in conjunction with a 1 RE unit having half AECA.

G. Terrain and Fortifications.

The Terrain Effects Chart and the Fortifications Effects Chart list several terrain types and all fortifications as *no AEC*. This means that AECA may not be used by a unit attacking into such a hex or across such a hexside; AECD may not be used by a unit when defending in such a hex. ATEC is unaffected and is used in such a hex if the attackers are capable of one half or more AECA, even though AECA may not be used due to the terrain or the presence of fortifications.

Example: A British tank brigade is attacking a German heavy antiaircraft regiment in a dot city. Due to the dot city, the attacking unit may not use AECA. Since the tank brigade is capable of one half or more AECA, the defender uses ATEC. Thus, the die roll is modified by –4, due to the full ATEC capability of the defending unit.

H. Required Losses.

AEC and ATEC incur required losses (Rule 9J) as follows:
- **AECA:** If the attacker used 1/2 or more AECA in an attack, at least half of all losses to the attacker as a result of the attack must be taken from units capable of at least 1/2 AECA.

- **AECD:** If the defender used 1/2 or more AECD defending against an attack, at least half of all losses to the defender as a result of the attack must be taken from units capable of at least 1/2 AECD.
- **ATEC:** If the defender used 1/2 or more ATEC defending against an attack, at least half of all losses to the defender as a result of the attack must be taken from units capable of at least 1/2 ATEC.

Rule 11 — Support

All units possess an intrinsic combat ability as given by their printed combat strengths. However, certain units are unable to use their strengths fully by themselves, due to a lack of supporting arms. These units are unsupported units.

The following are supported units:
- All divisional units.
- All artillery units.
- All divisional headquarters.
- All units with the self-supported indicator (a black dot) in the upper left area of their counters.

All other units are unsupported. An unsupported unit has its combat strength halved as long as it remains unsupported.

A supported unit provides support to all friendly unsupported units in its hex, unless the supported unit has the self-supported indicator. Units with the self-supported indicator do not provide support to other units, except as follows:
- An artillery unit with the self-supported indicator can provide support to up to three additional REs of friendly units in its hex.
- A divisional headquarters (HQs) unit with the self-supported indicator can provide support to other REs of friendly units in its hex up to the RE size of the HQs parent division. For example, the Italian Colonial 6* Inf XX HQs 102 can provide support to up to two additional REs of units since its parent division is 2 REs in size.

When defending, a unit providing support to other units must be stacked in the same hex with the units it is supporting. When attacking, a unit providing support must participate in the same attack as the units it is supporting, as well as being stacked in the same hex with them.

Note: In the orders of battles and the rules, an asterisk following a unit's listed rating indicates the unit is supported. For example, "3-8* infantry brigade" means a supported infantry brigade with a combat strength of 3 and movement rating of 8, while "3-8 infantry brigade" means an unsupported 3-8 infantry brigade.

Rule 12 — Supply

Supply affects the abilities of units in movement and combat. For most game functions, units operate to their full extent if they are in general supply; they operate less effectively if they are out of general supply. Furthermore, units must be in attack supply in order to attack at full strength.

A. Supply Lines.

The supply conditions of units depend upon the tracing of supply lines. A supply line may not be traced into an enemy occupied-and-owned hex (Rule 5B1), into a hex in an enemy ZOC unless the hex is occupied by a friendly unit, into a prohibited terrain hex, or across a prohibited terrain hexside. (Prohibited terrain is defined in Rule 6.)

B. Tracing Supply.

Units may be either in or out of general supply. Both sides check the supply status of their units during the initial phase of each player turn. Units out of general supply at this time are out of general supply throughout the entire player turn.

During the combat phase, attacking units may be either in or out of attack supply. The phasing player determines the attack supply status of his attacking units participating in an attack at the start of their attack (see Rule 9A). Units out of attack supply at this time are out of attack supply throughout the resolution of the attack. (Note that attacking units have their attack supply status determined at the start of their attack, and not at the start of the combat phase. It is possible that the results of earlier attacks, such as through the elimination or retreat of units, may affect the attack supply determination of later attacks in the combat phase.)

A unit is in general supply if a supply line can be traced from the unit to a general supply source. A unit is in attack supply if a supply line can be traced from the unit to an attack supply source. In general (unless otherwise specified in the rules), a supply line may have up to two elements and they must be traced in the following order: overland and road. *Special:* In scenarios in which Mainland Europe is in play, there may also be a railroad element of a supply line (this is covered in Advanced Rule 12D4). *Note:* In contrast to most *Europa* games, there is no naval element of a supply line in *Wavell's War*.

1. Overland. The overland element of a supply line may be traced to a road, railroad, or a supply source. It may be up to seven hexes in length. An overland element may be traced through both friendly and enemy-owned hexes (but not through neutral territory).

2. Road. The road element of a supply line must be traced to a supply source. It may be any number of hexes in length. It may only be traced along roads (including fair weather roads and the roads paralleling rail lines) in friendly-owned hexes.

3. Reduced Overland Element [Optional Rule]. The length of the overland element of a supply line is not always 7 hexes. Instead it varies depending on the weather condition as shown on the Supply Line Summary (on Game Play Chart 1).

Each sand, mountain, wooded swamp, wooded rough, and swamp hex counts as 2 hexes when tracing an overland element of a supply line. When tracing an overland element across a major river or narrow strait hexside, this hexside itself counts as 1 hex against the length of the element. These penalties do not apply if the overland element is traced along a road.

If Optional Rule 14J2 is used, the ability of cavalry units to trace an overland element of a supply line in the desert is further reduced as described in that rule.

C. General Supply Sources.

Each side or national force has its own general supply sources, as listed below. A general supply source may be used only by its own side or national force and only if that side owns it. General supply sources are divided into the following categories:
- **Regular General Supply Sources:** All standard supply terminals (Rule 12C1a), all full supply sources (Rule 12C2), and all off-map holding boxes (Rule 12C3).
- **Special General Supply Sources:** GSPs (Rule 12C4).

Note 1: Some rules specify that various items (such as units, hexes, airbases, or ports) must be **in regular general supply** for various purposes. A unit is in regular general supply if it draws supply from a regular general supply source (but not from a special general supply source). An item other than a unit is in regular general supply if a friendly unit occupying the same hex as the item would be in regular general supply.

Note 2: Limited supply terminals are *not* sources of general supply, but they are treated as if they were regular general supply sources for the purposes of judging isolation (Rules 3F2, 12E3) and for all reinforcement / replacement activities (Rules

25, 35, 40). *Example:* A unit is out of regular general supply, but is able to trace a supply line to a limited supply terminal. The unit is not isolated, and is treated as if was in regular general supply for all reinforcement and replacement activities; however, it is still out of regular general supply.

1. Supply Terminals. In *Wavell's War (WW)* there are two types of supply terminals: standard and limited. *Note:* The rules, orders of battle (OBs), and charts included in *WW* always distinguish between the two types of terminals. However, some OBs from *War in the Desert* are also required for play, and on these OBs only the term "supply terminal" is used; when this term is encountered, interpret it as meaning "standard supply terminal."

a. Standard Supply Terminals. Each side has its own standard supply terminals, which may be used as regular general supply sources only by units on its own side. Some neutral nations or regions have their own standard supply terminals, which may be used as general supply sources only by units of that neutral nation or region. These standard supply terminals are listed in the orders of battle.

Both the Allies and the Axis may open new standard supply terminals during the course of play. At any time during a player turn, the phasing player may declare a friendly-owned major or great port (see Rule 30A) to be opened as a standard supply terminal. (Major / great ports that are captured during the course of the player turn may be opened, as well as major / great ports already friendly-owned before that player turn.) From the start of the next player turn, the port is a standard supply terminal for the side that opened it. *Example:* During the Allied player turn of Jan II 43, Allied forces capture Tripoli, Libya; the Allied player immediately declares that he is opening the port as a standard supply terminal. Starting with the Axis player turn of Jan II 43, Tripoli is an Allied standard supply terminal.

Due to geographical and military limitations, each side has some restrictions on opening new standard supply terminals:

- The Allied player may not open Valletta (18A:0407) or Split (14A:2326) as a standard supply terminal.
- The Axis player may open only friendly-owned major and great ports on the Mediterranean Sea as standard supply terminals; he may not open standard supply terminals elsewhere (such as on the Atlantic Ocean, Indian Ocean, Red Sea, or Persian Gulf).

A player may not voluntarily close any of his standard supply terminals, even if enemy forces are poised to capture it.

A standard supply terminal is closed and no longer exists if its hex becomes enemy-owned. If the hex it was in subsequently becomes friendly-owned again, the player is not required to open a standard supply terminal there. In some cases, the player cannot open a standard supply terminal there. *Example 1:* Tehran (32:1512) is a standard supply terminal for Iranian units. During the course of the game, suppose Iran joined the Axis, the Allies subsequently captured Tehran (thereby closing the supply terminal), and the Axis later recaptured Tehran. Since Tehran is not a port at all (let alone a major or great port), neither player may reopen it as a supply terminal. *Example 2:* Valona (14A:4121) is an Axis supply terminal. During the course of the game it is captured by the Allies then recaptured by the Axis. Neither player may reopen Valona as a supply terminal since it is only a standard (and not a major or great) port.

The concept of standard supply terminals is used in many other rules. For example, GSPs may be generated at standard supply terminals (Rule 12C4a), SMPs (Rule 12H2) and VPs (Rule 42B, the Victory Charts) may be gained or lost when terminals are captured, and many reinforcement/replacement activities (Rules 24, 35, 40) are tied to standard supply terminals.

b. Limited Supply Terminals. Both players have limited supply terminals. Limited supply terminals always exist at:

- **Axis:** Each Axis-owned city (Rule 3D2) in Italian East Africa; and at each Axis-owned port on an island in the Mediterranean Sea Zone.
- **Allied***:* Each Allied-owned port on an island outside of the Adriatic Sea Zone.

Limited supply terminals are *not* a source of general supply and do not generate GSPs (Rule 12C4); but they are treated as if they were regular general supply sources (Rule 12C) for the purposes of judging isolation (Rules 3F2, 12E3) and for all reinforcement/replacement activities (Rules 25, 35, 40). Neither player gains or loses SMPs (Rule 12H2) or VPs (Rule 42B) when a limited supply terminal is captured.

c. Allied Logistics Bases. If a British Royal Marine 0-2-6 Hv AA X unit is present in hex 15B:2113 (representing the anchorage at Suda Bay, Crete) during any Allied initial phase, or is present at Aqaba (19A:4817) or Safaga (19A:4731) during any Allied initial phase on or after the port there is upgraded to a standard port (per Rule 14A1h), the Allied player may declare the hex to be an Allied logistics base. This declaration has the following effects:

- The British Royal Marine 0-2-6 hv AA X in the hex is flipped to its 0-2-0 hv AA X side. It may not revert to its 0-2-6 side in the context of the game.
- The hex (Suda Bay, Aqaba, or Port Safaga) is now a major port. Place a port upgrade marker in the hex to show this.
- The hex is now an Allied standard supply terminal.

d. Axis Standard Supply Terminal Restrictions [Advanced Rule]. Waging war in both the Balkans and Africa taxed Italian capabilities to the utmost. In particular, while supporting the Balkan war and sustaining the well-established base at Tripoli, establishing major new bases of the scope of a *Wavell's War* standard supply terminal was beyond their abilities.

The Axis player cannot open a new standard supply terminal until two turns after the Greek government has evacuated or been captured per Rule 38G2. *Note:* In scenarios in which the Balkans are not in play (see Rule 3E5), the Greek government automatically evacuates during the Allied May I 41 initial phase.

e. Standard Supply Terminal Suppression [Optional Rule]. A standard supply terminal is suppressed if the port on which it is based takes maximum damage. Standard supply terminals that are not ports cannot be suppressed. (Ports and port damage are described in Rule 30A.)

Treat a suppressed standard supply terminal as a limited supply terminal. Capture of a suppressed standard supply terminal results in the same consequences (gain/loss of SMPs / VPs, etc.) as capture of an unsuppressed standard supply terminal.

A suppressed standard supply terminal resumes its normal status if its port is repaired to a capacity of greater than zero.

Note: This rule is highly experimental and should only be used after considerable thought as to its consequences.

2. Full Supply Sources. Full supply sources provide both general supply and attack supply (Rule 12D). There are two types of full supply sources: unrestricted and restricted.

a. Unrestricted Full Supply Sources. Only the Axis side has unrestricted full supply sources. There are no restrictions regarding the national forces on the Axis side that may use an unrestricted full supply source (i.e., it may be used as a supply source by any and all Axis units). Axis unrestricted full supply sources are as follows:

- **Axis Rail Lines***:* Each Axis-owned high volume rail hex along the edges of map 14A in Germany, Hungary, Italy, Romania or Bulgaria.

- **Axis Ports**: Each Axis-owned port in the Italian Central Mediterranean Islands; and, after the Axis player ceases operations in the Balkans (Rule 3E5), each Axis-owned port in the South Aegean Islands. Note that in scenarios in which the Balkans are not in play, Axis operations there cease at the start of the Axis Jun I 41 initial phase.

b. Restricted Full Supply Sources. The use of a restricted full supply source is restricted to units of the national force specified for that source. In general (unless otherwise specified below), the number of units from an eligible national force that may use a specific restricted full supply source is unlimited (i.e., any and all units of the specified national force may use the supply source unless a RE limit is specified for the source). Various national forces have restricted full supply sources as follows:

- **Bulgarian:** Sofiya (14A:3606).
- **Greek:** Each major and great port in Mainland Greece (unlimited # of REs), and each port on a Greek island (up to 1 RE per port).
- **Hungarian:** Each hex of Budapest (14A:0712 and 0811).
- **Yugoslav:** Each city in Yugoslavia, but only if the city is connected (per Rule 7A1) to another city in Yugoslavia.

3. Off-Map Holding Box Supply. Each off-map holding box is a source of regular general supply for all units in its box. (Off-map holding boxes are described in Rule 37C.)

4. General Supply Points (GSPs). A unit may draw general supply from general supply points (GSPs), instead of using a general supply source. A unit may use friendly GSPs if it can trace an overland element of a supply line (Rule 12B1) to them. Each GSP provides general supply for up to 1 RE of units.

A unit drawing general supply from GSPs is treated as being in general supply for the entire player turn. However, using GSPs does not negate or defer the number of turns a unit has been out of general supply. *Example:* An Axis unit has been out of general supply for three turns, and would now be starting its fourth turn out of general supply. However, the unit draws general supply from a GSP; it is in general supply for the current player turn but still has started its fourth turn out of general supply for general supply purposes. If isolated, it would not be checked for elimination, as it is in general supply.

GSPs may be generated at regular general supply sources (Rule 12C) or by conversion of steps of attack supply (Rule 12F), as explained below. They are generated in the initial phase, after both players have checked the general supply status of their units. Note that this means a unit cannot draw on a GSP in the initial phase in which the GSP was generated. Use status markers to denote the presence and amount of GSPs in a hex.

Once generated, a GSP remains in play for three initial phases: the initial phase in which it was generated and the next two initial phases. It is removed at the end of the third initial phase. For example, if an Axis GSP is generated in the initial phase of the Dec I 40 Axis player turn, it remains in play throughout the initial phase (and player turn) of the Allied Dec II 40 player turn and to the end of the initial phase of the Axis Dec II 40 player turn.

See Rule 12H for common features of GSPs, steps of attack supply, and resource points.

a. GSPs from Regular General Supply Sources. During a player's initial phase, he may generate up to 4 GSPs at each of his regular general supply sources (Rule 12C).

Note: A player is not required to generate GSPs at his regular general supply sources. Unless the player is supplying a cut off (or amphibious/airborne) force by air or naval transport, or conducting a campaign in an area with a poorly developed supply net, he will have no need for these points and will simply waste time in calculating and placing his allotment.

b. GSPs from Steps of Attack Supply. During any initial phase, a player may convert friendly-owned steps of attack supply (Rule 12F) into GSPs. Remove the step of attack supply from play and replace it with 12 GSPs. Note that GSPs may be generated by conversion of steps of attack supply during both friendly and enemy initial phases. (A player may not reverse this process; GSPs cannot be used to generate steps of attack supply.)

c. Special GSP Expenditure [Optional Rule]. During the enemy initial phase (only), a GSP may provide general supply for up to 2 REs (instead of 1 RE) of units. However, if a GSP provides general supply for more than 1 RE of units in the initial phase, it is completely expended and removed from play in that initial phase.

D. Attack Supply Sources.

1. Attack Supply from Full Supply Sources. Each friendly-owned full supply source (Rule 12C2) is a source of attack supply for all friendly units that can trace a supply line (Rules 12A/B) to it. Note that some full supply sources can only be used by units of a particular national force. Also note that this supply line may have both an overland and a road element.

2. Attack Supply from Supply Steps. Each friendly-owned step of attack supply (Rule 12F) is a source of attack supply for up to 10 REs of friendly units that can trace an overland element of a supply line (Rule 12B1) to it. A step of attack supply used in this manner is removed from play at the end of the combat phase in which it is used to provide attack supply.

3. Minimal Attack Supply [Advanced Rule]. Each combat phase, the phasing player may have a 1 RE or smaller unit draw attack supply without expending a step of attack supply, if the unit can trace a supply line to the step of attack supply and if the step of attack supply does not provide attack supply to any other unit that combat phase. A player may use this ability once per combat phase (and not once per step of attack supply and not once per command).

4. Tracing Supply Lines to Full Supply Sources for Attack Supply [Advanced Rule]. The basic rules regarding the tracing of supply lines for attack supply from full supply sources limits such lines to two elements: overland and road; and allows the road element to be of unlimited length. While this is appropriate for Africa and the Middle and Near East (where most units' supply services were heavily motorized), it is inaccurate for Mainland Europe (where most units' supply services were horse-and rail-bound). To reflect this difference, the following special rules apply when tracing supply lines to full supply sources (all of which are in Mainland Europe) for purposes of attack supply:

- Such a supply line may have up to three (not two) elements: overland, road, and railroad; and the elements must be traced in that order.
- The overland and road elements of the supply line are traced per Rules 12B1 and 12B2, except that the road element of the line may be traced to either a railroad or a full supply source, and cannot be longer than the length given on the "Road Attack Supply" line on the Supply Line Length Summary (on Game Play Chart 1) For example, during mud weather the maximum length of a road element of a supply line traced to a full supply source for attack supply is 3 hexes.
- The railroad element of the supply line must be traced to a full supply source. It may only be traced along friendly-owned rail lines which the unit's side may use for rail movement. It may be traced an unlimited length along high-volume rail hexes, but it may be traced through only a maximum of 7 low-volume rail hexes. Rail breaks do not block the tracing of the railroad element.

E. Supply Effects.

This rule covers the effects of supply on ground units. For the effects of supply on air units see Rule 23I. *Note:* The Supply Conditions Summary (on Game Play Chart 1) summarizes the effects of supply on ground units.

1. In Supply. A unit in general supply operates normally except its attack strength is halved for combat (but not for overrun). (Overruns are covered in Rule 13.) A phasing unit, regardless of its general supply condition (state), may attack at full strength only if it is in attack supply.

2. Out of General Supply. A unit out of general supply has its abilities restricted, depending upon the number of consecutive turns the unit is out of general supply. A turn out of general supply consists of two consecutive player turns. (*Example:* An Axis unit is first judged to be out of general supply in the Axis initial phase of the Dec I 40 game turn, and remains out of general supply thereafter. Its first turn out of general supply (at U-1 general supply state) consists of the Dec I 40 Axis player turn and the Dec II 40 Allied player turn.) Use supply status (U-1, U-2, etc.) markers to mark the turns units are out of general supply. Note that some of these markers are printed in red and some in black; use the black ones to mark units whose supply state changes during an Axis initial phase and red ones to mark units whose supply state changes during an Allied initial phase.

a. 1st Turn out of General Supply (at U-1 general supply state). On the first turn out of general supply, a unit has its attack strength quartered for combat and halved for overrun if (and only if) the unit is isolated (see Rule 3F2). On the first turn out of general supply, a c/m unit (regardless of isolation status) has its movement rating halved. A unit's defense and AA strengths, armor/antitank capabilities, and (for a non c/m unit) movement rating are unaffected.

b. 2nd and Subsequent Turns out of General Supply (at U-2 or later general supply state). On the second and subsequent turns out of general supply, a unit (whether isolated or not) has its attack strength quartered for combat and halved for overrun, and has its defense strength, AA strength, and movement rating halved. A unit with a ZOC has a reduced ZOC (Rule 5A3). The unit is no longer capable of armor/antitank effects; it is treated as having no capability for AEC and ATEC calculations.

3. Elimination from Lack of General Supply [Optional Rule]. During each initial phase starting with the fourth turn out of general supply (at U-4 or later general supply state), the unit is checked for elimination if it is both out of general supply and isolated (Rule 3F2) at that time. (It need not have been isolated in the preceding turns.) For each unit, roll one die and consult the Success Table (on Game Play Chart 6):

- A *Success* result means the unit survives the check and remains in play.
- Any *Failure* result means the unit is eliminated.

Exception #1: Reinforcement units appearing in a city that is isolated and has been out of general supply for at least four turns are not checked for elimination on the player turn they are received as reinforcements.

Exception #2: Units in East Africa are checked for elimination only if they are isolated, and out of general supply for four or more turns, and are within two hexes of an enemy unit.

4. Intrinsic AA and General Supply Effects [Optional Rule]. Intrinsic AA (Rule 22A3) is not normally affected by general supply (because the AA intrinsic to the various features in a hex is not a unit, and supply affects only units). When using this optional rule, however, treat each point of AA intrinsic to a hex as a 1/2 RE unit for purposes of general supply (only).

When using this rule, do not shift two columns to the left when resolving antiaircraft fire from Malta (i.e., ignore the column shift that would normally be required by Rule 37I2a).

F. Steps of Attack Supply.

Steps of attack supply are used to put units in attack supply. An attack supply counter is used as a marker for steps of attack supply. The owning player may freely merge and split attack supply counters at any time, as long as the total number of steps of attack supply in each hex does not change. For example, a player could merge two 1-step attack supply counters in the same hex into one 2-step attack supply counter.

Steps of attack supply may be converted to GSPs as described in Rules 12C4b and 33G.

Steps of attack supply may be converted to resource points (resource points are covered in Rule 12G) with one step of attack supply converting into three resource points. The owning player may convert a maximum of one step of attack supply in each command during each of his initial phases. Once a step of attack supply is converted into resource points, the resource points may not subsequently be converted back to a step of attack supply.

The Allied player may convert steps of attack supply to Malta repair points as described in Rule 37I3.

See Rule 12H for common features of GSPs, steps of attack supply, and resource points.

G. Resource Points.

Resource points are used for various purposes, such as the construction of forts and permanent airfields and to increase a player's rail capacity. A resource point counter is used as a marker for resource points. The owning player may freely build up or break down his resource point counters at any time, as long as the total number of resource points in each hex does not change. For example, a player may break a 3-point resource point counter down to three 1-point counters.

Resource points may be converted from steps of attack supply as described in Rule 12F, and may be recovered by dismantling forts and airfields as described in Optional Rule 14A1n.

See Rule 12H for common features of GSPs, steps of attack supply, and resource points.

H. Common Features of Supply / Resource Items.

GSPs (Rule 12C4), steps of attack supply (Rule 12F), and resource points are collectively termed supply / resource items.

A supply / resource item does not count against stacking, does not have a combat strength, and does not have a ZOC. Such an item in a hex is ignored when combat or overrun occurs; it is never eliminated or retreated as a result of such actions.

The phasing player may voluntarily eliminate any of his supply / resource items at any time during his player turn.

Friendly-owned supply / resource items in a hex captured by the enemy may either be destroyed or captured. The player capturing the hex rolls one die for each supply / resource item in the hex and consults the Success Table (on Game Play Chart 6):

- A *Success* result means the item is captured.
- Any *Failure* result means the item is destroyed/eliminated.

A supply / resource item has no intrinsic movement ability. Instead, a supply / resource item may be moved by supply movement points, and by operational rail movement and air and naval transport as described below. If using Optional Rule 12H5, GSPs and resource points (but not steps of attack supply) may also be carted by other ground units as described in that rule.

1. Air, Naval, Rail, and River Transport. Supply / resource items may move by operational rail movement (Rule 7A2) and river movement (Advanced Rule 34C); and use rail or river capacity according to their RE size, and spend MPs as if they were a 10 MP unit, when doing so. Transport air units and naval

transport points (NTPs / ANTPs) may transport supply / resource items, as covered in Rules 20F and 31.

2. Supply Movement Points (SMPs). Each side has a number of SMPs, as specified on the orders of battle. A player's SMP number is the total number of SMPs he may use in a turn for moving SMP loads. Up to 3 REs of supply / resource items may be in an SMP load. An SMP load may drop off supply / resource items at any time during its movement; it may pick up supply / resource items at any time during its movement as long as its 3-RE load limit is not exceeded.

It costs 1 SMP to move an SMP load one hex by road. It costs three times the c/m MP cost of terrain to move an SMP load one hex off-road. (Note that weather has no effect on road costs, but does affect off-road costs—since the c/m MP cost of terrain varies according to the current weather condition.) An SMP load may not be moved into or through a hex in an enemy ZOC unless a friendly unit occupies the hex. An SMP load leaving or moving through an enemy ZOC pays additional SMPs: 2 to leave a hex in an enemy ZOC; and 3 to move directly from one hex in an enemy ZOC to another hex in an enemy ZOC.

Example: The Allied player has one step of attack supply (one SMP load) in Alexandria (19A:2416); he has 30 SMPs available. He moves the SMP load by rail to Matruh (19A:1218) at a cost of 0 SMPs (this does use 3 REs of rail capacity on the Middle East rail net), then by road to 19A:0519 at a cost of 7 SMPs, and then due south overland to 19A:0523 at a cost of 18 SMPs (paying triple costs for the escarpment hexside crossed and the three clear and one stony desert hexes entered). The Allied player has spent 25 SMPs so far and has 5 remaining.

a. Limits on SMP Usage. Both players have separate SMP totals for each command. (Commands are covered in Rule 3E.). SMPs for one command may not be used to move supply / resource items in other commands.

Some SMPs are specified as belonging to Greece or Yugoslavia (instead of to a particular side) and the use of these SMPs is further restricted as described in Rule 38G5 and 38X5.

b. Transfer of SMPs between Commands. During his initial phase, the phasing player may transfer SMPs between his commands if an overland supply line of any length can be traced from a friendly standard supply terminal in the transferring command to a friendly standard supply terminal in the destination command. When SMPs are transferred in this manner merely deduct the SMPs from the SMP total for the transferring command and add them to the SMP total for the destination command.

In his movement phase, the phasing player may transfer SMPs between commands using naval transport (Rule 31). These SMPs may only be embarked / disembarked at friendly-owned ports in regular general supply (Rule 12C). When a SMP begins embarkation at an eligible port in the transferring command deduct it from the SMP total for that command; when a SMP completes disembarkation at an eligible port in the destination command add it to the SMP total for that command.

SMPs transferred between commands in a player turn cannot be used to move SMP loads in either the transferring or destination command during the player turn of the transfer.

Exception: Neither player may voluntarily transfer SMPs so as to reduce any command with 5 or more SMPs to fewer than 5 SMPs, as long as he has any standard supply terminal in the command. Similarly, he may not transfer SMPs from a command with less than 5 SMPs (regardless of whether or not he has a standard supply terminal there). (Note that if a command with 5 or more SMPs is involuntarily reduced to fewer than 5 SMPs, such as by enemy action, the player is not required to transfer any SMPs to that command.)

c. Axis East Africa SMP Deterioration. Each Axis movement phase in which the Axis player uses SMPs from his East Africa SMP pool, he must check for deterioration (possible elimination) of SMPs from that pool per Rule 37J1c.

3. SMP Losses and Gains [Advanced Rule]. When a player's standard supply terminal is captured by the enemy, the player loses 1/5 of the SMPs (round fractions down) in his SMP total for that command. Half of this loss (again round fractions down) is captured by the enemy player and added (at the start of his next player turn) to his SMP total for the command in which the capture occurred.

Example: The SMP total for the Allied Middle East Command is 35. The Axis player captures Alexandria, an Allied standard supply terminal located in the Allied Middle East Command (and also in the Axis Med / North Africa Command). The Allied player loses 7 SMPs from his Middle East SMP pool (leaving him with 28) and the Axis player gains 3 SMPs for his Med / North Africa SMP pool at the start of his next player turn.

4. SMP Capture [Optional Rule]. When a player captures an enemy step of attack supply (by rolling a 5 or 6, per Rule 12H), the enemy player automatically loses 1 SMP from his SMP pool for the command where the capture occurred. (If the step of supply is eliminated instead of being captured, no SMP is lost.) When a step of attack supply is captured, the capturing player checks to see if the SMP is destroyed or captured; to do so he rolls a die and consults the Success Table (on Game Play Chart 6):

- A *Success* result means the SMP is captured; at the start of the capturing player's next player turn, add the SMP to his SMP total for the command in which it was captured.
- Any *Failure* result means the SMP is destroyed/eliminated.

5. Cartage by Ground Units [Optional Rule]. A ground unit may cart (carry) up to its RE size in GSPs and resource points. Note that ground units cannot carry steps of attack supply. For example, a 9-10 panzer division (2 REs in size) could carry 2 resource points.

A unit carrying GSPs or resource points has 1 MP deducted from its movement rating. When a movement rating is to be halved, this MP is deducted first. Note that a unit can carry GSPs and resource points and use admin movement.

When advancing or retreating (Rule 9F), units may carry GSPs and resource points up to their maximum limits.

Rule 13 — Overruns

A. General.

Phasing units may overrun enemy units in the movement and exploitation phases. The phasing player performs an overrun by moving units into a single hex adjacent to the enemy units to be overrun; the overrunning units may not exceed the stacking limit of the hex being overrun. All overrunning units must be able to enter the hex being overrun. The overrunning units must have a total attack strength sufficient to achieve at least 10:1 odds against the enemy units. **Overrun odds** are computed in the same way that combat odds are (per Rule 9A) except that the attack supply status of the overrunning units is ignored, and ground support, defensive air support, and naval gunfire support cannot be used during overruns.

Units being overrun lose their ZOCs at the instant of overrun. Each overrunning unit must then spend MPs sufficient to enter the hex being overrun, paying all terrain, ZOC, and overrun MP costs. (Note that ZOC costs are not paid due to units in the hex being overrun, but are paid due to enemy units in adjacent hexes.) Each unit participating in an overrun must pay **overrun MP costs,** as given on the Overrun Movement Costs Table (on

Game Play Chart 1). A unit with insufficient MPs to pay the full MP costs for an overrun may not participate in the overrun, even if it has not moved at all in the phase.

Overrunning units may use the road movement rate when executing an overrun if all other considerations for road movement are met.

The units in the hex being overrun are completely eliminated and removed from play (even if they have cadres), and the overrunning units may advance into the hex. This advance is optional, but each overrunning unit must spend the required MPs to enter the hex even if it does not advance. After executing an overrun, the units may continue moving if they have sufficient MPs remaining.

A unit with a defense strength of 0 may be overrun at 12:1 odds by any unit with an attack strength greater than zero.

A unit that may attempt to retreat before combat (see Rule 9I), may use this ability when enemy units overrun the hex it occupies. When the overrun is announced, any such unit may attempt to **retreat before overrun,** at the owning player's option. If units succeed in retreating before overrun, recalculate the overrun odds before resolving the overrun. If all units in a hex being overrun retreat before combat, then the overrunning units do not pay the overrun MP cost for the overrun attempt.

B. Same-Hex Overruns.

Under various conditions, including airborne landings (Rule 24) and amphibious landings (Rule 32), units from both sides may end up in the same hex. In the movement or exploitation phase, when units from both sides are in the same hex, the phasing units in the hex (up to the stacking limit for the hex) may overrun the enemy units there, if the units achieve overrun conditions (per above, ignoring MP costs). As with all other overruns, other friendly units in other hexes may not join in this overrun. (Note that units in other hexes could overrun the hex themselves, however, they could not join with units already in the hex in performing an overrun.)

C. Retreats and Overruns [Advanced Rule].

During the combat phase, a unit or stack required to retreat due to a combat result (Rule 9F1) may retreat into an enemy occupied-and-owned hex (Rule 5B1) if able to overrun (Rule 13A) the hex. The overrun odds are calculated as normal, but movement point costs are ignored. The effects of enemy ZOCs on retreats are implemented before the overrun odds are calculated. *Example:* A stack of two Italian 5-8 infantry divisions is attacked and a DR is achieved. The stack is surrounded, but one of the adjacent hexes is occupied by a British 2-8 unsupported brigade, and no Allied ZOC is exerted into that hex. Accordingly, the divisions retreat into this hex, overrunning the regiment. (The ZOC of the unit being overrun is ignored.) If an Allied ZOC was exerted into this hex, the divisions would be reduced to their 2-8 cadre strengths first and thus be too weak to overrun the regiment.

Rule 14 — Special Ground Units

A. Engineers.

1. Construction. Construction engineers and other construction units have a variety of construction abilities, as described below. Note that various demolition and repair activities are considered to be construction activities for game purposes.

- **Forts.** A construction unit may build a fort in any hex except prohibited terrain or a hex already containing a fort or fortress. The unit begins building a fort during its initial phase and must be in general supply. (Place a fort under construction marker on the unit to show the construction.) It takes *two* game turns to build a fort. For example, if a fort is begun during the Allied initial phase of the Jul I 41 turn, it will be completed in the Allied initial phase of the Aug I 41 turn. (When completed, flip the fort marker to its completed side.)

- **Improving Fortresses.** A construction unit may improve the condition of a fortress, from unimproved to improved. The construction unit must occupy the hex containing the fortress to be improved and follow the same procedure as for building a fort. Once the procedure is completed, the fortress is improved. (Rule 37B3 covers fortresses.)

- **Permanent Airfields.** A construction unit may build a 3-capacity permanent airfield in any hex except sand, mountain, forest, wooded swamp, prohibited terrain, or a hex already containing a permanent airfield. It takes two game turns to build a permanent airfield, except in Arid Weather Zones (see Rule 36A4), where it takes one turn.

- **Temporary Airfields.** During the movement phase, a construction unit may build a temporary airfield anywhere a permanent airfield may be built, except in a hex already containing a temporary or permanent airfield. The unit must be in general supply, and the airfield costs 12 MPs to build, except in Arid Weather Zones (see Rule 36A4), where it costs 6 MPs.

  Once built, a temporary airfield remains in play only if a construction unit maintains the airfield by remaining in its hex at all times. (The unit need not be the same one that built the airfield, does not spend any MPs for airfield maintenance, and may spend MPs to perform other tasks in the hex.) If there is no construction unit in the hex, remove the airfield from play. *Exception:* When using Advanced Rule 14A1j, temporary airfields in Arid Weather Zones do not have to be maintained.

- **Port Demolition.** A construction unit may demolish the capacity of a port. For every 3 MPs the unit spends in the port's hex, apply one hit of damage to the port. (*Optional Alternative:* If Rule 14A1k is used, the number of MPs a construction unit must spend to do one hit of damage to a port varies depending on the unit's RE size as described in that rule.) *Special:* Construction units may spend MPs to demolish a port only if an unisolated enemy ground unit is within 14 hexes via a permitted route (Rule 3D4).

- **Repair.** A construction unit may repair damaged ports, airbases, and rail lines. In all cases, the general procedure is the same: the unit must spend a number of MPs in the hex of the item to be repaired. It costs a construction unit 2 MPs to remove one hit from an airbase, 4 MPs to remove one hit from a port, and 4 MPs to remove a hit from a broken rail line.

- **Matruh/Tobruch Railroad Construction.** At the start of the game, the rail line from Matruh (19A:1218) to Tobruch (18A:4817) does not exist. Place a railhead marker at Matruh to show this. This transportation line does not exist at all (either as a railroad or a road) until it is built. The rail line may be used out to the railhead hex (inclusive) but not beyond it.

  The Allied player may begin building the rail line one hex per turn starting on his Aug II 41 player turn. During the Allied movement phase, the next hex beyond the railhead marker may become a rail hex if *all* of the following conditions are met:

  1) The Allied player owns the railhead hex and the hex of construction,

2) Both hexes are in regular general supply,

3) Neither hex is adjacent to any Axis unit, and

4) A 1-RE construction unit spends all of its MPs in the hex of construction, building the rail line.

If the conditions are met, the Allied player may extend the railhead one hex, and move the construction unit to the new railhead hex (this movement uses no MPs). The newly built rail line is fully operational (as both a railroad and a road) upon construction. The railhead may not be advanced more than one hex per turn.

Example: In the Allied movement phase of the Aug II 41 turn, a British Colonial construction brigade spends all its MPs in the hex of construction to build the rail line there; all other conditions for building the railroad are met. Accordingly, the Allied player moves the railhead marker and the construction brigade to hex 19A:1119. The rail line is now fully operational to hex 19A:1119.

- **Kassala/Tessenai Railroad Construction.** The railroad from Kassala (WW14:1515) to Tessenai (WW14:1714), may be built in the same manner as the Matruh/Tobruch rail line except that it may be built at any time.

When an item's construction time requires MPs, if the unit does not have sufficient MPs to build the item in a movement phase, it may finish building the item in its next movement phase, as long as all conditions for construction are met. (Use status markers if necessary to note MPs that are needed to complete an item.)

Once construction of any item is begun, if the construction unit spends MPs for any other purpose or leaves the hex at any time for any reason before the item is built, the item is abandoned and is not built. Remove from the map any marker showing the item was under construction. *Example:* During the Allied initial phase, a British construction unit begins building a fort in a hex. During the Allied movement phase of the turn, the Allied player decides he needs an airfield in the hex and has the construction unit that was building the fort spend MPs to build a temporary airfield. The construction of the fort is abandoned.

a. Resource Point Cost. The owning player must spend one resource point for each fort he builds, for each fortress he improves, and for each 3-capacity permanent airfield he builds. To begin construction, the player must trace an overland-element supply line from the construction unit to the resource point being used for construction. The resource point is spent when the unit begins construction. If construction is not completed, for any reason, the resource point is not recovered.

b. Weather. Poor weather (mud, frost, winter, and snow) in a weather zone affects construction abilities in that weather zone. All MP construction costs are doubled. For example, 4 MPs are required to repair a hit on an airbase in poor weather. All construction costs based on turns are doubled. For example, 4 turns are required to build a permanent airfield during poor weather.

Temporary airfields may not be built or repaired in a weather zone with mud weather.

c. Quick Construction. A player may use two construction units in conjunction in order to speed construction. *Exception:* Railroad construction cannot be speeded up. The construction units must be stacked together at the time when their construction abilities are to be used together. In this case, each construction unit pays half the construction cost. For example, when two construction units are used to repair a rail line, each spends 2 MPs (half of 4) during good weather and 4 MPs (half of 8) in poor weather. When two construction units are used to build an item requiring one turn to build, then each spends MPs for the construction equal to one half its printed movement

allowance; these MPs are spent at the start of the movement phase following the construction. For example, if two 0-6 construction regiments are used in the Axis Jan I 41 initial phase to build a permanent airfield in an Arid Weather Zone in clear weather, then each of these units spends 3 MPs for the construction at the start of the Axis Jan I 41 movement phase.

Construction costs cannot be further decreased, even if the player uses three or more construction units in conjunction.

Note: Construction of an item that takes one turn with normal construction must always be begun in the initial phase, even if quick construction is used.

d. Motorized Limit. A c/m construction unit may not use its construction abilities in the exploitation phase.

e. Other Railroad Construction [Advanced Rule]. In addition to the railroads listed in Rule 14A1, other rail lines may be built during the course of the game. In general, these lines are built in the same manner as the Kassala/Tessenai railroad; exceptions (if any) are noted below:

- The railroads from Baqubah (21A:4802) to Kut-al-Imara (22A:3220), from Zubair (22A:4413) to Umm Qasr (22A: 4513), from Basra (22A:4313) to 22A:4011 may be built.

- The railroad from Haifa (19A:4305) to Tripoli (20A: 4005) may be built. Its railhead may only be advanced (from Haifa) on the I turn of every odd numbered month (Jan I, Mar I, May I, etc.). In place of the requirement that a 1 RE construction unit must spend all of its MPs in the hex of construction, construction of this line requires the presence of at least 3 REs of Allied construction units in the Haifa-Tripoli RR garrison.

- The railroads from Maan (19A:5014) to Aqaba (19A:4817 or WW20:0109) and from Qena (19A:4534 or WW20: 1619) to Port Safaga (19A:4731 or WW20:1416) may be built. Their railheads may only be advanced on the I turn of every odd numbered month. A 1-RE construction unit must spend all of its MPs in the hex of construction for four turns in order to advance the railhead a hex.

- (Optional) The railroad between El Shallal (WW17:0223) and Wadi Halfa (WW18:0311)—which was surveyed, but never built—may be built in the same manner as the Maan-Aqaba and Qena-Port Safaga lines above. Note that there are railheads at both El Shallal and Wadi Halfa, and that this means that the line may be built from both ends simultaneously (although this would require a 1-RE construction unit at each railhead).

- Iranian railroads printed on the maps, but listed as unbuilt in the scenario deployment instructions may be built. Iran has an inherent ability to build one rail hex on the I turn of each odd numbered month (Jan, Mar, May, Jul, Sep, Nov) up until Iran surrenders. No construction units are required for this.

   The Allied player receives this ability beginning with the sixth turn following an Iranian surrender.

   Due to Iranian mismanagement and Soviet interference, the railroad from Mianeh (32:0525) to Tabriz (32:0229) may not be built within the context of the game.

f. Renovation of Iranian Rail Net [Advanced Rule]. All rail lines in Iran shown on the maps as high volume are treated as low-volume lines until the Iranian rail net is renovated. Once Iran surrenders, the Allies (using American civilian engineer assets not shown in the game) may renovate the Iranian rail net. Once the Allies have owned all Iranian rail marshaling yards for a total of 24 turns, the net is renovated.

g. Road Construction [Advanced Rule]. Fair weather roads and tracks may be upgraded to regular roads as described

below. Note that tracks cannot be upgraded to fair weather roads.

- Any fair weather road (Rule 7B2) may be upgraded. A construction unit may upgrade the fair weather road to a regular road by spending 4 MPs in each hex of the fair weather road (in addition to the cost to enter the hex). (Keep track of fair weather roads that have been upgraded to regular roads through the use of roadhead markers.)
- The scenario deployment instructions (in the appropriate section of the *Wavell's War* Scenarios and Appendices booklet) specify which transportation lines exist only as tracks at the start of the game. For example, at the start of all War in the Desert scenarios, the Tobruch Bypass (the transportation line connecting hexes 18A:4718, 4818, and 4918) exists only as a track. (Place appropriately oriented "road-to-track change-point markers" in hexes as necessary to show transportation lines which start the game as tracks.) Any track may be upgraded to a regular road. A construction unit may upgrade the track to a regular road by spending 4 MPs in each hex of the track (in addition to the cost to enter the hex). (When a track hex is upgraded to a regular road, adjust the road-to-track change-point markers on the transportation line as necessary to show this.)

Note: The reason it costs the same number of MPs to upgrade a track that it does to upgrade a fair weather road is because all the tracks in *Wavell's War* are in arid weather zones (the desert). When you upgrade a desert track you are actually only upgrading it to fair weather road status; but this fair weather road is then treated as a regular road since there is no real game difference between fair weather and regular roads in the desert.

h. Port Construction. [Advanced Rule]. The scenario deployment instructions (in the appropriate section of the *Wavell's War* Scenarios and Appendices booklet) may specify that certain ports start the game at a reduced status. For example, at the start of all War in the Desert scenarios, the port of Bengazi (18A:3121) is a standard (not major) port, and the ports of Aqaba (19A:4817 or WW20:0109) and Port Safaga (19A:4730 or WW20:1416) are minor (not standard) ports. (Mark the ports with any agreed upon marker to show their reduced status.) A construction unit may upgrade a port from reduced to full status by spending all of its MPs in the port's hex for this purpose for a total of 18 turns. (Remove the reduced port status marker from the port when the port upgrade is completed).

i. Incremental Construction of Temporary Airfields [Advanced Rule]. Construction units may incrementally build temporary airfields. It costs 4 MPs (2 MPs in Arid Weather Zones) to build a temporary airfield with two hits on its capacity in a hex. It costs 8 MPs (4 MPs in Arid Weather Zones) to build a temporary airfield with one hit on its capacity in a hex. These hits may be repaired in following turns.

j. Low-Maintenance Temporary Airfields [Advanced Rule]. All temporary airfields in Arid Weather Zones (Rule 36A4) are low-maintenance temporary airfields. Due to the dry, favorable conditions that generally prevail there, construction units do not have to maintain temporary airfields in clear terrain hexes in Arid Weather Zones. Once built, the airfield remains in the hex even if there are no construction units in the hex.

Note: Weather occasionally affects unmaintained low-maintenance temporary airfields as described in Rule 36D2.

k. Variable Demolition Costs [Optional Rule]. Rules 7A6 (Rail Breaks), 14A1 (Port Demolition), and 17D (Airbase Damage) assign a flat MP cost per unit to damage these types of facilities. When using variable demolition costs, the MP cost is based on unit size instead as follows:

- *Break a Rail Line or Damage an Airbase (per hit):* 6 MPs for a unit 1/2 RE in size, 3 MPs for a unit 1 RE in size, and 1 MP for a unit 2 or more REs in size. Count any construction unit as being double its actual RE size for this purpose. For example, a construction regiment (1 RE) could break a rail line at a cost of 1 MP.
- *Damage a Port (per hit):* 6 MPs for a construction unit 1/2 RE in size, 3 MPs for a construction unit 1 RE in size. Note that construction units are the only units that may damage ports.

l. Axis Airbase Repair on Islands [Optional Rule]. The Axis player may repair Axis-owned airbases on the Italian Central Mediterranean Islands and South Aegean Islands by spending airbase repair points. In any Axis initial phase, the Axis player may convert resource points in the Mainland Europe holding box into airbase repair points, at a rate of one resource point converting to six airbase repair points. In any subsequent Axis movement phases, the Axis player may spend these airbase repair points, with each point spent removing one hit of damage from any Axis-owned airbase on any of these islands.

m. Bridge Repair. When using Optional Rule 7E (Bridges), a construction unit may repair a demolished bridge (or an undemolished bridge that has taken one or more bombing hits). A bridge may be repaired only if the player owns both hexes adjacent to the bridge. Repairing a bridge on a river or canal hexside costs the construction unit 4 MPs. Repairing a bridge on a major river hexside costs the construction unit 8 MPs, and a resource point must be spent (in the manner specified in Rule 14A1a) when the repair begins. Repairing a bridge that has bombing hits but is not demolished is the same as repairing a demolished bridge, except that a resource point is never required.

n. Dismantling [Optional Rule]. A player may recover resource points by dismantling forts and permanent airfields. A construction unit may dismantle an unisolated fort or permanent airfield. It takes the unit one turn (two turns in poor weather) to dismantle a fort or permanent airfield. (Dismantling such an item is similar to building it, starting and finishing in initial phases. See Rule 14A1.) The item being dismantled loses all its special abilities when the dismantling begins and does not recover them even if the dismantling stops short of completion. For example, when a construction unit begins dismantling a permanent airfield, the airfield's airbase capacity is immediately (and permanently) reduced to 0. (Keep a paper record of items being dismantled. When dismantling of an item is completed, remove that item from the map.)

For every three items dismantled in a command, the player receives one resource point. The resource point is received as a reinforcement in the turn following the dismantling of the third item, and is placed at any friendly-owned unisolated city in the command in which the items were dismantled.

2. Combat Engineers (including Glider Engineers). Combat engineers are construction units. Combat engineers also have the following ability: When at least 1/10 of the REs attacking a major city or any fortification with a combat die roll modifier of –1, –2, or –3 (per the Fortification Effects Chart) are combat engineers, the combat resolution die roll is modified by +1. The REs of attacking artillery units are not counted in this calculation. If this special ability is used, then required losses (Rule 9J) are incurred for the combat engineers.

3. Assault Engineers. Assault engineers are not construction units. They have the combat abilities of combat engineers. In addition, an assault engineer has its combat strength doubled and has its RE size doubled for purposes of calculating the engineer proportion when attacking into or defending in a major city or

any fortification with a combat die roll modifier of –1, –2, or –3 (per the Fortification Effects Chart). For example, a 1-8 assault engineer battalion attacking an improved fortress has an attack strength of 2 and is counted as 1 RE for the engineer proportion.

4. Railroad Engineers. A railroad engineer may construct railroads and repair rail lines in the same manner as a construction engineer. A railroad engineer has no other construction abilities.

B. Artillery.

1. General. Artillery units provide support to other units as described in Rule 11. The attack strengths of artillery units are, in general, not affected by terrain or fortifications (see the Terrain Effects and Fortifications Effects Charts for the exceptions).

2. Artillery in Defense. Artillery units do not defend with their full strength unless the number of non-artillery REs in their hex at least equals the number of artillery REs there. All artillery units in excess of this number defend with a total strength of the lower of the following values:
- 1, or
- the artillery units' modified (per supply, terrain, etc.) defense strength (see Rule 9A).

Example 1: The Axis player has three 2-8 artillery regiments and one 2-10 motorized infantry regiment defending in a hex. Since only one RE of non-artillery units is in the hex, only one artillery regiment may defend using its full defense strength. The other two artillery units, which would normally defend with a strength of 4, defend with a total strength of 1. Thus, the total strength of the hex is 5.

Example 2: The Axis player has defending in a hex: one 2-10 motorized infantry regiment (in general supply), one 2-3-6 artillery regiment (in general supply), and one 1-8 artillery regiment (out of general supply long enough to be halved in defense strength). Since only one RE of non-artillery units is in the hex, only one artillery regiment may defend using its full defense strength (and the Axis player chooses the supplied 2-3-6 regiment). The other artillery unit has a modified defense strength of 1/2, which is less than 1, and thus defends with a total strength of 1/2. Thus, the total strength of the hex is 6.5.

3. Artillery in Attack. Artillery units do not attack with their full strength unless the number of non-artillery REs participating in the attack at least equals the number of artillery REs. All artillery units in excess of this number attack with a total strength of the lower of the following values:
- 1, or
- the artillery units' modified (per supply, terrain, etc.) attack strength (see Rule 9A).

4. Siege Artillery Units. A siege artillery unit has its attack strength doubled when attacking a major city hex or any fortification with a combat effect that halves or quarters the attacker (per the Fortifications Effects Chart).

C. Headquarters.

A headquarters unit has only a movement rating; its combat strength is 0. A headquarters unit is 1 RE in size and has heavy equipment. A headquarters has a ZOC only in the hex it occupies; it never exerts a ZOC into an adjacent hex. A headquarters is c/m if its unit type symbol is a c/m one. A headquarters is automatically AEC and ATEC neutral, regardless of the AECA, AECD, and ATEC capabilities of its unit type symbol. Headquarters provide support to other units as described in Rule 11.

D. Motorized Units.

Any unit with the supplementary "other motorized units" symbol (per the Unit Identification Chart) in combination with a standard unit symbol has the abilities of both units. For example, the symbol for a motorized machinegun unit is a combination of the "other motorized units" symbol and the standard "machine-gun" unit symbol; thus a motorized machinegun unit is both a motorized unit and a machinegun unit.

Units of other types that have the supplementary "other motorized units" symbol are combat/motorized. For such units, any AEC/ATEC capability listed as none (-) for the non-motorized unit on the Unit Identification Chart becomes neutral when the unit is combat/motorized. For example, a motorized antitank unit is neutral for AECA and AECD, has full ATEC, and moves as a c/m unit. Note that all units with the supplementary "other motorized units" symbol have heavy equipment.

A motorized unit always uses the c/m movement costs, regardless of its unit type. Except for motorized artillery units, a motorized unit also uses the c/m combat effects of terrain.

E. Zero Movement Units.

A unit with a movement rating of 0 cannot move from the hex it occupies. It cannot be transported by air or naval transport. It cannot retreat and is eliminated if required to do so.

F. Commandos.

Any unit with the commando symbol as part of its unit type symbol is a commando unit. For example, a unit with the mechanized commando symbol is a commando unit. Commando units may attempt commando operations, as described below.

When a commando unit attempts a commando operation, consult the Success Table (on Game Play Chart 6):
- A *Success* result means the attempt succeeded.
- A *Failure* result means the attempt failed. In addition, an **F Failure* result for a surprise attack (Rule 14F2) also means the commando unit is eliminated

1. Retreat Before Combat. Every commando unit may attempt to retreat before combat. (See Rule 9I.)

2. Surprise Attack. Only American OSS and German commando units with a printed combat (attack) strength of 1 or greater are eligible to use this surprise attack ability.

An eligible commando unit may attempt to make a surprise attack, attacking alone or in conjunction with other units. The owning player declares the surprise attack immediately before rolling the die to resolve the attack, after calculating the odds of the attack. Consult the Success Table. If the surprise attack succeeds, modify the combat resolution die roll for the attack by +1. If the surprise attack fails, the commando unit may be eliminated (as explained on the Success Table). If the commando unit is eliminated, recalculate the attack odds, excluding the commando unit's strength from the attack. Only one commando unit may attempt a surprise attack in any single attack.

3. Movement / Retreat through ZOCs [Optional Rule]. All commando units are eligible to use these ZOC abilities except for Allied marine commando units.

a. Movement through ZOCs. Eligible commando units may attempt to leave or move through enemy ZOCs without paying ZOC movement costs. Each time the unit leaves a hex in an enemy ZOC (whether or not it enters another hex in an enemy ZOC) without paying the ZOC costs, consult the Success Table. If the attempt does not succeed, the unit must pay normal ZOC costs to leave the hex; if it does not have sufficient MPs to meet this cost then it must end its movement in the hex it currently occupies.

b. Retreat through ZOCs. An eligible commando unit may attempt to retreat through enemy ZOCs to a friendly-occupied hex. Consult the Success Table. If the attempt succeeds, the unit is not eliminated due to retreating through enemy ZOCs.

c. Helping other Units to Retreat through ZOCs. An eligible commando unit may attempt to help other units in its hex retreat through enemy ZOCs. The commando unit must success-

fully retreat to a friendly occupied-and-owned hex, and each unit to be helped must retreat to the same hex. Consult the Success Table for each unit retreating in this manner. If the attempt succeeds, the unit retreats to the hex, ignoring enemy ZOCs. If the attempt fails, the unit is subject to regular ZOC effects.

Example: Allied units attack a German-occupied hex from five adjacent hexes. The sixth hex is occupied by German units but is in Allied ZOCs. In the attacked hex are a commando unit and three 2-5 parachute regiments. The result of the attack is a DR. The commando unit attempts to retreat to the adjacent friendly occupied-and-owned hex and succeeds. Thus, the other retreating units may attempt to retreat through the Allied ZOCs without loss. One parachute regiment succeeds and thus retreats at its 2-5 strength. The other two parachute regiments fail and thus are eliminated due to retreating through enemy ZOCs.

4. Bridge Seizure. When using Optional Rule 7E (Bridges), any commando unit may attempt to seize an enemy-owned bridge when it enters a hex (including due to an airborne or amphibious landing) adjacent to the bridge hexside. If there are no enemy ground units in either hex adjacent to the bridge hexside, the attempt is automatically successful. If there are enemy units in either of the hexes adjacent to the bridge, consult the Success Table. A phasing command unit may only make one attempt to seize a bridge per player turn.

A non-c/m commando may make an attempt during its movement phase and must end its movement for the phase when it makes the attempt. A c/m commando may make an attempt during its movement or exploitation phase and must end its movement for the phase when it makes the attempt.

A seized bridge immediately becomes owned by the phasing player. In addition, if the bridge was seized in the movement phase, then during the following combat phase, any one phasing unit may attack across this hexside without being affected by the terrain effects of the river, canal, or major river hexside the bridge spans. Only one unit (of any size) may benefit from this; other units attacking across the hexside are affected by the hexside, as normal.

5. Seizing the Iron Gate. Commando units receive advantages when attempting to seize the Iron Gate. See Rule 38X8.

G. Mixed Units.

Mixed units (units with the mixed unit type symbol) are non-motorized (and thus, may not move during the exploitation phase), but use the c/m movement costs when moving. For AEC and ATEC purposes treat a mixed unit's REs as follows: 1/3 as armor, 2/3 as infantry.

H. Transport Counters.

1. General. A transport counter (TC) has only a movement rating, and, in place of a unit size, a capacity in REs; its combat strength is 0. A TC is a c/m unit, has a RE size equal to half its capacity (but note that this would be doubled for purposes of rail movement and naval transport as a TC is a c/m unit), has heavy equipment, never has a ZOC (not even in the hex it occupies), never counts against the stacking limit (but any units it is carrying do count against the limit), and is ignored when calculating any combat proportion (AEC, ATEC, combat engineers, etc.).

TCs can carry other units (and thus enhance the movement abilities of those units) as described below. Note that a TC cannot carry supply / resource items. Also note that a TC is not required to carry units and may move independently of any unit.

2. Carriage of Units. TCs use their transport capacities to carry units. A TC's transport capacity is the maximum number of REs of units the TC may carry. For example, a 1-RE-capacity TC may carry up to 1 RE of units. A TC may carry non-motorized and artillery units, in the movement and exploitation phases (only). Note that TCs cannot carry units during the combat phase and cannot ever carry c/m units.

a. Standard Mechanics. The units to be carried by a TC in a phase must start the phase stacked with the TC and cannot have spent any MPs for any purpose during the phase (such as for construction, repair, or demolition in the starting hex). The TC then carries the units until the end of the phase.

A TC and the units it is carrying are treated as if they were a single unit for all movement, naval transport, and MP expenditure purposes (only); this "single unit" uses the TC's c/m movement rating (the units being carried cannot use their own movement ratings), and has a size (for rail movement and naval transport purposes) equal to the size of the TC plus the size of any units the TC may be carrying. Note that the TC and any units it is carrying remain separate units (with their normal abilities) for all other purposes. For example, a unit with a ZOC does NOT lose its ZOC when carried by a TC. *Special:* A unit may not use its construction abilities (if any) while being carried by a TC.

b. Optional Mechanics. This rule allows players greater freedom of action in how they use their TCs, but at the cost of added complexity. If this optional rule is used, then the units to be carried by a TC in a phase do not have to start the phase stacked with the TC and do not have to be carried by the TC for the entire phase; instead a TC may carry units for any portion of the phase, loading and unloading those units as described below.

A TC must load a unit before it can carry the unit. A TC may load units at any time during a movement or exploitation phase. The TC and the unit to be loaded must be in the same hex, and the TC must spend MPs to load the unit: The number of MPs the TC must spend is equal to the number of MPs already spent during the phase by the unit to be loaded. If the TC does not have sufficient MPs remaining to pay this cost, it may not load the unit. *Special:* If units with differing MP expenditures are to be loaded on a TC in the same hex at the same time, the MPs spent by the TC to load the units is equal to the number of MPs already spent in the phase by the unit to be loaded which has spent the most MPs during the phase. *Examples:* 1) A TC loads a unit which has not spent any MPs during the phase; the TC therefore spends 0 MPs to load the unit. 2) A TC loads two units in the same hex at the same time; one of these units has spent 2 MPs during the phase; the other unit has spend 4 MPs during the phase. The TC spends 4 MPs to load the units.

Units being carried by a TC may be unloaded at any time during a movement or exploitation phase. *Special:* All units carried by TCs are automatically unloaded at the end of each movement and exploitation phase. The TC spends no MPs to unload the units it carries; the carried units, however, must spend MPs for the unloading: The number of MPs the unloaded unit must spend is equal to the number of MPs spent by the TC to carry the unit during the phase (excluding the MP cost to load the unit), or all of the carried unit's remaining MPs, whichever is lesser. *Example:* During a movement phase, a 2-8 infantry brigade spends 3 MPs in a hex (leaving it with 5 MPs). A TC with a movement rating of 10 then moves to the hex and loads the brigade (spending 3 MPs to do so). The TC carries the brigade for a few hexes (spending 4 MPs to do so), and then unloads it. The TC has spent 4 MPs carrying the brigade, and the brigade has 5 MPs remaining of its own movement allowance, so the brigade must spend 4 MPs from its movement allowance for the unloading, leaving the brigade with 1 MP.

I. Light Infantry

1. General. Light infantry units have movement advantages in certain types of terrain during clear and frost weather, as

summarized on the Terrain Effects Chart. These abilities are in addition to any other abilities of the unit.

2. Bande [Optional Rule]. Italian colonial light infantry units that appear in the East Africa Command as optional units are "Bande" and operate under several restrictions. See Rule 37J5.

J. Cavalry

1. General. Cavalry units have movement advantages in certain types of terrain during clear and frost weather, as summarized on the Terrain Effects Chart. These abilities are in addition to any other abilities of the unit. Note, also, that the movement of cavalry units during mud weather is penalized in many types of terrain.

2. Cavalry in the Desert [Optional Rule]. Horse cavalry units had difficulties operating in the desert due to the scarcity of water and forage there. To represent this, cavalry units (except for camel cavalry units) are restricted as follows:

- They may not enter any hex in an Arid Weather Zone (Rule 36A4) in which they would not be in regular general supply (Rule 12C). If a cavalry unit is forced to retreat to such a hex, it is eliminated instead.
- The length of the overland element of their supply line is limited to a maximum of 2 hexes if any portion of the overland element is traced through an Arid Weather Zone.

Note: A camel cavalry unit is any cavalry unit with a 'C' after its movement rating. For example, the Saudi 2-1-8C* cavalry brigade is a camel cavalry unit.

K. Mountain (and Ski) Units.

1. General. In addition to the "mountain" unit type, any unit with the supplementary "other mountain units" symbol or ski symbol as part of its unit type symbol is a mountain unit. Mountain units have movement and combat advantages in certain types of terrain (especially in mountain terrain) during clear, frost, and winter weather, as summarized on the Terrain Effects Chart. (Note that Ski units also have movement advantages in most types of terrain during snow weather.) These abilities are in addition to any other abilities of the unit.

2. Mountaineering. Mountain units are better able to operate in mountainous terrain than other units; and this mountaineering ability can affect combat as follows:

- When at least 1/2 of the non-artillery REs attacking a mountain hex or wooded rough hex are mountain units, the combat resolution die roll is modified by +1.
- When all the non-artillery REs attacking a mountain hex or wooded rough hex are mountain units the combat resolution die roll is modified by +2.

If this special ability is used, then required losses (see Rule 9J) are incurred for the mountain units.

L. Border and Reserve Units [Optional Rule]

Border units and reserve units may not voluntarily move more than two hexes from any hex in their home country. If forced to retreat beyond this area, such a unit may not attack until it is within two hexes of any hex of its home country. (*Note:* There are Bulgarian, German, Greek, Turkish, and Yugoslav border units, and a single German reserve mountain division.)

M. Antiaircraft Units.

1. General. Antiaircraft units have special abilities versus air units as described in Rule 22.

2. Heavy AA Units [Optional Rule]. A heavy AA unit does not have its attack strength halved when attacking fortifications if a field artillery unit would not be halved attacking the same fortification (per the Fortifications Effects Chart).

Rule 15—Unit Breakdowns / Assemblies

Various divisional units may break down into non-divisional units, and various non-divisional units may assemble to form divisional units.

A. Procedure.

A phasing divisional unit may break down into non-divisional units during any movement or exploitation phase. There is no MP cost to break down. Remove the unit from the map, place it on the appropriate box on its Game Chart, and place its breakdown units in its hex. The stacking limit may be violated when a unit breaks down, as long as the limit will not be violated at the end of the phase.

Phasing non-divisional units may assemble into a divisional unit at the end of any movement or exploitation phase, if the correct non-divisional units are stacked together in the same hex. Remove the non-divisional units from the map and place the division in the hex. If non-divisional units at different states (such as different supply states per Rule 12E or different disruption states per Rules 24A or 32A) assemble into a divisional unit, the assembled unit assumes the worst state of the non-divisional units. For example, if one brigade at U-2 supply state and two brigades in general supply assemble into a division, the assembled division is at U-2 supply state.

Note that phasing non-c/m units may break down and assemble during the exploitation phase.

B. Game Charts.

The Game Charts show which divisional units may break down or be assembled. The charts detail, by national force, armed force, unit type, and unit ratings, all allowed breakdowns and assemblies: A division breaks down into its listed non-divisional units and is assembled from the listed non-divisional units. Divisional units not listed on this chart may not break down. A player may not break down more units than there are breakdown counters provided in the game.

In general (unless otherwise specified in the rules or on the game charts), a divisional unit may break down into supported components or into a headquarters and unsupported components. For example, a British 8-8 infantry division may break down into one 3-8* and two 2-8* infantry brigades, with all three brigades being supported, or into the same units-flipped to their unsupported sides-and an infantry division headquarters.

Each chart has a number of labeled boxes. When a unit is broken down, place its counter in the appropriate box on the Game Charts.

C. Breakdown/Assembly Combinations.

Note: The various breakdown and assembly combinations allowed in *Wavell's War* are listed on Allied Game Chart 2, Axis Game Chart 2, and the Neutrals Game Chart.

1. Specific. Certain divisional units may only break down into and be assembled from specific non-divisional units. Divisional units with specific breakdown units are identified as such on the Game Charts.

Divisional units with specific breakdown components may only be assembled or broken down using the non-divisional units that bear the divisional unit's ID on their counters. These non-divisional units may not be used to assemble or break down any other divisional units. For example, the German Army 334th Infantry Division is a specific breakdown unit: It may only break down into German Army non-divisional units with the "334" divisional unit ID, and these non-divisional units may only be used to assemble the 334th.

2. Generic. Several sets of generic non-divisional breakdown units are provided in the game (these are the units with left-side-of-counter IDs of "A", "B", or "C"). These generic breakdown units may be used to breakdown and assemble various categories of divisional units as listed on the Game Charts. For example, Italian Regular 4-6, 3-4-6, 3-6, and 2-6 infantry divisions may break down using the "A", "B", and "C" sets of Italian Regular non-divisional infantry units.

Each specifically lettered set of breakdown counters may be used to break down one divisional unit at a time, and the unit broken down is placed in the corresponding lettered box on the chart. A divisional unit broken down using lettered breakdown units may only assemble using those same lettered units.

3. Flexible. Divisional units that may break down but do not have specific or generic breakdown units (Rules 15C1 and 15C2 above) have flexible breakdowns. These divisional units always start or enter the game already broken down, and the players may assemble them during play. These divisional units may be assembled using any appropriate non-divisional units in play. For example, the Allied player may assemble an Australian 7-8 infantry division using its divisional headquarters and any three Australian 2-8 infantry brigades in play.

A player may not normally mix armed forces when assembling divisions (see Rule 15C5 for exceptions). In the previous example, the three 2-8 infantry brigades must all be Australian.

Once assembled, such a unit subsequently breaks down into the same non-divisional units from which it was assembled. However, if the unit is again assembled, it may be assembled using different components. *Example:* The British Army 167th Infantry Brigade (2-8) was used to assemble a British Army 7-8 infantry division. When the division was later broken down, the 167th was placed back on the map. If the division is assembled again later, the 167th does not have to be part of the division.

When assembling a flexible-breakdown division, the player may substitute a stronger component unit than is called for by the listing on the Game Chart. (Doing this, however, does not increase the strength of the division.) The component unit must have the same unit type, the same unit size, and an equal or greater movement rating as the unit for which it is substituting. For example, the Allied player may assemble a British Army 7-8 infantry division from two 2-8 infantry brigades and one 3-8 infantry brigade, instead of the three 2-8 infantry brigades called for on Allied Game Chart 2.

4. British Armored Divisions. Certain British armored divisions are initially organized using a support group instead of a divisional headquarters, as shown on Allied Game Chart 2. When such a division is assembled, it must contain the support group with the same unit identification as the division. For example, the 7th Armored Division (when organized with a support group) must be assembled using the 7th Support Group. Such an armored division otherwise uses flexible breakdowns and may contain any appropriate armored brigades.

Such a division may only break down into a support group plus unsupported armored brigades-it cannot break down into supported armored brigades without a support group.

Over the course of play, support groups convert to headquarters for armored divisions, as shown in the Allied order of battle. When this occurs for a division, the division subsequently breaks down and assembles as other flexible-breakdown divisions with divisional HQs do.

When a British armored division may be assembled using a motorized infantry brigade, a non-motorized infantry brigade and a 1-RE-capacity transport counter may be used instead.

5. Commonwealth Breakdowns [Advanced Rule]. Certain British divisions may assemble and break down using units from more than one armed force within the British national force. This is described in detail in Rule 38B4 and summarized in the special note section of Allied Game Chart 2. For example, Indian divisions may assemble with a British Army non-divisional unit in place of any one Indian army non-divisional unit.

D. Non-Divisional Breakdowns/Assemblies.

1. General. Various non-divisional units may break down into smaller non-divisional units, as shown on the Game Charts. For example, some German Army infantry regiments may break down into infantry battalions. Various non-divisional units may assemble into larger non-divisional units, as shown on the Game Charts. For example, Luftwaffe heavy AA battalions may assemble into heavy AA regiments. These units may break down and assemble in the same manner as divisional units. They may use any appropriate units available in the counter mix.

Example: The Axis player assembles two Luftwaffe 1-10 heavy AA battalions into a 2-10 heavy AA regiment, per the chart. Later, he decides he should spread out his AA, so he breaks down the AA regiment into two AA battalions again.

2. Panzer Regiment Breakdowns [Optional Rule]. *Wavell's War* contains additional flexible breakdown units that allow the German panzer division reconnaissance battalions in North Africa to be shown directly instead of being factored into the divisional panzer regiments. When using this optional rule, certain German Army panzer regiments may break down and assemble as listed on Axis Game Chart 2.

3. Infantry Brigade Breakdowns [Optional Rule]. *Wavell's War* contains additional sets of generic breakdown units (these are the units with right-side-of-counter IDs of "Y" and "Z") that allow various infantry brigades to break down into infantry battalions as historically occurred on several occasions. When using this optional rule, certain British infantry brigades may break down and assemble as listed on Allied Game Chart 2.

If using this option, use of Rule 14A1k (Variable Demolition Costs) is advised.

Rule 16 — Air Rules Introduction

A. Air Units.

Air units are illustrated on the Unit Identification Chart (UIC).

1. Types. There are three basic categories of air units: fighters, bombers, and transports. Each category contains several specific air unit types, as shown on the Unit Identification Chart. For example, the fighter category contains both fighters (type F) and heavy fighters (type HF).

Unless otherwise noted in the rules, rules about "fighter," "bomber," and "transport" pertain to all air unit types within their respective categories. For example, a rule describing the abilities of fighters applies to all fighter types.

2. Prefixes. Air unit types may have a prefix, as listed on the UIC. For example, a type NF is a night fighter: type F (fighter) and prefix N (night-capable). A prefix modifies, but does not change, the category of an air unit. For instance, a night fighter (type NF) is still a fighter. Unless indicated otherwise in the rules, any ability of a category in general or a type in specific includes all prefixes for that type or category. For example, a rule applying to type F air units applies to F and NF.

3. Codes. Air units may have one or more codes, as listed on the Unit Identification Chart. Codes denote certain specific or special capabilities of air units. For example, a type B with a code V is a bomber that may carry anti-shipping torpedoes.

B. Concepts.

1. Operational Status. An air unit may be at one of four operational statuses:

- **Operative:** The air unit is capable of flying a mission during the current player turn. An operative air unit will be "face up" (ratings side up) at an airbase.

- **Inoperative:** The air unit cannot fly a mission. It has flown a harassment bombing mission or a Malta bombing mission in the previous player turn; has already flown a mission during the current player turn; or cannot fly a mission due to airbase capacity limits or Italian Disarray. An inoperative air unit will be "face down" (with "Inop." displayed) at an airbase. An inoperative air unit will usually become operative in the next initial phase.

- **Aborted:** The air unit has been aborted (due to damage from such causes as air combat or AA fire) and cannot become operative again until regrouped or repaired. An aborted air unit will be placed off-map in the appropriate aborted air units box on the owning player's Game Chart 1.

- **Eliminated:** The air unit has been eliminated (due to extensive damage from such causes as air combat or AA fire) and cannot become operative again until replaced. An eliminated air unit will be placed off-map in the appropriate eliminated air units box on the owning player's Game Chart 1.

2. Terms. The following general terms are used:

- **Target Hex:** The target hex of an air unit is the hex in which it is to perform its mission. For example, the target hex of a bomber flying the ground support mission is the hex occupied by the enemy units to be bombed.

- **Flight group:** A flight group consists of one or more air units flying missions to a target hex in an air operation.

- **Escort:** An escort is a fighter flying an escort mission.

- **Interceptor:** An interceptor is a fighter flying an interception mission.

- **Air Operation:** An air operation (air op) consists of one player flying one or more missions to a particular target hex, together with all activities that may occur when resolving the air op: patrol attacks and interception by the enemy player, air combat, antiaircraft fire, mission resolution, and air units returning to base.

- **Mission Force:** A mission force consists of all air units flying missions in a target hex other than those flying combat air patrol (CAP), escort (the escorts), or interception (the interceptors).

C. Air Activities Phasing.

Air missions occur "on demand" in individual air ops. The air missions rule (Rule 20) lists, by individual mission, which missions are eligible to be flown in air ops that can occur in the various phases of the player turn. The Air Mission Eligibility Summary on the Master Sequence of Play summarizes this.

Air ops occur in each player turn, as follows:

1. Initial Phase. The following air activities occur in the initial phase of each player turn, in this sequence:

1) The phasing player performs all air replacement activities: regrouping, reinforcements, replacements, conversions, withdrawals, transfers, and deactivations (Rule 25).

2) After permanent airfields are built (Rule 14A1), all inoperative air units (of both players) become operative. *Exception #1:* Air units that flew harassment bombing missions or Malta bombing missions in the previous player turn do not become operative; see Rules 20G2d and 37I2. *Exception #2:* Italian air units in disarray do not automatically become operative; see Rule 38K3.

3) As air units become operative at an airbase (per step 2 above), the owning player checks the airbase's current capacity. If the number of air units present at the base exceeds its current capacity, the player immediately makes inoperative sufficient air units so that the base's capacity is not exceeded. For example, if an airbase currently has a capacity of 1, and there are 2 air units there, the owning player makes 1 air unit there inoperative.

4) Both players may fly combat air patrol air ops (CAP). The non-phasing player may fly harassment bombing air ops. Both players may assign air units to naval patrol air ops.

2. Movement Phase. Players fly any eligible air ops during this phase "on demand:" at any time during the phase they wish.

3. Combat Phase. Before any ground combat is resolved, the following occurs in the combat phase, in this sequence:

1) The non-phasing player flies defensive air support (DAS) air ops.

2) The phasing player flies ground support (GS) air ops.

Ground combat is resolved after all DAS and GS air ops are initiated. As players resolve ground combat, GS and DAS air units resolve their missions and return to base.

4. Exploitation Phase. Players fly any eligible air ops during this phase "on demand" at any time during the phase they wish. At the end of this phase (which is the end of the player turn), both players return to base all of their fighters still flying combat air patrol (CAP) air ops.

D. Air Operation Sequence.

Unless otherwise stated for a particular mission, air ops are resolved as they are initiated, in the following air op sequence. In general, one player, the initiating player, initiates an air op and flies one or more missions to a target hex, and the other player, the reacting player, flies patrol attack and interception missions. The following general restrictions govern air ops:

- One player, the initiating player, announces that he is initiating a specific air op. Should both sides wish to initiate an air op at the same time, the phasing player first initiates an air op, and, when that operation is over, the non-phasing player then may initiate an air op (he may decide not to do so-for example, the outcome of the phasing player's air op may have removed the reason for the non-phasing player to initiate an air op). Continue to alternate air ops between the two sides until both sides no longer wish to initiate air ops at the same time.

- An air op consists of the initiating player flying one or more missions to a particular target hex. Until the initiating player's air units reach the target hex, the player is not required to reveal the target hex to the opposing player.

- The initiating player flies one or more missions to the air op's target hex and may fly escort missions for his flight groups. The player may not fly missions to any other target hex during this air op. The particular missions the player may fly in an air op are restricted by mission type and phase. For example, in the combat phase, the phasing player may fly ground support air ops (only). In a GS air op, only air units flying the GS bombing mission and fighters flying the escort mission may fly.

- The other player, the reacting player, may fly patrol attack and interception missions against the initiating player's air units. The reacting player may also have eligible fighters already flying CAP missions to patrol attack or intercept the initiating player's air units. The reacting player may not fly any other missions during this air op.

- After the missions are resolved and air units return to base (see below), the air op is over. Once the operation is over,

a player may initiate a new air op. (Note that the same player could initiate a new air op, and could even select the same target hex as the previous operation.)

- Unless specifically stated otherwise in a rule, the following conditions apply to air ops: 1) Only one air op can occur at the same time. 2) Once an air op is initiated, all other game activities are paused until the op is resolved.

An air op is resolved in the following sequence.

1. Mission Movement Step. The initiating player initiates the air op and flies all air units that will fly missions in the air op. In general, these air units will fly to the operation's target hex. (Escorts do not necessarily fly all the way to the target hex, as explained in the escort mission, Rule 20B.) The reacting player may fly patrol attack missions and resolve patrol attacks against the initiating player's air units.

2. Interceptor Movement Step. The reacting player may fly interception missions to the operation's target hex.

3. Air Combat Resolution Step. Players resolve air combat between their air units.

4. Mission Resolution Step. Transport and bombing missions are resolved as follows:

a. Mission Declaration Substep. The initiating player declares the specific transport or bombing mission (Rules 20F and 20G) his air units are flying. For bombing missions, the player also specifies the specific targets of the bombing air units.

b. AA Fire Substep. The reacting player resolves any antiaircraft (AA) fire against the initiating player's air units flying transport and bombing missions.

c. Mission Results Substep. The initiating player resolves his transport and bombing missions.

5. Air Unit Return Step. Both players return to base all air units flying missions. Air units returning to base immediately become inoperative (unless stated otherwise in the rules for specific missions).

Rule 17 — Airbases

Air units take off from and land at airbases. When not flying a mission, an air unit must be on the ground at a friendly-owned airbase.

A. Airbase Capacity.

The capacity of an airbase is the number of air units that may become operative at that airbase in each initial phase (see Rule 16C1). There is no limit to the number of operative air units that may take off from an airbase. There is no limit to the number of air units that may land or be present at an airbase. *Exception:* Air units may not take off from or land at an airbase if its capacity is currently 0.

Airbase capacities are shown on the Airbase Summary (on Game Play Chart 2). (Note that the summary shows that the airbase capacity of a major city hex is 3, a change from the 6 it was in previous *Europa* games.) The total airbase capacity of a hex is the sum of the capacities of all the features in the hex. For example, the capacity of a hex containing an improved fortress and a 3-capacity permanent airfield is 4.

B. Air Unit Escape.

When an enemy ground unit gains ownership of an airbase hex, each air unit there (whether operative or inoperative) attempts to escape. When an airfield is removed from play for any reason (such as lack of maintenance (Rule 14A1) or being abandoned (Rule 17D below), each air unit there (whether operative or inoperative) attempts to escape. Roll a die for each air unit attempting to escape and consult the Air Unit Escape Table (on Game Play Chart 2):

- On an *Air Unit Escapes* result, the air unit escapes, flying a transfer mission (see below).
- On an *Air Unit is Eliminated* result, the air unit does not escape. The air unit is eliminated; place it in the appropriate eliminated air units box on the owning player's Game Chart 1.
- After rolling for all air units at the airbase, the owning player immediately conducts a series of air ops for the escaping air units. Each escaping air unit may have its own air op, or several may fly in the same air op (if they all have the same target hex). The air op follows the standard air op sequence (Rule 16D), with the escaping air units flying transfer missions (Rule 20A).

An operative air unit that escapes becomes inoperative upon landing during the air return step. An inoperative air unit which escapes becomes aborted upon landing during the air return step; place it in the appropriate aborted air units box on the owning player's Game Chart 1.

If there is no friendly-owned airbase within transfer range, an escaping air unit is automatically eliminated.

C. Airbase Capture.

All enemy airbases (except temporary airfields in non-Arid Weather Zones) may be captured and used. Note that temporary airfields in Arid Weather Zones (Rule 36A4) may be captured. An enemy airbase is captured when a friendly ground unit gains ownership of the hex. A captured airbase immediately becomes a friendly airbase and may be used from the instant of its capture.

A temporary airfield in a non-Arid Weather Zone is immediately destroyed when an enemy unit gains ownership of its hex.

D. Airbase Damage.

Airbases may be damaged due to a variety of causes. Use hit markers to show airbase damage. Each hit of damage on an airbase reduces its capacity by 1. No airbase may be damaged beyond its capacity. Damaged airbases may be repaired (Rule 14A1).

Ground units may damage the capacity of an airbase by spending MPs to do so in the airbase's hex. For every 2 MPs spent by a ground unit, the airbase takes one hit of damage. (*Optional Alternative:* If Rule 14A1k is used, the number of MPs a unit must spend to do one hit of damage to an airbase varies depending on the unit's RE size as described in that rule.) Note: Units may spend MPs to damage airbases even if no enemy unit is within 14 hexes of the airbase.

Airbases may also be damaged due to bombing (Rule 20G2a) or allied raiding forces (Rule 37F).

At any time during his player turn, the phasing player may abandon any friendly-owned airfield (permanent or temporary) at zero capacity, removing it from play.

E. Off-Map Airbases.

See Rule 37C (Off-Map Holding Boxes) regarding the use of off-map airbases.

F. Unprepared Airbases [Advanced Rule].

Many airbases in East Africa, French Morocco, and Algeria were unprepared to handle air operations fully during the rainy season. To show this, mark airbase hexes in Weather Zones H1, H2, and H3 of East Africa with "unpreparedness" hits at the beginning of the game; and mark airbase hexes in French Morocco and Algeria with "unpreparedness" hits when French North Africa enters the war in any fashion (such as having its neutrality violated). (Use any convenient marker for "unpreparedness" hits, as long as it is distinctive enough from the markers used for regular airbase damage.) Mark the airbase hexes as follows:

- One unpreparedness hit per hex containing airbases with a total capacity when undamaged of 3 or less.
- Two unpreparedness hits per hex containing airbases with a total capacity when undamaged of 4 or more.
- *Exception:* The Port Lyautey (25A:1417) and Asmara (WW14:2207) airbase hexes never receive unpreparedness hits. (The airbases there were fully prepared for operations during rainy weather.)
- *Special:* The player owning an airbase hex places any unpreparedness hits assessed to the hex; he may place the hits on any airbases in the hex, but may place no more than one hit per airbase.

During clear weather, unpreparedness hits exist only as potential damage (i.e., they are ignored for all purposes except that they may be repaired as described below).

During mud weather, unpreparedness hits have the same effect as airbase damage hits (see Rule 17D).

Unpreparedness hits may be repaired the same as regular airbase damage hits (see Rule 14A1). (Note that this allows construction units to "prepare" airbases for the rainy season.)

Rule 18 — Movement of Air Units

Air units fly to their target hexes using movement points. An air unit's movement rating is the basic number of MPs the air unit has. The air unit's movement rating may be modified, depending on its mission. This modified movement rating is the air unit's range for the mission: the maximum number of MPs the air unit may use when flying to its target hex.

An air unit always spends 1 MP for each hex it enters.

Air units flying missions fly in **flight groups.** A group can consist of one or more air units. As a group moves to its target hex, other flight groups (which are flying missions to the same target hex) can merge with the group. In any hexes along the path to the target hex, flight groups may join with or split off from the flight group. All air units flying in a flight group move together as a stack. Air units may fly to their target hex in any number of flight groups; it is not required that all air units flying to the same target hex fly in a single group.

Note that air units may have spent differing amounts of MPs when they join a particular flight group. If necessary (although it should rarely be needed), use status markers to keep track of MPs for individual air units in a flight group.

Air units flying missions **return to base** during the air unit return step of the air mission sequence. Unless stated otherwise, an air unit has the same range (modified movement rating) when returning to base as it did when flying to its target hex. If there is no friendly-owned airbase within range when an air unit must return to base, the air unit is immediately eliminated.

Rule 19 — Patrol Zones

Each operative fighter air unit at an airbase has a patrol zone. The patrol zone covers every hex within one half the printed movement rating (rounded down) of the exerting fighter. For example, a Me 109G2 fighter (7F6 2/9) has a patrol zone extending out to 4 hexes.

A patrol zone may not exceed 8 hexes. For instance, a Bftr 1C (6HF5 1/S/21) has a patrol zone of 8, not 10 hexes.

Rule 20 — Air Missions

Operative air units may fly any of several missions, depending upon their air unit types. The missions are described in detail below. Each mission lists which air unit types may fly the mission, what their ranges are, when the mission may be flown, and what the effects of the mission are. An air unit may fly only one mission per player turn.

A player announces the mission of each of his air units when it takes off. For a transport or bombing mission, the player simply announces that the mission is transport or bombing; he does not have to announce (or even decide upon) the specific type of bombing or transport mission at this time. He decides (and announces) which specific bombing and transport mission is being flown during the mission declaration substep of the air op.

A. Transfer.

Any air units may fly transfer missions during the movement and exploitation phases. *Special:* An air unit may fly a transfer mission pursuant to an air unit escape attempt (Rule 17B) during any phase. An air unit's transfer range is four times its printed movement rating (not the three times its printed movement rating it was in previous *Europa* games).

An air transfer mission is flown in a series of legs from airbase to airbase, until the final destination is reached.

Each leg has its own target hex and is resolved using the air op sequence (Rule 16D). The target hex of a leg is a friendly-owned airbase within transfer range. In the air return step of a leg, transferring air units land at the airbase in the target hex, and may immediately fly another leg. The air units continue to fly legs until the final destination is reached, whereupon the air units land there and become inoperative in the air return step.

B. Escort.

Fighters may fly escort missions during any air op initiated by their owning player. A fighter's escort range is its printed movement rating.

During an air op, the initiating player may fly escort missions. Escorts (fighters flying this mission) guard friendly air units flying other missions in the operation from patrol attack and interception.

An escort flies to any hex within its escort range. It may fly by itself or by joining a flight group. While flying with a flight group, it guards the group against patrol attacks.

An escort does not have to fly to the target hex of the air op (and the target hex may be outside its escort range). If it does not fly to the target hex, it immediately returns to base and becomes inoperative when it reaches the limit of its range. If it does fly to the target hex of the operation, it participates in the rest of the air op sequence, guarding friendly air units there.

C. Interception.

Fighters may fly interception missions during any air op initiated by the enemy player. A fighter's interception range is one half its printed movement rating (round fractions down). However, a fighter's interception range cannot exceed 8 hexes. For example, a Me 109E fighter (7F1 1/7) has an interception range of 3 hexes, while a Ju 88C2 fighter (4HF5 1/20) has an interception range of 8 hexes, not 10.

During an air op, the reacting player may fly interception missions. Interceptors (fighters flying this mission) fly to the air op's target hex, to engage enemy air units in air combat.

D. Patrol Attack.

Fighters may fly patrol attack missions during any enemy air op. A fighter's patrol attack range is the same as its patrol zone.

During an air op, the reacting player may announce that he is making a patrol attack whenever an enemy flight group takes off from or enters any hex in any patrol zone of the reacting player's operative fighters. The movement of the group is temporarily halted until the patrol attack is resolved. The reacting player then flies one or more fighters on patrol attack missions to the hex.

Once all patrol attack fighters have flown to the hex, the players immediately resolve the patrol attack, as explained in Rule 21C.

After the patrol attack is resolved, the reacting player's fighters immediately return to base (within their patrol attack range) and become inoperative. The flight group then resumes its movement. If the group subsequently enters another hex in an operative fighter's patrol zone, the reacting player may make another patrol attack against the group.

E. Combat Air Patrol (CAP).

Fighters may fly combat air patrol missions during any initial, movement, or exploitation phase. A fighter's CAP range is its printed movement rating. The target hex of a CAP mission can be any hex within CAP range of the fighter.

For fighters flying CAP missions, follow the standard air op sequence (Rule 16D) until the mission resolution step is reached. At this time, the air op is suspended. The CAP fighter remains in its target hex, and the owning player may assign it to another air op later in the same player turn. During the mission movement step of a subsequent air op, the owning player may (but is not required to):

- Switch the CAP fighter to the escort mission (Rule 20B), if the fighter's hex is the target hex of an air op by the owning player. *Example:* During the initial phase of a player turn, the Allied player flies a CAP fighter to Tobruch (18A:4817), which is currently owned by the Allied player. During the combat phase of the same player turn, the Allied player initiates a bombing air op, with Tobruch as the target hex. He may thus switch the fighter in Tobruch's hex from CAP to escort.
- Switch the CAP fighter to the interception mission (Rule 20C), if the fighter's hex is the target hex of an air op by the enemy player.
- Switch the CAP fighter to the patrol attack mission (Rule 20D), if during an air op by the enemy player an enemy flight group takes off in or enters the fighter's hex.
- Once a CAP fighter switches missions (per above), it participates in the rest of the air op using the appropriate mission rules. Exception: When returning to base, the fighter uses its CAP range.

If a CAP fighter is in the target hex of an air op, and the owning player does not switch it to escort or interception (per above), then the CAP fighter is ignored for all purposes for the rest of the air op.

At the end of each player turn, the players return to base all of their fighters still flying CAP missions.

F. Transport.

Transport air units may fly transport missions, during their phasing player's movement and exploitation phases. Exception: The air drop transport mission may only be flown during the phasing player's movement phases.

An air unit's transport range is its printed movement rating.

Transports may carry ground units, supply / resource items, (Rule 12H) and infantry replacement points as their cargo. Transports cannot, however, carry any ground unit that has heavy equipment. Transports have the following cargo capacities.

- A type T air unit has a cargo capacity of 1 RE.
- A type HT air unit has a cargo capacity of 2 REs.

Weather affects transports' cargo capacities. When flying in (i.e., entering any hex in a weather zone with) mud, winter, or snow weather, a transport has its cargo capacity halved.

The cargo to be carried must be present at the transport's airbase when the transport mission is initiated.

Since transport missions can occur in the movement phase, note that the cargo may move to the airbase prior to its air transport in that phase. Once cargo is air transported in a player turn, however, it may not move or spend MPs for the remainder of that player turn.

A unit loses its ZOC while it is being air transported.

Air combat, patrol attacks, and antiaircraft fire that affects a transport also affect its cargo. If a transport is eliminated, its cargo also is eliminated. If a transport is aborted or turned back, its cargo returns to base with the transport.

Two or more transports may combine to carry cargo. When doing so, a result to any one of the transports also affects the cargo. Always use the most severe result to the transports as the effect upon the cargo. For example, if one transport is turned back and the other eliminated, then the cargo is eliminated.

There are two types of transport missions: regular transport and air drop.

1. Regular Transport. The target hex of a regular transport mission can be any friendly-owned airbase within transport range. The mission is resolved per the standard air op sequence. The transport lands its cargo at the target hex during the mission resolution step. It returns to base in the air return step, and cannot carry cargo at this time.

Alternatively, a transport may fly a one-way regular transport mission, with a range twice its printed movement rating. In this case, the target hex of the mission can be any friendly-owned airbase within the one-way transport range. During the mission results substep of the mission resolution step, the transport ends it mission at the airbase, landing there with its cargo. It cannot fly during the air return step.

2. Air Drop. Transports may air drop GSPs (but not any other type of supply / resource items) and air-droppable units, only. (Air-droppable units and airborne landings in general are covered in Rule 24.) Note that resource points, steps of attack supply, and infantry replacement points cannot be air dropped.

The target hex of an air drop involving a ground unit may be any hex within transport range except for the following terrain types: prohibited terrain, mountain, forest, or wooded swamp. The target hex may be enemy-owned, in enemy ZOCs, and/or occupied by enemy units.

The target hex of an air drop involving GSPs may be any hex within transport range except all-sea or all-lake hexes.

Ground units, but not GSPs, being air-dropped count at double their RE size for this mission. Thus, two type T transports are required to carry a 1-RE unit on an air drop.

A transport air drops its cargo during the mission results substep of the mission resolution step.

3. Dedicated Transport [Optional Rule]. When a transport air unit flying a regular transport or air drop mission enters the target hex of its mission, the owning player at that point may declare it is flying a dedicated transport mission. This allows the transport air unit to continue with its mission even if patrol attack, air combat, or AA fire in the target hex would normally turn back or abort the air unit, but at the cost of increased damage to the air unit and negative effects to its cargo. A dedicated transport mission changes the effects of all turn back (R) and abort (A) results on the air unit and its cargo as follows:

- R and A results inflicted on the transport air unit in the target hex are noted, but have no effect on the air unit until after it lands or drops its cargo in the hex. (Note that K (Eliminated) results are implemented immediately per the regular rules.) *Special:* If the transport air unit receives two or more R or A results in the target hex, it (and its cargo) is immediately eliminated.

- For a regular transport mission, if the transporting air unit received an R or A result, the Disruption Table (Rule 24A) is used to check the cargo's status, using the modifiers for dedicated transport missions. (Note that the standard air drop modifiers are not used, since the cargo is not being air dropped.)
- For an air drop mission, if the transporting air unit received an R or A result, the cargo's air drop disruption die roll (Rule 24A) is modified by both the standard air drop modifiers and the dedicated transport missions modifiers.
- Upon landing or dropping its cargo, the air unit that received the R or A result is aborted if it received a R result, or is eliminated if it received an A result.

4. Special Air Drop Capacity [Optional Rule]. Air missions represent multiple sorties over the course of a player turn. The basic rules for air drops of air-droppable units assume that the early sorties are dropping the assaulting units and later sorties are delivering supplies for these forces. This optional rule allows the player more flexibility in this process, albeit by increasing the complexity of play. Optional Rule 12C4c (Special GSP Expenditure) should be used in conjunction with this rule.

When using this rule, change Rule 20F2 (Air Drop) as follows:

- Units being carried as cargo on air drop missions count their standard RE size and not double their RE size.

   Any cargo that can be carried on a regular transport mission can be carried on an air drop mission (since per below it is possible to land it at airbases). However, only air-droppable units and GSPs may actually be dropped.
- Per Rule 20F, an air drop transport mission may only be initiated during a movement phase of the phasing player. However, during the mission results substep, the transport air unit can air drop up to half (but no more than half) of its cargo capacity in the hex. For example, a type T air unit (1 RE cargo capacity) can air drop up to 1/2 RE of its cargo. (Per the basic rules, two or more transports can still combine to carry cargo.)

   In the movement phase, the air op of the air drop mission is suspended once all air units flying the air drop mission have dropped cargo per above. At any time during the phasing player's exploitation phase of the same player turn, the phasing player resumes the air op, again with the mission results substep. At this time, the player may choose one of the following options for each of his air units flying an air drop mission.
   1) Return to base with any remaining cargo.
   2) Air drop any remaining cargo in the hex. However, at this time, the player cannot air drop any cargo in an enemy-occupied/owned hex; in this case, the air unit must return to base with any remaining cargo.
   3) If the target hex contains a friendly-owned airbase, convert the rest of the air mission to a regular transport mission with that airbase as the target hex. Note that the cargo can now land at the airbase without air dropping.

   After the mission results step is finished, the air return step occurs as normal.

Note that this optional rule gives great flexibility in conducting air drops. For example, a type T transport could carry a parachute battalion (1/2 RE) and 2 GSPs (1/4 RE each), dropping the battalion during the movement phase and dropping (or landing at a captured airbase) the GSPs in the exploitation phase. Instead of the 2 GSPs, another parachute battalion could be carried and dropped or landed in the hex in the exploitation phase. Also note that "up to half" of a transport's cargo being able to drop during the movement phase does indeed mean the player can choose to drop none of it during the movement phase and all of it during the exploitation phase (if the hex is not enemy occupied/owned at this time).

G. Bombing.

Any air unit with a bombing strength greater than zero may fly bombing missions. Air units may fly bombing missions as follows:

- During their phasing player's movement and exploitation phases*:* any bombing mission except ground support (GS), defensive air support (DAS), or harassment.
- During their phasing player's combat phase: GS bombing missions.
- During the enemy player's initial phase: harassment bombing missions.
- During the enemy player's movement and exploitation phases: naval patrol and naval interdiction bombing missions.
- During the enemy player's combat phase: DAS bombing missions.
- Unless stated otherwise, an air unit's bombing range is its printed movement rating.

The target hex of a bombing mission is any hex within bombing range that contains a bombing target. Bombing targets vary by bombing mission, as explained below.

Air units bombing a target in a hex may bomb it individually, or some (up to all) may combine their bombing strengths to make a single bombing attack. Exceptions to this general case are given in the specific bombing missions.

Unless otherwise stated below, bombing missions are resolved during the mission results substep of the mission resolution step

Several bombing missions require the use of the Bombing Table (on Game Play Chart 2) to resolve bombing attacks. For each such attack, use the bombing strength column that most closely matches (without exceeding) the bombing strength of the attacking air units. (If the bombing strength is less than 1, the attack automatically misses.) For example, a bombing attack with a strength of 8 points would use the 5 column. Roll one die and modify the number rolled with the appropriate modifiers on the Bombing Table. Cross-index the bombing strength column with the modified die roll to obtain a result. There are two possible results: M (miss) and H (hit). A miss has no effect on the target. A hit affects the target, as described in each bombing mission.

Weather and sea conditions (Rule 36), terrain, and bombing mission type may affect bombing strengths. In hexes with mud, winter, or snow weather, air units bombing land targets have their bombing strengths (tactical and strategic) halved. In rough and stormy sea conditions, air units bombing naval targets have their bombing strengths (tactical and strategic) halved.

1. Strategic Bombing. The following missions may be flown by air units with strategic bombing strengths greater than zero.

a. Rail Marshaling Yards. The target of this mission is an enemy-owned rail marshaling yard (rail marshaling yards are defined in Rule 7A1).

Consult the Bombing Table for each bombing attack made against the target. Each hit reduces the rail capacity of the enemy rail net containing the yard by the lesser of either 2 REs or the current capacity of the yard, for the enemy player's next player turn. For example, if a rail marshaling yard originally with a capacity of 2 REs has a current capacity of 1/2 RE (due to being captured and recaptured during play), then only 1/2 RE of rail capacity is lost on the net when a bombing hit is achieved on the

yard. Also, a hit on the yard breaks the rail line in the hex, if it is not already broken.

The rail-capacity decrease is only for the enemy player's next initial turn; it is not permanent. The rail break, however, is permanent until repaired (Rule 14A1).

Only a limited number of hits are allowed per yard in a player turn: 2 per yard with a current capacity of more than 2 REs, and 1 per yard with a current capacity of less than 2 REs. Hits in excess of a yard's limit have no effect.

b. Ports. The target of this mission is any enemy-owned port. Consult the Bombing Table for each bombing attack made against the target. Each hit damages the port. Mark each hit achieved on the port with a hit marker. (Ports are covered in detail in Rule 30A.)

Catastrophic Port Hits [Optional]. In April 1941 a single German bomb blew up the Allied ammunition ship Clan Fraser and the resulting catastrophic damage immediately and almost completely closed Piraeus, the port of Athens. The following rule can somewhat reflect this rare event.

Each time a player rolls a hit on the Bombing Table during any bombing attack on a port that is also a standard supply terminal (Rule 12C1a), immediately roll two dice. If the result is a '12' a catastrophic hit has occurred and the port receives hits sufficient to reduce its capacity to zero; any other result means the port receives one hit of damage as normal.

c. Naval Harassment. The target of this mission is any eligible port:

• For Axis air units, this is Gibraltar (if Allied-owned); and, if the Suez Canal is open (see Rule 28C1), any Allied-owned port on the canal (i.e., Port Said, Ismailia, or Suez).

• For Allied air units, this is any port in Sicily or Sardinia; and, if the Balkan Command is under Allied player control, any Axis-owned port in Albania.

Consult the Bombing Table for each bombing attack made against the target. Each hit earns the bombing player 1 victory point (Rule 42B). Note that naval harassment hits do not affect port capacity. A player may earn no more than 4 victory points per game turn due to this mission.

d. Terror Bombing. Only Axis air units may fly this mission, and only if the Southeast Command is under Axis player control. The target of this mission is any eligible city:

• If the Greek government (Rule 38G2) has not been evacuated or captured, the city of Athenai (15B:0911).

• If Yugoslavia has joined the Allies (Rule 38X2), and the Yugoslav government (Rule 38X3) has not been evacuated or captured, the city of Beograd (14A:2211).

Consult the Bombing Table for each bombing attack made against the target. Each hit earns the Axis player 1 victory point (Rule 42B). Only 6 terror bombing hits are allowed per eligible city per game (note that this is per game and not per game turn, and includes terror bombing hits inflicted by tactical bombing per Rule 20G2g). Hits in excess of this limit have no effect.

2. Tactical Bombing. The following missions may be flown by air units with tactical bombing strengths greater than zero.

a. Airbases. The target of this mission is any enemy-owned airbase. A fighter's tactical bombing strength is increased by 1 (prior to any other modifications) when flying this mission. For example, a fighter with a tactical bombing strength of zero would have a strength of 1 when flying this mission.

Consult the Bombing Table for each bombing attack made against the target. Each hit hits both the airbase and any one air unit (bombing player's choice) on the ground there.

A hit on the airbase decreases the capacity of the airbase by 1. When the capacity of an airbase is reduced to 0, all further hits

against the airbase (but not air units at that airbase) are ignored. Mark each hit achieved on the airbase with a hit marker.

A hit on an air unit aborts it; place it in its aborted box.

b. Ground Support (GS). Air units, except type HB, may fly GS bombing missions to aid attacks made by friendly ground units. The target of this mission is the hex containing the enemy units the player intends to attack.

The phasing player initiates and flies GS air ops in his combat phase, after the enemy player flies DAS missions and before any ground combat is resolved. Each GS operation follows the standard air op sequence, until the AA fire substep is reached. At this point, the mission is suspended until the players resolve the ground combat in the hex.

When the players are to resolve ground combat in a hex containing a GS operation, the remainder of the air op occurs in conjunction with the ground combat, in this sequence:

1) When ready to resolve the combat, the attacker declares the attack, indicating the attacking units.

2) The AA fire substep occurs, per Rule 22B1. Resolve any AA fire against the GS-mission units.

3) The GS mission results substep occurs. Total the bombing strength delivered to the target hex by effective GS bombing (see below). GS bombing strengths may be modified due to terrain or fortifications, as shown on the Terrain Effects Chart and the Fortifications Effects Chart. (If there is a DAS air op in the hex, the suspended DAS is also resumed at this time.)

4) Resolve the ground combat, adding the modified GS bombing strength to the total attack strength in the combat. Implement the combat result.

5) The air unit return step occurs. All air units involved in the GS operation return to base. (If there is a DAS air op also in the hex, the DAS air unit return step occurs first.)

Only a limited number of air units may effectively provide GS bombing in a combat, as follows:

• *Italian Colonial units attacking Hexes in the Axis East Africa Command:* For every 10 REs (or fraction thereof ≥ 1/10) of attacking units, excluding artillery, one air unit (owning player's choice) may provide GS bombing. *Example*: 16 Italian Colonial REs, including 4 REs of artillery, are attacking a hex in East Africa. There are 12 REs of non-artillery units in the attack, so up to 2 Axis GS air units may be effective in the attack.

• *All Other Forces:* For each RE of attacking units, excluding artillery, one air unit (owning player's choice) may provide GS bombing. *Example:* 7 Allied REs, including 2 REs of artillery are attacking a hex, so up to 5 Allied GS air units are effective in the attack.

Note: See Rule 20G4 for optional additional GS limits.

GS air units in excess of the limit have no effect; ignore their bombing strengths.

It is possible that the phasing player will fly a GS operation to a hex during the combat phase, intending to attack the units there, and then subsequently decide not to make the attack. In this case, the GS air units do not bomb, and the air units in the GS operation return to base at the end of the combat phase.

c. Defensive Air Support (DAS). Air units, except type HB, may fly DAS missions to aid friendly units that may be attacked. The standard bombing range is used for the flying air units, except for types B, T, and HT. The DAS bombing range of a type B, T, or HT air unit is one half its printed movement rating (round fractions down).

The target hex of the mission is any hex containing friendly ground units that the enemy player might attack in the combat

phase. (Note that when the player flies DAS, he will not know which, if any, of his units the enemy player will attack.)

The non-phasing player initiates and flies DAS air ops in the phasing player's combat phase, before the phasing player flies GS missions and before any ground combat is resolved. Each DAS operation follows the standard air op sequence, until the AA fire substep is reached. At this point, the mission is suspended until the players are to resolve the ground combat in the hex.

When the players are to resolve ground combat in a hex containing a DAS operation, the remainder of the air op occurs in conjunction with the ground combat, in this sequence:

1) When ready to resolve the combat, the attacker declares the attack, indicating the attacking units.
2) The AA fire substep occurs, per Rule 22B1. Resolve any AA fire against the DAS-mission air units.
3) The DAS mission results substep occurs. Total the bombing strength delivered to the target hex by effective DAS bombing (see below). The tactical bombing strengths of all air units flying DAS are halved. Unlike GS, however, terrain and fortifications do not further modify DAS bombing strengths. (If there is a GS air op in the hex, the suspended GS mission is also resumed at this time.)
4) Resolve the ground combat, adding the modified DAS bombing strength to the total defense strength in the combat. Implement the combat result.
5) The air unit return step occurs. All air units involved in the DAS operation return to base. (If there is a GS air op also in the hex, the DAS air unit return step occurs first.)

As with GS bombing, only a limited number of air units may effectively provide DAS bombing in a combat, as follows:

- *Italian Colonial units in the Axis East Africa Command:* For every 10 REs (or fraction thereof ≥ 1/10) of defending units, excluding artillery, one air unit (owning player's choice) may provide DAS bombing.
- *All Other Forces:* For each RE of defending units, excluding artillery, one air unit (owning player's choice) may provide DAS bombing.

Note: See Rule 20G4 for optional additional DAS limits.

DAS air units in excess of the limit have no effect; ignore their bombing strengths.

It is possible that the non-phasing player will fly a DAS operation to a hex that the phasing player does not attack. In this case, the DAS air units do not bomb, and the air units in the DAS operation return to base at the end of the combat phase.

d. Harassment. The target hex of a harassment bombing mission is any land hex. A player flies harassment missions during the enemy player's initial phase.

During the mission results substep, note the total number of bombing strength points delivered to the hex (use any convenient marker such as status markers). As harassment bombing missions are flown to the hex, calculate the effects of the harassment bombing:

- *Less than 2 bombing points:* No effect.
- *At least 2, but less than 4:* Place a level-1 harassment hit marker in the hex; the hex has one harassment hit.
- *4 or more bombing points:* Place a level-2 harassment hit marker in the hex; the hex has two harassment hits.

At the end of the initial phase, remove the markers used to note the number of harassment bombing strength points delivered to the hexes, but do not remove the harassment hit markers at this time. The harassment hit markers last until the start of the player's next initial phase; these markers are removed from the map at that time.

Harassment hits affect the ground movement of enemy ground units and items (such as resource points being moved by rail or SMP loads being moved by SMPs) during the enemy player's movement and exploitation phases. Each enemy unit or item that *starts in* or uses regular, admin, or rail movement (operational or strategic) to *enter* a hex with harassment hits must spend 1 MP (or SMP) for each harassment hit in the hex.

An air unit that completes a harassment mission (i.e., bombs the target hex) during a player turn does not become operative at the start of the next player turn (and thus cannot fly a mission in that player turn). Place a marker of your choice on such an air unit when it returns to base at the end of its harassment air op. During the next player turn when air units become operative, remove the marker from the air unit but do not flip the air unit to its operative side.

e. Rail Lines. The target of this mission is any enemy-owned rail line hex. Consult the Bombing Table for each bombing attack on the target. A hit breaks the line in the target hex. Once a rail line in a hex is broken, any further rail line hits in the hex are ignored.

f. Ports. This mission is identical to the strategic port bombing mission (Rule 20G1b) except that the bombing air units use their tactical (not strategic) bombing strengths.

g. Terror Bombing. This mission is identical to the strategic terror bombing mission (Rule 20G1d) except that the bombing air units use their tactical (not strategic) bombing strengths.

h. Naval Patrol. The target of this mission is any hex containing an enemy naval group (Rule 27B2).

For the purposes of naval patrol bombing, a naval unit on a riverine hexside (see Rules 27B5 and 28C) is considered to be in either hex adjacent to the hexside (bombing player's choice).

In each initial phase, both players may assign air units to naval patrol missions. Air units are assigned this mission at this time, but do not actually fly the mission until later, if at all. Once assigned, they may not fly any other mission (except naval interdiction, Rule 20G2i) in the player turn, even if they do not fly the naval patrol (or naval interdiction) mission. Indicate air units assigned to this mission in an agreed-upon manner, such as marking them with a hit marker.

An air unit assigned to this mission has a naval patrol zone, which covers every all-sea hex, coastal hex, and riverine hexside within the air unit's bombing range. (Coastal hexes and riverine hexsides are described in Rule 27B5.) For example, a Ju 88A4 (4B5 3-7/26) assigned to this mission has a naval patrol zone extending out to 26 hexes.

During the movement and exploitation phases, when an enemy naval group spends any movement points within an air unit's naval patrol zone, the owning player may announce an air op against the enemy naval group. The movement of the naval group is temporarily suspended while the air op is resolved.

The air op consists of one or more air units, all taking off from the same airbase, flying the naval patrol mission in a single flight group to the enemy naval group (the target hex). Operative fighters from the same airbase may fly escort missions in the operation; fighters at other airbases cannot. Friendly air units at other airbases cannot participate in this operation. Air units flying CAP missions in a hex cannot switch to escort missions to join a naval patrol operation.

Upon reaching the target hex during the mission movement step, the flight group attempts to contact the naval group. (This contact attempt is made before any enemy CAP in the hex switches to patrol attack or interception.) Consult the Success Table (on Game Play Chart 6):

- A *Success* result means the flight group contacts the enemy naval group. The air op sequence continues as normal.
- Any *Failure* result means the flight group fails to contact the enemy naval group. The air op immediately proceeds to the air return step, with air units returning to base and becoming inoperative.

During the mission results substep, air units on this mission bomb the naval units in the enemy naval group. Each bombing air unit makes a number of 1-point bombing attacks equal to its bombing strength (round fractions down). For example, if a bombing air unit has a bombing strength of 2, it makes two bombing attacks.

For each bombing attack, consult the Bombing Table, using the "1" bombing strength column. Each hit does one hit of damage to a naval unit in the naval group. Hits on naval units may also earn the bombing player victory points, per the *Wavell's War* Victory Chart.

For each air op, resolve all bombing attacks of air units flying this mission before applying any hits achieved. (Keep track of the total number of hits achieved.) Since several naval concepts are used when applying hits, the method of applying hits and the effects of the hits are described in the naval rules (see Rule 27A3).

At the end of a naval patrol operation, the player may immediately initiate another naval patrol operation against the same enemy naval group in the same hex, if he has any naval patrol air units capable of doing so. (However, see the next paragraph for an important restriction.) Once the player stops initiating these naval patrol operations, the enemy naval group resumes its movement.

If a naval patrol operation has been initiated from an airbase, another cannot be initiated from the same airbase against the same naval group, until the naval group has spent at least 5 MPs after the prior operation.

i. Naval Interdiction. The Allied player may declare a naval interdiction zone in the South Aegean Sea (Rule 31D7), and the Axis player may bomb it, which represents air attacks on the warships in the zone. Only Axis air units assigned to naval patrol (Rule 20G2h) may fly this mission. The target hex of this mission is any hex in the naval interdiction zone.

Naval interdiction is flown and resolved the same as for the naval patrol, except that the target hex (not naval group) must be contacted, and the target hex (not naval unit) is bombed.

Each naval interdiction hit earns the Axis player 1 victory point (Rule 42B). Keep a running total of the number of naval interdiction hits the Axis player scores. If a total of 15 or more hits are scored, the Allied player may no longer declare a naval interdiction zone in the South Aegean Sea.

j. Bridges. When using Optional Rule 7E (Bridges), air units may bomb bridges. The target hex of the mission is either hex adjacent to an unowned or enemy-owned bridge hexside. Air units on this mission may be intercepted by enemy interceptors able to fly to the target hex. During the AA fire substep, AA fire may come from either (but not both) of the two hexes adjacent to the bridge hexside, firing player's choice. Consult the Bombing Table for each bombing attack on the target. Three bombing hits demolishes the bridge.

k. River Transport Marshaling Yards. When using Advanced Rule 34C (Nile River Transport), air units may bomb river transport marshaling yards. This mission is the same as the rail marshaling yard bombing mission (Rule 20G1a) except that this is a tactical mission, a river transport marshaling yard (Rule 34C4) is the target of the bombing, and any hits inflicted affect the capacity of the river net containing the bombed yard.

3. Minimal Air Support [Advanced Rule]. Rules 20G2b (GS) and 20G2c (DAS) limit the number of air units a side may have participate in combat such that, if a side had only 1/2 RE present, no air unit could provide GS or DAS to that side. In reality, some air support was possible. Accordingly, if a side has only 1/2 non-artillery RE present in a combat, one air unit may provide GS or DAS to that side, as appropriate. However, the maximum bombing strength that may be contributed to the combat in this case is limited to 1 bombing strength point. Ignore all bombing strength points in excess of 1. Note that this 1 point would then be halved to 1/2 point if used as DAS.

Example: An Italian 1-6 tank battalion and an Italian 1-8 motorized artillery regiment are in a hex under attack, and an Italian Ju 87B (a dive bomber with a tactical bombing strength of 4) is flying DAS in the hex. There is only 1/2 RE of non-artillery units defending in the hex. The Ju.87B may provide DAS to the hex, but it may only provide 1 bombing strength point (halved to 1/2 point as this is DAS).

4. Air Support Limits [Optional Rule]. Rules 20G2b, Ground Support, and 20G2c, Defensive Air Support, limit the number of air units a side may have participate in combat. In addition to these limits, air support is further limited as follows:

- Calculate the total printed attack strength of the attacking ground units (only). (Ignore any modifications to this strength such as due to supply or terrain.) The total GS bombing strength contributed to the attack may be no more than twice this printed attack strength. GS bombing strength in excess of this is ignored.

   For example, if the printed attack strength of ground units is 10 (even if the actual attack strength of these units is modified, such as being halved due to terrain), then GS bombing may contribute no more than 20 bombing strength points to the attack.

- Calculate the total printed defense strength of the defending ground units (only). (Ignore any modifications to this strength such as due to supply or disruption.) The total DAS bombing strength contributed to the defending units may be no more than this printed defense strength. DAS bombing strength in excess of this is ignored.

   For example, if the printed defense strength of ground units is 10 (even if the actual defense strength of these units is modified, such as being halved due to supply), then DAS bombing may contribute no more than 10 bombing strength points to the defense.

Note: This rule will rarely come into play. It does compensate for occasional anomalies such as a player deliberately adding a number of 0-strength units to an attack to boost his RE total and hence increase the number of GS air units allowed in the attack.

Rule 21 — Air Combat

Air combat occurs when fighters fly interception missions to hexes containing enemy air units flying missions. (Patrol attacks, which are similar to air combat, are described in Rule 21C).

In each air op, air combat in the target hex is resolved during the air combat resolution step. There are two stages to air combat: preparation and resolution.

A. Preparation.

Follow these steps to prepare for air combat:

1. Mission Force and Screen Preparation. The initiating player separates his air units into two groupings: the escort screen and the mission force. All escorts are placed in the screen. Fighters flying bombing missions may jettison their bombs at this point but remain as part of the mission force.

2. Interceptor Preparation. The reacting player then separates his air units into two groupings: those that will attack the screen (the engaging group) and those that will try to bypass the screen to attack the mission force (the bypassing group). The player divides his interceptors between these two groups as he wishes.

B. Resolution.

In air combat, opposing air units fire upon one another. An air unit with a printed air attack strength of 0, however, may never fire in air combat.

1. Sequence. Follow these steps to resolve air combat.

a. Screen Allocation Step. Interceptors allocated to attack the escort screen engage the screen in air combat. (Ignore all other air units in the hex during this step.) The intercepting player randomly selects one escort in the screen and randomly allocates one interceptor against it. ("Randomly" does indeed mean the player chooses at random, such as putting the air units in a cup and drawing them out without looking.) Repeat this procedure, allocating an interceptor against each escort, to the extent possible.

If one side has more air units than the other, the owning player allocates these extra air units against enemy air units, distributing them as evenly as possible. (For example, no enemy air unit can have three air units allocated against it until each enemy air unit has two air units allocated against it.) To allocate extra air units, the owning player chooses (not at random) one enemy air unit and then randomly selects one of his extra air units, allocating it against the enemy air unit. Repeat this procedure until all extra air units are allocated.

If there are more escorts than interceptors, the owning player need not allocate them against the interceptors attacking the screen. Instead, he may have some or all of these unengaged escorts attack the bypassing group of interceptors (step c below).

b. Firing Step. Resolve air combat between the allocated air units.

When one air unit is allocated against one air unit, each air unit fires once upon the other air unit. Implement the combat results after both air units have fired.

When several air units engage a single air unit, the engagement is conducted in a series of firing rounds. Randomly select the order in which the several air units, one per round, engage the single air unit. Resolve each round in order; with the two air units in the round firing upon one another. Implement the combat results after both air units have fired. The owner of the several air units may voluntarily end an engagement at the end of any firing round. The engagement automatically ends when:

- The first combat result (return, abort, or elimination) is achieved against the single air unit, even if all the several air units have not fired.
- All of the several air units have engaged the single air unit.

Example: Three interceptors engage one escort. The first interceptor fires on the escort, for a result of no effect; the escort returns fire against the first interceptor and achieves an eliminated result against it. The owner of the interceptors elects to continue the engagement. The second interceptor fires on the escort and achieves an abort result against it; the escort returns fire but to no effect. The engagement ends at this point, before the third interceptor fires. In the engagement, one interceptor was eliminated, and the escort was aborted.

When this firing step is completed, all air units involved in air combat during this step have finished air combat and are ignored for the rest of the air combat resolution in the hex.

c. Bypass Allocation Step. Resolve air combat between the unengaged escorts and the interceptors attempting to bypass the screen. The owning player randomly allocates his escorts against the interceptors as in step a.

d. Firing Step. Resolve air combat as in step b, except the interceptors may not fire. Interceptors that survive this step attack the mission force. *Example:* Three interceptors attempt to bypass the screen, and there are two unengaged escorts. The owning player randomly allocates his escorts against the interceptors. Each escort attacks, one turning back an interceptor and the other achieving no effect. The interceptors may not attack the escorts. One interceptor is turned back and two get through.

e. Mission Force Allocation Step. Interceptors successfully bypassing the escort screen attack the mission force. The owning player randomly allocates his interceptors against air units in the mission force as in step a. Mission force air units not attacked by interceptors are ignored; they neither attack nor are attacked.

f. Firing Step. Resolve air combat as in step b. *Exception:* When several interceptors are allocated against one air unit of the mission force, follow the procedure in step b. However, the air unit of the mission force may only fire once during the engagement; if the air unit has not fired at the start of a round, the owning player decides whether or not it will fire in the round.

2. Combat Results. Air combat results are:

一**: No Effect.** The fire had no effect.

R: Turn Back. A turned back air unit immediately returns to base and becomes inoperative.

A: Abort. An aborted air unit immediately returns to base and then becomes aborted; remove the air unit from play and place it in the aborted air units box for the command containing the airbase at which it landed (this box is on the owning player's Game Chart 1). For example, if an aborted Allied air unit returns to an airbase in the Allied Middle East Command, it is placed in the Middle East Aborted Air Units Box on Allied Game Chart 1.

K: Eliminated. An eliminated air unit immediately returns to base and then becomes eliminated; remove the air unit from play and place it in the eliminated air units box for the command containing the airbase at which it landed (this box is on the owning player's Game Chart 1).

Air units returning to base due to combat follow the same procedure as returning to base in the air return step (Rule 18).

3. Differentials. When an air unit fires on an opposing air unit, calculate the attack differential by subtracting the air defense strength of the air unit being fired upon from the air attack strength of the firing unit. *Example:* In an exchange of fire between a Me 109E (7F5) and a Hurri 1 (5F5), the Me 109E would have an attack differential of +2 (the Me 109E's 7 attack strength minus the Hurri 1's 5 defense strength), and the Hurri 1 would have an attack differential of 0.

The attack differential determines the column used on the Air Combat Results Table (on Game Play Chart 2). For each attack, roll two dice and modify the roll as indicated on the table. Cross-index the modified roll with the correct column to obtain the air combat result.

Air Combat Example: An Allied force of one Glad fighter (3F3) and one Hurri 1 fighter (5F5) intercept an Axis force of two SM.79-1 bombers (2B3) escorted by one CR.32bis fighter (3F2), one CR.42 fighter (3F3), and one MC.200 fighter (3F4).

Step a: The Allied player allocates the Glad fighter against one of the Axis fighters; it is randomly allocated against the CR.32bis. The Hurri 1 tries to bypass the screen. The Axis player elects to send both remaining escorts against the bypassing Hurri 1.

Step b: The CR.32bis fires with a differential of 0; a 9 is rolled, for no effect. The Glad fires at +1; a 5 is rolled, aborting the CR.32bis.

Step c: The Axis player randomly selects the order in which his unengaged escorts will engage the bypassing interceptor. The

first escort to engage is the MC.200 fighter.

Step d: In the first round, the MC.200 fighter attacks the bypassing Hurri 1. The differential is –2; a 7 is rolled, for a no effect. (The Hurri 1 may not fire.) Since there was no result from the first round, the CR.42 fires, in the second round. The differential is a –2; an 8 is rolled, for no effect. (As before, the Hurri 1 may not fire.)

Step e: The Allied player randomly allocates the successfully bypassing Hurri 1 against one of the SM.79-1 bombers in the mission force. The other SM.79-1 is ignored.

Step f: The Hurri 1 fires at +2, a 5 is rolled and modified to 4 (due to type F attacking type B), eliminating the SM.79-1. The SM.79-1 fires at –3; a 7 is rolled and modified to an 8 (due to a type B attacking type F), for a no effect result.

C. Patrol Attacks.

Fighters fly patrol attack missions, as covered in Rule 20D. Patrolling fighters make patrol attacks against the initiating player's air units, in a procedure similar to air combat. Unlike air combat, however, the initiating player's air units do not attack the patrolling fighters.

When resolving patrol attacks made by the patrolling fighters in a hex, the initiating player prepares for the patrol attack as for air combat (Rule 21A above), forming the escort screen and mission force. The reacting player, however, does not form an engaging or bypassing group. Instead, the reacting player allocates his patrolling fighters as follows:

1) Randomly select one fighter from the screen, and then randomly allocate one patrolling fighter against it. Repeat this step, until each fighter in the screen has a patrolling fighter allocated against it, or until either player runs out of air units to allocate.

2) If the reacting player has any unallocated fighters remaining, randomly select one air unit from the mission force, and randomly allocate one patrolling fighter against it. Repeat this step, until each air unit in the mission force has a patrolling fighter allocated against it, or until either player runs out of air units to allocate.

3) If the reacting player has any unallocated fighters remaining, he allocates these extra fighters against enemy air units, distributing them as evenly as possible. (For example, no enemy air unit can have three fighters allocated against it until each enemy air unit has two fighters allocated against it.) To allocate extra fighters, the reacting player chooses (not at random) one enemy air unit and then randomly selects one of his extra fighters, allocating it against the enemy air unit. Repeat this procedure until all extra fighters are allocated.

The reacting player resolves the individual patrol attacks. Calculate the attack differential (per Rule 21B3, above) of the patrolling fighter against its target. Roll one die and consult the Patrol Attack Table (on Game Play Chart 2) for a result. Results are identical to those of air combat (per Rule 21B2) and are implemented immediately.

Example: An Me 109E fighter (7F5) patrol attacks a Blen 1 bomber (2B3). The attack differential is +4; the reacting player rolls a 4, turning back the Blen 1.

Rule 22 — Antiaircraft

Air units may undergo enemy antiaircraft (AA) fire when they fly certain missions. Various ground units, naval units, markers, and map features have AA strengths.

There are two types of AA: heavy and light. This distinction is used both for ATEC purposes and for AA fire.

A. Capabilities.

1. Combat AA Units. A combat AA unit is any unit with the light or heavy AA unit type symbol, a unit size, and a printed combat strength (even if that printed strength is 0). Its AA strength is printed in the upper left corner of its counter.

2. Position AA Units. A position AA unit has neither a printed combat strength nor a unit size; its AA strength is printed in the upper left corner of its counter. Position AA units function somewhat different than do regular combat units:

- Each has a combat strength of 0, regardless of the number of AA strength points it possesses.
- Any number of these counters may be in a hex; the stacking limit does not affect them.
- For transport and supply purposes, each position AA strength point counts as 1/2 RE (per Rule 3A3) and has heavy equipment.
- A position AA unit never has any ATEC capability, and is never included in AEC or ATEC calculations.

During his player turn, the phasing player may freely break down and build up his position AA units as long as the total position AA strength in the hex does not change. For example, a 2-point position AA unit may break down into two 1-point position AA units.

3. Intrinsic AA. Various units, markers, and map features have intrinsic light AA strengths, as listed on the Intrinsic Light AA Summary (on Game Play Chart 2). For example, each British division, headquarters, and cadre has an intrinsic light AA strength of 1. Note that the amount of AA intrinsic to an item may vary over time. For example, each Allied-owned major or great port has an intrinsic light AA strength of 1 from Sep I 39 through Dec II 41, and an intrinsic light AA strength of 2 from Jan I 42 on. Note also that some Axis units possess intrinsic AA depending on the command in which they are located. For example, each German non-c/m division, headquarters, and cadre in the Med / North Africa, Near East, and East Africa commands has an intrinsic light AA strength of 1, but the same type of unit in the Southeast command has no intrinsic AA strength.

4. Naval Unit AA. Naval units have light AA strengths, as described in Rule 27A1 (Naval Strengths and AA).

B. Resolution.

1. Restrictions. During the AA fire substep of an air op, the reacting player may fire AA against enemy air units flying air transport and bombing missions in the operation's target hex. The player may not fire AA against enemy air units flying any other missions. For example, a player may not fire AA against enemy fighters flying escort missions.

In general, all AA strength in a hex may fire upon the appropriate air units. The exceptions are:

- *Against heavy bombers:* Usually, only heavy AA may fire upon type HB air units. Both light and heavy AA, however, may fire upon a type HB air unit that is flying a transport mission or any naval harassment, naval patrol, or naval interdiction bombing mission.
- *Against air units flying the naval patrol bombing mission:* Up to two naval units in the naval group being bombed may fire AA (owning players choice). However, no more than one of these naval units may be a naval transport.
- *Against air units flying the naval interdiction bombing mission*: Only the AA intrinsic to the naval interdiction zone hex targeted by the bombing mission may fire.
- *Against air units flying DAS bombing missions: Ground units attacking an enemy hex may fire AA against enemy air units flying DAS in the hex.* Only ground units participating in the attack on the hex may fire. Total the

AA strengths of the attacking units and divide this total by the number of hexes containing units attacking the hex. The resulting number is the strength of the AA fire. Example: Axis air units are flying DAS over a hex. The Allied player is attacking Axis units in the hex with units in three hexes: these units have 4 AA strength points in one hex, 0 in the second hex, and 2 in the third. The Allied player's total of 6 AA points is divided by 3 (since the attacking units occupy 3 hexes); thus, the Allied player fires on the DAS air units with an AA strength of 2.

- *Limitations on AA Intrinsic to a Naval Interdiction Zone Hex:* AA intrinsic to such a hex may only fire against air units flying the naval interdiction bombing mission.

Each AA strength point in a hex may fire upon each enemy air unit it is eligible to attack. *Example:* Three Axis type B air units are bombing a hex containing a British 4-point heavy AA brigade. The AA may fire three times, making a 4-point attack upon each air unit.

2. Procedure. For each AA attack, follow this procedure to resolve AA fire:

1) Total the AA strength eligible to fire at the target air unit
2) Find the appropriate AA strength column on the Antiaircraft Fire Table (on Game Play Chart 2). Use the column that most closely matches (without exceeding) the strength of the AA attack. For example, 9 points of AA firing would use the 7 column. *Note:* If the firing AA strength is less than 1, the AA fire has no effect.
3) Roll two dice and modify the dice roll with the modifiers given on the Antiaircraft Fire Table.
4) Cross-index the modified dice roll with the AA strength column to obtain a result. Results are identical to those of air combat (Rule 21B2) and are implemented immediately.

C. Harassment Abatement [Advanced Rule].

Phasing units may use their AA strengths to try to abate the effects of enemy harassment bombing (Rule 20G2d) during movement and exploitation phases. To fire AA, units must start in or enter the harassment hex, ending their movement for the phase in that hex. Only one AA attack may be made in a harassment hex per movement or exploitation phase. Only c/m units may fire AA during the exploitation phase. Position AA, naval units, and intrinsic AA may not fire AA for the purposes of this rule.

For each AA fire, the firing player rolls two dice, adding the eligible AA strength to the roll, to determine whether the harassment in the hex is affected. Results are:

- *12 or less:* No effect on the harassment.
- *13-18:* Ignore one harassment hit in the hex for the rest of the current phase.
- *19 or more:* Ignore all harassment hits in the hex for the rest of the current phase.

Note that the results of this AA fire do not actually affect any air units, but simply reduce the harassment hits.

Example: During the movement phase, phasing units with an AA strength of 4 attempt to abate harassment in a hex having two harassment hits. The phasing player rolls a 10 and adds 4 (for the AA strength) to produce a 14 result, negating one of the harassment hits in the hex for the rest of that movement phase.

Rule 23 — Special Air Rules

A. Staging.

During the mission movement step of an air op, the initiating player's air units may stage before flying their missions. An air unit stages by flying a 1-leg air transfer mission (per Rule 20A). (It may be patrol attacked while staging; and may be intercepted in the hex of the airbase it stages to.) Upon arriving at its staging airbase, the air unit then starts flying its mission. For example, the initiating player intends to fly a fighter on an escort mission. He first stages it to an airbase within transfer range. From that staging airbase, he then starts the escort mission. Note that: 1) a transport cannot carry cargo while staging (since it has not started its transport mission yet); and 2) air units only stage in the mission movement step, and never in the interceptor movement or air return steps.

An air unit may not stage if it is to fly a DAS, naval patrol, or naval interdiction bombing mission.

B. Extended Range.

Air units may fly at extended range on various missions:

- Bomber and transport air units may fly most bombing missions at extended range by carrying reduced bomb loads. DAS bombing missions, however, may not be flown at extended range. A bomber or transport flying an extended range bombing mission has its mission range doubled, but its bombing strengths are reduced by 2/3rds. *Example:* A bomber with bombing strengths of 3-2 would have its tactical strength reduced to 1 and its strategic strength reduced to 2/3.
- Transports may fly extended-range transport missions. A transport flying an extended range regular transport or air drop mission has its mission range doubled, but its cargo capacity is halved.

  Alternatively, a transport may fly a 1-way regular transport mission at extended range, with a range 3 times its printed movement rating, but its cargo capacity is halved.
- Note that fighters may not fly extended range missions in *Wavell's War.*

An air unit flying at extended range may also return to base using its extended range.

C. Night Air Operations.

An air op occurs either during daytime or at night. (The preceding rules describe daytime air ops.) At the start of an air op, the initiating player declares whether it is a day or night air op.

For the purposes of this rule, a night air unit is any air unit with an "N" prefix before its air unit type letter (such as NB or NF); all other air units are day air units. The presence of the N prefix does not change the general abilities of an air unit. For example, a type NB air unit is treated the same as a type B air unit in air combat and for AA fire. Night air units are not restricted to night operations and may participate in day operations without penalty. Day air units may participate in night air ops, but day air units are penalized when operating at night.

The following missions may be flown at night:

- Transfer and transport missions.
- Any strategic (but no tactical) bombing missions.
- Patrol attack and interception missions, if flown by night fighters (only).
- CAP missions, if flown by night fighters (only). Air units flying night CAP may not interact with air units on day operations. Similarly, air units flying day CAP may not interact with air units on night air ops.
- Note that no fighters may fly escort missions at night.

Day air units are penalized when flying at night:

- A day air unit has its air attack strength reduced to 0 (and thus cannot fire in air combat) at night.
- A day air unit has its bombing strength halved when flying a night bombing mission.
- A day air unit flying at night may **crash-land** whenever it lands at an airbase: Roll one die and consult the Success

Table (on Game Play Chart 6). A *Success* result means the air unit lands safely. A *Failure* result means the air unit crashes on landing and immediately becomes aborted: remove the air unit from play and place it in the aborted air units box for the command containing the airbase at which it crashed (on the owning player's Game Chart 1).

D. Fighter Capabilities.

1. Fighters-Bombers. A type F air unit flying a bombing mission has its air attack and defense strength reduced by 2.

When reducing an air attack and defense strength, never reduce it below 1. For example, a Me 109E fighter (7F5) flying a bombing mission would have an air attack strength of 5 and an air defense strength of 3, while a CR.32bis fighter (3F2) flying a bombing mission would have an air attack strength of 1 and an air defense strength of 1.

In the air combat step, a fighter flying a bombing mission may jettison its bomb load during air combat preparation, at the option of the owning player. If this is done, the fighter reverts to its printed air attack and defense strengths. During the mission resolution step, however, the fighter cannot be assigned a specific bombing mission. (Note that it thus cannot undergo AA fire or bomb. It returns to base during the air return step as usual.)

2. Scramble. If an airbase is in the target hex of an air op, the reacting player's fighters at that airbase may scramble during the interceptor movement step of the operation. Both operative and inoperative fighters at the base may scramble.

A scrambling fighter flies a 1-leg air transfer mission (per Rule 20A). (It cannot be patrol attacked while scrambling.) Upon arriving at its destination airbase, the air unit becomes inoperative.

E. Bomber and Transport Capabilities.

1. Dive Bombers. When using the Bombing Table, type D air units have their bombing die rolls modified by +1. This die roll modification is not used if any other air unit type combines its bombing strength with these units to make a bombing attack.

2. Heavy Bombers. Type HB air units may not operate from (i.e., land at or take off from) temporary airfields. They may not stage. They may not fly GS or DAS bombing missions.

3. Bombers as Transports [Optional Rule]. The following type B and HB air units may be used as transport air units, at the owning player's option:

- *Axis:* Ca133, any He 111Hx (He 111H4, He 111H6, etc.), any SM.79-x, SM.81, Z.506B.
- *Allied:* any B-25x, any B-26x, all type HB.
- *Vichy:* Am.143M, LeO.451.

When used as a transport, the air unit has its air attack and air defense strengths each reduced by 2 (but never below 1), and is considered to be a type T for air combat and AA fire. In addition, bombers used as transports:

- May not air drop units (although they may drop supplies).
- Treat ground units (but not supplies) as double their RE size for transport purposes.

4. Heavy Transports [Optional Rule]. A type HT air unit may carry certain ground units that have heavy equipment:

- Any mountain divisional HQ.
- Any non-divisional, non-motorized unit with heavy equipment except cavalry.

A unit with heavy equipment counts at double its RE size for air transport purposes.

F. Gliders.

Type GT air units are glider transports, with the same cargo capacity as type T. Gliders have a printed movement rating of "T;" they cannot fly by themselves but must be towed. One non-glider transport air unit may tow one glider air unit. (Note that towing a glider does not affect the transport's cargo capacity.) Stack the glider with the towing air unit. These two air units are treated as one for all purposes. Modify the air defense strength of the towing air unit by the air defense strength of the glider. For example, a Ju 52 (1T2) towing a DFS 230 (0GT–1) has an air defense strength of 1. Any combat result (from patrol attacks, air combat, or antiaircraft fire) affects both the towing air unit and the glider equally.

A transport may not fly at extended range when towing a glider.

A glider never counts against the capacity of an airbase.

A glider air unit is eliminated (removed from play and placed in the eliminated air units box for the command) immediately following its use in an air drop mission.

When a glider is used in a regular transport mission, roll one die whenever the glider lands at an airbase and consult the Success Table (on Game Play Chart 6). On a *"F*" Failure* result (only), the glider is eliminated; on any other result the glider is unaffected. *Note:* A glider may be eliminated only for transport; it may transfer without risk of elimination.

G. Air Unit Codes.

Air units may have one or more codes, as listed on the Unit Identification Chart. Codes define certain specific or special capabilities of air units, and these capabilities often modify the bombing or AA fire die rolls, as listed on the appropriate tables. In addition, air units with codes have the following abilities.

1. C: Carrier Capable. Code C air units are equipped and trained to operate from aircraft carriers. Code C air units (only) may base at and fly missions from carrier groups (carrier groups are covered in Rule 27A5). A code C air unit is not required to base at a carrier group; it may use any airbase.

2. F: Floatplane/Flying Boat. Code F air units are composed of floatplanes or flying boats. A code F air unit must base at an airbase in a partial-sea or partial-lake hex; it may not use any other base.

a. Floatplane Airbase Capacity [Optional Rule.] A port (except for a marginal port) with a port capacity greater than 0 has a special floatplane airbase capacity of 1. (Ports are covered in Rule 30A.) This is in addition to the capacity of any other airbases in the port's hex. Only code F air units may use the special floatplane airbase capacity of a port. This capacity is not damaged due to any hits achieved against it due to airbase bombing. (Note that airbase bombing is allowed against such a hex and code F air units at the airbase can be hit, but the special floatplane airbase capacity does not get damaged.)

b. Floatplane Transports [Optional Rule]. A code F air unit flying a regular transport mission (Rule 20F1) may land its cargo in any friendly-owned partial-sea/lake hex. It may not, however, fly a one-way transport mission in this manner.

3. L: Low Altitude. Code L air units operate almost exclusively at low altitudes, and the effects of this are shown by the modifiers on the AA Fire Table.

4. T: Antitank Capable. Code T air units are equipped with special antitank weaponry. When flying the defensive air support mission in a hex, count a code T air unit as 3 REs of full ATEC. Count these REs for the ATEC part of the proportion, but not for the total RE part. *Example:* A code T air unit flies defensive air support to a hex containing two infantry divisions (each with 3 REs and no ATEC). When calculating the ATEC proportion for the hex, there are 3 REs of full ATEC in the hex (for the air unit) and a total of 6 REs (the two divisions) in the hex. Thus, the ATEC proportion for the hex is 1/2 (3/6).

When flying the ground support mission in a hex, count a code T air unit as 3 REs of no AECD for enemy AECD calculations (only). *Example:* An Allied code T air unit flies ground support

to a hex containing one German panzer division (2 REs, full AECD). Allied units attack the hex. When the Axis player calculates his AECD proportion for the hex, there are 2 REs of full AECD in the hex (for the panzer division) and a total of 5 REs (the division and the Allied code T air unit) in the hex. Thus, the AECD proportion for the hex is 2/5, and the "1/10 up to 1/2" proportion is used.

5. S: Anti-Shipping Capable. Code S air units are specially trained to attack naval units, as shown in the modifiers to the Bombing Table.

6. V: Anti-Shipping Torpedoes. Code V air units are specially trained to attack naval units, as shown in the modifiers to the Bombing Table. When a code V air unit flies a naval patrol or naval interdiction bombing mission, it may carry torpedoes instead of bombs. An air unit carrying torpedoes has its tactical bombing strength doubled when bombing naval units. Note that the air unit is also more vulnerable to AA when carrying torpedoes as shown by the modifiers on the AA Fire Table.

H. Allied Anti-Shipping Forces.

Air units listed on the Allied orders of battle as "anti-shipping" are dedicated anti-shipping forces. These air units were often engaged in operations outside the scope of the game, and thus are kept in the Anti-Shipping Aircraft Holding Box on Allied Game Chart 1 except when called up for operations (per below).

Each initial phase, the Allied player may call up half (round fractions down) of the air units in the anti-shipping holding box. Before air units are made operative in the initial phase, place these air units at any Allied-owned airbases within 7 hexes of any Mediterranean Sea hex. These air units, if they become operative, may fly naval bombing bombing missions during the player turn; they may not fly any other mission. At the end of the player turn, return these air units to the Anti-Shipping Aircraft Holding Box regardless of where they are at that time; if the air unit is in an aborted or eliminated air units box, the Allied player must spend ARPs sufficient to repair (if aborted) or replace (if eliminated) it (see Rule 25C).

I. Out-of-Supply Airbases.

[Note: Players should always use this rule in the Axis East Africa and Allied Malta commands; but should consider use of this rule to be optional elsewhere.]

1. Regular Airbase Supply. Supply status affects airbases and air units there. During each initial phase, check each hex containing an airbase to see if the hex is in regular general supply (Rule 12C). If the airbase's hex is in regular general supply, the airbase is in supply, and all air units at the base operate normally. If the airbase's hex is not in regular general supply, the airbase is out of supply, and air units there have their abilities reduced depending upon how many consecutive turns their airbase has been out of supply:

- *First Turn (U-1):* Each air unit there may not fly at extended range.
- *Second and Third Turns (U-2, U-3):* Each air unit there has its bombing strengths halved and its attack and defense strengths reduced by 2 each (but never below 1).
- *Fourth and Subsequent Turns (U-4 or later):* Each time an air unit there initiates a mission other than transfer, the owning player must consult the Success Table (on Game Play Chart 6) to see if the limited supply of aviation consumables (fuel, munitions, repair parts, etc.) at the base affects the mission:

  A *Success* result means the supply of aviation consumables does not adversely affect the mission: The air unit flies the mission as normal.

An *"F" result* means the limited supply of aviation consumables prevents the mission from being flown: The air unit immediately becomes inoperative.

An *"F*" result* means the limited supply of aviation consumables both prevents the mission from being flown and results in significant damage to the air unit: The air unit is aborted: Remove the air unit from the map and place it in the aborted air units box for its command (on the owning player's Game Chart 1).

Supply effects are cumulative. Note that air units are never eliminated due to supply status, even if their airbase is isolated.

2. Special Air Unit Supply. When an airbase is out of supply, air units at the base may draw supply from GSPs in the same manner that ground units do (Rule 12C4). When drawing supply in this manner, each air unit counts as 1 RE. An air unit that draws supply from a GSP during a player turn operates normally during that player turn regardless of the supply status of the airbase at which it is based.

3. Allied Malta Special Air Unit Supply. In a variety of ways not shown in the game (such as stockpiling aviation stores and supply runs of fast ships traveling alone), the Allies were always able to supply a limited air presence on Malta. Accordingly, in each initial phase (friendly or enemy) in which the Malta Status Number (Rule 37I) is less than 15, and either Gibraltar (24A: 2110) or Alexandria (19A:2416) is Allied-owned, the Allied player may treat any one Type F air unit at any airbase on Malta (circa 18A:0407) as being in special air unit supply (Rule 23I2) that player turn without having to draw supply from a GSP.

Rule 24 — Airborne Landings

The air drop mission (Rule 20F2) details how air-droppable units and GSPs are transported to and dropped in target hexes. Ground units with the parachute, air landing/glider, or glider engineer symbols are **air-droppable units**. *Note:* Units with the parachute-infantry symbol are not air-droppable units; the term parachute in this sense is typically only an honorary designation.

A. Disruption.

An air-droppable unit may suffer disruption when making an air drop. A GSP may be scattered when air dropped. During the mission results substep of the mission resolution step, roll one die for each unit or GSP making an air drop and consult the Disruption Table (on Game Play Chart 4). Modify the die roll as indicated on the table, find the result, and immediately implement it. Results are:

- **No Effect:** The unit or GSP lands safely.
- **Scattered:** The GSP is hopelessly scattered and is removed from play.
- **Disrupted:** The unit is disrupted. While disrupted, it loses its ZOC and has its combat strength halved.
- **Badly Disrupted:** The unit is disrupted. While disrupted due to this result, it loses its ZOC, has its defense strength halved, has its attack strength reduced to 0, and is not counted for GS, DAS, or naval gunfire support limits.
- **Eliminated:** The unit is immediately eliminated.

A unit that becomes disrupted remains so until the start of its next friendly initial phase. For example, an Axis parachute unit disrupted during the Axis player turn would remain disrupted throughout the rest of the Axis player turn and throughout the entire following Allied player turn.

B. Ground Operations.

1. ZOCs and Hex Ownership. If an air-droppable unit would normally have a ZOC, it loses its ZOC except for the hex it occupies for the remainder of the player turn upon making an air drop.

Note that if the unit becomes disrupted during its drop, it loses its ZOC even in the hex it occupies. Since it has no ZOC, it cannot gain ownership of the hex it occupies (Rule 5B). *Example:* A German parachute unit air drops in an unoccupied Allied-owned hex that contains an airbase. The unit becomes disrupted when dropping in the hex. Therefore, it does not gain ownership of the hex, and the Axis player is unable to use the airbase there. Also note that in the following Allied player turn, Allied units may enter the hex even though the Axis unit occupies the hex, because the hex is not Axis occupied-and-owned (Rule 5B1).

2. Supply Condition. If an air-droppable unit is in general supply in the initial phase of the player turn it makes an air drop, it is automatically in attack supply for that player turn and in special general supply for the following enemy player turn. *Exception:* If Optional Rule 20F4 (Special Air Drop Capacity) is used, an air dropped unit is in general supply during the enemy player turn following its drop only if it can trace a supply line to a general supply source per the normal supply rules.

3. Surprise. Due to the immense surprise effects airborne operations achieved during the early period of World War II, an air-droppable unit is automatically supported (Rule 11) on the player turn it air drops, during any turns in 1939-41 (only).

4. Overrun. Note that units air dropping in a hex occupied by enemy units may overrun enemy units there, per Rule 13B.

5. Combat. Units air dropping in a hex occupied by one or more enemy units must attack the enemy units there during the combat phase, if both sides still occupy the hex at this time. See Rule 9K (Same-Hex Combat).

6. GSPs. A GSP may be dropped in an enemy-owned hex in a player turn. However, if the hex is enemy-owned at the end of that player turn, the GSP there is removed from play.

7. Direct Drops [Optional Rule]. Airborne landings made directly on the target objective (hex) were usually more successful than ones where the dropped units landed further out (in an adjacent hex) and then attacked into the objective. To reflect this, if a unit makes a direct drop (i.e., air drops in the same hex as an enemy unit) and survives the landing without being disrupted or badly disrupted:

- The die roll to resolve any attempt by the air dropped units to capture an airfield in the drop hex (per Rule 24B8 below) is modified by +1.
- The combat resolution die roll for the ensuing same-hex combat in the drop hex is modified by +1. *Exception:* If friendly units other than those air transported (whether by air drop or regular air transport) into the hex participate in this combat, the combat resolution die roll is not modified by +1 for a direct drop (as the coordination required between the units air transported into the drop hex and those units outside the hex or amphibiously landing in the hex negates the advantages of the direct drop).

8. Special Axis Airborne Capture of Airfields. [Optional Rule]. On occasion (e.g., as at Crete in 1941), the capture of a defended airfield and subsequent transport into that base of follow-up forces prior to the resolution of combat for the airbase's hex was crucial to the overall success of an Axis airborne landing. Accordingly, when one or more Axis units air drop in an enemy-owned-and-occupied hex containing a permanent or temporary airfield, the dropping units may attempt to capture the airfield in the hex after they land there. Note that airbases other than airfields cannot be captured in this manner. This attempt occurs during the movement phase, immediately after all Axis units dropping in the hex that turn have landed and been checked for disruption. At least one Axis unit must survive the landing without being disrupted or badly disrupted for the attempt to be made. Only one attempt per eligible hex per turn may be made.

Resolve the airfield capture attempt in a manner similar to ground combat: Using the undisrupted air dropping units in the hex as the attacker and all enemy units in the hex as the defender, calculate combat odds and resolve combat per Rule 9A except that no ground support, defensive air support, or naval gunfire support is allowed, no combat resolution die roll modifiers are applied (except for the +1 modifier for a direct drop per Rule 24B7 above), and the combat results are interpreted differently. If the combat result is HX, DR, DH, or DE, the airfield capture attempt succeeds and the airfield in the hex is now Axis-owned; any other combat result means the attempt fails and the airfield remains Allied-owned. Note that neither side takes losses or retreats as a result of an airfield capture attempt. Also note that the airfield is immediately usable by the Axis upon its capture.

Example: During the May II 41 Axis movement phase, a German 2-5 parachute regiment and 1-5 air landing battalion air drop in an Allied-owned hex on Crete containing a British 3-8* infantry cadre, a Greek 1-4 static brigade, and a permanent airfield. All units of both sides are in general supply at the time of the drop. The air landing battalion lands disrupted and the parachute regiment lands undisrupted. As at least one Axis unit survived the landing undisrupted, the Axis may attempt to capture the airfield in the hex. Per Rule 24B2, as the dropping units were in general supply, they are also in attack supply. Per Rule 24B3, the dropping units have surprise and are thus considered supported. The total modified strength of the undisrupted air dropping units in the hex for the airfield capture attempt is thus 2. The total modified strength of the defending units in the hex is 3.5. The combat odds are 1:2. The Axis player rolls a 5, and modifies the die roll by +1 for a direct drop. The combat result is HX, and the airfield is captured by the Axis (but neither side takes losses or retreats). The airfield is then used by the Axis to fly in a German 3-8 mountain regiment by regular air transport (still during the May II 41 Axis movement phase). During the May II 41 Axis combat phase all Axis units in the hex must attack the Allied units there using the same-hex combat procedure in Rule 9K.

Special: The Allies took measures to limit the vulnerability of their airfields to airborne landings as the war went on (especially after the Crete operation). To reflect this, the Axis player permanently loses his special airborne capture of airfields ability at the end of the Dec II 41 turn or at the end of the first turn in which two or more REs of Axis units air drop in the same turn, whichever comes first (historically this occurred at the end of the May II 41 turn following the Crete landings). In *Wavell's War* scenarios which begin after May II 41, or in which the Axis player does not control the Southeast Command, the Axis player, therefore, may not use this ability at all.

C. Airborne Special Operations.

Airborne landings involving air-droppable units (but not GSPs) are special operations.

1. Planning and Preparation. An airborne special operation must be planned in advance: the target hex of an air drop mission and the unit to be dropped there must be planned one or more turns in advance. See Rule 33A for details on the planning and preparation of special operations.

2. Enemy Reaction. The enemy player may react to an airborne special operation. See Rule 33B.

D. Air Landing/Glider Units.

A unit with the air landing/glider or glider engineer symbol may make an air drop only if solely transported by gliders. For example, an air landing regiment would use two type GT air units to make an air drop.

Rule 25 — Air Replacement System

During the course of the game, players regroup air units, receive reinforcements and replacements, convert and deactivate air units, and must withdraw and transfer air units. A player performs these air replacement activities within the framework of the air replacement cycle. A player's **air replacement cycle** (air cycle) consists of four consecutive game turns beginning with his I player turn of each odd-numbered month (Jan I, Mar I, May I, Jul I, Sep I, Nov I). All air replacement activities are performed during the player's initial phase. The orders of battle (OBs) list the air unit reinforcements and replacements in the game.

The various activities occur as detailed below. Each player follows these procedures separately for each national force under his control.

A. Regrouping.

During the initial phase, the phasing player may regroup pairs of aborted air units that are in the same aborted air units box. For each pair, the air units must have identical model, type, and code ratings. *Examples:* A pair of 3F3 CR.42 0/9 may regroup. However, the following pairs could not regroup: a 3D4 Ju 87D 5-1/10 with a 3A4 Ju 87D 3/9 (different types), a 6F6 Me109F1 1/8 with a 6F7 Me 109F3 1/8 (different models), or a 4B4 He 111H4 2-7/S/22 with a 4B4 He 11H4 2-7/22 (different codes).

For each pair that is regrouped, place one air unit in the appropriate eliminated air units box on the owning player's Game Chart 1 and receive the other one as a reinforcement (Rule 25B below) in the appropriate command. For example, if a pair of aborted air units in the Malta Command aborted air units box are regrouped, one of the air units would be placed in the Malta Command eliminated air units box and the other one would be received as a reinforcement in the Malta Command.

A player is not required to regroup any air units. Regrouping does not require the expenditure of air replacement points (ARPs; Rule 25C below).

B. Reinforcements.

Players receive air reinforcements during the game. A player places his reinforcements on the map during his initial phase, as operative air units at any friendly-owned, unisolated airbases with a capacity of 1 or more in the command or geographic area specified by the appropriate OB for their arrival or appearance. The player may, however, place air units at an isolated airbase if no qualified unisolated airbase is available in the command.

The Axis OB lists some air unit reinforcements as **Available in Europe**. These air units appear in the Mainland Europe off-map holding box (on Axis Game Chart 1) or at airbases in the Italian Central Mediterranean Islands. Starting with the initial phase in which the Axis player ceases operations in the Balkans (or from the Axis Jun I 41 initial phase when playing scenarios where the Balkans are not in play), these reinforcements may placed at Axis-owned airbases in the South Aegean Islands as well.

The Axis OB occasionally lists an air unit reinforcement as **returning.** This is the same as a regular reinforcement except that the counter of an air unit previously removed from play via withdrawal (Rule 25F) is used.

The Allied OB occasionally lists an air unit as **Anti-Shipping: Arrive.** This is the same as a regular reinforcement except that the air unit is placed in the anti-shipping holding box (on Allied Game Chart 1).

On Nov I 42, the Allied OB list various Allied carrier-based air units (and carrier groups) as **available.** These air units arrive onboard the carrier groups. (Details on using carrier groups are covered in the naval rules.) These forces may participate in the special Allied invasion turn if French North Africa is invaded

(see Rule 33E). Note that all these *available* forces withdraw from play on Nov II 42.

Air reinforcements unable to enter play for any reason are eliminated instead (i.e., placed in the eliminated air units box for the command where they were to have entered play).

C. Replacements.

Players receive air replacement points (ARPs) in their initial phases for each of their national forces, as specified on their OBs. ARPs may appear or arrive in commands. An ARP that arrives or appears in a command does so if the owning player owns any unisolated airbase with a capacity of 1 or more in the command. If an ARP is unable to appear or arrive in the turn specified on the OB, it is forfeited instead. All ARPs which appear or arrive in a command are kept in a pool for the command. Note that each command has a separate ARP pool.

Players use (spend) ARPs in their pools to replace eliminated air units and to repair aborted air units, may transfer ARPs from one pool to another, and may accumulate unspent ARPs from turn to turn.

1. Terms. The following special terms are used in this rule:

a. ARP Transfer Route. Some rules require the tracing of an ARP transfer route between two airbases. For example, per Rule 25C4, ARPs can only be transferred from one command to another if an ARP transfer route can be traced from an airbase at a friendly regular general supply source (Rule 12C) in the first command to an airbase at a similar supply source in the second command. An ARP transfer route is traced between two airbases in the same manner that an air unit flies a transfer mission (Rule 20A, with any number of legs allowed) from one airbase to another, but in this instance it is a hypothetical air unit with an air transfer range of 32, that cannot be patrol attacker or intercepted, "flying" the mission during the player's initial phase.

b. Airbase ARP Supply. Some rules require a distinction to be made as to whether or not an airbase is in ARP supply. For example, per Rules 25C2 and 25C3, eliminated air units can only be replaced, and aborted air units can only be repaired, at airbases in ARP supply. An airbase is in ARP supply if: 1) It is in the same hex as a friendly regular general supply source (Rule 12C); or 2) An ARP transfer route (per above) can be traced from the airbase to an airbase in the same hex as a friendly regular general supply source (Rule 12C) and both of the airbases are in the *same* command.

2. Replacement. A player may spend ARPs to replace his eliminated air units. He must spend two ARPs for each air unit to be replaced. The ARPs spent to replace an air unit in the eliminated air units box for a command must come from the player's ARP pool for the command. Place the replaced air unit on the map during the initial phase, as an operative air unit at any friendly-owned airbase in the command that has a capacity of 1 or more and that is in ARP supply (Rule 25C1b).

3. Repair. A player may spend ARPs to repair his aborted air units. He must spend one ARP for each air unit to be repaired. The ARP spent to repair an air unit in the aborted air units box for a command must come from the player's ARP pool for the command. Place the repaired air unit on the map during the initial phase, as an operative air unit at any friendly-owned, unisolated airbase in the command that has a capacity of 1 or more and that is in ARP supply (Rule 25C1b).

4. ARP Transfer. In his initial phases, at the same time he receives ARPs, the phasing player may transfer ARPs from one command to another command if an ARP transfer route (Rule 25C1a) can be traced from an airbase at a friendly regular general supply source (Rule 12C) in the first command to an airbase at a similar supply source in the second command. When

an ARP transfers in this manner, deduct it from the ARP pool for the transferring command and add it to the ARP pool for the destination command. An ARP transferred in this manner may be used (spent) in the same initial phase in which it transfers.

When using Optional Rule 34E, the Allied player also may transfer ARPs between some commands by carrier group as described in that rule.

5. Italian ARPs Appearing in East Africa. Italian ARPs listed on the OB as appearing in East Africa represent fighters dismantled in Libya and then shipped to East Africa in transport aircraft not directly shown in the game. To reflect the limitations inherent in transferring aircraft in this manner, Italian ARPs listed as appearing in East Africa appear there only if there is at least one Axis-owned airbase with a capacity of at least 1 in both Libya and Italian East Africa. If no eligible airbase exists in Italian East Africa, the ARPs appear in the Axis Med / North Africa Command instead.

Note that only Italian ARPs listed as appearing in East Africa transfer in this manner. If the Axis player desires to transfer other ARPs to East Africa he must do so as specified in Rule 25C4 (ARP Transfer).

6. ARP Spending Limits [Advanced Rule]. A player may spend only a limited number of ARPs per command per national force during each of his initial phases. During his initial phase at the start of each air cycle, the phasing player calculates the ARP spending limit for each of his national forces in each of his commands: He divides the number of ARPs available for the national force in the command at the start of the cycle by 3 (rounding fractions up, and rounding any number less than 2 up to 2); the resulting number is the ARP spending limit in effect for the national force in the command during each of his initial phases of the current air cycle.

Example: At the start of the his Jan-Feb 42 air cycle, the Axis player receives 9 German and 7 Italian ARPs in the Med / North Africa Command, to which he adds 1 German ARP accumulated in the command from the preceding air cycle. As he has 10 German and 7 Italian ARPs in the command at the start of the air cycle, his German ARP spending limit for the command during the cycle is 4 and his Italian ARP spending limit is 3. The Axis player may spend up to 4 German and 3 Italian ARPs in the Med / North Africa command during each Axis initial phase in January and February of 1942 until he has spent all 10 German and 7 Italian ARPs available in the command.

7. ARP Accumulation [Advanced Rule]. A player may accumulate unspent ARPs from turn to turn within an air cycle. However, if a player has any unspent ARPs at the end of an air cycle, he accumulates for use in the next cycle 10% (rounding fractions up) of the total unspent ARPs for each national force he controls (his choice of which command(s) where these are accumulated), and forfeits the remaining ARPs. However, the player receives 1/4 victory point (Rule 42B) for each ARP he forfeits in this manner.

Example: At the end of the Mar-Apr 43 air cycle, the Allied player controls the North Africa, Middle East, Malta, and Gibraltar commands. He has 4 American and 2 British ARPs remaining in the North Africa command, 2 American and 9 British ARPs remaining in the Middle East command, 1 British ARP remaining in the Malta command, and 0 ARPs remaining in the Gibraltar command, for a total of 6 American and 12 British ARPs. He therefore accumulates 1 American and 2 British ARPs for use in the May-Jun43 air cycle, and forfeits 5 American and 10 British ARPs, with the forfeited ARPs earning him 3.75 victory points. He elects to accumulate 1 American and 1 British ARP in the North Africa command and 1 British ARP

in the Malta command. Note that he could not accumulate 2 British ARPs in the Malta command as only 1 British ARP is in that command to accumulate, and he could not accumulate ARPs in the Gibraltar command as there are no ARPs there.

8. Special ARP Transfer Range [Advanced Rule]. When tracing an ARP transfer route for the purposes of transferring an ARP from one command to another that will immediately be spent after its transfer to replace or repair an air unit, the transfer route is not traced using a hypothetical air unit with an air transfer range of 32; instead, it is traced used a hypothetical air unit with a printed range equal to the air transfer range of the air unit the ARP will be spent to replace or repair.

Example. The Malta Command contains an aborted Blen 4 (range of 26) that the Allied player wants to repair, using an ARP transferred in from his Middle East Command. An ARP transfer route can be traced from Alexandria (the closest Allied supply terminal in the Middle East) to Derna (the closest Allied-owned airbase in the Middle East to Malta), but Derna is 37 hexes from Valletta (the Allied limited supply terminal on Malta). Normally, this 37-hex distance would prevent transfer of the ARP (since the normal range for ARP transfer is 32 hexes), but as the ARP will be used immediately after transfer to repair the Blen 4, the Blen 4's transfer range (78 hexes) is used instead; and the Allied player may transfer the ARP from the Middle East to Malta.

D. Conversions.

The OBs specify when an air unit converts into another air unit. The player must convert the air unit in his initial phase on the turn the conversion is specified, if possible. To be converted, the air unit must be at an unisolated airbase with a capacity of 1 or more. Remove the original air unit from play and put the new air unit in its place. If an inoperative air unit is converted, the air unit appearing due to the conversion is also inoperative. If it is not possible to convert the air unit on the turn specified, it must be converted in the first friendly initial phase in which it can be converted. Air units removed from play through conversion are out of play; they are not eliminated and may not be replaced.

See Rule 25H2 for command restrictions on air unit conversions and withdrawals.

E. Deactivations [Advanced Rule].

During any of his initial phases, the phasing player may deactivate any of his on-map air units. (Typically deactivation is used to free up air units immobilized at 0-capacity airbases.) Note that an air unit may be deactivated regardless of whether it is operative or inoperative. When an air unit is deactivated in a command, place it in the eliminated air units box for that command (on the owning player's Game Chart 1). Note that the player does not receive ARPs for deactivating the air unit.

F. Withdrawals.

The OBs occasionally require the players to withdraw air units from play. Withdraw any air unit that meets the OB's specification, as follows:

- If at all possible, withdraw an air unit in play (either operative or inoperative).
- If none are in play, withdraw an aborted air unit, if possible. If an aborted air unit is withdrawn, the owning player must spend ARPs sufficient to repair it.
- If no aborted air unit is available, withdraw an eliminated air unit. If an eliminated air unit is withdrawn, the owning player must spend ARPs sufficient to replace it.

When spending ARPs as required above, the player must spend them before spending ARPs for any other purposes. If a player has insufficient ARPs, he keeps track of his ARP obligation. Whenever he receives ARPs subsequently, he must

spend them to meet this obligation.

See Rule 25H2 for command restrictions on air unit conversions and withdrawals.

G. Transfers.

The OBs occasionally list air units transferring from one command and then arriving in another command. Treat transfers/arrivals as follows:

- If the player controls both the command from which the air unit is listed as transferring and the command in which the air unit is listed as arriving, ignore the OB listing. (Per Rule 3E, a player may operate the forces in commands under his control as he wishes.)
- If the player controls the command from which the air unit is listed as transferring but not the command in which the air unit is listed as arriving, treat the transfer as a withdrawal (Rule 25F).
- If the player does not control the command from which the air unit is listed as transferring, but does control the command in which the air unit is listed as arriving, receive the indicated air unit as a reinforcement (Rule 25B) in the arrival command.

H. Special Considerations.

1. Air Unit Arrivals in Remote Commands. A remote command is any command in which it is not possible to trace a standard ARP transfer route (Rule 25C1a) from an airbase in the command to an airbase at a friendly regular general supply source (Rule 12C) in another command. For example, for much of the game Malta will be a remote command for the Allied player. When an Allied air unit reinforcement is specified as arriving in a remote command, the air unit arrives via naval transport (Rule 31), embarked on a naval transport point (NTP) as a 1-RE item of naval cargo, in the same manner that a ground unit arrives in such a command (Rule 40A1). Upon disembarkation at a port, the air unit immediately becomes inoperative.

2. Command Restrictions on Conversions/Withdrawals. When a player controls more than one command, he treats all commands he controls as a single command for the purposes of air unit conversions and withdrawals. For example, when an air unit conversion is specified as occurring in the Axis Med / North Africa Command and the Axis player controls both that command and the Near East Command, the specified air unit must be converted regardless of the command it is then in. *Exception:* The Axis player's SE and East Africa Commands are always kept as separate commands; air unit conversions and withdrawals specified for these commands only take place in those commands.

3. Loss of all Airbases and Ports in a Command. If, at the start of a friendly initial phase, a player owns no airbases or ports in a specific command, the player loses all his ARPs accumulated in the command, and all of his air units in the aborted and eliminated air unit boxes for the command are permanently removed from play. Air units removed from play in this manner count as eliminated air units for victory point purposes (Rule 42B), but cannot be replaced.

4. Diversion of Air Units / ARPs from the Middle East to Gibraltar/North Africa. During his initial phase, the Allied player may elect to have some (up to all) of the Allied air units and ARPs specified as arriving in the Middle East command that turn instead arrive in the Gibraltar or North Africa command. *Exceptions:* Australian, New Zealander, and Indian air units may not be diverted from the Middle East in this manner.

Rule 26 — The Strategic Air War

This rule is not used in *Wavell's War.*

Rule 27 — Naval Rules Introduction

A. Naval Units and Transport Points.

Only the Allied player has naval unit counters in the game. These are shown on the Unit Identification Chart.

Both players have an on-map naval transport capability of naval transport points (NTPs) and amphibious naval transport points (ANTPs), which can carry items of cargo (Rule 27B3). When an item of cargo is carried by NTPs / ANTPs, treat it as if it were on an actual naval unit, a naval transport, for all game purposes from the instant it embarks until the instant it disembarks. *Note:* For convenience, the following rules often refer to "naval transports." **Keep in mind that a *"naval transport"* is an item of cargo being carried by one or more NTPs/ANTPs.**

There are three categories of naval units in the game: task forces (TFs), carrier groups (CGs), and naval transports. (*Note:* Although there are river flotillas on the countersheets included in *Wavell's War,* they are not used in the play of the game. Also note that the Egyptian river flotilla referred to in the *War in the Desert* Neutrals Order of Battle is no longer used when playing the game; instead its abilities are included in the Allied player's Nile River Transport ability as described in Rule 34C.)

1. Strength and AA. Each TF and CG has a strength printed on its counter. Strengths are used for several purposes:

- The strength of a TF is its naval gunfire support strength for ground combat, and its damage strength. Note that the TF has no cargo capacity.
- The strength of a CG is its damage strength. Note that the CG has no naval gunfire support strength for ground combat (its strength is in parentheses to denote this), and has no cargo capacity.
- TFs and CGs have light AA strengths, as printed on their counters.

A naval transport (i.e., an item of cargo being carried by one or more NTPs / ANTPs) has a strength equal to the number of NTPs / ANTPs used to carry the item of cargo; this strength is its cargo capacity and its damage strength. A naval transport, regardless of the number of NTPs / ANTPs being used, has a light AA strength of 1 if Axis or 2 if Allied.

Naval units use their AA strengths to fire on enemy air units as described in Rule 22B1.

2. Stacking. There is no limit on the number of naval units that may stack in a hex.

3. Damage. Each bombing hit on a TF or CG does one hit of damage to the naval unit. Use hit markers to denote damage to these naval units. Each hit of damage on such a naval unit reduces its overall strength by 1. For example, a TF with a printed strength of 4 takes 2 hits of damage and now has a strength of 2.

A TF or CG is sunk when it takes hits at least equal to its damage strength. When sunk, remove the naval unit from play.

Each hit on a naval transport sinks 1 NTP or ANTP (any ANTPs are sunk first), reduces the transport's cargo capacity by 1 RE, and eliminates any cargo carried by the transport in excess of its remaining capacity.

The naval patrol bombing mission (Rule 20G2h) describes how the air units achieve hits against naval units. When naval units take bombing hits in an air op, distribute the hits among the target naval units as follows:

1) For each category of naval unit present, allocate one hit to each category in the following order: TF, transport, CG.
2) Apply the allocated hits. For each category, choose a naval unit at random and apply the hit against it.
3) If any hits remain unallocated, repeat the above procedure. Continue repeating steps 1 and 2 until all hits are allocated and applied.

Example: Air units bombed and achieved 6 hits against a naval group, consisting of a strength-2 TF and three naval transports (transport "A" consisting of a 7-8 infantry division (3 REs of cargo) being carried by three NTPs, transport "B" consisting of an infantry brigade (1 RE of cargo) being carried by one ANTP, and transport "C" consisting of an 8-status marker representing 8 GSPs (2 REs of cargo) being carried by one NTP and one ANTP). In step 1, one hit each is allocated to the TFs and naval transports there (note that had any CGs been present one hit would be allocated to them at this time as well). In Step 2, the TF receives one hit (reducing its strength to 1) and one naval transport chosen at random (transport "A") receives one hit of damage (sinking one of the NTPs and reducing the transport's cargo capacity to 2 REs; as the infantry division being carried is 3 REs in size, and thus exceeds the transport's remaining capacity, the division is eliminated; however, as the division has a cadre (1 RE in size), it is flipped to its 2-8* cadre strength upon elimination and the cadre remains in play embarked on the transport). Since 4 hits remained unallocated, the procedure is repeated. Another hit is applied to the TF, reducing its strength to 0 and thus sinking it; and one transport chosen at random, transport "B", receives one hit (sinking the ANTP and eliminating the infantry brigade it was carrying). This still leaves 2 hits unallocated, so the procedure is repeated for a third time. Transport "A" is again chosen at random and receives one hit (sinking another NTP in the transport, but having no effect on the carried 2-8* cadre since the NTP remaining in the transport has sufficient cargo capacity to carry the cadre). As 1 hit remains unallocated, the procedure is repeated a fourth time. Transport "C" is chosen at random and receives one hit (sinking the ANTP and reducing the transport's cargo capacity to 1 RE; as the 8 GSPs being carried are 2 REs in size, 4 GSPs are eliminated and the status marker adjusted accordingly). Thus, at the end of the bombing, the naval group consists of naval transport "A" (a 2-8* infantry cadre being carried by one NTP), and naval transport "B" (a 4-status marker representing 4 GSPs being carried by one NTP).

4. Task Force Availability. There are two (Allied) task forces (both British) available for use in *Wavell's War:*

- *RN-1:* Available for use only in the Atlantic Ocean, the Mediterranean Sea (less the Tyrrhenian Sea and Adriatic Sea sections), the Suez Canal, and the northern Red Sea (that portion of the Red Sea on maps 19 and WW20).
- *Force T:* Available for use only in the Persian Gulf, the Indian Ocean, and the Red Sea.

Note that "available for use in" means that the TF may only enter hexes and hexsides in the specified sea areas.

These TFs are normally kept off-map in the Royal Navy Availability Box on Allied Game Chart 1 (representing their engagement on naval operations not covered directly in the game). During his initial phase, the Allied player may activate one or both of these TFs for purposes of providing naval gunfire support (Rule 34A) for attacking Allied units or AA protection to Allied naval transports. When a TF is activated, remove it from the Availability Box and place it on the map as follows:

- *RN-1:* In any Allied-owned major or great port in the Balkan, Middle East, North Africa, or Gibraltar commands. *Exception:* If the Suez Canal is closed (per Rule 28C1), the TF may not be placed in a port in the Eastern Mediterranean or Aegean Sea.
- *Force T:* In Aden (WW5:0319) or Suez (19A:3718).

Once activated, a TF remains in play until sunk or the end of the player turn (whichever comes first). When the TF deactivates, remove it from the map (wherever it may be) and place it in the Royal Navy Availability Box.

The Allied player may activate each TF once in each quarter year (Jan I-Mar II, Apr I-Jun II, Jul I-Sep II, Oct I-Dec II) without victory point penalty. Thereafter, each time in a quarter that the TF is activated costs the Allied player one victory point.

See also Rule 27A6 (Use of Royal Navy Availability Box).

5. Carriers Groups and Carrier Aircraft. There are four (Allied) carrier groups for use in *Wavell's War:* two American and two British. All four CGs are available to support an Allied invasion of French North Africa per Rule 33E. The British CGs may also be used as aircraft transports (with possible victory point penalties) as described in optional Rule 34E. When using this optional rule, the British CGs are kept in the Royal Navy Availability Box when not in use.

Code C air units (only) may base on CGs. An undamaged CG has an airbase capacity of 3; each hit of damage on a CG reduces its airbase capacity by 1. When a CG's airbase capacity is reduced due to damage, immediately eliminate any air units there in excess of the CG's capacity; randomly select which air units are eliminated.

6. Use of Royal Navy Availability Box. To help the Allied player track his British TF and CG usage, the Royal Navy Availability Box is divided into two sections: "Unused this Quarter" and "Used this Quarter." At the start of the game, place all British TFs and CGs in the "Unused this Quarter" section of the box. When a TF or CG is deactivated after use place it in the "Used this Quarter" section of the box. At the start of quarter year, move any TFs or CGs in the "Used this Quarter" section of the box to the "Unused this Quarter" section of the box.

If the above procedure is followed; each time a TF or CG is activated from the "Used this Quarter" section of the Royal Navy Availability Box, the Allied player should lose one victory point.

B. Naval Concepts.

1. Sea Zones. Per Rule 3D6, there are seven sea zones used in *Wavell's War:* the Atlantic Ocean, the Black Sea, the Caspian Sea, the Indian Ocean, the Persian Gulf, the Red Sea, and the Mediterranean Sea; the last of which is further subdivided into the Adriatic Sea, Aegean Sea, Central Mediterranean, Eastern Mediterranean, Tyrrhenian Sea, and Western Mediterranean.

2. Naval Group. A naval group consists of one or more friendly naval units. All naval units in a naval group move together. A naval group will either be in port or at sea. A naval group may be in port when in the hex of a friendly-owned port (of any size). Note that a naval group can be at sea in a port hex.

3. Cargo. Naval units with a cargo capacity may transport ground units, supply / resource items, and replacement points. Cargo is carried based on its RE size; the RE size of cavalry and c/m units is doubled for naval transport purposes.

An *item of cargo* comprises one ground unit (of any size), one resource point counter (of any size), one attack supply counter (1 or 2 steps), one status counter representing any number of GSPs, one status counter representing any number of SMPs, or one status counter representing any number of replacement points.

4. All-Water Route/Adjacent. Naval groups must move along an all-water route and may not cross land at any time. *Examples:* A naval unit in hex 19A:2914 cannot move directly to hex 19A:3013 due to the intervening land hexside between the two hexes. Similarly, a naval unit in hex 19A:2613 cannot move 19A:2613-2714-2814, due to the land in hex 19A:2714. Note: If a naval group stops or pauses in a hex like 19A:2714, which blocks its naval movement in certain directions, keep track of "which side" of the hex the group is in. (There are very few of these hexes on the map.) If such a hex contains a port, the location of the port symbol in the hex shows "which side" of the hex the port is on.

For naval purposes, a hex or hexside is adjacent to another hex or hexside if there is an all-water route directly between the two hexes or hexsides. *Note:* "Adjacent" has different, albeit analogous, meanings when used for naval units and mechanics than when used for ground units and mechanics (Rule 3D4).

5. Coastal Hexes and Riverine Hexsides. A coastal hex is any hex containing both land and sea. Note that the presence of a naval unit in a coastal hex does not prohibit enemy ground units from entering the hex, and naval units may enter coastal hexes occupied by enemy units.

A riverine hexside is any hexside with a river, canal, major river, great river, or lake. Place a naval group on a riverine hexside in a hex adjacent to the hexside. Note that the presence of enemy units in a hex adjoining a riverine hexside can affect naval units on the riverine hexside (Rule 28C4).

6. Amphibious. Any item of cargo embarking on, embarked on, or disembarking solely from one or more ANTPs is amphibious. Note that an item of cargo that uses both NTP(s) and ANTP(s) to embark or disembark is not amphibious.

C. Naval Activities.

Naval activities occur in each player turn, as follows:

1. Initial Phase. The phasing player performs all naval reinforcement activities (Rule 35).

2. Movement Phase. This phase is divided into two steps:

a. Naval Movement Step. The phasing player may move his naval groups, embark and disembark cargo, and make amphibious landings. Both players may initiate air ops (per the air rules).

b. Ground Movement Step. The phasing player moves his ground units, including those units that underwent naval transport and have movement points remaining. Both players may initiate air ops.

3. Combat Phase. The Allied player (only) may allocate naval gunfire support to attacking Allied units.

4. Exploitation Phase. This phase is divided into two steps:

a. Naval Exploitation Step. This step is the same as the naval movement step of the movement phase except amphibious landings may not be made.

b. Ground Exploitation Step. The phasing player moves his c/m units, including those c/m units that underwent naval transport and have movement points remaining. Both players may initiate air ops.

Rule 28 — Naval Movement

A. General.

Naval units move in naval groups (Rule 27B2).

A player moves his naval groups in the naval movement and naval exploitation steps of his player turn. A player cannot move his naval groups in the enemy player turn.

Naval units move through the expenditure of movement points. A phasing naval unit has a movement allowance of 150 MPs per naval movement or naval exploitation step.

A naval group must spend all MPs it has available in a step. A naval group spends MPs to move or to remain in its current hex and to perform various activities (such as to embark and disembark cargo, to provide naval gunfire support, etc., as detailed later in the rules). The Naval MP Costs Summary (on Game Play Chart 3) lists the MP costs of these activities.

A naval group must move along an all-water route (Rule 27B4). It may only move in all-sea and coastal hexes, and along certain riverine hexsides (as detailed in Rule 28C below).

At any point when moving in a step, two or more phasing naval groups in the same hex may combine into one naval group. When

naval groups combine, the combined group assumes the movement allowance of the group that has spent the most MPs. *Example:* In a naval movement step, a naval group spends 60 MPs to move to a hex containing another naval group that has al-ready spent 30 MPs in the step. The groups combine, and the combined group has spent 60 MPs, having 90 remaining for the step.

At any point when moving in a step, a single naval group may split into two or more naval groups. Separate the naval units into their new naval groups. Each group assumes the movement allowance of the original group.

In *Wavell's War,* a player may not move his naval groups such that a group remains at sea (or cargo remains embarked on a group) at the end of a friendly naval exploitation step. Note, however, that naval groups (and their cargo) may end a friendly naval movement step at sea. A naval group that ends its movement in a hex containing a friendly-owned port may enter the port or remain at sea in the port hex.

B. Restrictions on Naval Movement.

1. Restricted Waters. A naval group cannot enter a restricted waters hex. *Note:* In *Europa,* some types of shallow-draft naval units (such as river flotillas) may enter restricted waters hexes; however, none of these naval units are used in *Wavell's War.*

2. Narrow Straits. A naval unit may not move through a narrow straits unless the hexes on both sides of the narrow straits are friendly owned. For example, if hexes 19A:3212 and 19A:3313 are enemy owned, a naval unit in hex 19A:3211 cannot move 19A:3211-3212-3213, due to the narrow straits on the 19A:3212/3313 hexside.

3. Coastal Defenses. Due to coastal defenses not represented directly in the game, naval groups normally may not enter an enemy-owned hex in Mainland Yugoslavia or Mainland Greece or a hex containing an enemy-owned standard, major, or great port anywhere. There are three exceptions to the general rule:

- Both sides' naval groups may enter hexes containing enemy-owned standard ports on the Aegean Islands during turns in 1939-41 (only).
- Axis naval groups may enter an enemy-owned Valletta (18A:0407) major port hex during the turn an Italian Amphibious Invasion of Malta (Rule 33D3) is declared.
- Allied naval groups may enter hexes containing enemy-owned standard or major ports in French North Africa during the Allied Special French North Africa Invasion Turn (Rule 33E).

Note: The coastal defenses of the standard ports on the Aegean Islands were minimal in 1939-41; while in the case of an invasion of French North Africa or Malta, the invasion fleet is assumed to suppress the enemy coast defenses.

C. Riverine Naval Movement.

A naval group may move along certain riverine hexsides (Rule 27B5) per Rules 28C1 through C3 below.

1. The Suez Canal. The Suez Canal is the canal running from Port Said (19A:3413) to Suez (19A:3718). Allied naval groups may move along the riverine hexsides of the Suez Canal if the hexside in question is Allied-owned and the canal is open (per below). Note that Axis naval groups may never move along the Suez Canal, even if all of the canal is Axis-owned.

A side owns a Suez Canal hexside if it owns both hexes adjacent to the canal hexside or was the last to do so.

The Suez Canal may be open, temporarily closed, or permanently closed. It is automatically open at the start of the game. Thereafter its status may change as follows:

- **Temporary Closure:** The Allied player may temporarily close an open Suez Canal during any Allied initial phase

in which at least one Axis unit in regular general supply (Rule 12C) is present anywhere in The Egyptian Delta. (*Note:* This closure represents the temporary withdrawal of the British fleet and shipping from the Eastern Mediterranean in order to prevent its isolation there at a time when permanent closure of the canal appears possible.)

- **Reopening:** The Allied player may reopen a temporarily closed Suez Canal during any Allied initial phase in which all hexsides of the canal are Allied-owned.
- **Permanent Closure:** The Suez Canal is automatically and permanently closed at the start of the first Allied or Axis initial phase in which one or more hexsides of the canal is Axis-owned. (*Note:* Permanent closure represents implementation of Allied plans to demolish the canal's facilities and to block its channel with obstructions if Axis capture of the canal appeared eminent. These measures were so extensive, that it is unlikely the canal could have been made usable again by either side within the time frame covered by the game).

Note that closure of the Suez Canal has several game effects in addition to the effect on the Allied ability to use riverine naval movement along the canal. While the Suez Canal is closed:

- Allied standard supply terminals (Rule 12C1a) located at ports in the Eastern Mediterranean or Aegean Sea function as limited supply terminals (Rule 12C1b) instead. *Exception:* A terminal functioning in this manner is still counted as a standard supply terminal for the purposes of the loss/capture of SMPs and/or victory points.
- The Axis player cannot fly naval harassment bombing missions (Rule 20G1c) against ports along the canal.
- The Allied RN-1 TF (Rule 27A4) and Allied Carrier Groups (Optional Rule 34E) cannot be activated at ports in the Eastern Mediterranean or Aegean Sea.
- Allied East Med/Indian Ocean NTPs/ANTPs (Rule 31A2) cannot be used in the Central or Eastern Mediterranean, the Aegean Sea, the Corinth Canal, or the Suez Canal.
- The naval status number for Axis naval transport shipments in the Eastern Mediterranean or the Aegean Sea (Rules 31D2 and 31D6) is automatically 12.
- The Allied player may not declare a Naval Interdiction Zone in the Southern Aegean Sea (Rule 31D7).
- The Allied Port Bombardment and Blockship Abilities (Optional Rules 34F and 34G) cannot be used in the Eastern Mediterranean or the Aegean Sea.

To reflect the enormous negative consequences to the Allies if the Suez Canal falls to the Axis before the British fleet and merchant shipping in the Eastern Mediterranean withdraws, the Allied player loses 25 victory points if the canal's status changes directly from "open" to "permanently closed".

2. The Corinth Canal. The Corinth Canal is the canal at the 15B:0813/0814 hexside. If a side owns both hexes 0813 and 0814, any naval group of that side that does not contain any TFs or CGs may move through the canal.

3. Shatt al Arab-Tigris. The Shatt al Arab-Tigris major river system (labeled circa 22A:4211, 4114, and 3217) has inland ports at Abadan (22A:4410), Khorramshahr (22A:4311), Basra (22A:4313), and Kut-al-Imara (22A:3219). Any naval group that does not contain any TFs or CGs may move along riverine hexsides between the coast and the inland ports. A group may move no further upriver on this system than the 22A:3219/3220 hexside adjacent to the inland port at Kut-al-Imara. Note that riverine naval movement is only possible on the hexsides of the Shatt al Arab and Tigris rivers between Kut-al-Imara and the sea; and that it cannot be used along the hexsides of the

connecting Karun, Euphrates, Shatt al Garaff, or Shatt Dujala rivers or Hammar, Khoir, Auda, Sanniya, or Suwaiqya lakes.

4. Effect of Ground Units on Riverine Naval Movement. A naval group cannot enter a riverine hexside if there is an enemy unit in either hex adjoining the hexside.

If an enemy unit enters any hex adjoining a riverine hexside containing an opposing naval group, the group must immediately displace to an adjacent (per Rule 27B4) riverine hex-side or coastal hex to which it may move. If none are available, all naval units in the naval group are sunk (eliminated) instead.

Rule 29 — Naval Combat

There is no naval combat in *Wavell's War.*

Rule 30 — Ports and Beaches

A. Ports.

A player may use a port in a turn only if he owns it at the start of his initial phase. (*Exception:* The Allied player may use ports in French North Africa during the same turn they are seized as described in Rule 33E5d.)

1. Port Capacity. There are five types of ports: marginal, minor, standard, major, and great. Each type of port has an RE capacity, which is the number of REs of cargo that may embark/disembark at the port in a player turn. The capacities of ports are listed in the Port Summary (on Game Play Chart 3). Note that marginal ports appear only on the East Africa maps.

2. Port Damage. Ports may be damaged due to bombing (Rules 20G1b and 20G2f) or demolition (Rule 14A1). Each hit of damage on a port reduces its capacity by 1 RE. Each type of port may take a maximum number of hits of damage, as listed on the Port Summary.

3. Artificial Harbor. Any port marked with an artificial harbor symbol has an artificial breakwater or is connected to the open sea by a system of locks. Each hit of damage on a port with an artificial harbor reduces its capacity by 2 REs, not 1.

4. Strong Natural Harbors. Any port marked with the strong natural harbor symbol has its wharves carved from solid rock. Each hit of damage on a port with a strong natural harbor reduces its capacity by 1/2 RE, not 1. *Note:* Tobruch (18A: 4817) and Valletta (18A:0407) are the only strong natural harbors in *Wavell's War.*

5. Inland Ports. Several ports are located inland, on rivers, canals, or lakes. These function the same as other ports, except that naval units must use riverine naval movement (Rule 28C) to reach them.

6. Off-Map Ports. Each player has off-map ports in various off-map holding boxes on his Game Charts. See Rule 37C.

B. Beaches.

A coastal hex of any terrain type except mountain or prohibited is a beach. A beach has an unlimited capacity of REs of cargo that may embark/disembark there in a player turn. Some hexes contain a port and a beach, both of which may be used.

Various naval transport and amphibious landing rules make a distinction based upon which player owns a beach hex. When units gain ownership of an enemy hex containing a beach, the beach itself is not friendly owned for purposes of naval transport or amphibious landings during the phase of its capture. It is friendly owned starting with the phase following the phase in which it was captured. For example, if units capture an enemy beach during the movement phase, it is friendly owned for purposes of naval transport or amphibious landing starting with the combat phase.

Rule 31 — Naval Transport

The phasing player may use naval transport during his naval movement and naval exploitation steps, moving cargo (ground units, supply / logistic items, and replacement points, Rule 27B3) between friendly-owned ports or beaches.

Players transport cargo using the cargo capacities (Rule 27A1) of their NTPs and ANTPs.

A. NTPs / ANTPs.

Each side has several sets of NTPs / ANTPs available for use. Note that not all of these sets are available for use in every scenario. Note also that the number of NTPs / ANTPs specified for each set below are maximums that may be reduced by various game activities, and that some scenarios begin with a set having less NTPs / ANTPs available than the maximum. See the scenario set up instructions (in the *Wavell's War* scenarios and appendices booklet) for details.

1. Axis. The Axis player has five sets of NTPs / ANTPs:

- *Mediterranean:* 3 NTPs that may be used only in the Mediterranean Sea and Corinth Canal. However, these NTPs can only be used in the Adriatic Sea and Aegean Sea portions of The Mediterranean and the Corinth Canal if the Axis player controls the Med / North Africa Command.
- *Adriatic:* 15 NTPs that may be used only in the Adriatic.
- *Aegean:* 3 NTPs that may be used only in the Aegean Sea and Corinth Canal. Add 2 NTPs to this ability when each of the following become Axis-owned for the first time: Thessalonike (14A:4510) and Athenai (15B:0911). Add 3 NTPs to this ability the first time all of the following conditions apply: Germany has intervened in the Balkans (Rule 38F2b), Thessalonike is Axis-owned, and a path of Axis-owned rail hexes (of any length) can be traced from Thessalonike to any rail hex in Germany. The Axis player may use up to half (round fractions down) of his current Aegean NTPs as ANTPs each turn.
- *Red Sea:* 1 NTP that may be used only in the Red Sea, and only if Massaua (WW14:2204) is Axis-owned.
- *Malta Invasion:* 15 NTPs and 5 ANTPs that may be used only in the Central Mediterranean to execute an Italian Amphibious Invasion of Malta (Rule 33D3).

2. Allied. The Allied player has five sets of NTPs / ANTPs:

- *West Med/Atlantic Ocean:* 10 NTPs that may be used only in the Western Mediterranean, Central Mediterranean, and Atlantic Ocean. (Also see the note below.)
- *East Med/Indian Ocean:* 10 NTPs that may be used only in the Eastern Mediterranean, Central Mediterranean, Suez Canal, Red Sea, Indian Ocean, Persian Gulf, and the Shatt al Arab-Tigris major river system. If the Balkan Command is under Allied player control, these NTPs may also be used in the Aegean Sea and the Corinth Canal. (Also see the note below.)

    Special: If the Suez Canal is closed (Rule 28C1) the Allied East Med/Indian Ocean NTP/ANTP capability cannot be used in the Eastern Mediterranean, Central Mediterranean, Aegean Sea, Corinth Canal, or Suez Canal.

- *Aegean:* 5 NTPs that may be used only in the Aegean Sea and Corinth Canal. Subtract 2 NTPs from this ability when each of the following become Axis-owned for the first time: Thessalonike (14A:4510) and Athenai (15B: 0911). Subtract 1 NTP from this ability when all ports on Crete (circa 15B:2311 or 18A:4704) become Axis-owned for the first time. The Allied player may use up to half (round fractions down) of his current Aegean NTPs as ANTPs each turn.

- *Red Sea/Indian Ocean:* This represents a portion of the Allied East Med/Indian capability and is available for use only in scenarios in which East Africa is the only Allied command in play: 4 NTPs that may be used only in the Red Sea and Indian Ocean. The Allied player may use 1 of these NTPs as an ANTP each turn.
- *French North Africa Invasion:* 21 NTPs and 19 ANTPs that may be used only in the Atlantic Ocean and Western Mediterranean to execute an Allied Invasion of French North Africa (Rule 33E).

Note: The Allied player may use 1 of his West Med/Atlantic Ocean or East Med/Indian Ocean NTPs as an ANTP each turn.

3. Usage. A player may use each of his NTPs / ANTPs once each friendly player turn to move cargo by naval transport. Each NTP or ANTP may carry up to 1 RE of cargo. Two or more NTPs / ANTPs may combine their capacities to carry large cargoes (such as divisions).

When a player wishes to use his NTPs / ANTPs, they are available at any friendly-owned port or beach in the area in which they will be used, in values no smaller than one. Note that no fractional NTPs or ANTPs are allowed, no matter how small the item of cargo carried.

Cargo must be embarked on NTPs / ANTPs to be moved by naval transport. The prospective item of cargo must be at a friendly-owned port or beach at which NTPs / ANTPs with a sufficient cargo capacity to carry it are available. The NTPs / ANTPs must spend MPs to embark the cargo as listed on the Naval MP Costs Summary (on Game Play Chart 3). Once these MPs are spent, the cargo is embarked. Embarked cargo may subsequently be disembarked at any friendly-owned port or beach. The NTPs / ANTPs carrying the cargo must spend MPs to disembark the cargo as listed on the Naval MP Costs Summary. Once these MPs are spent, the cargo is disembarked.

Note that (per Rule 27) when an item of cargo is carried by NTPs / ANTPs, it is treated as if it were on an actual naval unit, a naval transport, for all game purposes from the instant it is embarked until the instant it is disembarked.

Once an NTP or ANTP disembarks its cargo, is sunk, or has its cargo totally eliminated, the NTP / ANTP counts as used for the player turn and cannot be used again during the player turn.

Example: The Axis player wishes to transport a 1/2 RE cargo from Tripoli to hex 18A:3029 (both locations are in the Mediterranean Sea). During his naval movement step, he has one of his "Mediterranean" NTPs spend 30 MPs to embark the cargo at the friendly-owned port of Tripoli. (Note that as the cargo is embarked by a NTP it is not amphibious.) The resulting "naval transport" (the cargo and its NTP) then moves by sea to hex 18A:3029, where the NTP spends 90 MPs to disembark its non-amphibious cargo at the friendly-owned beach there. The NTP is done for the player turn and may not be used again until the next friendly player turn. Note that a player need not track the location of his NTPs / ANTPs from player turn to player turn—in the preceding example, the NTP that went to hex 18A:3029 could be used somewhere else in the next Axis player turn.

All NTPs / ANTPs that embarked cargo during a player turn must disembark their cargo by the end of the naval exploitation step of that player turn. A player may not use naval transport in any way that would result in any of his NTPs / ANTPs having cargo still embarked at the end of any of his naval exploitation steps. Note that cargo may remain embarked on NTPs / ANTPs at the end of the naval movement step of a player turn.

4. NTP / ANTP Losses. Players may lose NTPs and ANTPs during the course of play, such as having them sunk by enemy bombing (Rule 20G2h) or enemy anti-shipping forces (Rules

31D and 31E) while transporting cargo. Players should keep track (such as on paper) of their current NTP / ANTP capabilities. Certain sunk NTPs may be replaced per Rule 35D.

5. Reinforcements / Replacements. Ground units, steps of attack supply, and replacement points entering the game as reinforcements or replacements often have to be shipped to on-map ports from off-map in order to enter play, as described in Rule 40. On their turn of appearance (only), these items have their own NTPs (sufficient to transport them) and do not use the player's on-map NTPs (Rules 31A1 and 31A2 above).

6. Concealed Cargo [Advanced Rule]. When any NTPs / ANTPs carry cargo, the owning player may conceal from his opponent what the item of cargo is and how many NTPs / ANTPs are involved in carrying it (such as by placing a fort-under-construction marker on top of the cargo), until the cargo completes disembarkation. (Note that this will often cause the enemy player to be unsure what the cargo is when he decides on his naval patrol air ops.) *Partial Exception:* When a naval transport is contacted by enemy anti-shipping forces per Rule 31D or 31E, the owning player must reveal the general type of cargo (either ground unit/replacement point or supply / resource item) carried by the transport, but need not reveal any other information.

B. Effects on Cargo.
1. ZOCs. While embarked, a ground unit loses its ZOC.

2. Disembarkation MP Cost. A ground unit must spend MPs when it disembarks from its transporting NTPs / ANTPs, as listed on the Naval Transport Costs Summary (on Game Play Chart 3). Cross-index the unit's movement rating with the number of naval movement points spent in the step by the transporting NTPs / ANTPs. The resulting number is the number of MPs spent by the unit. (Note that a unit does not spend MPs to embark.) These disembarkation MPs are spent from the transported unit's movement allowance in the naval movement or naval exploitation step the unit disembarks. If a unit has insufficient MPs to disembark, it may disembark by spending all of its remaining MPs in the current phase.

Example: An NTP transports a 2-8 infantry brigade from Tripoli (18A:0121) to Bengasi (18A:3121) during a naval movement step. The NTP spends 30 MPs to embark the unit at Tripoli, 31 MPs to move in the most direct route from Tripoli to Bengasi, and 30 MPs to disembark the unit at Bengasi, for a total of 91 MPs. On the Naval Transport Costs Summary, cross-indexing the unit's movement rating (8) with the number of MPs spent by the transporting NTP in the step the unit completed disembarkation (91) shows that the unit must spend 6 MPs, leaving it with 2 MPs for the remainder of the movement phase.

3. Post-Transport. A ground unit is under no special restriction in the player turn it undergoes naval transport. For example, a unit that moves by naval transport during the naval movement step of a movement phase may move (if it has MPs remaining) in the ground movement step of the phase, attack in the combat phase, and move (if c/m) in the exploitation phase.

A supply / resource item may be carted by a ground unit, or moved by SMPs, by rail, or by air transport (if otherwise allowed) after disembarking.

C. Special Considerations.
1. Beaches. Cargo may not embark or disembark at a beach during stormy sea conditions. (Rule 36C covers sea conditions.)

When cargo embarks or disembarks at a beach, it may become disrupted or be eliminated. Immediately when an item of cargo completes embarkation or disembarkation at a beach, consult the Disruption Table (on Game Play Chart 4). Results are as for air drops (Rule 24A), with the addition that a disrupted (or badly

disrupted) unit:
- Is no longer capable of armor effects: It cannot use AECA or AECD.
- Cannot provide support to other units.
- Cannot use any construction or engineer abilities it might normally possess.

Example: One NTP and two ANTPs combine their cargo capacities to embark a 7-8 infantry division (3 REs in size) at a friendly-owned beach. (Note that the division is not amphibious capable because it embarked using both NTPs and ANTPs.) As the division embarked at a beach, it must be checked for possible disruption or elimination. The Disruption Table is consulted. A 3 is rolled, modified to –3 (–6 die roll modifier: –3 as the division is not amphibious capable, plus another –3 as the division has heavy equipment) for an eliminated result. As the division has a cadre, it is flipped to its cadre side; and the cadre is embarked on the three NTPs / ANTPs.

2. Non-C/M Units. A non-c/m unit may not embark during the exploitation phase (except to use emergency evacuation per Optional Rule 34D). It may disembark during the exploitation phase (just ignore the disembarkation MP cost).

3. Replacement Points. Replacement points may be embarked and disembarked only at friendly-owned ports that are standard supply terminals (Rule 12C1a).

D. Allied Anti-Shipping Forces.
Due to Allied anti-shipping forces not directly shown in the game, Axis naval transport in many sea zones is subject to interference. Check each Axis naval transport (and, remember, a "naval transport" is an item of cargo (Rule 27B3) being carried by one or more NTPs / ANTPs) for possible interference:

- The first time it *enters*, *puts to sea*, or *completes embarkation of an item of cargo at a beach* in a sea zone subject to interference during any naval movement or naval exploitation step.
- If it *starts* a naval exploitation step at sea in a sea zone subject to interference.

Check a naval transport for interference once, but no more than once, per sea zone per naval movement or naval exploitation step. *Example:* An Axis naval transport leaves an Adriatic port bound for a friendly-owned beach in the Eastern Mediterranean. During the naval movement step it moves through the Adriatic Sea, Corinth Canal, Aegean Sea, and Eastern Med and begins to disembark its cargo at the destination beach hex, but has insufficient MPs to complete the process during the step and thus remains at sea until disembarkation completes during the following naval exploitation step. Check the naval transport for interference four times: once when it leaves port (puts to sea) in the Adriatic Sea during the naval movement step, once when it first enters each of the Aegean Sea and Eastern Med sea zones during the naval movement step, and once at the start of the naval exploitation step (as it starts the step at sea in the Eastern Med).

Checking a naval transport for possible interference is a two step process: 1) The naval transport is checked to see if Allied anti-shipping forces contact it; and 2) If contacted, the naval transport is checked to see what effect the Allied anti-shipping forces have on it.

To check a naval transport to see if Allied anti-shipping forces contact it, the Allied player rolls two dice and consults the Naval Table (on Game Play Chart 3); cross-indexing the dice roll with the appropriate naval status number to obtain a result:
- **—: No Effect.** The naval transport is not contacted or affected by Allied anti-shipping forces in the sea zone.
- **X: Contact.** Allied anti-shipping forces in the sea zone contact the naval transport.

If Allied anti-shipping forces contact the naval transport, immediately check to see what effect those forces have on the transport. The Allied player rolls one die and consults the Shipping Results Table (also on Game Play Chart 3), cross-indexing the die roll with the type of cargo being transported to obtain a result:

NE: No Effect. The naval transport is not affected.

R: Returned. The naval transport turns back; immediately return it to the port or beach where its item of cargo embarked; the item of cargo disembarks there. (Merely pick up the item affected and return it to the port/beach of embarkation, no actual movement or expenditure of MPs occurs, and no port capacity is used.) The item of cargo may not subsequently embark, move, spend any MPs, or attack for the remainder of the player turn, and the NTPs / ANTPs cannot be used again during the player turn.

H: Half Eliminated. Half (round fractions up) of the NTPs / ANTPs in the naval transport are sunk, and half (round fractions up) of the supply / resource items comprising the naval transport's item of cargo are eliminated (adjust the marker representing the item of cargo accordingly). *Example 1:* A naval transport consisting of a 2-step attack supply counter being carried by 6 NTPs, would have 3 NTPs sunk and 1 step of attack eliminated (flip the attack supply counter over to its "1" side). *Example 2:* A naval transport consisting of a 1-step attack supply counter carried by 3 NTPs would have 2 NTPs sunk and the step of attack supply eliminated.

E: Eliminated. The naval transport is eliminated. All NTPs / ANTPs in the naval transport are sunk, and the naval transport's entire item of cargo is eliminated.

Example: A naval transport consisting of an Italian tank battalion being carried by 1 NTP puts to sea in an area subject to Allied naval interference. For this example, the naval status number is 4; thus, the 4 column is used on the Naval Table. The Allied player consults the Naval Table, rolling a 9, which means the Axis naval transport is contacted by Allied anti-shipping forces. He then consults the Shipping Results Table. A roll of 2 results in the battalion and its transporting NTP being returned. The battalion returns to its port of embarkation and disembarks there; it may not move, spend MPs, or attack for the rest of the Axis player turn. The NTP cannot be used again during the Axis player turn.

1. Central Mediterranean. Axis naval transport in the Central Mediterranean is subject to Allied interference. The Malta status number represents the strength of this interference. Use the current Malta status number (Rule 37I1) as the naval status number when using the Naval Table.

Due to the shortness of the shipping route, Axis naval transportation among ports on Sardinia (circa 25A:3001) and Sicily (circa 25A:5106) and the ports of Bizerte (25A:3408), Tunis (25A:3610), and Pantelleria (25A:4311) is more secure than other routes. The Axis player may, therefore, declare a naval transport to be following such a route. Once this declaration is made, the naval transport may only embark and disembark cargo at these ports and may only spend MPs to move between these ports. When determining the naval status number to be used for these shipments, add 5 to the current Malta status number. For example, if the current Malta status number is 6, then the naval status number is 11 for Axis shipments from Sicily to Tunis.

2. Eastern Mediterranean. The Axis player may not use naval transport anywhere in the Eastern Mediterranean unless all hexes on Crete (circa 15B:2311 or 18A:4704) are Axis-owned. Note that this means that in scenarios in which the Balkans are not in play, Axis naval transport into the Eastern Mediterranean

Sea Zone is not allowed prior to Jun I 41 (as Crete will be neutral or Allied-owned prior to that date). On turns in which Axis naval transport into the Eastern Mediterranean Sea Zone is allowed, Axis naval transport there is subject to Allied interference. The naval status number used depends on how many of the following are Allied-owned: Alexandria (19A:2416) Haifa (19A:4305), and all ports in Cyprus (circa 20A:3416).

- 0 if the Allied player owns all three.
- 3 if the Allied player owns only two.
- 5 if the Allied player owns only one.
- 12 if the Allied player does not own any.

Special #1: Add 5 to the naval status number during turns in which the Allied player declares a naval interdiction zone in the South Aegean Sea (per Rule 31D7).

Special #2: If the Suez Canal is closed (per Rule 28C1), the naval status number used for Axis naval transport shipments in the Eastern Mediterranean is automatically 12 (regardless of the ownership status of the above locations).

3. Western Mediterranean. Axis naval transport in the Western Mediterranean is subject to Allied interference. The naval status number used depends on whether or not the Allied player owns the following ports: Gibraltar (24A:2110), Alger (25A:0610), and Oran (24A:4014).

- 0 if the Allied player owns one or more of these ports.
- 12 if the Allied player owns none of these ports.

4. Tyrrhenian Sea. Axis naval transport in the Tyrrhenian Sea is not subject to Allied interference.

5. Adriatic Sea. Axis naval transport in the Adriatic Sea is subject to Allied interference. Do not use a Naval Status Number or the Naval Table. Simply roll two dice. A roll of 12 gives an 'X' (Contact) result.

6. Aegean Sea. Axis naval transport in the Aegean Sea is subject to Allied interference. The naval status number used depends on whether or not the Allied player owns the following ports: Thessalonike (14A:4510) and Athenai (15B:0911).

- 0 if the Allied player owns one or both of these ports.
- 12 if the Allied player owns neither of these ports.

Special: If the Suez Canal is closed (per Rule 28C1), the naval status number used for Axis naval transport shipments in the Aegean Sea is automatically 12 (regardless of the ownership status of the above locations).

7. South Aegean Naval Interdiction Zone. Under certain conditions the Allied player may declare the southern portion of the Aegean Sea to be under naval interdiction, and thus more dangerous to Axis shipping. (This represents redeployment of significant Royal Navy assets from the Eastern Mediterranean to the Aegean and their commitment there to dedicated anti-shipping operations.) At least one port on Crete (circa 15B:2311 or 18A:4704) must be Allied-owned. The Suez Canal must be open (Rule 28C1). The naval status number for the Aegean Sea must be 12. The naval status number for the Eastern Mediterranean must be 5 or less. During any Allied initial phases in which all four of these conditions apply, the Allied player may declare a naval interdiction zone to be in effect in the South Aegean. If he does, the zone is in effect until the start of his next initial phase. He may specify that the zone is either a tight or loose zone:

- A **tight naval interdiction zone** has a greater likelihood of affecting Axis shipping than a loose zone, but its coverage is limited to every all-sea and coastal hex within two hexes of Crete.
- A **loose naval interdiction zone** has a lesser likelihood of affecting Axis shipping than a tight zone, but its coverage is greater, encompassing every all-sea and coastal hex in the Aegean Sea that is south of the "D" weather line.

While a South Aegean Naval Interdiction Zone is in effect:
- Treat the naval interdiction zone as a separate sea zone from the remainder of the Aegean Sea. Use a naval status number of 0 for Axis naval transport in this South Aegean sea zone. Note that a naval status number of 0 is used regardless of whether the zone is a tight or loose zone. Use the special "tight naval interdiction zone" or "loose naval interdiction zone" columns on the Shipping Results Table, as appropriate.
- Treat each all-sea and partial-sea hex in the naval interdiction zone as having an intrinsic Allied light AA strength of 5. However, this AA strength may only fire against enemy air units flying the naval interdiction bombing mission.
- Add 5 to the naval status number used when checking Axis naval transport in the Eastern Mediterranean for Allied interference.

The Axis player may fly naval interdiction bombing missions against the naval interdiction zone. See Rule 20G2i. Each naval interdiction hit earns the Axis player 1 victory point. (Victory points are covered in Rule 42B.) Keep a running total of the number of naval interdiction hits the Axis player scores. If a total of 15 or more hits are scored, the Allied player may no longer declare a naval interdiction zone in the South Aegean Sea.

8. Red Sea. Axis naval transport in the Red Sea is subject to Allied interference. The naval status number used depends on how many of the following are Allied-owned: Aden (WW5: 0319) and Port Sudan (WW13:0423):
- 0 if the Allied player owns two.
- 5 if the Allied player owns only one.
- 12 if the Allied player owns none.

Special: Axis naval transport in the Red Sea is not allowed if the Allied player has owned Massaua (WW14:2204) at any time.

9. Atlantic Ocean, Indian Ocean, and Persian Gulf. The Axis player may not use naval transport in these sea zones.

E. Axis Anti-Shipping Forces.

Due to Axis anti-shipping forces not directly shown in the game, Allied naval transport in some sea zones is subject to interference. Resolve this interference as described in Rule 31D above except that now it is the Axis player checking Allied shipping for interference, instead of the Allied player checking Axis shipping for interference.

Special: Most Allied reinforcements listed on the order of battle as "arriving" in the Middle East, North Africa, Gibraltar, and Malta commands enter play at specific hexes as items of cargo already embarked on NTPs (as described in Rule 40) and thus do not have a port of embarkation specified to return to if an "R" (returned) result is inflicted on them by Axis anti-shipping forces. When such an item suffers an "R" result, "return" the item to the Allied-owned port closest (as traced by an all-water route, Rule 27B4) to the hex where it entered play (if two or more Allied-owned ports are equidistant from the entry hex, the Allied player may choose which port the item "returns" to).

1. Western/Central Mediterranean. Allied naval transport in the Western Mediterranean or Central Mediterranean within 15 hexes of any Axis-owned port in the Italian Central Mediterranean Islands or Mainland Italy is subject to interference. Ignore Axis ports at 0 port capacity for this purpose. The following naval status numbers are used:
- 9 if the Malta status number is less than 12.
- 6 if the Malta status number is 12 or greater.

2. Eastern Mediterranean/Aegean Sea [Optional Rule]. Normally, Allied naval transport in the Eastern Mediterranean and Aegean Sea is not subject to interference. However, during any Allied initial phase, the Axis player may attempt to interfere with Allied shipping in these sea zones. Resolve this attempt using the Success Table (on Game Play Chart 6); results are:
- *S: Success:* The Italian fleet succeeds in establishing a temporary presence in the Eastern Med. Allied naval transport in the Eastern Mediterranean and Aegean Sea is subject to interference during the current player turn. Use naval status number 6 for Allied shipments in these sea zones during the current player turn.
- *F: Failure:* The Italian fleet fails to establish a presence in the Eastern Med. There is no interference with Allied naval transport this turn but the Axis player may attempt to interfere again in a future game turn.
- *F*: Disastrous Failure:* The Italian fleet suffers a major reverse. There is no interference with Allied naval transport this turn, and the Axis player may not attempt to interfere in the Eastern Med again during the game. To account for the damage done to the Italian fleet, the Allied player receives 3 victory points.

Note: Historically, the one Italian attempt to interfere in the Eastern Med ended in disaster at the Battle of Cape Matapan.

Rule 32 — Amphibious Landings

The phasing player may make amphibious landings during his naval movement steps, using his ANTPs to land eligible cargo at enemy-owned beaches. Note that, in *Wavell's War*, NTPs cannot be used to land cargo at enemy-owned beaches. In general, the rules of naval transport (Rule 31) are used, with the following restrictions governing amphibious landings:
- Amphibious landings may occur only in the movement phase; landings cannot occur in the exploitation phase.
- Amphibious landings may not be made during storm sea conditions. (Sea conditions are covered in Rule 36C).
- Ground units and GSPs that are amphibious (Rule 27B6) are the only cargo that may make amphibious landings. Note that any amphibious ground unit may make an amphibious landing, regardless of the unit's class (c/m, artillery, or non-motorized) or whether or not it has HE.
- A ground unit must spend all its remaining MPs to disembark when making an amphibious landing.

A. Disruption.

A unit may suffer disruption or be eliminated when making an amphibious landing, since it is disembarking at a beach. See Rule 31C1. In addition, a GSP may be scattered when landing at a beach in an amphibious landing. For each such GSP, follow the procedure in Rule 31C1 to determine if the GSP is scattered. Note that a supply point can be scattered only when landing at a beach in an amphibious operation.

B. Ground Operations.

A unit making an amphibious landing is affected in several ways. For the remainder of the player turn in which a unit makes an amphibious landing, the following conditions apply to it:
- If it has a ZOC, it only has a ZOC in the hex it occupies.
- If it was in general supply in the initial phase, it is automatically in attack supply.
- A marine or marine commando unit has its combat strength halved. Any other unit has its combat strength quartered. Note that this halving or quartering is in addition to any effects of disruption or any other effects that modify attack strength.
- In addition to the above effects, a unit landing during rough sea conditions has its attack strength halved.
- Per the terrain effects chart, a unit landing in a hex

containing coastal cliffs has its attack strength halved in addition to all other modifications.

During the exploitation phase of the player turn in which a c/m unit makes an amphibious landing:

- The unit has its movement allowance halved.

In the player turn following the player turn in which a unit in general supply makes an amphibious landing:

- The unit is automatically in special general supply.

Units may make an amphibious landing in an enemy-occupied-and-owned hex (Rule 5B1). In this case, combat and overruns in the hex are conducted per Rules 9K (Same-Hex Combat) and 13B (Same-Hex Overruns).

C. Amphibious Special Operations.

Amphibious landings involving units (but not GSPs) are special operations.

1. Planning and Preparation. An amphibious special operation must be planned 1 or more turns in advance. See Rule 33A for details on the planning and preparation of special operations.

2. Enemy Reaction. The enemy player may react to an amphibious special operation. See Rule 33B.

Rule 33 — Special Operations

Airborne landings (Rule 24) by air-droppable units and amphibious landings (Rule 32) by units are special operations.

Due to considerations outside the scope of the game (such as naval forces, coast defenses, and shipping needs) both players are limited in the number and scope of their special operations. The players may plan and execute the following special operations:

Allied Player Allowed Special Operations:
At any time:
- Minor airborne landings anywhere on-map using any Allied air-droppable units. (See Rule 33F2.)
- Minor amphibious landings on the Aegean Islands using any Allied units. (See Rule 33F3.)
- Minor amphibious landings in East Africa using any Allied units. (See Rule 33F4).
- Optionally, minor amphibious landings in any coastal hexes using any Allied Marine units. (See Rule 33F6.)

During the Nov I 42 turn (only):
- A major invasion (amphibious and airborne landings) of French North Africa using the special Allied French North Africa invasion forces. (See Rule 33E.)

Axis Player Allowed Special Operations:
Prior to Axis Ceasing Operations in the Balkans:
- Airborne landings in the SE Command using any Axis air-droppable units in that command. (See Rule 33C2.)
- Amphibious landings on the Aegean Islands using any Axis units in the SE command. (See Rule 33C3.)

After Axis Ceases Operations in the Balkans:
- Airborne landings anywhere on-map using any Axis air-droppable special operations forces. (See Rule 33D2.)
- An amphibious landing on Malta using any Italian non-air-droppable special operations forces (See Rule 33D3.)

Note that these are the only special operations that may be planned and executed in *Wavell's War.*

A. Planning and Preparation.

The following rules detail the general planning requirements common to all special operations. Specific types of special operations may have additional planning requirements as detailed in the rules covering that type of operation. The planning requirements for all special operations allowed in *Wavell's War* are also summarized on the Special Operation Planning Requirements Summary (on Game Play Chart 4).

1. Planning Requirements. Special operations must be planned in advance:
- **Airborne Landings:** For an airborne landing, the target hex of the air drop mission and the unit to be dropped there must be planned one or more turns in advance as specified in the rules for that type of special operation.
- **Amphibious Landings:** For an amphibious landing, the hex of the landing and the unit to be landed there must be planned one or more turns in advance as specified in the rules for that type of special operation.

A player has a maximum RE planning limit for amphibious landings equal to the cargo capacity of his ANTPs currently in play (not sunk). For example, if a player has ANTPs with a total cargo capacity of 3 in play during an initial phase, he may plan amphibious landings for up to 3 REs of units in that initial phase.

2. Procedure. During the player's initial phase at least one game turn prior to the special operation, the player writes down the current turn, the identity of the unit involved in the operation, and the hex of the operation. A unit may have only one operation planned for it at a time. Once planned, an operation may be canceled at the player's option in a subsequent friendly initial phase, and a new operation for the forces may be planned at that time. A player may also cancel an operation during the phase in which it is to occur.

During an initial phase, an operation may not be planned for a unit that is in an enemy ZOC at that time. Once an operation is planned for a unit, it must be canceled if the unit is in an enemy ZOC, attacks, or is attacked at any time between the planning and the execution of the operation. If for any reason the unit is not able to participate in the operation during the phase in which it is to take place, the operation must be canceled.

Special operations may be planned in advance, to occur for forces on the turn they arrive as reinforcements.

Note: Special operations plans should be kept hidden from the opposing player until such time as the plan is executed. *Suggestion:* Secretly record the plan on a piece of paper, then seal the paper in an envelope and record the turn the plan was made on the outside of the envelope in the presence of your opponent; when the plan is executed, open the envelope and show the plan.

B. Enemy Reaction.

When a player makes special operation landings in hexes, the enemy player may react to the landings. In a phase, the enemy player may make one reaction attempt for each hex in which any air-droppable or amphibious unit makes a special operation landing. He makes the reaction attempt immediately after any unit makes a special operation landing in the hex, but he may make only one reaction attempt per hex.

Example 1: A parachute unit is air dropped in a beach hex. The enemy player decides not to make a reaction attempt at this time. If no other unit makes a special operation landing in the hex that phase, then the enemy player cannot make a reaction attempt for the hex. However, a unit makes an amphibious special operation landing in the same hex later in the phase, and the enemy player can now choose to make a reaction attempt.

Example 2: A parachute unit is air dropped in a beach hex. The enemy player decides to make a reaction attempt at this time. However, the attempt fails. If other units make a special operation landings in the hex later in the phase, the enemy player cannot make another reaction attempt for the hex.

1. Reaction Unit Selection. When making a reaction attempt, the enemy player chooses one of his units:
- For an airborne landing, the unit must be in or adjacent to the landing hex.

- For an amphibious landing, the unit must be in or within three hexes of the landing hex.
- The unit cannot be in an enemy ZOC.
- The unit cannot have made a reaction attempt (whether successful or not) earlier in the phase.

2. Reaction Attempt Resolution. Once the reacting unit is selected, the reacting player consults the Success Table (on Game Play Chart 6):
- On any *Failure* result, the unit does not react.
- On a *Success* result, the unit reacts. The reacting player immediately moves the reacting unit.

3. Reaction Movement. A reacting unit moves as follows:
- For an airborne landing, the unit may spend up to 1 MP to move. For an amphibious landing, the unit may spend up to 1 MP (if non-c/m) or 3 MPs (if c/m) to move.
- A reacting unit may always move a single hex (except into or across prohibited terrain), by spending all of its reaction MPs. If in a hex containing enemy units (such as due to an enemy airborne or amphibious landing), it may leave the hex. A reacting unit may enter a hex occupied by both friendly and enemy units; if it does so, it must stop its movement in that hex. Although a reacting unit is moving, it may not overrun any enemy unit when using reaction movement. A unit may not end its reaction movement in violation of the stacking limits. A unit may not break down or assemble during reaction movement.

C. Axis Special Operations in SE Command.

The Axis player may plan and execute airborne and amphibious special operations in the SE Command during any turns prior to the Axis player ceasing operations in the Balkans (Rule 3E5). Note that these operations are only possible in scenarios where the Balkans (and thus the SE Command) are in play. Note also that once the Axis player has ceased operations in the Balkans, he may no longer plan or execute special operations in the SE Command.

1. Planning. Axis special operations in the SE Command must be planned (per Rule 33A1) at least one turn in advance.

2. SE Command Airborne Special Operations. Axis airborne special operations may be planned and executed against enemy-owned hexes in the SE Command using any Axis air-droppable units in that command. Note that Axis air-droppable units in other commands may not participate in these operations.

3. Aegean Islands Amphibious Special Operations. Axis amphibious special operations may be planned and executed against Allied-owned hexes on the Aegean Islands using any Axis forces in the SE Command. Note that these operations cannot be targeted against non-Aegean Greek Islands, Yugoslav Islands, or hexes on the Greek or Yugoslav mainlands. Note also that Axis units in other commands may not participate in these operations.

D. Axis Special Forces Pool.

The Axis player may plan and execute airborne and amphibious special operations using forces in his special forces pool, as described below, but only after he ceases operations in the Balkans (Rule 3E5). Note that in scenarios where the Balkans are not in play, the Axis player is considered to automatically cease operations in the Balkans at the start of his Jun I 41 initial phase.

1. Axis Special Operations Forces. The Axis player has forces available for use in special operations as listed on the conditional reinforcements section of the War in the Desert Axis Order of Battle. Note that there are separate listings for German 1941, German 1942, and Italian 1942 Special Operations Forces, and that a listing can include air units, ground units, and steps of attack supply. These forces may only be used to carry out the special operations listed in Rule 33D2 and 33D3.

a. Availability. Axis special operations forces are available to execute special operations as follows:
- **German 1941 Special Operations Forces:** These forces are available from Jan I 41 or the sixth turn after the Axis player ceases operations in the Balkans*, whichever is later, through Dec II 41.

  Note: In scenarios where the Balkans are in play, most of the German 1941 special operations forces will be on-map in the SE Command at some point prior to the Axis ceasing operations in the Balkans. It is possible for such an air or ground unit to be used and eliminated in a SE Command special operation (Rule 33C). The air or ground unit is still available in the 1941 German forces, as it is assumed to be rebuilt off-map in the 6-turn delay mandated between the withdrawal of these forces following cessation of Axis operations in the Balkans and their first allowed use as part of the German 1941 forces.

- **German 1942 Special Operations Forces:** Availability of these forces varies depending on whether or not the German 1941 Special Operations Forces were used. If none of the 1941 German forces were used, the 1942 German forces are available from Jan I 42 or the sixth turn after the Axis player ceases operations in the Balkans*, whichever is later, through Sep II 42 (that is, the last turn a special operation using the 1942 German special operations forces may be executed is Sep II 42). If any of the 1941 German forces were used, the 1942 German forces are available only from Apr I 42 through Sep II 42.

  Note: Some air and ground units appear in both the 1941 and 1942 German special operations forces. It is possible for such an air or ground unit to be used and eliminated in a 1941 operation. The air or ground unit is still available in the 1942 German forces, as it is assumed to be rebuilt off-map in the meantime.

- **Italian 1942 Special Operations Forces:** These forces are available to execute special operations from Jan I 42 or the sixth turn after the Axis player ceases operations in the Balkans*, whichever is later, through Dec II 42. These forces are only available for an invasion of Malta, they cannot be used for any other special operation.

  Note: The Italian 1942 special operations forces do not include sufficient air transports to air drop all the Italian airborne forces in a single turn. If the Axis player wishes to do this, he will have to acquire additional air transports in some fashion, such as calling on the transports from the German special forces.

 *Note that it is possible for the Axis player to cease operations in the Balkans so late as to preclude any use of one or more of his groups of special operations forces.

As special operations forces become available, place them in the Axis Special Forces Pool box (on Axis Game Chart 1).

b. Planning. Special operations using forces from the Axis special forces pool must be planned (per Rule 33A1) at least five turns in advance. For example, a special operation that will be executed Sep I 41, must be planned no later than Jun II 41.

Special operations may be planned in advance to occur for special operations forces on the turn they become available to execute special operations.

c. Activation. If a special operation involving forces from the Axis special forces pool proceeds to execution (i.e., is not canceled), then during the Axis initial phase (before supply status is determined) of the turn in which the operation is to be executed, the Axis player:

- *Must* activate from the pool any ground units listed in the plan as participating in the operation.
- *May* activate some (up to all) of the air units and steps of attack supply in the pool.

Place items activated for an airborne operation at any Axis-owned airbases on the Italian Central Mediterranean Islands or the South Aegean Islands. Place items activated for an amphibious operation in the Mainland Europe Holding Box (on Axis Game Chart 1).

d. Activation VP Cost. The Axis player loses victory points (VPs) when he activates items from his special forces pool. (VPs are covered in Rule 42B.) The number of VPs he loses varies depending on the item activated as specified on the Western Desert Victory Chart (Appendix A4 in the *Wavell's War* Scenarios and Appendices booklet). For example, the Axis player loses 3 VPs for each step of attack supply he activates from his special forces pool.

e. Deactivation. A ground or air unit activated from the special forces pool must be deactivated during the Axis initial phase on the fifth game turn following its activation. For example, if a ground unit is activated during the Axis Sep I 41 initial phase, it must be deactivated during the Axis Nov II 41 initial phase. To deactivate an air or ground unit, simply remove it from wherever it is (on-map, in an off-map holding box, in a replacement pool, or in an aborted or eliminated air units box) and set it aside; it is now out-of-play and cannot reenter the game except as called for by the Axis order of battle (such as to reenter the special forces pool as part of a later group of Axis special operations forces). Note that the deactivated item does not go back into the Axis special forces pool.

f. Deactivation VP Cost. If an item is in a replacement pool, in an aborted or eliminated air units box, or is both out of general supply and isolated when it is deactivated, the Axis player loses VPs when the item is deactivated equal to the item's activation VP cost (Rule 33D1d above).

2. Axis Airborne Special Operations. Axis airborne special operations may be planned and executed against enemy-owned on-map hexes using any Axis air-droppable special operations forces. Note that these operations may be targeted against any on-map hexes in which air drops may be made.

3. Italian Amphibious Invasion of Malta. The Axis player may plan and execute a single amphibious special operation against any one hex on Malta (i.e., any hex on the islands of Malta or Gozo) using any Italian non-air-droppable special operations forces. Note that neither German special operations forces nor Italian air-droppable special operations forces may participate in this special operation. (An Axis airborne special operation against one or more Malta hexes using any German or Italian air-droppable special operations forces may be planned and executed simultaneously with an amphibious special operation against Malta, however.)

The Axis player plans the amphibious special operation (per Rules 33D1b and 33A1), choosing any one Malta hex as the target hex for all units participating in the operation. The ANTP planning limit specified in Rule 33A1 is waived for this operation: The Axis plan may include any number of REs of Italian non-air-droppable units. However, the plan must detail the division of the units participating in the operation into two groups: an assault wave and a follow-up wave. The assault wave may contain up to 5 REs of units. The follow-up wave may contain any number of REs of units.

During the turn in which the operation is executed, the Axis player may use his Malta Invasion NTPs / ANTPs (Rule 31A1) to transport the invasion force to the target hex as described be-

low. He may not, however, use his Mediterranean NTPs during this turn. During the naval movement step of his turn, he may use his Malta Invasion ANTPs to transport the units of the assault wave to the target hex and land them there per the amphibious landing rules. If the target hex is friendly owned at the start of his naval exploitation step, he may use his Malta Invasion NTPs during the step to transport the units of the follow-up wave (and any supply / resource items in the Mainland Europe Holding Box) to the target hex and land them there per the naval transport rules. Note that the Malta Invasion NTPs / ANTPs cannot be used for any purpose, or in any manner, not listed above.

Due to naval gunfire support from naval forces not directly shown in the game, all Axis units in the Malta invasion hex (regardless of whether or not they are Italian, German, air-droppable or not) are automatically supported during the combat phase of the player turn the invasion is executed and during the combat phase of the immediately following enemy player turn.

E. Allied Invasion of French North Africa.

In scenarios where the French North Africa Command is under Allied control, the Allied player may plan and execute a major combined amphibious and airborne invasion of French North Africa during the Nov I 42 turn as detailed in the following rules. Note that this is a one-time event that occurs only during the Nov I 42 turn and only in scenarios where the French North Africa Command is under Allied control.

1. Nov I 42 Sequence of Play. The sequence of play for the Nov I 42 game turn is modified to the following:

1) *Initial Phase of Nov I 42 Game Turn.*
2) *Allied Nov I 42 Special Invasion Player Turn.* This special invasion player turn consists of an initial phase, a movement phase, and a combat phase. Unless otherwise stated below, these phases are identical to those of a regular player turn. Only Allied forces at Gibraltar or assigned to the invasion, and Vichy forces in French North Africa may participate in this special invasion player turn; all other Allied and Axis forces are ignored for the duration of the special invasion player turn. In this special invasion player turn, all Allied invasion forces are automatically in both general and attack supply.
3) *Allied Nov I 42 Regular Player Turn.*
4) *Axis Nov I 42 Player Turn.*

The following rules describe in detail how the Nov I 42 game turn differs from a normal game turn.

2. Entirety of Nov I 42 Game Turn. During the entirety of the Nov I 42 game turn:

- The Allied player may not use his regular Western Med/Atlantic Ocean NTP / ANTP capability. Instead, he may use his French North Africa Invasion NTP / ANTP capability of 21 NTPs and 19 ANTPs.
- Allied cargo using French North Africa Invasion NTPs may disembark at friendly-owned beaches as if the cargo were amphibious (but note that cargo using NTPs still cannot disembark at enemy-owned beaches).

3. Initial Phase - Nov I 42 Game Turn. The weather and sea conditions are determined for the Nov I 42 game turn as described in Rule 36 (Weather).

Special: The sea condition for both the Atlantic Ocean and Mediterranean Sea for the Allied Nov I 42 special invasion player turn portion of the Nov I 42 game turn is automatically calm seas (if rough or stormy seas were rolled for these zones during the initial phase at the start of the game turn, the Allies are taking advantage of a temporary lull in the bad weather).

Note that the ground weather conditions determined during this phase apply during the entire Nov I 42 game turn.

4. Initial Phase - Allied Nov I 42 Special Invasion Player Turn. This phase consists of an Allied special reinforcement step, followed by an Allied special invasion planning step, followed by a Vichy redeployment step, followed by an "everything else in initial phase" step.

a. Allied Special Reinforcement Step. Referring to pages 20 and 32 of the *War in the Desert* Allied Order of Battle, the Allied player sorts out the Nov I 42 North Africa Command American and British reinforcements listed as "arrive" and "available" and the 4 steps of attack supply listed as being received in the North Africa Command on Nov I 42. These forces constitute his French North Africa invasion force. Once this is done, the Allied player segregates his invasion force into seven groups, as follows:

- *Gibraltar Air Group:* Any (up to all) air units (excepting all code "C" air units and two type T air units).
- *Amphibious Invasion Group:* 17.5 REs of non-motorized ground units (including all marine commando units), and 18 ANTPs.
- *Floating Reserve Group:* 1 RE of non-motorized ground units and 1 ANTP.
- *Amphibious Follow-Up Group:* 15 REs of any units, 6 REs of attack supply (2 steps), and 21 NTPs.
- *Carrier Covering Group:* All carrier groups and all code "C" air units.
- *Airborne Invasion Group:* One parachute battalion and two type T air units.
- *Reinforcement Group:* All remaining air and ground units and steps of attack supply. These arrive as normal reinforcements during the Allied Nov I 42 regular player turn.

b. Allied Special Invasion Planning Step. The Allied player plans his amphibious and airborne special operations for the invasion. He chooses up to 5 ports in French North Africa as amphibious objectives. Any ports in French North Africa may be chosen except those within range of Axis anti-shipping forces (Rule 31E). At least one of the objectives must be a port in French Morocco.

For each objective, the Allied player then allocates his amphibious invasion and amphibious follow-up group:

- From the amphibious invasion group, at least 1 RE of ground units using ANTPs must be allocated.
- From the amphibious follow-up group, any (including no) REs of ground units and steps of attack supply may be allocated, but no more than 1 RE of c/m units may be allocated.
- Ground units and steps of attack supply allocated to the objective(s) in French Morocco must be at least equal in size to the required Allied garrison of French Morocco (see Rule 37E and the Allied Required Garrisons Chart).

The Allied player chooses an air drop target hex in French North Africa for his airborne invasion group. This hex must be within 17 hexes of the north edge of map 24A.

The Allied player chooses his objectives and allocates his forces secretly. (An easy way to do this is to write the hex number of each objective on a piece of paper and then place the forces allocated to that objective under the objective's name on the paper. Of course, keep the paper out of view of the Axis player.)

Once all required planning is completed, place the forces of the Gibraltar air group at Gibraltar (24A:2110).

c. Vichy Redeployment Step. After the Allied player plans his invasion of French North Africa, the Axis player has a chance to redeploy some Vichy units there. In each colony (French Morocco, Algeria, Tunisia) in French North Africa, the Axis player chooses one Vichy unit in the colony, rolls one die, and consults the Success Table (on Game Play Chart 6). On any *Failure* result, the unit does not redeploy; on a *Success* result, the Axis player may immediately redeploy the unit to any ground hex within that colony. (It may not redeploy outside its original colony.) Note that as many as three (one per colony) or as few as no units may redeploy in this fashion.

d. "Everything Else in Initial Phase" Step. This step is the same as a normal Allied initial phase except that no Allied reinforcement or replacement activities (Rules 25, 35, 40) occur.

Note that as the Allies have not yet invaded French North Africa, the Axis player does not yet control Vichy forces there; therefore, he may not assign Vichy air units to CAP or naval patrol bombing missions during this step.

5. Movement Phase - Allied Nov I 42 Special Invasion Player Turn.

a. Naval Movement. Deploy the forces of the amphibious invasion, amphibious follow-up, floating reserve, and carrier covering groups in any Atlantic Ocean hexes along the western or northern edges of map 24A, within 7 hexes of 24A:0101. The Allied player then moves these forces, with the amphibious invasion and follow-up groups going to their assigned objective hexes or to any coastal hex within two hexes of their objective hex. Carrier groups, and their associated air units, may end their movement in any sea hexes the Allied player desires. The Allied player may move his floating reserve group as he wishes.

b. Detection. The instant the first Allied naval unit enters a coastal hex in French North Africa, the Axis player rolls two dice to determine if the Vichy French detect the approach of the invasion in time to respond with air strikes. If the roll is 11 or 12, the Vichy French are able to respond: the Axis player may immediately assign some (up to all) Vichy air units to naval patrol bombing missions. From this point on the Axis player controls all Vichy forces in French North Africa.

c. Amphibious Landings. Ground units of the amphibious invasion group may make amphibious landings in the coastal hexes they occupy. Roll for disruption and enemy reaction normally.

d. Port Seizure. After all ground units of the amphibious invasion group have disembarked, the Allied player may attempt to seize ownership of ports in Vichy-owned hexes in which he has made amphibious landings. For each port he rolls a die, applies a +3 die roll modifier (and a −1 modifier if all seizing units are disrupted or badly disrupted), and consults the Success Table (on Game Play Chart 6). A *Success* result means the attempt succeeds and the port is now Allied-owned; any *Failure* result means the attempt fails and the port remains Vichy-owned.

e. Follow-Up Group Disembarkation. After all port seizure attempts have been made, ground units of the amphibious follow-up group may now disembark in a hex containing a seized (Allied-owned) port, up to the ports' current capacity, at the Allied players option. A unit which lands in this manner is treated as follows:

- It may spend 1 MP for ground movement purposes (beyond any cost to disembark). It may enter an enemy-occupied hex, if Allied units are already in that hex (such as by airborne or amphibious landings). It may not enter a hex if the cost to do so is more than 1 MP.
- For other purposes, a unit landing in this manner is treated as if it had just made an amphibious landing in this special invasion turn. *Exceptions:* The unit does not roll for disruption and does not have its attack strength halved due to coastal cliffs (if any).

Units of the amphibious follow-up group that cannot land in this phase remain at sea into the Allied Nov I 42 regular player

turn. Note that the floating reserve group does not land during the special invasion turn; it lands during the Allied Nov I 42 regular player turn as described below.

f. Air Drop. The Allied airborne invasion group flies an air op consisting of an extended range air drop mission at night to its target hex. It enters on the north edge of map 24A, spending its 52nd MP to enter fits first hex. Air units in this air op (only) may fly over the territory of neutrals.

6. Combat Phase - Allied Nov I 42 Special Invasion Player Turn. Units that made amphibious and airborne landings may attack. Allied units that made landings in enemy occupied hexes must attack, per Rule 9K (Same-Hex Combat). Allied units that did not land in enemy occupied hexes may attack, but are not required to attack. Check Vichy local resistance per Rule 38V4a.

Due to naval gunfire support from naval forces not directly shown in the game, all Allied units in coastal hexes are automatically supported during this phase.

7. Allied Nov I 42 Regular Player Turn. After the Allied Nov I 42 special invasion player turn, the Allied Nov I 42 regular player turn begins, starting with the Allied initial phase. Some special rules apply to this player turn:

- All Allied forces in French North Africa are automatically in general supply.
- Units that became disrupted in the special invasion player turn do not become undisrupted in this player turn.
- During the movement phase, the Allied floating reserve group may execute an amphibious special operation without prior planning at any port in French North Africa outside the range of Axis anti-shipping forces (Rule 31E), or it may disembark (per the naval transport rules, Rule 31) at any Allied-owned port in French North Africa.
- Only a limited number of Allied units in French North Africa (FNA) may use their full movement ratings in the movement phase. The Allied player rolls one die at the start of the movement phase; the die roll is the number of REs of Allied units in FNA that may move using their full movement rating that phase. All other Allied units in FNA (including units entering FNA) have their movement ratings halved that phase.
- Air units that flew missions in the special invasion player turn (including air units that were aborted or eliminated in the special invasion turn and then were repaired or replaced) do not become operative during this player turn.
- Allied parachute units may execute airborne special operations without prior planning in any French North African colony already containing Allied forces.
- Due to naval gunfire support from naval forces not direct-ly shown in the game, all Allied units in coastal hexes are automatically supported during the combat phase.
- Allied c/m units that made amphibious landings in the special invasion player turn may not move during the exploitation phase.

8. Allied Nov II 42 Player Turn. Only ports captured by the Allies during the Allied Nov I 42 special invasion player turn may be used at full capacity during the Nov II 42 Allied player turn. Ports captured in French North Africa by the Allies in the regular Allied Nov I 42 player turn may only be used at half capacity on the Nov II 42 Allied player turn. (*Note:* Enemy bombing hits against such ports do further reduce their capacity.)

Example: During the special invasion turn, Allied forces capture Alger, a major port. During the regular Allied player turn, the floating reserve lands at and captures Bougie, a minor port. In the Allied player turn of Nov II 42, Alger may be used at full capacity (12 REs) while Bougie may be used at half capacity

(1.5 REs). If Axis air units bombed Bougie following its capture by the Allies and achieved 1 hit on it, then Bougie's capacity would be 1 RE (3 REs normal capacity of minor port – 1 RE of damage = 2 REs, halved to 1 RE) on Nov II 42.

F. Other Allied Special Operations.

The Allied player may plan and execute various minor airborne and amphibious special operations as described below.

1. Planning. Allied special operations listed in this rule must be planned (per Rule 33A1) at least one turn in advance.

Special: Due to Allied inexperience with amphibious landings and the need to co-ordinate the use of often-scarce resources, any Allied amphibious special operation listed in this rule that is planned for execution on or before Jul I 42 must be planned at least three turns (not one turn) in advance.

2. Allied Minor Airborne Special Operations. Allied airborne special operations may be planned and executed against enemy-owned on-map hexes using any of the small number of Allied air-droppable units in play.

3. Allied Minor Amphibious Special Operations on the Aegean Islands. When the Balkans (Rule 3E5) are in play, the Allied player may plan and execute amphibious special operations targeted against coastal hexes on the Aegean Islands. The only ANTPs that may be used for these operations are those specified in Rule 31A2 for the Aegean Sea. Note that as this rule specifies that the Allies have a maximum of 5 NTPs in the Aegean Sea and only half of these NTPs (rounded down) may be used as ANTPs, these operations are limited to using units totaling 2 REs or less in size and that operations for no more than 2 REs of such units may be in planning at a time.

4. Allied Minor Amphibious Special Operations in East Africa. When East Africa (Rule 3E6) is in play, the Allied player may plan and execute amphibious special operations targeted against coastal hexes in the Red Sea or Indian Ocean. The only ANTPs that may be used for these operations are those specified in Rule 31A2 for the Red Sea/Indian Ocean (when playing "East Africa Only" scenarios) or the Eastern Med/Indian Ocean (when playing any other scenario where East Africa is in play). Note that as this rule specifies that the Allies have only 1 ANTP available for use in the Red Sea or Indian Ocean (regardless of which set of NTPs / ANTPs is in play), such operations are limited to using a unit 1 RE of less in size and that only one such operation may be in planning at a time.

5. Naval Gunfire Support for Allied Minor Amphibious Special Operations. Due to naval gunfire support from naval forces not directly shown in the game, all Allied units in an Allied minor amphibious special operation target hex are automatically supported during the combat phase of the player turn the operation is executed and during the combat phase of the immediately following enemy player turn.

6. Additional Allied Minor Amphibious Special Operations Using Marines [Optional Rule]. The Allies had small forces available that could have been used to carry out additional amphibious special operations in the area and timeframe covered by *Wavell's War*. This option explores the effects of using these units for that purpose.

If this option is used, the Allied player may plan and execute amphibious special operations targeted against coastal hexes in any sea zones except the Adriatic Sea, using his marine and marine commando units (only). Note that Allied units other than marine or marine commando units cannot participate in these amphibious special operations. The only ANTPs that may be used for these operations are those specified in Rule 31A2 for the Western Med/Atlantic Ocean and Eastern Med/Indian Ocean. Note that as this rule specifies that the Allies have only 1 ANTP

available for use in these sea zones, such operations are limited to using a unit 1 RE of less in size and that only one such operation may be in planning at a time.

Special: Due to military considerations not directly shown in the game, the Allied player is limited in his ability to execute amphibious special operations in Central Mediterranean coastal hexes. In the initial phase of the turn in which such an operation is to be executed, the Allied player must cancel the operation if a line of communications (LOC, Rule 3F1) cannot be traced from the operation's target hex to any Allied unit in regular general supply (note 1 to Rule 12C). For this LOC (only), ignore the presence of Axis units and ZOCs. *Example:* The Allied player has an amphibious special operation planned for the Jul I 41 turn in hex 18A:3120. In the Allied initial phase of the Jul I turn, the closest Allied unit in regular general supply is in hex 18A:5018. Since the hex 18A:3120 is more than 14 hexes away from this unit, the planned operation is automatically canceled.

G. Special Allied Expenditure of Supply in Response to Axis Special Operations.

The Allies were well aware that the Axis could launch an airborne or amphibious invasion of Malta, Crete, and/or Cyprus almost at any time, and prepared their forces there accordingly. The following rules show this preparation:

- During each Axis initial phase in which one or more planned Axis special operations targeted against Malta (i.e., any hex on the islands of Malta or Gozo), Crete, or Cyprus proceeds to execution, the Axis player must announce during the phase (after he plans/cancels special operations and activates forces from his special forces pool, but before either player determines the supply status of their forces) the target islands of these special operations. Note that only the target islands (Malta, Crete, and/or Cyprus) are announced, the specific target hexes and forces involved in the special operations are not announced.
- If the Axis player makes a special operation execution declaration during an initial phase (per above), the normal rule mandating that GSPs cannot be used during the initial phase they are generated does not apply for Allied GSPs generated during the phase on the islands targeted by the Axis operations. Note that this means that the Allied player could both convert a step of attack supply on a targeted island to GSPs, and then trace supply for his forces to those GSPs, during the initial phase that the Axis player made a special operation declaration against the island.

Example: The Axis player plans special operations against Malta, Crete, and Cyprus, using forces from his special forces pool, and with a planned execution date of Sep I 41. During his Sep I 41 initial phase he cancels the operation against Crete, but elects not to cancel the other operations. He must therefore announce that Malta and Cyprus are targets of Axis special operations, and does so immediately after he activates the forces for these operations from his special forces pool. From the manner in which the Axis player placed his activated forces, the Allied player concludes that the operation against Cyprus is a feint, with the main Axis effort being against Malta; he, therefore, elects to leave his forces on Cyprus unsupplied, but elects to convert a step of attack supply on Malta to GSPs and have his forces trace supply to these GSPs per the special provision above.

Rule 34 — Special Naval Rules

A. Naval Gunfire Support (NGS).

1. Allied TFs. The Allied player's RN-1 and Force T task forces may be activated (per Rule 27A4) and used to support

attacking friendly ground units in combat through naval gunfire support (NGS). During a combat phase the TF may provide NGS in support of a single hex, if the TF is in or adjacent to the hex being attacked. (Note that since NGS is a naval activity and adjacency for naval purposes is defined in Rule 27B4, NGS cannot be fired into a non-coastal hex.)

During the combat phase, the TF is treated as a 1-RE artillery unit for the purposes of Rules 11 (Support) and 14B (Artillery). The TF has an NGS strength equal to its current strength. NGS strength is halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

The TF may fire NGS only in support of attacking units. NGS strength is ignored when calculating losses due to combat, and the TF is not affected by ground combat results.

2. Abstracted NGS. Due to NGS from naval forces not directly shown in the game, various forces participating in amphibious special operations are considered to be supported as described in Rules 33D3 (Italian Amphibious Invasion of Malta), 33E6/7 (Allied Invasion of French North Africa), and 33F5 (NGS for Allied Minor Amphibious Special Operations).

B. Naval Movement.

1. Inshore Waters. Each friendly-owned coastal hex is an inshore waters hex. Naval transports may use inshore waters to screen their movement. Note that task forces and carrier groups do not have this ability. Naval transports are not subject to interference from enemy anti-shipping forces while moving in inshore waters hexes: Any interference check normally mandated for a sea zone during a naval movement or naval exploitation step by Rules 31D or 31E is deferred until such time during the step that the naval transport enters a non-inshore waters hex in the sea zone. Note that this means that if a naval transport moves only in inshore waters hexes in a specific sea zone it is never checked for interference in that sea zone.

Example: An Axis naval transport moving in the Central Mediterranean sea zone from Tripoli to Bengasi during a naval movement step would normally be checked for Allied naval interference after it embarked its cargo at Tripoli and put to sea in Tripoli's hex. However, as Tripoli is a friendly-owned coastal hex, and thus an inshore waters hex, this interference check is deferred until such time in the step as the transport enters a non-inshore waters hex in the Central Mediterranean. If the transport reaches Bengasi while moving in inshore waters hexes for its entire journey, it would not be checked at all for interference in the Central Mediterranean during the naval movement step.

2. Naval Movement at Night. During each naval movement step and naval exploitation step, phasing naval groups may make part of their movement at night. In a step, a phasing naval group may spend up to 50 MPs for the phase as night movement. These MPs must be spent in blocks of 10 consecutive MPs. Further, once a block of 10 MPs is spent as night movement, an additional block of 10 MPs may not be spent as night movement until at least 20 MPs have been spent on non-night movement.

Night movement affects naval units as follows:
- Air units may not bomb enemy naval units (i.e., fly naval patrol missions) at night.
- Amphibious landings may not be made at night.

C. Nile River Movement [Advanced Rule].

An extensive network of water transport existed along the Nile and its tributary rivers and lakes. Players may use this transport to move their units along the navigable sections of the Nile river system as described below. (*Note:* The small amount of transport available on other river systems such as the Tigris-Euphrates is ignored in *Wavell's War* as being militarily insignificant.)

1. Inland Waterways. An inland waterway is a chain of two or more connected navigable river or lake hexsides. The following river and lake hexsides are navigable in *Wavell's War:*

At all Times:

- All hexsides of the Nile River on map 19A.
- All hexsides of lakes Victoria (circa WW8:1522), Kyoga (WW8:0717), Kwania (WW8:0518), Salisbury (WW8: 0914), and Albert (WW12:2222).
- All river hexsides on maps WW1-21 overlaid with the "year-round navigable river" symbol (a chain of white dots as illustrated on the *Wavell's War* Supplemental Terrain Key on map WW19). For example, all hexsides of the Nile River from WW17:0223/WW18:0111 (1st Cataract) to WW18:0311/0312 (2nd Cataract) have the year-round navigable river symbol and thus are navigable at all times. Note also that each navigable section of river is further delineated by black "bar-to-river-movement" symbols (the labeled cataracts, gorges, or dams).

During High Water Only (Jun I – Oct II of each Year):

- All river hexsides on maps WW1-21 overlaid with the "high-water navigable river" symbol (a chain of white dots with blue centers). For example, all hexsides of the Nile River from WW18:1121/1220 (5th Cataract) to WW14:0123/0222 (6th Cataract) have the high-water navigable river symbol and thus are navigable during times of high water (only).

Each inland waterway hexside *adjoins* two hexes and *abuts* four hexes. For example, the WW8:1617/1718 hexside adjoins hexes 1617 and 1718 (the hexes which define the hexside), and abuts hexes 1618, 1617, 1718, and 1717 (the hexes it touches).

A player owns an inland waterway hexside if he owns both hexes adjoining the hexside. Note that it is possible for neither side to own a specific inland waterway hexside (this can occur when each side owns one of the hexes adjoining the hexside).

2. Procedure. Units of the phasing player may use river movement only in the movement phase. A unit moving by river movement moves at an accelerated rate (ignoring regular terrain costs), moving several inland waterway hexsides for each MP spent as given on the River Movement Rates Table (on Game Play Chart 3.) To use river movement, a unit must be in a hex abutting an inland waterway hexside. It begins its river movement by entering this hexside, and then moves along a line of connected inland waterway hexsides to its destination hexside. On arrival at its destination hexside, the player places the unit in an abutting land hex. Note that the movement from destination hexside to abutting hex uses no MPs.

Example: A 2-8 infantry brigade at Rabak (WW15:1310) begins river movement by entering the abutting 1311/1410 inland waterway hexside (note that it could have started its river movement by entering any of the abutting 1209/1210, 1210/1310, 1310/1311, or 1311/1410 hexsides). It then moves up the White Nile River, connected inland waterway hexside to connected inland waterway hexside, until it reaches the 2021/2121 hexside, and then ends its river movement by entering the abutting 2122 (Malakal) hex (note that it could have ended its movement in any of the abutting 2020, 2021, 2121, or 2122 hexes). It has entered 29 inland waterway hexsides and thus has spent 3 MPs.

3. Restrictions. When using river movement, a unit is restricted:

- It may not begin or end its movement in a hex in an enemy ZOC. However, an enemy ZOC (including its MP costs) in a hex is negated for river movement purposes (only) if a friendly unit with a defense strength greater than zero occupies the hex throughout the movement phase. This unit must start in the hex and may not leave the hex during the movement phase.
- It may move by river movement only in inland waterway hexsides that were friendly-owned at the start of the player turn, and only if a line of such inland waterway hexsides can be traced from the unit to a friendly-owned river transport marshaling yard (see Rule 34C4 below).
- If it has a ZOC, it loses its ZOC from the instant it starts to move by river to the end of its movement by river.

4. River Transport Marshaling Yards. The various river transport marshaling yards are listed on the Nile River Transport Summary (on Game Play Chart 3). Each yard has an initial river movement capacity (see Rule 34C5 below) of 1 RE.

5. Capacity. For each inland waterway net (see Rule 34C6), each player has a river movement capacity, measured in REs, which is the maximum number of REs that he may move on that net in a turn. Each unit a player moves by river movement on a net in a turn uses capacity equal to the unit's RE size (Rule 3A3) from that net's capacity for the turn. Note that cavalry and c/m units count double their RE size against river movement capacity.

6. Inland Waterway Net. Each group of connected navigable inland waterway hexsides constitutes a separate inland waterway net. The Nile River Transport Summary lists the various inland waterway nets and describes their general extent. For example, the North Egyptian Nile river net consists of all hexsides of the Nile River from where the two branches of the river enter the Mediterranean Sea at hexsides 19A:2614/2615 and 19A:3212/3213 southwards to Aswan (hexside WW17:0123/WW20:2223).

The river movement capacity a player has on a specific net is the sum of the current capacities of the river transport marshaling yards he owns on that net.

A unit using river movement on a net counts against the owning player's capacity for that net (it only counts once per turn against the capacity of the net, even if it makes separate moves on the net during the turn). If a unit uses river movement on more than one net in a turn, it counts against the player's capacity of each net used.

Capacity on an inland waterway net may be lost or gained upon capture of a river transport marshaling yard, and may be temporarily or permanently increased by resource point expenditure in the same manner as rail capacity may be lost/gained or temporarily or permanently increased (see Rules 7A4a, 7A4b, and 7A4c). *Note:* As the Nubian Nile, Sudanese Nile, Albert Nile, and Victoria Nile inland waterway nets have only a single river transport marshaling yard each, the capacity of these nets cannot be increased by resource point expenditure.

Capacity on a net also may be temporarily reduced by bombing of river transport marshaling yards (Rule 20G2k).

D. Emergency Evacuation [Optional Rule].

Normally, units that embark from beaches risk elimination as part of the embarkation process (simulating the large losses of equipment such operations often entailed). When using this optional rule, however, a non-divisional unit may avoid elimination by abandoning its equipment when it embarks. Note that divisional units may not use this procedure—although they may break down into non-divisional units that then may abandon their equipment. The phasing player announces when the unit embarks that it is abandoning its equipment and places a hit marker on the unit to show this. The unit then embarks as normal except that the disruption/elimination check normally required by Rule 31C1 when embarking from a beach is not made. Once embarked, such a unit may disembark only at a friendly-owned port that is also a standard supply terminal (Rule 12C1a). When the unit disembarks at such a port, immediately place it in the replacement pool for the command in which it disembarked. The

owning player then receives infantry RPs in the disembarkation command for the unit as follows:

- *For Non-Motorized Units (excepting HQs Units):* Receive infantry RPs in the command equal to half the unit's replacement strength (Rule 40B3a) and of the same nationality as the unit.
- *For Artillery, C/M, and HQs Units:* Receive infantry RPs in the command equal to one quarter the unit's replacement strength and of the same nationality as the unit.

Example: The Allied player embarks a British 3-2-8 armor brigade (a c/m unit, replacement strength of 3), a New Zealander 2-8 infantry brigade (a non-motorized unit, replacement strength of 2), and an Australian 6 infantry division HQs (replacement strength of 1) from a beach hex in Greece after these units abandon their equipment there. He then moves these units by naval transport to Alexandria, an Allied standard supply terminal in the Middle East Command, where they disembark. He then places all three units in the replacement pool for the Middle East Command, and receives 0.75 British infantry RP, 1 New Zealand infantry RP, and 0.25 Australian infantry RP in that command.

E. Allied Carriers as Transports [Optional Rule].

Allied land-based fighters sometimes reached Malta via carrier, being transported to the vicinity of the island on aircraft carriers and then flying the remaining distance. To simulate this, the Allied player has a limited ability to use his carrier groups (CGs) as aircraft transports as described below.

1. Carriers as Aircraft Transports. When functioning as an aircraft transport, a CG may transport either one non-code C type F air unit or up to two ARPs. Note that a CG cannot transport a non-code C type HF air unit.

An air unit may embark on a CG only if it is at an airbase in the same port hex as the CG. An ARP in a specific command's ARP pool may embark on a CG only if an ARP transfer route (Rule 25C1a) can be traced from an airbase at a friendly regular general supply source in the pool's command to a friendly-owned airbase in the same port hex as the CG.

Carrier transport proceeds similar to naval transport (Rule 31), except that the cargo need not disembark at a port. Instead, the Allied player may halt the movement of the CG at any time and fly the embarked air unit or ARPs off the CG as follows:

- *Air Unit:* The air unit initiates an air op and flies an air transfer mission (Rule 20A) from the CG to any friendly-owned airbase within transfer range.
- *ARPs:* The ARP transfers (per Rule 25C4) from the CG to any friendly-owned airbase within 32 hexes.

Note that a CG and its cargo are subject to interference from Axis anti-shipping forces. Check for and resolve this interference as described in Rule 31E, but make only one check per CG per sea zone subject to anti-shipping forces. If a CG is contacted by anti-shipping forces, use the "unit" column on the Shipping Results Table to resolve the interference. Implement "returned" results as normal. If an "eliminated" result occurs, all the embarked cargo is eliminated and the CG suffers one hit of damage.

Note also that a CG acting as an aircraft transport may be attacked by Axis naval patrol bombing (Rule 20G2h) and a bombing hit on such a CG also eliminates its embarked cargo.

2. Carrier Availability. The Allied player has two British CGs that may be used as aircraft transports. These CGs are normally kept off-map in the Royal Navy Availability Box on Allied Game Chart 1 (representing their engagement on naval operations not covered directly in the game).

During his initial phase, the Allied player may activate one or both of these CGs for use as aircraft transports. When a CG is activated, remove it from the Availability Box and place it in any

Allied-owned port outside the Central Mediterranean or Adriatic Sea. *Special #1:* If the Suez Canal is closed (Rule 28C1), Allied CGs cannot be activated/placed at ports in the Eastern Mediterranean or Aegean Sea. *Special #2:* The Allied player cannot activate a CG for use as an aircraft transport during the Nov I 42 game turn (as both his CGs will be committed to supporting the historical Allied invasion of French North Africa at that time).

Once activated, a CG remains in play until sunk or the end of the player turn (whichever comes first). When the CG deactivates, remove it from the map (wherever it may be) and place it in the Royal Navy Availability Box. If a CG has cargo embarked when it deactivates, the embarked air units and ARPs must immediately fly off the carrier (per Rule 34E1) or be eliminated.

The Allied player may activate each CG once in each quarter year (Jan I-Mar II, Apr I-Jun II, Jul I-Sep II, Oct I-Dec II) without victory point penalty. Thereafter, each time the CG is activated in a quarter costs the Allied player one victory point.

See also Rule 27A6 (Use of Royal Navy Availability Box).

F. Allied Port Bombardment [Optional Rule].

At times the British Mediterranean Fleet carried out bombardment of Axis-owned ports. As this fleet is not directly shown in the game, the Allied player is given a special port bombardment ability instead, as described below.

The Allied player may call upon the British fleet to bombard Axis-owned ports during his naval movement and naval exploitation steps. Any Axis-owned port except for ports in Italy, Yugoslavia, or located inland along rivers, may be bombarded. Note that Axis-owned ports on the Adriatic Sea in Albania or Greece may be bombarded. *Exception:* The Allied player may not bombard Axis-owned ports in the Eastern Mediterranean or Aegean Sea while the Suez Canal is closed (Rule 28C1).

A maximum of one port bombardment may be made per Allied naval movement or naval exploitation step.

Resolve Allied port bombardments as follows:

- The Allied player announces which port is to be bombarded, rolls a die, and subtracts 3 from the number rolled (treating modified die rolls of less than 0 as 0). The resulting number is the number of hits of damaged inflicted on the port by the bombardment.
- The Axis player then determines what, if any, damage his naval defenses inflict on the British fleet. He rolls a die, and modifies the number rolled by the following:
  - –3 if this is the first time the Allies have bombarded a port in the Adriatic or Aegean Sea.
  - –3 if this is the first time the Allies have bombarded a port in the Central Mediterranean.
  - –4 if the bombarded port is in any sea zone other than the Adriatic, Aegean, or Central Mediterranean.
  - –1 if this is second or subsequent bombardment of a port in the Adriatic or Aegean Sea.
  - –1 if this is second or subsequent bombardment of a port in the Central Mediterranean.

  The modified die roll is the number of victory points immediately awarded to the Axis player for the damage his defenses inflicted on the British fleet.

The Allied player may call on the fleet for port bombardment duty once in each quarter year (Jan I-Mar II, Apr I-Jun II, Jul I-Sep II, Oct I-Dec II) without victory point penalty. Thereafter, each time in a quarter that the fleet is called on for port bombardment duty costs the Allied player one victory point.

Note: Use any agreed-upon marker as a "port bombardment" marker. This marker and the Royal Navy Availability Box (Rule 27A6) can then be used to track Allied use of their port bombardment ability.

G. Allied Blockships [Optional Rule].

The Allies had contingency plans to block various Axis ports by scuttling blockships there. Most of these plans featured a force built around the British battleship HMS *Barham* fighting its way into the port and then the battleship being scuttled in the port's harbor. As this battleship (and its escorting force) is not directly shown in the game, the Allied player is given a special port blocking ability instead, as described below.

Once per game, during any friendly movement or exploitation phase the Allied player may attempt to block an Axis-owned port. Resolve the blocking attempt as follows.

- The Allied player announces which port he will attempt to block, rolls a die, and adds 3 to the number rolled. The result is the number of hits of damage inflicted on the port.
  Special: The Allied player cannot attempt to block a port in the Eastern Mediterranean or Aegean Sea while the Suez Canal is closed (Rule 28C1).
- The Axis player then rolls a die and adds 3 to the number rolled. The result is the number of victory points (Rule 42B) immediately awarded to the Axis player for: 1) the damage his naval defenses inflicted on the Barham's escorting force, and 2) the propaganda value the Axis would derive from the Allied player's apparent desperation of sacrificing a battleship in this manner.

Rule 35 — Naval Reinforcements

During the course of the game, the Allied player (only) receives naval reinforcements, withdraws naval units, and maintains damaged or sunk task forces and carrier groups. Both players may receive NTP replacements.

A. Reinforcements.

The Allied player places his naval reinforcements during his initial phase as follows:

- *Arrive:* Ignore the reference to this naval unit (a river flotilla) as river flotillas are not used in *Wavell's War*.
- *Available:* On Nov I 42, the Allied order of battle lists various Allied carrier groups (and carrier-based air units) as "available." These forces arrive in any Atlantic Ocean hexes on the western or northern edge of map 24A, within 7 hexes of 24A:0101. These forces may participate in the special Allied invasion turn if French North Africa is invaded (see Rule 33E). Note that all these "available" forces withdraw from play on Nov II 42.
- *Royal Navy Available Box:* Place the naval unit (a task force) in the box of this name on the Allied Game Chart 1; it is then available for use per Rule 27A6.

B. Withdrawals.

When a withdrawal is specified in the OBs, simply remove the indicated naval unit from the map hex or holding box it occupies. The naval unit is out of play for the remainder of the game. If the naval unit is sunk, remove it from the replacement pool.

Note that there are no penalties for withdrawing damaged or sunk naval units (the Allied player having already been penalized for such by the award of victory points to the Axis player when the naval units were damaged or sunk in the first place).

C. TF and CG Maintenance.

The Allies were committed to maintaining a strong naval presence in the Mediterranean Sea and Indian Ocean, and would have made good losses suffered by the those forces (such as by transferring naval assets to those areas from other theaters). Accordingly, in the Allied initial phase of each I turn, the Allied player maintains his TFs and CGs as follows:

- For each damaged TF or CG in the Royal Navy Availability Box: Remove one hit of damage from the naval unit. For example, a 4-point TF with three hits of damage would have one hit removed, leaving it with two hits of damage.
- For each sunk British TF or CG: Place the naval unit in the "Used this Quarter" section of the Royal Navy Availability Box, with hits of damage equal to one less than its printed strength. For example, a sunk 4-point TF would be placed in the box with three hits of damage.

D. NTP Replacements.

Both sides were committed to maintaining naval transport capabilities in the Mediterranean, and would have made good losses as best they could. Accordingly, in a player's initial phase of each I turn, the player may receive NTP replacements, as follow:

- If the Axis Mediterranean NTP total is below 3, the Axis player receives one 1 NTP replacement. The Axis Mediterranean NTP total, however, cannot be raised above 3.
- If the Axis Adriatic NTP total is below 15, the Axis player receives one 1 NTP replacement. The Axis Adriatic NTP total, however, cannot be raised above 15.
- If the Allied Eastern Med/Indian Ocean NTP total is below 10, the Allied player receives up to 2 NTPs as replacements. Similarly, if the Allied Western Med/ Atlantic Ocean NTP total is below 10, the Allied player receives up to 2 NTPs as replacements for it. Neither of these Allied NTP totals, however, can be raised above 10.

Rule 36 — Weather

A. Definitions.

1. Weather Zones. There are thirteen weather zones used in the game. Five zones appear on the *War in the Desert* or *Balkan Front* map groups. (Rule 2B2 covers map groups.) These are:

- *Zone C:* All hexes on or enclosed by the C weather line.
- *Zone D:* All hexes on or north of the D weather line, but excluding hexes in zone C.
- *Zone E:* All hexes on or north of the E weather line, up to the D weather line, but excluding hexes in zone G.
- *Zone F:* All hexes south of the E weather line; and, on map 32, all hexes on or north of the F weather line, up to the D weather line.
- *Zone G:* All hexes on or enclosed by the G weather line.

Eight weather zones—H1, H2, H3, I, J, L, Q, and Sahel—appear only on the East Africa map group. Each weather line on the East Africa map group is labeled with two weather zone letters; with attendant arrows indicating which lettered weather zone resides on each side of the line. A hex containing a weather line is always part of the weather zone with the lower valued letter. For example, hexes on a weather line dividing zones F and I are part of Zone F.

2. Weather Conditions. There are five possible weather conditions. From fairest to most severe conditions, they are: clear, mud, frost, winter, and snow.

- **Poor Weather:** Mud, frost, winter, and snow conditions collectively are called poor weather.
- **Cold Weather:** Frost, winter, and snow conditions collectively are called cold weather.

3. Weather Charts. The weather rule uses the following charts:

- The **Wavell's War Weather Table** consists of the *Grand Europa* weather table and the supplemental East Africa Weather Table (printed on opposite sides of *Wavell's War* chart sheet J). It is divided into sections, one for each weather zone, used to determine the weather conditions

for their zones each turn. The table also contains a sea conditions section, which is used for all sea zones.

- The Weather Conditions and Sea Conditions Displays (on the **Game Calendar**) are used to show the weather condition in each weather zone and sea condition in each sea zone. For each weather zone or sea zone, place a marker in the box corresponding to its condition.

Note: The weather charts are configured for *Grand Europa*; ignore the weather zones and sea zones not present in *Wavell's War*.

4. Arid Weather Zones. Zones F, G, and Sahel are Arid Weather Zones. The concept of "Arid Weather Zones" is used in various rules.

B. Weather Conditions.

1. Determination. At the start of each game turn, the Allied player rolls one die to determine weather conditions in zones C through G and another die to determine weather conditions in zones H, I, J, Q, and Sahel (East Africa). Roll the die only once for each of these two regions, not once per zone. For each zone, cross-index the appropriate roll with the current turn to obtain a result. Results are:

C: Clear.   M: Mud.   F: Frost   W: Winter   S: Snow.
N: No Change. A result of no change means the weather result for the zone is the same as that of the zone on the previous turn. For example, for zone D, if the Oct II weather was clear and the Nov I weather result is no change, then zone D's weather for Nov I is clear.

Example: On the Nov I 41 turn, the Allied player rolls a 4 for weather conditions in zones C through G. For each zone, cross-index the roll with the Nov I column to obtain the zone's weather condition: mud in zones C and D; clear in zones E, F, and G. The Allied player rolls again for East Africa, rolling a 5, and finding: clear in zones H1, H2, H3, J, Sahel; mud in zones I, L, and Q.

2. Movement and Combat Effects. Weather affects the movement and combat effects of terrain, as shown on the Terrain Effects Chart. Note that, as listed on the chart, mud, winter, and snow weather conditions have the following general effects, which are in addition to the effects of each type of terrain:

- **Mud:** -2 for all attacks; AEC may not be used (ATEC is unaffected).
- **Winter and Snow:** -1 for all attacks; only reduced AEC may be used (ATEC is unaffected). See Rule 10 and the Armor/Antitank Summary for the effects of reduced AEC.

3. Other Effects. Weather affects other game conditions, as described in their specific rules. In general, weather affects:

- Use of fair weather roads (Advanced Rule 7B2).
- Supply considerations (Rule 12).
- Construction (Rule 14A1).
- Capacities of unprepared airbases (Advanced Rule 17F).
- Transport and bombing missions of air units (Rules 20F/G).
- Airborne landings (Rule 24).
- Seasonal Rivers and Seasonal Swamps (Rules 37A3/4).

C. Sea Conditions.

1. Determination. At the start of each game turn, the Allied player also rolls one die per sea zone to determine sea conditions in that sea zone. (Note that, unlike the weather conditions die roll, the die is rolled once per sea zone.) Modify the die roll as indicated on the Weather Table. Using the sea conditions section of the Weather Table, cross-index the modified roll with the current turn to obtain a result. Results are:

C: Calm.   R: Rough.   S: Stormy.
2. Effects. Sea conditions affect various game conditions, as described in their specific rules. In general, sea conditions affect:

- Air units bombing naval targets (Rules 20G/G2h/G2i).

- The naval gunfire support strength of TFs (Rule 34A).
- Naval transport to beaches (Rule 31C1).
- Amphibious landings (Rule 32).

D. Special Weather Rules.

1. Effects between Zones / Sea Zones. The weather or sea condition of a hex being entered or attacked is always that of the hex's weather zone or sea zone, even if the hex is being entered or attacked from a hex that has different weather or sea conditions.

A hexside on the boundary of two zones or sea zones has the worse weather of the two zones or sea zones.

When tracing supply lines through zones with differing weather, the specific supply line element being traced is affected by the worse weather of the zones.

2. Desert Storms and Temporary Airfields [Advanced Rule]. When Advanced Rule 14A1j is used, temporary airfields in arid weather zones do not have to be maintained by construction units. However such unmaintained airfields are subject to damage from desert storms. Note that temporary airfields being maintained by construction units are never subject to damage from desert storms. Check for this damage as follows:

- At the start of each game turn when the weather is rolled, determine if desert storms are present. If the weather roll is a 6, roll again to check for desert storms. If this second roll is a 4, 5, or 6, desert storms occur. For each unmaintained temporary airfield in an arid weather zone, roll one die and consult the Success Table (on Game Play Chart 6). An "S" *Success* means the temporary airfield suffers no damage. An "F" *Failure* result means the temporary airfield takes one hit of damage. An "F*" *Failure* result means the temporary airfield takes two hits of damage.
- If a weather zone has mud or snow weather during a turn, each unmaintained temporary airfield in that zone immediately takes three hits of damage at the start of that turn.

Apply airbase damage hits inflicted by desert storms the same as for airbase bombing hits (i.e., each hit both damages the airfield and aborts one air unit (chosen at random) at the airfield).

Rule 37 — Special Rules

A. Terrain.

1. Causeways. Roads and rail lines which cross sea or lake hexsides are causeways. Ground units treat such a hexside as a narrow straits hexside for all movement and combat purposes.

Causeways block all-water routes (and thus naval movement). For example, a naval unit in 15B:0710 cannot move 15B:0710-0711-0611 due to the causeway on the 15B:0711/0610 hexside.

2. Narrow Straits Ferries. In some instances (such as at Patrai —15B:0517/0417), a transportation line runs up to a narrow straits hexside, stops, and then resumes on the other side of the narrow straits. (This situation shows that there is no bridge across the narrow straits water barrier, but a ferry service connects the two sections of transportation line.) If a player owns the transportation lines on both sides of such a narrow straits hexside, he may move units, admin move units, trace a road-element of a supply line, and move SMP loads across the narrow straits.

3. Seasonal Swamps. Treat seasonal swamp hexes as swamp terrain from Jun I to Oct II of each year. During all other turns, treat seasonal swamp hexes as clear terrain.

4. Seasonal Rivers. Treat seasonal river hexsides as river hexsides from Jun I to Oct II of each year. During all other turns, treat seasonal river hexsides as wadi hexsides.

5. Summer Flood of the Blue Nile. Treat all hexsides of the Blue Nile river (circa WW10:0922, WW11:1004, and WW15: 1906) as major river hexsides from Jun I to Oct II of each year.

B. Fortifications.

Fortifications have combat effects as listed on the Fortifications Effects Chart.

Various types of fortifications may be at either of two conditions: improved or unimproved. When a rule does not mention the condition of a fortification, it applies to those fortifications regardless of condition. When a rule does mention the condition of a fortification, it applies only to those fortifications at that condition. For example, a rule on "fortresses" applies to all fortresses, while a rule on "improved fortresses" applies to improved fortresses but not unimproved fortresses.

A fortification has differing combat effects based on its condition, as specified on the Fortifications Effects Chart.

1. Forts. When the enemy player captures a hex containing a fort (or fort-under-construction), the fort is destroyed and is immediately removed from play.

Construction units may build forts as described in Rule 14A1.

2. Fortified Hexsides. The fortified hexsides of a hex containing a fortified hexside symbol may be at either of two conditions: improved or unimproved. Mark a hex containing unimproved fortified hexsides with any agreed upon marker.

Note that units attacking across a fortified hexside (improved or unimproved) into a hex containing the fortified hexside symbol may not use AEC. For purposes of calculating the AEC proportion, count all non-artillery units attacking across a fortified hexside as having no AEC. Count artillery units attacking across a fortified hexside as AEC neutral.

An unimproved fortified hexside cannot become improved in the context of the game.

When the enemy player captures a hex containing a fortified hexside, the fortified hexsides within the hex are destroyed. (Place a destroyed marker in the hex to show this.) A destroyed fortified hexside may not be rebuilt in the context of the game.

3. Fortresses. A fortress may be at either of two conditions: improved or unimproved. Place a fort in a hex containing an unimproved fortress to distinguish it from an improved fortress.

When the enemy player captures a hex containing an improved fortress, the fortress immediately becomes unimproved. (Mark the fortress accordingly). Note that an unimproved fortress is not destroyed upon capture: it simply becomes an enemy-owned unimproved fortress.

Construction units may improve the condition of a fortress, from unimproved to improved, as described in Rule 14A1.

C. Off-Map Holding Boxes.

There are several off-map holding boxes on the Game Charts. The following rules apply to all off-map holding boxes:

- Treat each off-map holding box as if it were a single hex. However, stacking limits do not apply to off-map holding boxes; any number of units may occupy such a box.
- Each off-map holding box is a source of regular general supply (Rule 12C) for all forces in its box.
- Each off-map holding box has intrinsic defense forces (Rule 37H). Note that this means that enemy forces may never enter such a box.

Off-map holding boxes also have special characteristics as described in the rules for each box below.

1. Allied Off-Map Holding Boxes. The Allied player controls the Aden, East Africa, Eastern Greece, Greece, and Middle East off-map holding boxes (all are on Allied Game Chart 1).

a. Aden. Use the Aden off-map holding box to hold Allied forces in Aden when the East Africa map group (Rule 2B2) is not in play. For game purposes, this box is:

- 75 hexes by air or sea from any hex in the Red Sea on the east edge of map 19A.

- 45 hexes by air or sea from the East Africa off-map holding box.
- 110 hexes by air or sea from any hex in the Persian Gulf on the south edge of map 22A.
- An Allied standard supply terminal.
- A permanent airbase with a capacity of 4.
- A major port in the Indian Ocean.

b. East Africa. Use the East Africa off-map holding box to hold Allied forces in East Africa when the East Africa map group (Rule 2B2) is not in play. For game purposes, this box is:

- 30 hexes by air or sea from any hex in the Red Sea on the east edge of map 19A.
- 45 hexes by air or sea from the Aden off-map holding box.
- 160 hexes by air or sea from any hex in the Persian Gulf on the south edge of map 22A.
- An Allied standard supply terminal.
- A permanent airbase with a capacity of 8.
- A major port in the Red Sea.

c. Eastern Greece. Use the Eastern Greece off-map holding box to hold Allied forces in Eastern Greece when map 3C is not in play. For game purposes, this box is:

- One hex by rail, road, air, or sea due east of hex 14A:4701.
- A 1-RE capacity rail marshaling yard on the Balkan net.
- A permanent airbase with a capacity of 3.
- A standard port in the Aegean Sea.

d. Greece. If the Balkan Command is not in play, the Allied player may be required to transfer forces to Greece (per Rule 40A1) and keep them there until they are allowed to evacuate (per Rule 40A3). Use the Greece off-map holding box to hold these Allied forces while they are in Greece.

e. Middle East. Use the Middle East off-map holding box to hold Allied forces in the Middle East when the *Balkan Front* map group (Rule 2B2) is the only map group in play. (*Note:* The Middle East holding box appears on the *Balkan Front* Allied Game Chart. If using the *Wavell's War* charts, use the Anti-Shipping Aircraft Holding Box (or any convenient box) as the Middle East holding box.) For game purposes, this box is:

- 12 hexes by air or sea from the south edge of map 15B.
- An Allied standard supply terminal.
- A permanent airbase with unlimited capacity.
- A port of unlimited capacity in the Eastern Mediterranean.

2. Axis Off-Map Holding Boxes. The Allied player controls the Mainland Europe, Rhodes, and Kufra off-map holding boxes (all are on Axis Game Chart 1).

a. Mainland Europe. Use this box to hold Axis forces being kept off-map in Mainland Europe. (*Note:* Many Axis reinforcements are listed as being "available in Europe." When received, place these reinforcements in the Mainland Europe off-map holding box.) For game purposes, this box is:

- 10 hexes by air or sea from: The north edge of map 18A, hexes 18A:3701 to 18A:2501); and The north edge of map 25A, hexes 25A:3200 to 25A:5101.
- An Axis standard supply terminal.
- A permanent airbase with unlimited capacity.
- A port of unlimited capacity in the Tyrrhenian Sea.

Special: During any Axis initial phase (after reinforcements are received), forces in the Mainland Europe holding box may be placed at any ports or airbases on the islands of Sardinia or Sicily; and, *after* the Axis player ceases operations in the Balkans (per Rule 3E5), at any Axis-owned ports or airbases in the South Aegean Islands. (Note that if the Balkans are *not* in play, the Axis player automatically ceases operations there at the start of his Jun I 41 initial phase.)

b. Rhodes. Use the Rhodes off-map holding box to hold Axis forces in the off-map portion of the Dodecanese Islands when map 20A is not in play. For game purposes, this box is:

- Two hexes by air or sea due east of hex 15B:2200; and four hexes by air or sea due north of hex 19A:1010.
- An Italian restricted full supply source. *Special:* When the Axis player ceases operations in the Balkans (Rule 3E5) this becomes an Axis unrestricted full supply source. (Note that if the Balkans are *not* in play, this automatically occurs during the Axis Jun I 41 initial phase.)
- An airbase with a capacity of 6.
- A standard port in the Aegean.

c. Kufra [Advanced Rule]. Ignore this rule unless both the Med / North Africa and East Africa commands are under Axis player control.

At the start of the game, the Axis maintains an air relay station at the Kufra Oasis in southern Cyrenaica. The Kufra off-map holding box represents this air relay station. For game purposes, this box is:

- 16 hexes by air from: The south edge of map 18A, hexes 18A:4935 to 18A:5135; and The south edge of map 19A, hexes 19A:0135 to 19A:0335.
- 28 hexes by air from: The north edge of map WW18, hexes WW18:0124 to WW18:0130; or The west edge of map WW20, hexes WW20:1623 to WW20:2223.
- A permanent airbase with a capacity of 1.

The Kufra box exists only to facilitate transfer of air units and ARPs. Transfer air missions (but no other types of air missions) may be flown into, from, or through the Kufra box. ARPs may be transferred through the Kufra box per Rule 25C4. However, a maximum of one air unit *or* one ARP per player turn may enter or exit the Kufra box.

The Kufra box is automatically captured by Allied (Free French) forces not directly shown in the game at the start of the Allied Mar I 41 movement phase. Any Axis air unit there at that time must attempt to escape per Rule 17B. The box then remains Allied-owned for the remainder of the game.

If the Allied player owns the Kufra box, he may use it in the same manner (and under the same restrictions) as the Axis player had been able to.

D. Axis Garrisons.

The Axis player must maintain garrisons in certain areas as described in the following rules and summarized on the Axis Required Garrisons Table (on Game Play Chart 6). These garrisons are of three types: rigid, semi-rigid, and flexible.

- **Flexible Garrisons:** The Axis player must garrison certain areas and cities or lose victory points (VPs) for failing to do so. (VPs are covered in Rule 42B.) The required garrisons of these locales are termed flexible garrisons.

  Each locale requiring an Axis flexible garrison has its own rules section below, in which is specified the conditions under which the garrison is required, the garrison's geographic area, the minimum forces that must be present in any hexes in the area if VP penalties are to be avoided, and any special rules pertaining to the garrison.

  Each Axis flexible garrison has a specified number of REs of **garrison-category units** that must be in it. Note that the unit types that qualify for this category are listed at the bottom of the Axis Required Garrisons Table.

  Note that there are no restrictions per se on the use of forces in an Axis flexible garrison; the forces in such a garrison remain on-map, and, unless the special rules for the garrison specify otherwise, the Axis player has the same control over these forces as he has over his non-garr-

ison forces. However, if the required garrison forces are not present in the garrison's area (or city) when the garrison is checked (see below), the Axis player will lose VPs.

Check each Axis flexible garrison for the presence of its required garrison forces during each Axis initial phase in which the garrison is required. For each RE of units missing from the garrison, the Axis player loses 1 VP.

- **Rigid Garrisons:** A rigid garrison has specifically identified forces in it as listed on the Axis order of battle (OB). The forces in a rigid garrison are kept off-map in the garrison's holding box (on Axis Game Chart 1) until they are released from the garrison as described in the specific rules for that garrison. The Axis player has no control over rigid garrisons except to release them from garrison when allowed to do so. Note that, unlike flexible garrisons, the Axis player may not change the forces in a rigid garrison (unless directed to do so by the OB).

  When forces are released from a rigid garrison, place them on-map at the hex locations specified on the OB.

- **Semi-Rigid Garrisons:** A semi-rigid garrison has specifically identified forces in it like a rigid garrison, but is kept on-map and has a specified geographic area like a flexible garrison. Forces in a semi-rigid garrison are under Axis player control just like non-garrison Axis forces are, except that they may not leave, or attack out of, their garrison's area; may not be used to fulfill any required combat losses unless no other units are available to do so; and, in the case of steps of attack supply assigned to a garrison, may not be converted to GSPs or spent to provide attack supply for forces attacking a hex outside the garrison's area. Note that VP penalties are not assessed when items are missing from a semi-rigid garrison.

  Forces assigned to a semi-rigid garrison are released from garrison (and thus released from the restrictions listed above) when the conditions for the release of the garrison are met (see the rules on specific garrisons below).

Note: In the individual Axis garrison rules below, the notation "(r)" indicates a rigid garrison, "(sr)" indicates a semi-rigid garrison, and "(f)" indicates a flexible garrison.

1. Cyrenaica Garrison (r). The forces in the Cyrenaica garrison are released from garrison and placed on the map immediately when an Allied unit enters Cyrenaica for the first time.

2. Tripolitania Garrison (r). The forces in the Tripolitania garrison are released from garrison and placed on the map immediately when an Allied unit enters any land hex within 12 hexes either of Tripoli (18A:0121) or Nalut (25A:4032) for the first time. *Note:* Some units in this garrison are also released from garrison as specified on the Axis OB.

Special: In scenarios in which map 25A is not in use, place Tripolitania garrison forces that the OB lists as being placed at hex locations on map 25A in Tripoli (18A:0121) instead.

3. Yugoslav Defense Garrison (sr). The geographic area for this garrison is North Albania, defined as that portion of Albania, on or north of the 14A:3700 hexrow. The forces in the Yugoslav defense garrison are released from garrison immediately when either of the following conditions occur for the first time:

- Two or more cities or towns in Albania are Allied-owned.
- Yugoslavia joins the Allies.

4. Zara Garrison (sr). The geographic area for this garrison is Zara (14A:1928). The forces in the Zara garrison are immediately released from garrison when Yugoslavia joins the Allies.

5. Dodecanese Garrison (sr). The geographic area for this garrison is the Dodecanese Islands and that portion of the Aegean Sea enclosed by the Dodecanese Islands border. The

forces in the Dodecanese garrison are released from garrison immediately when either of the following conditions occur:

- The Greek government is captured by the Axis.
- The Allies evacuate the Greek government.

(The Greek government and its surrender / evacuation is described in Rule 38G2.)

Special: Air units in the Dodecanese Garrison may fly non-transfer, non-staging air missions outside the Dodecanese garrison geographic area; but must always return to base at an airbase in the Dodecanese Islands. If an air unit in the Dodecanese garrison is aborted or eliminated; it may only be repaired / replaced at an airbase in the Dodecanese Islands.

6. East Africa Garrisons (f). If East Africa is in play (Rule 3E6), the Axis player must garrison various cities and towns in certain regions of East Africa as listed on the Axis Required Garrisons Table (on Game Play Chart 6) or lose VPs for failing to do so. For example, the town of Ghimbi (WW11:1112) in the Galla-Sidamo region must be garrisoned by a minimum of 1 RE of garrison-category units in order to avoid VP penalties for failing to garrison that town. A particular city or town must be garrisoned only if it is Axis-owned.

The requirement to garrison a specific city or town in British Somaliland, Eritrea, or Somalia immediately ends when an Allied unit enters any hex in the city's or town's region for the first time. For example, the requirement to garrison the city of Berbera (in British Somaliland) immediately ends when an Allied unit enters any hex in British Somaliland for the first time.

The requirement to garrison a specific city or town in Amhara, French Somaliland, Galla-Sidamo, or Harar immediately ends when an Allied unit enters any land hex within six hexes of the town or city for the first time. For example, the requirement to garrison the city of Gondar (in Amhara) immediately ends when an Allied unit enters any land hex within six hexes of Gondar.

7. Hostile City Garrisons (f). Certain cities (defined below) are hostile to the Axis. The Axis player must garrison these cities, beginning with the first Axis initial phase after the city's capture, during all turns the city is Axis-owned, or lose VPs for failing to do so. Also, the Axis player may not trace a line of communications (Rule 3F) or a supply line (Rule 12A) into or through a hostile city unless that city contains its required garrison. The cities hostile to the Axis and their required minimum garrisons in REs of garrison-category units are as follows:

- 2 REs: Each major city hex in Egypt, Greece, Yugoslavia.
- 2 REs: Each dot city in Greece and Yugoslavia.
- 1 RE: Each dot city in Kenya, Palestine, and Sudan.
- 1 RE: Each reference city in Greece and Yugoslavia.

Example: The Axis player captures Athenai (a major city hex in Greece) during the Apr II 41 turn. The city must be garrisoned with at least 2 REs of Axis garrison units beginning with the May I 41 turn. Each Axis initial phase from May I 41 that the city is both Axis-owned and missing all or part of its garrison the Axis player will lose VPs and will be prohibited from tracing a line of communications or supply line through the city.

E. Allied Garrisons.

1. Common Rules. The Allied player must garrison various areas under certain conditions or else lose victory points (VPs) for failing to do so. (VPs are covered in Rule 42B.) The areas requiring Allied garrisons, the conditions under which these garrisons are required, and the forces required to be in each garrison (if VP penalties are to be avoided) are listed on the Allied Required Garrisons Table (on Game Play Chart 5).

Note: The *War in the Desert* Allied Order of Battle occasionally refers to a "Middle East Garrison" and a "Near East Garrison". References to these terms should be interpreted as referring to the "Egypt Garrison" and "Iraq/Iran Garrison", respectively.

a. Conditions under which Garrison Required. In general, the Allied player is required to garrison an area only if he owns at least one city or town in the garrison's area. For example, the Allied player is required to garrison Egypt only if he owns at least one city or town in Egypt. In addition to this general garrison requirement, each garrison may have additional, specific requirements as to when the garrison is required as listed on the Allied Required Garrisons Table. For example, the Allied player is required to garrison French Morocco from Nov I 42 if he both owns at least one city or town in French Morocco and at least one Allied unit has at some point entered French North Africa.

b. Required Forces. Each Allied garrison requires a specified minimum number of REs of armor-category units, REs of garrison-category units, REs of engineer-category units, REs of headquarters units, REs of any units (excepting transport counters or position AA), 1-RE-capacity transport counters, AA strength points (from combat AA or position AA units), steps of attack supply, SMPs, and/or air units as listed on the Allied Required Garrisons Table. Note that the terms armor-category unit, garrison-category unit, and engineer-category unit are defined at the bottom of the table. For example, an armor-category unit is any unit of the armor or light armor unit types.

Note that the specific requirements of a garrison may vary over time. For example, the Gibraltar garrison has one set of specifications for the period Sep I 40 – Apr I 41 and a second (larger) set of specifications for the period Apr II 41 – Jun II 43.

Note also that the Allied player has separate garrison requirements for American, British, and French forces. The Allied player may use units from one force to help fulfill the garrison requirements of another force, but such units count at half their normal size for garrison requirements. For example, a 1 RE French garrison is required for the Levant following its surrender to the Allies. 2 REs of British or American units could fulfill this requirement in place of 1 RE of French units.

c. Use of Garrison Forces. There are no restrictions per se on the use of forces in an Allied garrison; the forces in such a garrison remain on-map, and, unless the special rules for the garrison specify otherwise, the Allied player has the same control over these forces as he has over his non-garrison forces. However, if the required garrison forces are not present in the garrison's area (or city) when the garrison is checked (see below), the Allied player will lose VPs.

Special: The engineer-category garrison requirements for various areas represent the assignment of engineers to construction projects not directly covered in the game. To reflect this, engineer-category units may not move, spend MPs, or use their construction abilities during any turn in which they are part of an Allied garrison.

d. VP Check. Check each Allied garrison for the presence of its required garrison forces during each Allied initial phase in which the garrison is required (unless the special rules for that garrison specify otherwise). For each item (RE of ground units, 1-RE-capacity transport counter, AA strength point, step of attack supply, multiple of 5 (or fraction thereof) of SMPs, or air unit) missing from the garrison, the Allied player loses 1 VP.

2. Metaxas Line Garrison. The Allied player does not lose VPs for failing to maintain this garrison. Instead, during turns in which any part of the required garrison is missing, the abilities of Greek units are restricted as described in Rule 38G3.

3. South Aegean Islands Garrison. If, when the Axis player ceases operations in the Balkans (Rule 3E5), there are Allied forces on the South Aegean Islands, the Allied player must garrison those islands for the remainder of the game with at least

as many REs of armor-category units, REs of garrison-category units, REs of engineer-category units, REs of headquarters units, REs of transport counter units, AA strength points, steps of attack supply, SMPs, and/or air units as are present on South Aegean Islands when operations cease in the Balkans, or lose VPs each turn he fails to do so.

The Allied player is no longer required to maintain this garrison if the Axis player executes a special operation against any hex of the South Aegean islands.

During any Allied initial phase in which the South Aegean Islands are required to be garrisoned, the Allied player may announce he is withdrawing from the islands. If he does so:

- The Allied player is no longer required to garrison the South Aegean Islands. However, the Allied player immediately loses 2 VPs for each item previously required to be in the garrison (up to a maximum of 10 VPs total).
- All Allied forces and supply / resource items on the South Aegean Islands at the start of the next Allied initial phase are eliminated (consider them as surrendering to landing Axis occupation troops). All hexes on the islands become Axis-owned at this time as well.

4. Forming/Replacement Pool Units in Allied Garrisons [Advanced Rule]. The Allied player may count units (of the appropriate unit types and nationality) in his replacement pools and forming boxes as parts of certain garrisons. Count units in forming boxes at their regular RE size, but count units in the replacement pool at one third their RE size for garrison purposes. For example, 3 infantry brigades in an area's replacement pool would count as 1 RE towards the required garrison for that area.

Units in the Middle East replacement pool/forming box may be used for the garrisons of Palestine and Egypt. Units in the Near East replacement pool may be used for the garrisons of the Levant and Iraq/Iran. Units in the North Africa replacement pool may be used for the garrisons of French Morocco and French North Africa. Units in the East Africa replacement pool/forming box may be used for the garrisons of East Africa and Aden. Note, however, that a unit can only be counted as part of a maximum of one garrison each Allied initial phase.

5. British Strategic Reserve [Optional Rule]. (*Note:* This option only applies to scenarios where the Middle East Command is under Allied control.) In the winter of 1940-41, Britain wanted to build up a strategic reserve in the Middle East for possible operations in a variety of places, such an invasion of the Italian-held island of Rhodes, defense of Greece, or reinforcement of Turkey if the Axis invaded that country.

To reflect this situation, from Dec I 40 to Mar I 41 (or from Sep I 40 to Mar I 41 if the Graziani's Offensive option (Option H in the *Wavell's War* Scenarios and Appendices booklet) is used), the Allied player must maintain a strategic reserve as long as there are no Axis units within seven hexes of any hex in the Nile Delta. Note that this strategic reserve does not have to be maintained during turns in which at least one Axis unit is within seven hexes of the Delta. The strategic reserve must contain a minimum of 8 REs of British units, including 6 REs of garrison-category units and 2 REs of divisional headquarters. Any British units in the Delta or in Palestine (and if Advanced Rule 37E4 is used, any British units in the Middle East replacement pool or forming box) may count toward this reserve. Forces assigned to the reserve may also be counted as part of garrisons, as appropriate. For example, an infantry brigade in Palestine could be part of both the reserve and the garrison of Palestine.

Check the strategic reserve in each initial phase from Dec I 40 (or Sep I 40) to the end of Mar I 41. For each RE missing in the reserve, the Allied player loses one victory point.

F. Allied Raiding Forces.

Once the Allied player receives the Allied raiding ability (either Nov I 41 or Mar I 42, per the *War in the Desert* Allied Order of Battle), he may attempt to raid one Axis airbase each calendar month. The Allied player may raid any airbase:

- That does not contain an Axis unit with a defense strength greater than 0.
- From which an overland-element supply line of up to 50 hexes in length can be traced to an Allied standard supply terminal. When tracing this line, ignore enemy ZOCs.

Resolve a raid during the Allied initial phase. The Allied player selects an eligible airbase, rolls one die, and consults the Success Table (on Game Play Chart 6). On any *Failure* result, the raid was unsuccessful and had no effect. On a *Success* result, the airbase (and air units there) are affected the same as if an airbase bombing hit was achieved against the hex (see Rule 20G2a).

G. Surprise Offensive.

On two occasions during the game, one side or the other may get a surprise offensive player turn. These occasions are:

- *Allies (if the Middle East Command is in play):* On the Dec I 40 turn, the Allied Player receives a special Western Desert Surprise offensive player turn (see Rules 37G1 and 37G2 below).

  Special: When using the "Graziani's Offensive" option (Option H in the *Wavell's War* Scenarios and Appendices booklet) the Western Desert surprise offensive player turn does not automatically occur on the Dec I 40 turn; instead it is planned and executed by the Allied player as described in that option.

- *Axis (if the SE Command is in play):* On the turn of German intervention in the Balkans (Rule 38F2b), the Axis Player receives a special Balkan surprise offensive player turn (see Rules 37G1 and 37G3 below).

Note: On the Nov I 42 turn in the North Africa Command, the Allied player receives a special invasion player turn that is similar in some respects to a surprise offensive player turn. (This special invasion player turn is covered in Rule 33E).

1. Surprise Offensive Player Turn. A surprise offensive player turn consists of an initial phase, a movement phase, and a combat phase (but no exploitation phase). Unless specified otherwise in this rule or in the rules for a particular type of surprise offensive (Rules 37G2 and 37G3 below), these phases and their activities are identical to those of a regular player turn.

During the initial phase of a special surprise offensive player turn, both players check supply and isolation status, and the phasing player (only) can perform initial-phase air activities (make air units operative, assign air units to naval patrol; fly CAP air operations, etc.). No other activities (such as the phasing player starting airfield construction) may occur in this initial phase.

2. Western Desert Surprise. On the game turn the Allied player receives a Western Desert Surprise offensive (this will be the Dec I 40 turn unless the "Graziani's Offensive" option is used), he carries out a special Western Desert surprise offensive player turn (Rule 37G1) immediately before the regular Allied player turn for the game turn is played. During the movement and combat phases of this surprise offensive player turn, all standard rules are in effect, except:

- Only Allied ground units assigned as "Operation Compass Forces" may move or attack. Use the historical "Operation Compass Forces" as listed on page 3 of the *War in the Desert* Allied OB <u>unless</u> the "Graziani's Offensive" option is used (Option H in the *Wavell's War* Scenarios and Appendices booklet); in which case the Allied player assigns units to Operation Compass as listed in that option.

- Only Allied air units at airbases in Egypt may fly air missions.
- Of the Allied task forces, only the RN-1 task force may be activated, move, or provide naval gunfire support.
- Rail movement and naval transport may not be used.
- Axis air units may not fly any air missions.
- In Egypt and Libya, Axis units with ZOCs have reduced ZOCs for the duration of the surprise attack player turn.

After the special Western Desert surprise offensive player turn is played, the regular Allied player turn for the game turn is begun (this will be the regular Allied Dec I 40 player turn unless the "Graziani's Offensive" option is used), starting with the Allied initial phase.

Due to preparations for the surprise offensive and other factors, during the regular Allied Dec I 40 player turn, the Allied player has a rail capacity of 0 for his Middle East rail net and 0 NTPs / ANTPs for his East Med / Indian Ocean naval transport ability.

In the first Axis player turn after the Western Desert surprise offensive (this will be the Axis Dec I 40 player turn unless the "Graziani's Offensive" option is used) the Axis player may not:

- Use his Central Mediterranean NTPs.
- Scrap Italian units in the replacement pool.
- Spend ARPs to repair or replace Italian air units.

Note: Italian forces in the Axis Med / North Africa Command will also be affected by the provisions of Italian Disarray (Rule 38K3) during the entirety of any game turn in which Western Desert Surprise occurs.

3. Balkan Surprise. On the game turn that Germany intervenes in the Balkans (see Rule 38F2b), the Axis player carries out a special Balkan surprise offensive player turn (Rule 37G1) immediately before the regular Axis player turn is played.

During the initial phase of this surprise offensive player turn:

- The Axis player deploys the German Intervention Forces. These forces consist of the "German Intervention in the Balkans" conditional reinforcements listed on page 16 of the *Wavell's War* OB; plus, if Yugoslavia has joined the Allies or is a pro-Allied neutral, the "Invasion of Yugoslavia" conditional reinforcements listed on pages 16 and 17 of the same OB. Note that forces already taken from these conditional reinforcement sections as German assistance to Italy (Rule 38F2a) are not available for deployment and are not part of the German Intervention Forces.

During the movement and combat phases of this surprise offensive player turn, all standard rules are in effect, except:

- Only German ground units of the German intervention forces may move or attack.
- Only German air units of the German intervention forces may fly air missions.
- Rail movement and naval transport may not be used.

Allied air units that flew missions in the Axis surprise offensive player turn do not become operative in the initial phase of the following Axis regular player turn.

After the special Balkan surprise offensive player turn is played, the regular Axis player turn for the game turn begins, starting with the Axis initial phase.

H. Axis Intrinsic Defense Forces.

Due to defensive forces not represented in the game, each side's forces are prohibited from operating in certain areas:

At All Times:

- Neither side's forces may ever enter or attack the other side's off-map holding boxes.
- Allied units may not enter or attack any Axis-owned hexes in Germany, Hungary, Romania, Mainland Italy, or the Italian Central Mediterranean Islands. Note that Allied

air and naval units may enter these areas (to bomb enemy airbases there, for example). However, Allied units cannot enter these areas even when using air or naval transport.

If the Balkans (Rule 3E5) have never been in Play or If the Balkans were in play, but Operations there have Ceased:

- Allied units may not enter or attack any Axis-owned hexes in the South Aegean Islands.

I. Malta.

1. Malta Status Number. The Allied ability to interfere with Axis shipping in the Central Mediterranean (Rule 31D1) was heavily dependent on the status of Malta's port and air/naval repair facilities and the air and naval units based there. As not all of these facilities and none of these naval units are directly shown in the game, their overall effect is shown instead by means of the Malta Status Number. The scenario instructions list the status number at the start of the game. Thereafter, the status number may vary as the Axis player bombs Malta to increase the number (and thus reduce its effect on his shipping), and as the Allied player spends Malta repair points to decrease the number (and thus increase Malta's effect on Axis shipping). The status number can never be increased above 15 or decreased below 0.

Special: If the Axis player owns Valletta (Malta's port, 18A:0407) then the Malta status number is automatically 15.

2. Bombing Malta. The Axis player may attempt to increase the Malta status number by bombing Malta. This is represented in the game by allowing the Axis player to fly Malta bombing missions against the port of Valletta (18A:0407).

a. Resolution. Resolve a Malta bombing mission the same as for a port bombing mission (Rule 20G1b or 20G2f), except:

- When resolving AA fire against the bombing air units, shift the total AA strength column on the AA Fire Table two columns to the left when resolving the fire. For example, if the total AA strength is 5, then the 2 column is used. *Exception:* Do not use this shift when using Optional Rule 12E4 (Intrinsic AA and Supply Effects).
- Instead of reducing the port's capacity, each hit increases the Malta status number by one. The Malta status number may not be increased above 12.
- An air unit that completes a Malta bombing mission (i.e., bombs the target hex) during a player turn does not become operative at the start of the next player turn (and thus cannot fly a mission in that player turn). Place a marker of your choice on such an air unit when it returns to base at the end of its Malta bombing air op. During the next player turn when air units become operative, remove the marker from the air unit but do not flip the air unit to its operative side.

b. Progressive Damage [Optional Rule]. When the Malta status number is 3 or less, each hit increases the status number by 2. When the Malta status number is 12 or higher, each two hits (in the same turn) increase the Malta status number by 1.

3. Malta Repair. The Allied player receives Malta repair points, as given on the Allied order of battle and by conversion of steps of attack supply as described below. The Allied player may spend these repair points during his initial phases to reduce the Malta status number. He may spend repair points only if Valetta (18A:0407) is Allied-owned. Each repair point that he spends reduces the status number by 1.

Steps of attack supply at Valetta may be converted to Malta repair points. Each step of attack supply converts to two repair points. The Allied player may convert a maximum of one step of attack supply to repair points during each Allied initial phase.

A construction engineer unit must be present at Valletta for Malta repair points to be spent. The construction engineer unit

may not move, spend MPs, or use its regular construction ability in the Allied player turn in which a repair point is spent. (Note that, per the Allied OB, an Allied construction engineer (0-4 Cons X MC) is present in Malta at the start of the game.)

If Valetta becomes Axis-owned, all accumulated Malta repair points are lost.

4. Other Malta Rules. See Rule 12C1b for the effects of limited supply terminals (such as Valletta). See Rules 25C8 and 25H1 for ARP transfers to, and air unit arrivals in, remote commands (such as Malta). See Rule 33D3 for details on how to conduct an Italian amphibious invasion of Malta. See Rule 34E for how Allied CGs may be used to transport air units and ARPs to Malta.

J. East Africa.

1. Axis Limitations. Axis abilities in East Africa were restricted by logistical and political considerations not under the Axis player's control. To reflect these considerations, the following special rules apply to Axis forces and abilities in East Africa.

a. Supply Terminals. The Axis player has only limited supply terminals (Rule 12C1b) in East Africa. He does not have a standard supply terminal in East Africa (and cannot open one there). Note that this means that Axis forces in East Africa will almost always be out of general supply.

b. Axis Conservatism. Only a limited number of Axis units in Italian East Africa may move during a turn in which no Allied units are present in Italian East Africa or French Somaliland. Note that Axis units in Italian East Africa may move freely during turns in which at least one Allied unit is present in Italian East Africa or French Somaliland. Note also that Axis units outside of Italian East Africa (such as in Kenya or Sudan), may always move freely.

To determine the number of Axis units that may move during a turn, the Axis player rolls one die at the beginning of each Axis movement phase and adds 1, giving a number between 2 and 7. This is the number of REs of Axis units within Italian East Africa that can move that turn. Units may expend movement points for other purposes, such as construction, without counting against this limit. C/m units that move in the movement phase may also move in the exploitation phase. A transport counter moving by itself counts against the allowed total; a transport counter used to transport another unit does not.

c. SMP Deterioration. If the Axis player uses SMPs from his East Africa SMP pool during a movement phase, at the end of that movement phase, he must permanently eliminate one SMP in his East Africa SMP pool for every 8 SMPs (or fraction thereof) he used in the East Africa Command that turn. *Example*: The Axis player has 20 SMPs in his East African SMP pool at the start of an Axis movement phase and he uses 9 SMPs to move supply / resource items that turn. At the end of the movement phase he loses 2 SMPs, reducing his East African SMP pool to 18 SMPs.

d. Restoration of Supply. If, during an Axis initial phase, the Axis player can trace a supply line from Addis Ababa (WW11:2002) to a standard supply terminal in the Axis Med / North Africa Command, he may henceforth (for the remainder of the game) ignore the restrictions listed in Rule 37J1b and 37J1c above. Note, however, that SMPs previously lost to deterioration are not recovered.

e. Italian Colonial Units. Italian Colonial units in East Africa are under special restrictions as regards their support by GS or DAS bombing (Rules 20G2b and 20G2c), and they yield fewer replacement points than other units when they are scrapped (Rule 40D1) or voluntarily disbanded (Rule 40D2).

2. Movement by Air and Sea between East Africa and the Near East. If both the East Africa and Near East commands are

in play, the Allied player may move his naval units and air units between any hex in the Indian Ocean (Gulf of Aden) on the east edge of map WW7 and any hex in the Persian Gulf on the south edge of map 22A by spending 90 MPs in any of these hexes.

3. Fair Weather Roads [Advanced Rule]. Many (most) roads in East Africa are fair weather roads, and thus affected by mud weather as described in Rule 7B2.

4. Addis Ababa [Optional Rule]. The Italian defense of population centers in Ethiopia, in particular Addis Ababa, was hampered by the presence of Italian civilians and fear for their fate at the hands of native Ethiopians who might revolt upon the approach of an Allied army. This prompted the Italian commander, the Duke of Aosta, to declare many cities as "open cities" and then withdraw from such locations instead of defending them. The following rules model these considerations.

In each Axis initial phase in which Addis Ababa is not an open city, check to see if there is at least one RE of non-isolated, non-Ethiopian Allied units within two hexes of Addis Ababa. If at least one RE of such units is within two hexes of Addis Ababa, the Axis player must immediately declare Addis Ababa to be an "open city" or lose two victory points (VPs) for failing to do so. (VPs are covered in Rule 42B.)

The turn that Addis Ababa is declared an open city, the Axis player must end his turn such that no Axis units occupy the city and at least one unisolated RE of non-Ethiopian Allied units can trace a line of no more than two hexes to the unoccupied city unobstructed by Axis units or their zones of control; if he fails to do so, he immediately loses 2 VPs. *Example:* At the end of the Axis player turn, an unisolated 2-8* South African infantry brigade is in hex WW11:2004. This hex is two hexes from Addis Ababa (WW11:2002), which was declared to be an open city during the Axis initial phase of the turn. No Axis units are in Addis Ababa so the city is unoccupied, but Axis 1-6 infantry brigades (with ZOCs) are in hexes WW11:1903 and WW11:2103. The Allied unit cannot trace a line of two hexes to the city that is free of Axis ZOCs, so the Axis player loses two VPs.

Note that there is no requirement for the Axis player to vacate the city, or to leave a path in to the city for Allied units, in subsequent turns. In effect, the open city status of Addis Ababa is ignored beginning one full turn after it is declared as such.

Note: The intent of this rule is that when an unisolated non-Ethiopian Allied unit moves to within two hexes of Addis Ababa, the Axis player must either attack the Allied force and drive it away, or provide an direct avenue for the Allies to occupy the city in the next turn, or lose victory points.

5. Bande [Optional Rule]. Italian colonial light infantry units represent groupings of "bande" — company sized units of native troops. While barely significant in terms of European-scale warfare they did sometimes have to be dealt with by the advancing Allies. Bande units appear as optional units in the *Wavell's War* East African Campaign Axis Order of Battle.

Note that the back of each bande unit is printed in Allied Ethiopian colors. Some bande troops defected to the Allies during the campaign. The back printing is intended to facilitate any optional rule for bande defection that may appear at a later time, or that players may wish to devise for themselves. Bande do not defect in *Wavell's War*.

a. Support Restrictions. Bande units are never supported, not even when stacked with units that would normally provide support.

b. Bande Unreliability. When bande units participate in combat, they must be checked for reliability. Check for this after determining the supply status of all attacking units. For each such unit in the combat, Axis player rolls a die and consults the

Success Table (on Game Play Chart 6), modifying the roll as shown on the table. Results are:

F*: *Failure:* The unit's combat strength is reduced to 0.
F: *Partial Failure:* The unit's combat strength is halved.
S: *Success:* The unit's combat strength is unaffected.

K. Inter-Allied Cooperation Limits [Advanced Rule].

For the purposes of this rule, Allied forces (Rule 3B2) are divided into three contingents: American, British, and French. The American contingent consists of all American forces. The French contingent consists of all French forces. The British contingent consists of all other Allied forces. In any command containing more than 10 REs (counting air units as 1 RE each) from each contingent, the following rules are in effect:

- Units of one contingent may not provide support (per Rule 11) to units of any other contingent.
- Air units of one contingent may not fly ground support or defensive air support for units of any other contingent. For mixed contingent attacks, calculate GS and DAS limits (Rules 20G2b and 20G2c) separately for each contingent.
- American and French units may not use British transport counters.
- If units from more than one contingent participate in an attack, subtract 1 from the combat resolution die roll.

For purposes of this rule (only), consider the Allied Gibraltar Command, and Allied air units based on carriers in the Western Mediterranean and Atlantic, to be in the North Africa Command.

L. Free Greeks and Yugoslavs [Optional Rule].

The Greek and Yugoslav governments-in-exile were loath to risk their embryonic forces in combat. (Historically, these forces spent most of the campaign in reserve in the Nile Delta, except for a brief period at El Alamein in 1942.) To reflect this, the Allied player loses 1 VP each time a Free Greek or Free Yugoslav unit is eliminated. (VPs are covered in Rule 42B).

The *War in the Desert* Allied OB shows Free Greek and Free Yugoslav units as beginning to form on their historical dates. If the Balkan Command is under player control at any time in the scenario, ignore the references in that OB to "Other Allied" reinforcements on the Jun II 41, Feb I 42, and Feb II 42 turns, and, instead add the "Free Greeks and Yugoslav" conditional reinforcements listed on page 12 of the *Wavell's War* OB.

Rule 38 — Nations

Note: Although capital markers for Egypt, Iraq, Iran, Saudi Arabia, Turkey, and Yemen are included in the game components (and referred to in the orders of battle), they are not used in *Wavell's War*; they are provided for use in *Grand Europa*. The capital markers for Ethiopia, Greece, and Yugoslavia are used, as explained in the rules for those nations.

A. Common Rules.

1. Neutral Territory. In general, neither side's forces may enter, pass through, trace supply into or through, or attack into any hex of a neutral nation or neutral region of Vichy France. (The rules for a specific nation or region may modify this general rule.) Forces, however, may operate in or over the **international waters** off the coasts of neutrals. For game purposes, every coastal sea hex of a neutral contains international waters. All forces may operate in the international waters portion of a hex. For example, an air transport could carry cargo over the international waters portion of a coastal hex of a neutral nation. Forces in international waters may not undertake any action that would violate the neutrality of the land portion of the coastal hex. For example, with Spain neutral, an air unit in flying over the international

waters portion of hex 24A:4105 could not fly directly to 24A:4005, since even though both hexes have international waters, it would have to pass over neutral Spanish land on the 24A:4105/4005 hexside. (It could instead move 24A:4105-4106-4005.)

2. Reaction Check. The air and ground units of some neutral nations are checked when certain events occur, such as an Axis penetration into Egypt, Yemen, or Iraq (as defined in that nation's section of Rule 38). When the conditions for a reaction are triggered, the Axis player rolls one die for each air and ground unit of the reacting neutral nation and consults the Success Table (on Game Play Chart 6). Results are:

- S: *Success:* The ground or air unit is controlled by the Axis player and is considered to be an Axis unit for the rest of the game.
- F: *Partial Failure:* The ground or air unit is demobilized: eliminate it. If the neutral nation joins a side, treat demobilized forces as eliminated loyal forces of that side.
- F*: *Complete Failure:* The ground or air unit is loyal to its government.

Forces of neutrals that do not undergo reaction checks are always loyal to their governments.

3. Entering the War. Certain neutral nations or neutral regions of Vichy France may enter the war and join one side or the other. When a neutral joins a side, its loyal forces are controlled by that side's player and are that side's units for the rest of the game. (Note that demobilized loyal air units can possibly re-enter play through replacement.)

Once in the war, the former neutral receives reinforcements and replacements per its order of battle.

4. Status of Forces. When a neutral nation or neutral region of Vichy France joins a side, check for and resolve the following conditions within the territory of the neutral nation/region:

- If formerly neutral units occupy the same hex with units of the now opposing side, the player with the lowest total printed defense strength must immediately retreat his units from the hex. Follow the standard rules of retreat (Rule 9F1) except that all ZOCs of the formerly neutral units and the opposing side's units are ignored. (For example, if both Egyptian and Allied units occupy a hex when Egyptian forces join the Axis, then Egyptian and Allied ZOCs are ignored, but non-Egyptian Axis ZOCs are not.) If both sides have the same total printed defense strength, the formerly neutral units remain in the hex and the opposing units must retreat.

  Position AA may not retreat and is eliminated if required to do so. Supply / resource items may not retreat (unless Optional Rule 12H5 is being used) and may be either destroyed or captured by the enemy (Rule 12H).

- After units are retreated per above, check airbases in the neutral's territory. Air units at airbases in hexes that are enemy-owned must attempt to escape (Rule 17B).

5. Surrender. After entering the war, some formerly neutral nations or formerly neutral regions of Vichy France may surrender, as described in the rules for that nation or region. When a neutral surrenders, immediately eliminate all of its loyal forces. A neutral that surrenders forfeits all accumulated replacements and no longer receives any reinforcements.

The surrender of a former neutral affects only its own forces, and other forces may operate in the surrendered nation or region. For example, if Iran joins the Axis and subsequently surrenders, Iranian forces are eliminated but Allied and other Axis forces may operate in Iran.

Unless specified otherwise, formerly neutral territory does not change ownership upon surrender (this affects various mechanics

such as administrative and rail movement, capture of rail capacity, and airfield and port usage).

6. Operational Areas. Each nation with forces in *Wavell's War* has a defined area in which its forces may operate. The operational area for a nation is specified in that nation's section of Rule 38. For example, per Rule 38G1, the Greek operational area (the area in which Greek forces may operate) consists of the Allied Balkan Command.

Special: Other-Allied forces (i.e., the Belgian, Czech, Free Greek, Polish, and Free Yugoslav) are under the operational control of Britain and have the same operational area as British forces (see Rule 38B1).

A nation's forces may not enter or attack any hex outside their nation's operational area and are eliminated if forced to do so.

B. British Empire and Commonwealth.

1. Operational Area. The British operational area consists of all areas included in the Allied Commands.

Advanced Exception #1: British Colonial forces which begin the game in the East Africa Command, or which appear there as reinforcements, may only operate in that command. *Special:* When the Allied order of battle lists a specific British Colonial unit in East Africa as transferring to another command this limitation no longer applies to that unit. Note that British Colonial units allowed to operate outside of East Africa (including those units allowed to transfer out of East Africa) have no restrictions on where they may operate.

Advanced Exception #2: If the East Africa Command is under Allied player control, South African forces may only operate in East Africa until all ports in East Africa are Allied-owned; thereafter South African forces may operate only in the East Africa, Middle East, and North Africa Commands.

2. Habbaniya/Shaibah Airbase Guards. As part of Britain's treaty rights in Iraq, Britain maintained two units of Assyrian (and Kurdish) levies to guard the Habbaniya and Shaibah airbases: i.e., the two British Colonial 0-1-4 static battalions with unit IDs of "1 As" and "2 As". Each of these units is in general supply if it is in or can trace an overland-element supply line to either Habbaniya (22A:2828) or Shaibah (22A:4314), and the hex to which it traces supply has never been enemy owned.

3. Australian Preservation [Advanced Rule]. Once at least three Australian REs have been in the replacement pool (at any time), the Allied player thereafter faces a penalty for placing Australian units in precarious positions. For game purposes, an Australian unit is in a precarious position if it is isolated in an Axis initial phase. The Allied player loses 1/2 victory point for each Australian RE in a precarious position.

4. Special Breakdown/Assembly Combinations [Advanced Rule]. Certain British divisions may assemble and break down (Rule 15) using units from more than one armed force within the British national force as described below:

- A British Army division may be assembled with a maximum of one Indian Army non-divisional unit in place of any one British Army non-divisional unit.
- An Indian Army division may be assembled with a maximum of one British Army non-divisional unit in place of any one Indian Army non-divisional unit.
- A South African infantry division may be assembled with a maximum of one British Colonial 2-6 (or 1-6) infantry brigade and a 1-RE-capacity transport counter in place of any one 2-8 (or 1-8) South African infantry brigade.
- A British Colonial infantry division with a unit ID of "11 Afr" and "12 Afr" may be assembled with a maximum of one South African 2-8 (or 1-8) infantry brigade in place of any one British Colonial 2-6 (or 1-6) infantry brigade.

An assembled British division containing components from more than one British armed force must break down before it may be scrapped (Rule 40D1) or voluntarily disbanded (Rule 40D2).

5. Indian Mountain Capabilities [Optional Rule]. Although the 4th and 5th Indian Infantry Divisions were not equipped for mountain campaigning on the scale of a standard *Europa* mountain division, most of the troops in these divisions were familiar with mountain fighting. To represent this familiarity, when the 4th and 5th Indian 7-8 infantry divisions attack into mountain hexes or across mountain hexsides their combat strength is not halved for the mountain terrain; instead it is multiplied by 3/4. Note that these units move through mountain terrain as regular (non-mountain) infantry, and that they do not qualify for the mountaineering bonus described in Rule 14K2.

C. Bulgaria.

1. Operational Area. The Bulgarian operational area is defined by Bulgaria's participation, as described below.

2. Participation. Bulgaria is neutral at the start of the game but may join the Axis at any of three levels of participation:
- *Active Participation:* The Bulgarian operational area consists of Bulgaria, Mainland Greece, and Mainland Yugoslavia.
- *Partial Participation:* The Bulgarian operational area consists of Bulgaria, Thrace (a region in Greece labeled circa 14A:4309), and Macedonia (a region in Yugoslavia labeled circa 14A:3409).
- *Passive Participation:* The Bulgarian operational area consists of Bulgaria.

Once per game, during any Axis initial phase that is both on or after Nov I 40 and prior to German intervention in the Balkans (Rule 38F2b), the Axis player may call for Bulgarian active participation. To do so, he rolls two dice and consults the Bulgarian Participation Table (on Game Play Chart 8). Results are: *Active Participation:* Bulgaria immediately joins the Axis at active participation; or *Continued Neutrality:* Bulgaria remains neutral.

If Bulgaria is neutral on the game turn Germany intervenes in the Balkans, Bulgaria immediately joins the Axis. During this game turn, Bulgaria is at passive participation. Thereafter, Bulgaria is at partial participation.

Example: On Nov II 40 the Axis player calls for Bulgarian participation, but Bulgaria remains neutral on the dice roll. On Apr I 41, Germany intervenes in the Balkans and Bulgaria immediately joins the Axis at passive participation. On Apr II 41, Bulgaria goes to partial participation.

D. Egypt.

1. Operational Area. The Egyptian operational area consists of Egypt, only.

2. Participation. Egypt is neutral. However, due to British treaty rights there, treat Egypt as Allied-owned territory; Allied forces may operate in Egypt and may use Egypt's intrinsic AA without violating Egypt's neutrality. Because of Allied presence in Egypt, Axis forces may operate in Egypt and own territory there without violating Egypt's neutrality. (Note that this is the situation at the start of the Dec I 40 game: both Allied and Axis forces are in Egypt and Egypt is neutral.) While neutral, Egyptian forces are ignored for all game purposes.

3. Reaction Check. British treaty rights limited Egypt's independence and sovereignty, causing considerable anti-British sentiment in various Egyptian factions. Accordingly, check Egyptian reaction (per Rule 38A2 above) the first time the following occurs: An Axis unit moves adjacent to any city in the Nile Delta and the Axis unit can trace a supply line from its hex to an Axis standard supply terminal.

Once all Egyptian ground and air units have been checked for their reaction, the Allied player determines the status of the Egyptian government:

- If no Egyptian ground or air unit becomes pro-Axis, the Egyptian government and the British remain in control of the situation in Egypt. Egypt declares war on the Axis and joins the Allies (per Rule 38A3 above). Once in the war, Egypt surrenders if the Axis owns all cities in the Delta.
- If any Egyptian ground or air unit becomes pro-Axis during the reaction checks, the Allies mistrust Egyptian intentions and suspend the functioning of the Egyptian government. All loyal Egyptian forces are eliminated. Egypt remains neutral for the rest of the game and for game purposes no longer receives reinforcements per its OB.

E. Ethiopia.

1. Operational Area. The Ethiopian operational area is the Sudan and Ethiopia.

2. Government / Emperor Haile Selassie [Optional Rule]. *Note:* Only use this rule in conjunction with Rule 39 (Guerrillas).

The Ethiopian capital marker represents Haile Selassie, Emperor of Ethiopia. The Emperor has no combat strength, no ZOC, a movement allowance of 6 and moves as an infantry unit. The Emperor may move by rail or river without counting against capacity. The Emperor may retreat after combat if accompanied by an Allied unit during the retreat.

If the Axis player gains ownership of the hex containing the Emperor, check to see if the Emperor is captured. To check for this, the Axis player rolls a die and consults the Success Table (on Game Play Chart 6):

- On a *Success* result, the Axis captures the Emperor. Remove the Ethiopian capital marker, and all Ethiopian forces, from play. They cannot return to play in the context of the game, but do not count as eliminated forces. Award the Axis player 5 victory points for his feat.
- On any *Failure* result, the Emperor escapes capture, but the Allied player must still permanently remove the Ethiopian capital marker from play. (The Emperor returns to a safer location and no longer participates actively in the campaign.)

In the first Allied initial phase in which the Allied player owns Addis Ababa (WW11:2002), pick up the Ethiopian capital marker (unless it was previously captured and removed from play) and place it in that city. The capital marker may no longer move after entering Addis Ababa.

The location of the Ethiopian capital marker affects the placement and activities of Ethiopian guerrilla-capable units as described in Rule 39E1 (Gideon Force).

F. Germany

1. Operational Area. The German operation area consists of all areas included in the Axis Commands.

2. German Operations in the Balkans. The rules in this section pertain to German operations in the Balkans; they can be ignored unless the Balkans (Rule 3E5) are in play.

a. German Assistance in the Balkans. During each Axis initial phase, the Axis player may obtain German assistance in the Balkans if the following conditions are met:

- The SE Command is under Axis player control.
- The current turn is any turn from Dec I 40 through Apr II 41, inclusive.
- Germany has not intervened in the Balkans (Rule 38F2b below) on a previous turn, and does not do so on this turn.

Each time the Axis player obtains German assistance, he receives REs of German forces:

- Up to 5 REs if there are no British ground units other than position AA in Mainland Greece.
- Up to 10 REs if there are any British ground units other than position AA in Mainland Greece.

The Axis player chooses these assistance forces as he wishes from the German 2nd Army, German 1st Panzer Group, and the Luftwaffe air units allocated to the invasion of Yugoslavia, as listed on pages 15-17 of the *Wavell's War* OB booklet.

When choosing German assistance forces (but not when calculating victory point (VP) penalties for obtaining this assistance), count non-c/m units at their RE size, c/m units at double their RE size, and air units at 2 REs each.

Place these assistance forces as reinforcements, in any hexes in Mainland Italy. Note which forces are taken; as once a unit or air unit is taken as German assistance, it is no longer available for use as German intervention forces (Rule 38F2b below). Also, the Axis player loses VPs for each RE of German assistance forces he chooses, as follows:

- 1 VP for each non-c/m, non-mountain RE.
- 2 VPs for each air unit, c/m RE, or mountain RE.

Example: On Jan I 41, the Axis player obtains German assistance, receiving 5 REs. He chooses a 7-8 mountain division (2 REs) from the 2nd Army and a Me 109E fighter (2 REs) from the Luftwaffe forces. He loses a total of 4 VPs (2 for taking two mountain REs and 2 for taking an air unit).

b. German Intervention in the Balkans. The Axis player *may* call for German intervention in the Balkans immediately after the completion of the Mar II 41, Apr I 41, Apr II 41, or May I 41 Allied player turn. Note that, as the call for intervention occurs at the end of the Allied player turn (and not in the Axis initial phase), the Axis player cannot pressure Yugoslavia to join the Axis (Rule 38X2) the same game turn that he calls for German intervention in the Balkans.

The Axis player *must* call for German intervention in the Balkans immediately after the completion of the May I 41 Allied player turn if *any* of the following conditions are in effect:

- The Greek government has been neither evacuated nor captured.
- Yugoslavia has joined the Allies and its government has been neither evacuated nor captured.
- Yugoslavia is a pro-Allied neutral.

(*Note:* The capture / evacuation of the Greek and Yugoslav governments is covered in Rules 38G2 and 38X3, respectively.)

If the Axis player calls for German intervention in the Balkans, such intervention automatically occurs.

If Yugoslavia is a pro-Allied neutral when Germany intervenes in the Balkans, then the Axis automatically declares war on Yugoslavia, and Yugoslavia immediately joins the Allies.

On the game turn that Germany intervenes in the Balkans, the Axis player receives a special Balkan surprise offensive player turn prior to his regular player turn. See Rule 37G. Following the surprise offensive player turn, the regular Axis player turn for the game turn begins, with the Axis initial phase.

c. German Withdrawal from the Balkans. If Germany intervenes in the Balkans (Rule 38F2b), then German withdrawal from the Balkans automatically occurs during the first Axis initial phase in which the following conditions are met:

- The Greek government has been evacuated or captured.
- Yugoslavia has joined the Axis, is a pro-Axis neutral, or has joined the Allies and its government has been evacuated or captured.

When a German withdrawal occurs, the Axis player immediately withdraws from play all German c/m units in the SE Command and all but 30 REs of German non-c/m units in the SE

Command. (Simply remove the withdrawn units from wherever they are on the map or in the replacement pool.) Note that no air units are withdrawn. These withdrawals are taken from all German units in play in the SE Command, regardless of whether they entered the game as intervention or assistance forces.

If Germany has intervened in the Balkans, but German withdrawal from the Balkans has not occurred, the Axis player may lose victory points (VPs, Rule 42B), as follows:

- He loses 15 VPs each Axis initial phase on or after May II 41 in which Germany has not withdrawn from the Balkans.
- He loses 10 VPs each Axis initial phase in which Yugoslavia has joined the Allies and the Yugoslav government has not been captured or evacuated.

Note that German withdrawal from the Balkans (per above) never occurs if Germany does not intervene in the Balkans. In this case, German assistance forces (Rule 38F2a) stay in play until the end of the game or until the Axis player ceases operations in the Balkans (Rule 3E5), whichever occurs first.

5. 5th Leichte Division [Optional Rule]. The first German troops to enter Africa were from the 5th Leichte (Light) Division. Soon after its arrival, however, the division was upgraded to the status of a full panzer division and changed its name to 21st Panzer. This upgrade was mostly on paper and is ignored in the *War in the Desert* Axis Order of Battle (OB), but did coincide with the combination of the personnel of two machine gun battalions with other arriving units to form the 200th Infantry Regiment. To reflect this upgrade more explicitly, modify the *War in the Desert* Axis OB as described in the 5th Leichte Division section (page 27) of the *Wavell's War* OB booklet.

G. Greece

1. Operational Area. The Greek operational area is the Allied Balkan Command.

Special: Greek forces raised after the surrender of Greece are "Free Greek" forces under the operational control of Britain and with the same operational area as British forces.

2. Government. The government of Greece starts the game in Athenai (15B:0911). Use the Greek capital marker to mark its location. The Greek government can be evacuated or captured as described below.

a. Evacuation. During any Allied initial phase, the Allied player may evacuate the Greek government, sending it into exile. When the government evacuates, remove the Greek capital marker from the map. All Greek forces, except those on Greek Islands, immediately surrender and are removed from play. Note that this includes all Greek forces in the replacement pool or in the aborted or eliminated air units boxes. (Simply remove the surrendered ground and air units from wherever they are at; they are henceforth out of play; they are not counted as eliminated, and cannot be replaced.) All Greek SMPs (Rule 38G5) are lost.

Note: Evacuation uses special transport resources not represented in the game, so it does not cost the Allied player any rail capacity or transport resources to evacuate the government.

b. Capture. If the Axis player gains ownership of the hex containing the Greek government, the Allied player consults the Success Table (on Game Play Chart 6):

- A *Success* result means the government escapes capture and the Allied player must evacuate it (per Rule 38G2a above) in his next initial phase.
- Any *Failure* result means the Axis player captures the government. The Axis player gains 5 VPs for this feat. Remove the capital marker from the map. All Greek forces, everywhere, surrender and are removed from play.

3. Metaxas Line Garrison. During turns in which any part of the required Metaxas Line Garrison (Rule 37E2) is missing, the abilities of Greek units in Mainland Greece east of the Vardar (Axios) River (circa 14A:4311) are restricted as follows:

- They may not move west across the river or leave Greece.
- They may not use air or naval transport.

4. Morale. Due to the need to maintain morale in Greek frontline troops, the Allied player may not perform defeatist acts; these are defined as:

- The movement of any Greek unit or Greek supply/ resource item by air or naval transport from Mainland Greece to any island, unless Axis forces are on that island.
- Beginning construction of any fort in any hex in Greece that is more than 7 hexes (traced overland) from both the Greek international border and all Axis units.
- Voluntarily reducing the capacity of any airbase or port in Greece that is more than 7 hexes (traced overland) from both the Greek international border and all Axis units.

The Allied player is released from these restrictions for the rest of the game once either of the following occurs:

- Germany intervenes in the Balkans (Rule 38F2b).
- The Axis player owns 10 or more cities or towns in Mainland Greece at the start of any Allied initial phase.

5. Supply / resource Items. The *Wavell's War* Orders of Battle (OB) booklet specifies that certain supply / resource items (resource points and SMPs) are Greek instead of Allied. The production section of the same OB specifies that certain resource points are received as Greek resource points and not Allied ones. (Use any convenient method to differentiate Greek supply/ resource items from Allied supply / resource items.)

Newly produced Greek resource points must be placed at an Allied-owned Athenai (15B:0911) or they are forfeited. Greek supply / resource items may not leave the Greek operational area. Note also that movement of any Greek supply / resource item from Mainland Greece to any island is normally a prohibited defeatist act (Rule 38G4). Greek SMPs may not be used to move SMP loads on any Greek or Yugoslav islands.

6. Demoralization [Optional Rule]. German intervention in the Balkans had a dramatic effect on the morale of the Greek military, populace, and government. This rule emphasizes this demoralization, to the detriment of the Allied player in the game. Although optional, it is recommended for use in *Wavell's War* scenarios in which the Balkans (Rule 3E5) are in play.

In the first Allied initial phase following German Intervention in the Balkans (Rule 38F2b), the Allied player checks to determine the effect German intervention has on Greece. To do so, he rolls a die and consults the Success Table (on Game Play Chart 6). Results are:

S: Success. The Greek armed forces function normally until the Greek government is evacuated or captured.

F: Futility. A sense of futility has gripped the Greek armed forces and the following restrictions apply to their use for the remainder of the game:

- Greek units' attack strengths are halved attacking hexes containing only German units.
- No Greek unit or resource point may use air or naval transport to an island.
- The Greek government must evacuate and all Greek forces not on Greek Islands surrender as described in Rule 38G2a, if in any Allied initial phase, a non-isolated German unit is within 5 hexes (traced overland) of Athenai.
- In each initial phase, all isolated Greek units (except for those on islands) surrender and are removed from play.

F*: Demoralization. The Greek armed forces are demoralized:

- All the restrictions of "futility" listed above apply.
- Greek units have reduced ZOCs vs German units (only).

7. Mount Athos [Optional Rule]. Mount Athos is an autonomous region of Greece containing twenty monasteries; it is a famed religious center. The presence of troops in the Mount Athos autonomous area would bring disapproval and protests throughout Europe and the Americas. Accordingly, no unit (from either side) may ever enter hexes 14A:4806 or 4907 (Mt. Athos).

H. Hungary.

The Hungarian operational area consists of Hungary and the Backa (a region in Yugoslavia, labeled circa 14A:1715).

I. Iran.

Note: The information in the *War in the Desert* Neutrals Order of Battle about Iranian off-map forces, and the holding boxes for those forces shown on the Neutrals Game Chart, are provided for historical interest and eventual use in *Grand Europa*; ignore these forces and boxes when playing *Wavell's War*. (The off-map forces were maintaining government control in tribal areas.)

1. Operational Area. The Iranian operational area consists of Iran, only.

2. Participation. Iran is neutral. However, due to the considerable German influence in Iran, Axis forces may enter and operate in Iran without violating Iranian neutrality. Allied forces may not enter Iran without violating Iranian neutrality; if Allied forces do so, then Iran declares war on the Allies and joins the Axis, with the Axis player controlling Iranian forces.

3. Allied Invasion. Following the German invasion of the Soviet Union in the summer of 1941, the British and Soviet governments decided to expel German influence in Iran by force of arms. For game purposes, the Allied player is required to invade Iran. He may not invade (enter) Iran before Aug I 41. He loses 3 victory points (VPs, Rule 42B) during each Allied initial phase from Oct I 41 on if he has not invaded Iran. He loses 1 VP during each Allied initial phase if he has invaded Iran, but not yet forced its surrender.

The Soviet Union invades Iran simultaneously with the Allied invasion. Since Soviet units are not included in the game, the effects of the Soviet invasion are as follows:

- All Iranian units north of the D weather line are removed from play (and cannot re-enter play through replacement).
- Of the Iranian units that start in Tehran, only one Iranian unit may move from Tehran (the rest have to stay and guard the capital).

4. Surrender. Once in the war, Iran may surrender. The Allied player checks for Iranian surrender each Axis initial phase if there are any Allied units in Iran and Iran has not yet surrendered. The Allied player rolls two dice and consults the Iranian Surrender Table (on Game Play Chart 8). Results are: *Does not Surrender:* Iran does not surrender this turn; or *Surrenders:* Iran surrenders and its forces are removed from play. The Allied player gains 5 VPs for Iranian surrender.

J. Iraq.

1. Operational Area. The Iraqi operational area consists of Iraq, only.

2. Participation. Iraq is neutral. However, due to British treaty rights there, treat Iraq as Allied-owned territory. Allied forces may operate in Iraq and use Iraq's rail capacity, without violating Iraq's neutrality. While neutral, Allied units may move through Iraqi forces and ignore their zones of control, but Allied units may not end a player turn stacked with a neutral Iraqi unit.

At the start of the game, the Iraqi government is pro-British. If Axis forces enter Iraq while a pro-British government is in power, Iraq declares war on the Axis and joins the Allies, with the Allied player controlling loyal Iraqi forces. Once at war, Iraq surrenders if the Axis gains ownership of all partial hex and dot cities in Iraq.

3. Reaction Check. Considerable anti-British sentiment existed in various Iraqi factions. Accordingly, check Iraqi reaction (per Rule 38A2 above) when an Axis ground unit enters any hex of Iraq for the first time.

4. Coup. From Jan I 41 through Jun II 41, there is a chance of a pro-Axis *coup d'etat* in Iraq. Each Axis initial phase in which Iraq is neutral and a pro-British government is in power there, the Axis player checks for a coup. He rolls two dice and consults the Iraqi Coup Table (on Game Play Chart 8). Results are: *Coup:* The coup occurs; or *No Coup:* The coup does not occur.

A coup may occur only once per game. If a coup does not occur before Jul I 41, it will not occur at all. (It is assumed that the arrival of Allied forces on Jul I 41 would stabilize the situation in favor of Britain.)

If a coup occurs, then a pro-Axis government controls Iraq. Except for hexes already occupied by Allied units, Iraqi territory is no longer Allied-owned and is treated as being Axis-owned. The Allied player may no longer use the Iraqi rail capacity. However, due to confusion in Iraq following the coup, the Allied player may use the Iraqi port of Basra (22A:4313) so long as it is unsecured. The port of Basra is unsecured until the first time an Iraqi unit enters its hex.

Iraqi forces are controlled by the Axis player; the Axis player may move and attack with them starting with the turn following the occurrence of the coup. However, Iraq does not join the Axis until an Axis ground unit with a defense strength greater than 0 enters any city in Iraq for the first time.

a. Unsteadiness. While a pro-Axis government controls Iraq but hasn't joined the Axis, Iraqi units are unsteady. An unsteady unit has its combat strength halved. *Exception:* Iraqi units are no longer unsteady immediately after the occurrence of one of the following events:

- An attack involving Iraqi units results in the elimination (including by EX or HX) of at least one Allied unit with a defense strength greater than 0.
- Iraqi units gain ownership of Habbaniya (22A:2828).
- Iraqi units gain ownership of Shaibah (22A:4314).

b. Coup Collapse/Surrender. The coup collapses and Iraq surrenders if the Allied player gains ownership of Baghdad (22A:2825). Iraqi territory, except any hexes occupied by Axis ground or air units or in uncontested ZOCs of Axis units, becomes Allied-owned.

5. Variable Coup Collapse/Surrender [Optional Rule]. Rule 38J4b gives a simple mechanism for Iraqi coup collapse that works adequately in most situations. Players desiring a more detailed model of the Iraqi post-coup situation (reflecting such concerns as Iraqi outrage over Allied violation of the holy city of Karbala, increased public support for the coup government following Iraqi battlefield successes, and greater Iraqi resolve if the Axis provides concrete support for the coup), however, may use the following alternative rule for Iraqi coup collapse.

If this optional rule is used, the Iraqi coup does not automatically collapse (and Iraq surrender) when the Allied player gains ownership of Baghdad. Instead, in each Axis initial phase after the coup occurs, the Allied player checks for Iraqi coup collapse. The Allied player rolls two dice and consults the Variable Iraqi Coup Collapse Table (on Game Play Chart 8). Results are: *No Collapse:* The coup does not collapse this turn; or *Coup Collapse:* The coup collapses; Iraq surrenders to the Allies as described in Rule 38J4b.

6. Axis Intervention in Iraq [Optional Rule]. The Axis made attempts to aid the Iraqi coup. Had the pro-Axis Iraqis stayed in power longer, this aid might have become significant.

The "Axis Intervention in Iraq" section of the *Wavell's War* Orders of Battle (OB) booklet lists optional Axis forces available for intervention in Iraq. If this option is used, intervention forces appear only if Athenai (15B:0911) is Axis-owned and the Iraqi coup has not already collapsed. (In scenarios in which the Balkans (Rule 3E5) are not in play, Athenai is considered to be Axis-owned during all turns on or after Apr II 41). *Note:* If the Iraqi coup collapses before all intervention forces are received, the remaining intervention forces are forfeited.

"Axis Intervention in Iraq" forces are received to support the Iraqi coup and any use of these forces contrary to that intent is prohibited. In game terms, this means that intervention forces must move to Iraq as expeditiously as possible; until such time as these forces do enter Iraq they may only move by air transfer and air transport; and once in Iraq they may not leave Iraq (if forced to do so they are eliminated instead), attack out of Iraq, or fly air missions to target hexes outside of Iraq.

The Axis player may voluntarily withdraw intervention air units during any Axis initial phase after they are received. The air unit to be withdrawn must be at an Axis-owned airbase from which it would be possible for the air unit to fly a transfer mission to another Axis-owned airbase in regular general supply. The withdrawn air unit is out play, but it is not eliminated.

7. Iraqi Armor [Optional Rule]. The armor vehicles in the Iraqi light armor brigade were few in number and had low serviceability. Accordingly, treat the Iraqi light armored unit as having neutral AECA/AECD (instead of full AECA/half AECD).

8. The Anglo-Iraqi Treaty [Optional Rule]. The terms of the 1930 treaty between Iraq and Great Britain allowed Britain transit rights for troops but not, except for the small garrisons at airfields, permanent stationing of troops in the country. It is probable that moving troops into the country would have strengthened the anti-British elements of the government and further destabilized the pro-British regime.

If Allied units other than the Habbaniya/Shaibah airbase guard units (Rule 38B2) are in Iraq in an Axis initial phase, the Axis player, at his option, may add two to any Iraqi coup die roll (Rule 38J4) made that turn. Note that, unlike the other modifiers for the Iraqi coup roll, the Axis player can choose not to make this modification.

K. Italy.

1. Operational Area. The Italian operational area consists of all areas included in the Axis Commands.

Exception: The operational area for non-Libyan Italian Colonial units consists of the Axis East Africa Command, only. (A non-Libyan Italian Colonial unit is any Italian Colonial unit whose unit ID does not include "Lib".)

2. Italian 5th Army. The Axis player does not have full control over Italian units in Tripolitania at the start of the game. When placing units in Tripolitania during initial deployment, place a "no movement" marker (use any convenient marker) on any on-map unit that has a movement rating greater than 0. Units so marked cannot move (they may otherwise function as the rules allow). During each Axis initial phase starting with the Dec II 40 turn, the Axis player removes a "no movement" marker from one of these units (his choice of which one), whereupon he gains full control over it and may move it per the rules.

The Axis player immediately gains full control over all Italian units in Tripolitania when the garrison of Tripolitania is released from garrison (Rule 37D2). Remove all "no-movement" markers from these units when this occurs.

3. Italian Disarray. Due to Italian disarray, the following special rules apply in the Axis Med / North Africa Command during the Dec I 40 game turn:

- Italian air units at North African airbases do not automatically become operative per Rule 16C1. Instead, the Axis player must roll a die for each air unit that would normally become operative; on a roll of 1-3 the unit becomes operative, on a roll of 4-6 it remains inoperative.
- No Italian unit may demolish a port, break a transportation line, or damage the capacity of an airbase.
- The Axis player may not voluntarily destroy steps of attack supply, nor may he convert them to GSPs or resource pts.
- Italian units that are isolated are demoralized. A demoralized unit has it attack strength, defense strength, and movement allowance halved.
- Treat Italian units that are isolated when eliminated in combat as if they were both eliminated and scrapped, with the Axis player receiving no replacement points for this scrapping, but still losing victory points for the scrapped units as specified in Rule 40D1 (scrapping).

Note: When using the Graziani's Offensive option (option H in the *Wavell's War* Scenarios and Appendices booklet), Italian Disarray (as modified by that option) also applies to Italian forces in the Axis Med / North Africa Command during all turns prior to Dec I 40.

4. Albanian Revolt. Once per game, Albania may revolt against Italy. The Allied player checks to see if this revolt occurs during each Axis initial phase in which the SE Command is under Axis player control and the Allied player owns at least two cities or towns in Albania. The Allied player rolls a die and consults the Albanian Revolt Table (on Game Play Chart 8). Results are:

- *No Revolt:* No Albanian revolt occurs this turn.
- *Revolt:* Albania revolts. All Albanian units desert; immediately remove them from play. All hexes in Albania except those occupied by or in the uncontested ZOCs of Axis units immediately become Allied-owned. If a hex containing an Axis airbase becomes Allied-owned, Axis air units at the airbase must immediately attempt to escape. Axis units in Albania when the revolt occurs have their movement ratings halved throughout the remainder of the turn.

L. Kuwait.

Kuwait is neutral. However, due to British treaty rights there, treat Kuwait as Allied-owned territory.

M. Romania.

Romania is a member of the Axis. It has no forces in the game. However, other Axis forces may operate in Romania.

N. Neutral Zone.

Consider the Neutral Zone (circa 22A:4922) to be part of Saudi Arabia for all game purposes.

O. Saudi Arabia.

1. Operational Area. The operational area for Saudi forces is Saudi Arabia, the Neutral Zone, Transjordan, and Yemen.

2. Participation. Saudi Arabia is neutral. However, due to the considerable Allied influence in Saudi Arabia, Allied forces may enter and operate in Saudi Arabia (and the Neutral Zone) without violating Saudi neutrality. Axis units may not enter Saudi Arabia without violating Saudi neutrality; if Axis units do so, then Saudi Arabia declares war on the Axis and joins the Allies, with the Allied player controlling Saudi forces. While neutral, Saudi forces are ignored for all game purposes.

Air units of either side may overfly Saudi territory without violating its neutrality.

3. Mecca and Medina. The cities of Mecca (WW13:0410) and Medina (WW17:1503) are holy to Islam, and the entrance of any non-Saudi military forces into either of those cities would

have provoked outrage throughout Saudi Arabia and the wider Islamic world. To reflect this concern, non-Saudi forces may not enter either of these cities.

P. Slovakia.

Slovakia is a member of the Axis. It has no forces in the game. However, other Axis forces may operate in Slovakia.

Q. Spain and Portugal.

Spain and Portugal are neutral and may not be entered by either side's forces. *Exception:* The Allied airborne invasion force (Rule 33E5f) may overfly neutral Spanish and Portuguese territory during the turn of its entry.

R. Soviet Union.

The Soviet Union is initially neutral, and then automatically joins the Allies on Jun II 41. Due to political and military considerations outside the scope of the game, neither side's forces may ever enter Soviet territory (whether neutral or Allied).

S. Transjordan.

Transjordan is neutral. However, due to British treaty rights there, treat Transjordan as Allied-owned territory. No Jordanian forces appear in *Wavell's War*.

T. Turkey.

1. Operational Area. The Turkish operational area initially consists of Turkey, only. Upon limited intervention (Rule 38T2 below), the Turkish operational area expands to include all hexes outside Turkey that are within 10 hexes of any hex in Turkey.

Exception: Hexes in Iran within 10 hexes of Turkey are not part of the Turkish operational area while Iran is neutral.

2. Participation (Limited Intervention). Turkey is neutral and remains so the entire game. (Note that this means that non-Turkish forces cannot ever operate in Turkey.) However, under certain circumstances Turkey may intervene and dispatch an expeditionary force to "secure" areas near Turkey. The Axis player checks for Turkish intervention during each Axis initial phase if, for at least two consecutive Axis initial phases, at least 10 REs of German and/or Italian units are east of the Suez Canal, unisolated, and in general supply. *Example:* During the Axis movement phase of Aug I 42, 10 REs of German units crossed the Suez Canal and are operating east of the canal. Assuming these REs remain east of the Canal, unisolated, and in general supply in each following Axis initial phase, the Axis player first checks for Turkish intervention on Sep I 42. (Note that the rule only requires the REs to be east of the Suez Canal—for example, REs flown into Syria that somehow managed to be unisolated and in general supply would count.)

When checking for intervention, the Axis player rolls two dice and consults the Turkish Limited Intervention Table (on Game Play Chart 8). Results are:

- *Axis:* Pro-Axis limited intervention occurs. Turkey is still officially neutral, and non-Turkish forces may not enter or attack into any hex of Turkey itself. The Axis player controls the Turkish intervention force, and hexes outside Turkey that Turkish units gain ownership of are owned by the Axis player.

  Each turn, beginning with the game turn after intervention occurs, up to one step of Axis attack supply in the Mainland Europe off-map holding box may be placed in any rail hex in Turkey.

- *None:* No intervention or change to Turkey's status occurs.

- *Allied:* Pro-Allied limited intervention occurs. Turkey is still officially neutral, and non-Turkish forces may not enter or attack into any hex of Turkey itself. The Allied

player controls the Turkish intervention force, and hexes outside Turkey that Turkish units gain ownership of are owned by the Allied player.

In the first player turn in which a player may move Turkish forces, Turkish units may not attack or overrun enemy units, and Turkish air units may only fly transfer missions.

U. United States

1. Operational Area. The American operational area consists of all areas included in the Allied Commands.

2. American Inexperience.

a. Higher-Command Disorganization. American divisions enter the game broken down into unsupported regiments and headquarters. At first, these components may not assemble into divisions. In each Allied initial phase starting on Jan I 43, the Allied player rolls one die; if a 6 is rolled, then the Allied player may begin to assemble and break down American divisions. On the first turn, 1 American division may assemble/break down freely; on each following turn the number of American divisions that may assemble/break down is increased by 1. *Example:* The Allied player rolls a 6 for the first time on the Mar I 43 turn. Thus, the number of American divisions that may assemble / break down is: 1 on Mar I, 2 on Mar II, 3 on Apr I, etc.

Special: If the Allied player has failed to roll a 6 prior to Apr I 43, then the die roll for Apr I 43 is automatically a 6.

b. Tactical Problems. Once per game, the Axis player may declare one of his attacks against a hex containing American units (whether alone or stacked with other Allied units) as taking advantage of American tactical problems. This announcement is made immediately after the attack is declared; the attack then receives a +2 die roll modifier, in addition to any other combat resolution die roll modifiers.

c. Transport Pilots. When an American type T air unit flies an air drop mission, the disruption die rolls for any cargo it drops receives a –2 die roll modifier, in addition to any other disruption die roll modifiers.

3. French Louisianans [Optional Rule]. The American II/156 infantry battalion was composed of French speaking Louisianans, and historically was used to help garrison French North Africa. This unit is, therefore, counted at double its RE size for garrison purposes in any French region (French North Africa or the Levant).

V. Vichy France.

1. Operational Area. The Vichy French operational area consists of the Vichy French regions and adjacent sea zones.

2. Participation. Vichy France controls three regions on the map: the Levant, French North Africa, and French Somaliland. (Note that each of these regions consists of one or more colonies as specified in the Vichy France section of Rule 3D1.) Vichy France and its colonies are neutral, and the on-map Vichy regions are not controlled by either side's player. In general, a player's forces may not enter a Vichy region while it is neutral. *Exception:* The Axis may pressure Vichy France into allowing Axis forces into the Levant as described in Rule 38V3a below.

Either side's player may deliberately violate the neutrality of a Vichy region, by announcing that he is doing so as his forces enter the region.

a. Allied Violation of Neutrality. If the Allies violate the neutrality of a Vichy region, then the Axis player gains control only of the Vichy forces and territory in that region and ownership only of the Vichy territory in that region (except for territory owned by the Allied player there). Non-Vichy Axis forces, however, may not operate in the territory of the region unless the Axis player gains privileges to do so from Vichy

France (as explained in Rules 38V3-5 below). Note that an Allied violation of neutrality of one Vichy region has no effect on any other region. For example, the Allied player could invade and conquer the Levant, and both French North Africa and French Somaliland would remain neutral.

b. Axis Violation of Neutrality. If the Axis violates the neutrality of a Vichy region or occupies Metropolitan Vichy France (see Rule 38V6 below), then the following occurs:

- All neutral Vichy regions immediately join the Allies. The Allied player gains control of all Vichy forces in the regions and gains ownership of all Vichy territory in the regions (except for territory owned by the Axis player there).
- All Vichy forces controlled by the Axis player immediate surrender: eliminate these forces. For example, if the Allied player had invaded the Levant and was still fighting Vichy forces there when the Axis player invaded French North Africa, the Vichy forces in the Levant would surrender to the Allies.

3. The Levant.

a. Axis Privileges. The Axis player may receive special privileges in the Levant, through the Vichy Levant Table (on Game Play Chart 8). If the Axis player has not violated the neutrality of any Vichy region, he may use the table:

- Any turn starting from the turn that Germany intervenes in the Balkans (Apr I 41 if the Southeast Command is not under Axis player control) through to the end of 1941.
- Any turn at all if the Allied player has violated the neutrality of the Levant, and the Vichy forces in the Levant have not surrendered (see below).

Use the Vichy Levant Table to resolve the Axis player's attempts to pressure Vichy France into granting Axis forces privileges to enter and operate in the Levant without violating the region's neutrality. Once each Axis initial phase in a turn in which the Axis player may use the table, the Axis player may (but is not required to) make such an attempt. To do so, he rolls two dice and consults the Vichy Levant Table. Results are:

- *Full:* Axis air and ground units may operate freely in and out of the Levant. The Axis player may use Levantine ports (such as to disembark cargo) and airbases (such as to base Axis air units).
- *Air:* Axis air units may base in and operate from airbases in the Levant. The Axis player may use the Levantine airbases.
- *Transit:* Axis air units may use airbases in the Levant that are outside the patrol zones of Allied fighters. Axis air units may use these airbases only if flying regular transfer missions. They may not end their air operation at these airbases, however, and must continue transferring to airbases outside the Levant.
- *No Effect:* Vichy France did not grant any rights this turn.

Once the Axis player receives a result other than No Effect, he may no longer use the Vichy Levant Table in subsequent turns. Note that no result on the table gives the Axis player control over Vichy forces, supplies, rail capacity, or use of Vichy supply terminals in the Levant.

Once the Axis player receives a result other than No Effect, he may not violate the neutrality of any Vichy region while he has any forces or supply / resource items present in the Levant. The Axis player may renounce his privileges if he has no Axis forces in the Levant, and thereafter he may violate the neutrality of Vichy regions. Once privileges are renounced, the Axis player cannot resume the privileges, even if he does not violate the neutrality of Vichy regions.

The Allied player loses one victory point at the end of each game turn that the Axis has privileges in the Levant and the Allies have not violated the neutrality of the Levant. (Victory points are covered in Rule 42B.)

b. Allied Invasion. The Axis player gains control of the Vichy forces in the Levant if the Allied player violates the neutrality of the Levant. However, the Axis player may not operate any non-Vichy Axis forces in the Levant except as allowed by the Vichy Levant Table. For example, if the Allied player invades the Levant and the Axis player only has air privileges there, the Axis player may continue operating German or Italian air units from airbases in the Levant but may not send German or Italian ground units to the Levant.

c. Axis Invasion. If the Axis player violates the neutrality of the Levant, the Allied player gains control of the Vichy forces there, the Vichy territory there (except that owned by the Axis), and, unlike the Axis player, may have Allied forces operate in the Levant without using the Vichy Levant Table.

d. Surrender. Once the neutrality of the Levant is violated, the Vichy forces in the Levant surrender if the enemy player owns all dot and major cities in the Levant at the start of his initial phase. When these forces surrender, all Vichy ground and air units in the Levant are removed from play; these forces are considered to be eliminated.

e. Allied Garrison. The Allied player must garrison the Levant (per the Allied Required Garrisons Table on Game Play Chart 5) once the Levant has surrendered to or joined the Allies.

f. Variable Levant Surrender to Allies [Optional Rule]. Rule 38V3d gives a simple mechanism for Levant surrender that works adequately in most situations. Players desiring a more detailed model of the surrender of the Levant following its invasion by the Allies, may use the following alternative rule.

Each Axis initial phase after the Allies invade the Levant, the Allied player checks to see if the Levant surrenders. To do so, he rolls two dice and consults the Variable Levant Surrender to Allies Table (on Game Play Chart 8). Results are: *Does not Surrender:* the Levant does not surrender this turn; or *Surrenders:* the Levant surrenders and its forces are removed from play.

Note that this variable Levant surrender rule applies only to the surrender of the Levant to the Allies. Regardless of whether or not this rule is used, the Levant surrenders to the Axis only as described in Rule 38V3d above.

g. Levant Replacements [Optional Rule]. The metropolitan Vichy government made several units available as reinforcements for the Levant, but none succeeded in reaching the area. To consider the possibility of reinforcement from Metropolitan France more explicitly, use the following.

1 Vichy colonial infantry RP is available in the Mainland Europe off-map holding box on the I turn of each month if the Allies have invaded the Levant but not forced its surrender.

4. French North Africa. The Axis may violate the neutrality of French North Africa. Due to considerations outside the scope of this game, the Axis may not violate the neutrality of French North Africa before Jan I 42 or after Oct II 42.

If the Axis violates the neutrality of French North Africa, then the following rules are in effect:

1) Any Allied reinforcements listed as arriving in the Middle East Command may arrive in North Africa Command instead. (These arrive as do regular North Africa Command reinforcements, per Rule 40A.)
2) The Allied player may either proceed with or abandon the Allied Invasion of French North Africa (Rule 33E). If he abandons the invasion, he does not receive the Allied Nov I 42 special invasion player turn and his Nov I 42 invasion forces arrive as regular North Africa

Command reinforcements instead. If he proceeds with the invasion, modify Rule 33E as follows:

- There is no Vichy redeployment: ignore Rule 33E4c.
- Ignore references in Rule 33E4d to Vichy air units not being eligible for assignment to CAP or naval patrol missions, and references requiring the Vichy French to detect the invasion. Instead, the standard rules and procedures regarding naval patrol and CAP apply.
- The Allied player may not attempt to seize ports: ignore Rule 33E5d. Note that the Allied amphibious follow-up group automatically will remain at sea throughout the special invasion player-turn.

The Allied player may violate the neutrality of French North Africa on Nov I 42, only. He must do so at this time if French North Africa has not joined the Allies before Nov I 42.

If the Allies violate the neutrality of French North Africa, the Vichy forces initially resist the Allies; the Allied player must treat Vichy forces as enemy forces, and the Axis player controls these forces while they are hostile to the Allies. However, the Vichy French reaction to the Allied invasion must be checked at various times (per Rules 38V4a/b below), and the reaction will influence the status of the Vichy forces in French North Africa.

Regardless of the Vichy reaction, Vichy France grants the Axis full privileges in French North Africa if the Allies violate the region's neutrality. Axis air and ground units may operate freely in and from French North Africa. The Axis player may use French North African ports (such as to disembark cargo) and airbases (such as to base Axis air units).

a. Local Resistance. If the Allies violate the neutrality of French North Africa, check the resistance of Vichy forces during the combat phase of the Allied Nov I 42 special invasion player turn. For each attack, once the Allied player has announced the attack and the attacking forces, the Axis player rolls one die and consults the Success Table (on Game Play Chart 6). Results are:

- *F*: No Resistance:* The Vichy forces in the hex offer no resistance and automatically retreat from the hex. Treat the attack as achieving a DR result. Follow the standard rules of retreat (Rule 9F1) except that all ZOCs of Allied units and the opposing side's units are ignored.
- *F: Half Resistance:* The Vichy forces in the hex partially resist; their defense strengths for this combat are halved.
- *S: Full Resistance:* The Vichy forces in the hex fully resist; their defense strengths are not modified due to this rule.

Once the local reaction is determined, the Allied player can either resolve the attack or elect to cancel the attack. If the attack is canceled, the forces allocated to make the attack may not make a different attack in the combat phase. *Exception:* Allied units in the same hex (such as by making an amphibious or airborne landing) as partially or fully resisting Vichy units may not have their attacks canceled.

b. Vichy Reaction. If the Allies violate the neutrality of French North Africa, check the overall Vichy reaction to the Allied invasion in the initial phase of the Allied Nov I 42 regular player turn. The Allied player rolls two dice and consults the Vichy Reaction Table (on Game Play Chart 8). Results are:

- *NB: Non-Belligerent.* All Vichy forces are non-belligerent until the start of the next Allied initial phase. Each Allied initial phase thereafter, check the situation in each French North African colony (Morocco, Algeria, Tunisia) separately. If there are more REs of Allied units in the colony than REs of German and Italian units, the Vichy French in the colony join the Allies. The Vichy forces there may operate normally, except that they may not enter or attack into a colony that has not yet joined the Allies. As long as the REs of Allied units in a colony do not exceed the REs of German and Italian units, the Vichy forces in the colony remain non-belligerent. The effects of being non-belligerent are described below.

- *SD: Self Defense.* Vichy forces resist the Allies but do not fully join the Axis. They are treated as enemy forces by the Allied player and as non-belligerent forces by the Axis player. In the next Allied initial phase, the Allied player again checks for Vichy reaction, consulting the Vichy Reaction Table. (Note that in each game turn after the initial invasion turn, a dice roll modifier of –3 is used, in addition to the other modifiers.)
- *AX: Axis.* French North Africa resists the Allies and joins the Axis. The Axis player controls all Vichy forces there.

Treat non-belligerent Vichy forces and territory as neither friendly nor enemy to either player. Non-belligerent forces may not voluntarily move. Allied and Axis forces may freely ignore non-belligerent ZOCs and enter hexes containing non-belligerent forces, which are ignored for stacking purposes. Axis and Allied forces may freely enter non-belligerent territory, and a player gains ownership of non-belligerent territory per Rule 5B. Territory already owned by a side when Vichy North Africa beomes non-belligerent remains owned by that side. While Vichy forces in a colony are non-belligerent, Allied and Axis units may use administrative movement (Rule 6B) only in friendly-owned hexes in that colony.

Due to Vichy France granting privileges to the Axis, non-belligerent territory not owned by either side may be used by Axis forces. For example, Axis units may land by naval transport at unowned non-belligerent ports and Axis air units may use unowned non-belligerent airbases.

When non-belligerent Vichy forces lose their non-belligerent status, check the status of forces (per Rule 38A4 above) for opposing units occupying the same hex and for air units at enemy-owned airbases.

French North Africa joins the Allies when the Vichy French forces in all three French North Africa colonies join the Allies. This triggers the "French North Africa Joins Allies" conditional reinforcements listed on pages 6-7 of the *War in the Desert* Allied Order of Battle (OB). When French North Africa joins the Allies, French Somaliland and French West Africa also join the Allies. (Note that the Allied player receives Vichy French Colonial infantry RPs after French West Africa joins the Allies, as shown on page 24 of the *War in the Desert* Neutrals OB.)

c. Disarming Vichy Units. When an Axis unit enters a hex containing non-belligerent Vichy French North African forces, the Axis player may (but is not required to) attempt to disarm the Vichy forces in the hex. For each attempt, he rolls one die and consults the Success Table (on Game Play Chart 6). Results are:

- *S: Success.* The Vichy forces in the hex are disarmed. Vichy air and ground units are removed from play and are eliminated. Vichy supply / resource items are captured (and immediately usable) by the Axis.
- *F: Failure.* The Vichy forces in the hex attempt to escape, with the Allied player moving them. Vichy air units escape per air unit escape (Rule 17B), flying to an airbase not owned by the Axis. Vichy ground units and supply/resource items are immediately retreated 3 hexes. They may retreat through Axis ZOCs. They may not retreat into or through hexes occupied by Axis units. They must end their retreat in a hex not in an Axis ZOC, if possible. If no retreat route is open, then the ground units and supply/resource items in the hex are disarmed (per Success above).

d. Rail Net Restrictions. The French North Africa rail net

is disorganized following a violation of neutrality of the region. While either player may gain rail capacity on this net through capture of rail marshaling yards and/or having French North join their side, this capacity cannot be fully utilized at first. On the game turn of invasion and the following turn, both players' usable rail capacity is automatically 0 REs. Thereafter, each player's usable rail capacity increases by 1 RE per game turn until the usable capacity equals the player's normally available capacity.

Note that resource points cannot be spent to either temporarily or permanently increase the usable capacity of the French North Africa rail net during the game turn of invasion and the following turn; but may be spent for these purposes thereafter. When spending resource points to temporarily increase the capacity of this rail net, the increase is based on the usable (not available) capacity of the net. For example, if the current capacity of the rail net is 7 REs, but the usable capacity is only 4 REs, then the usable capacity of the net may be temporarily increased by a maximum of 2 REs (half of the usable capacity).

e. Surrender. Once French North Africa is invaded, the Vichy forces there surrender if the enemy player (who may not be the initially invading player) owns all dot and partial hex cities in French North Africa at the start of his initial phase. When these forces surrender, all Vichy ground and air units in French North Africa are removed from play; these forces are considered to be eliminated.

5. French Somaliland. If a side violates the neutrality of French Somaliland, the other side immediately gains control over that region's forces and territory as described in Rules 38V2a (if the Allies invade) or 38V2b (if the Axis invade).

Once French Somaliland is invaded, Vichy forces there surrender if the invading player owns Djibouti (WW6:0204) at the start of his initial phase. When these forces surrender, all Vichy ground and air units in East Africa are removed from play; these forces are considered to be eliminated.

6. Metropolitan Vichy France. If any on-map Vichy region has its neutrality violated, Metropolitan Vichy France (off map) may send ARPs to its loyal forces—the forces resisting the invaders. Metropolitan Vichy France generates a maximum of 2 ARPs at the start of each air cycle, and thus no more than 2 ARPs may arrive on map each air cycle from Metropolitan Vichy France. For further details, see page 5 of the *War in the Desert* Neutrals Order of Battle booklet.

The Axis will occupy Metropolitan Vichy France under the following conditions:

- If the Axis player violates the neutrality of any Vichy region, the Axis occupies Metropolitan Vichy France immediately when the neutrality violation occurs.
- If Vichy forces in any French North African colony join the Allies (see Rule 38V4 above), the Axis may occupy Metropolitan Vichy France. Each Axis initial phase, starting with the Axis initial phase of the game turn following the turn in which the first colony joined the Allies, the Axis player checks for this. He rolls a die and consults the Success Table (on Game Play Chart 6). A *Success* result means the Axis occupies metropolitan Vichy France. Any *Failure* result means the Axis does not occupy Metropolitan Vichy France this turn.

When the Axis occupies Metropolitan Vichy France, Vichy ARPs are no longer available in Metropolitan Vichy France. In addition, Vichy forces may join the Allies or surrender, as described in Rule 38V2b above.

W. Yemen.

1. Operational Area. The Yemeni operational area consists of Yemen and Aden.

2. Participation. Yemen is neutral. However, due to the considerable Italian influence in Yemen, Axis forces may enter and operate in Yemen without violating Yemeni neutrality. Allied units may not enter Yemen without violating Yemeni neutrality; if Allied units do so, then Yemen declares war on the Allies and joins the Axis, with the Axis player controlling Yemeni forces. While neutral, Yemeni forces are ignored for all game purposes.

Air units of either side may overfly Yemeni territory without violating its neutrality.

3. Reaction Check. Check Yemeni reaction (per Rule 38A2 above) the first time there is an Axis unit in Yemen that can trace a supply line from its hex to an Axis standard supply terminal.

X. Yugoslavia

1. Operational Area. The operational area for Yugoslavia consists of the Allied Balkan Command.

Special: Yugoslav forces raised after the surrender of Yugoslavia are "Free Yugoslav" forces under the operational control of Britain and with the same operational area as British forces.

2. Participation. Yugoslavia is neutral at the start of the game. It later may enter the war on either side as described below.

a. Axis Pressure. Once per game, during any Axis initial phase that is both on or after Nov I 40 and prior to German intervention in the Balkans (Rule 38F2b), the Axis player may pressure Yugoslavia to join the Axis. To do so, he rolls two dice and consults the Yugoslav Pressure Table (on Game Play Chart 8). Results are:

- *Neutral:* Yugoslavia remains strictly neutral.
- *Pro-Axis Neutral:* Yugoslavia is neutral. However, Axis supply / resource items (Rule 12H) may move by rail through Yugoslavia and the Axis player may trace a rail-element of a supply line (Advanced Rule 12D4) over Yugoslav rail lines.
- *Pro-Allied Neutral:* Yugoslavia is neutral. However, the Allied player may move Yugoslav forces within Yugoslavia. Yugoslav ground units may move but not attack. Yugoslav air units may only fly transfer missions. Yugoslavia begins mobilization during the next Allied initial phase.
  Axis: Yugoslavia joins the Axis and is at war with the Allies. Yugoslavia begins mobilization during the current Axis initial phase.
- *Allied:* Yugoslavia joins the Allies, and is at war with the Axis. Yugoslavia begins mobilization during the next Allied initial phase.

b. German Intervention in Balkans. If Yugoslavia is a pro-Allied neutral when Germany intervenes in the Balkans, then the Axis automatically declares war on Yugoslavia, and Yugoslavia immediately joins the Allies. Yugoslavia begins mobilization during the next Allied initial phase, if it isn't already mobilizing due to Axis pressure (Rule 38X2a above).

3. Government. The government of Yugoslavia starts the game in Beograd (14A:2211). Use the Yugoslav capital marker to mark its location. If Yugoslavia joins the Axis, immediately remove the capital marker from the map (the government has been replaced by an Axis puppet government). If Yugoslavia joins the Allies, the Yugoslav government can be evacuated or captured as described below.

a. Evacuation. During any Allied initial phase, the Allied player may evacuate the Yugoslav government, sending it into exile. When evacuated, remove the Yugoslav capital marker from the map. All Yugoslav forces immediately surrender and are removed from play. All Yugoslav SMPs (Rule 38X5) are lost.

Note: Evacuation uses special transport resources not represented in the game, so it does not cost the Allied player any

rail capacity or transport resources to evacuate the government.

b. Capture. If the Axis player gains ownership of the hex containing the Yugoslav government, the Allied player consults the Success Table (on Game Play Chart 6):

- A *Success* result means the government escapes capture and the Allied player must evacuate it (per Rule 38X3a above) in his next initial phase.
- Any *Failure* result means the Axis player captures the government. The Axis player gains 5 VPs for this feat. Remove the capital marker from the map. All Yugoslav forces, everywhere, surrender and are removed from play.

4. Rail Marshaling Yards. In addition to the rail marshaling yards specified in Rule 7A1, Yugoslavia has 1-RE-capacity rail marshaling yards at each of the following locations: Maribor (14A:0723), Ljubljana (14A:0826), and Nis (14A:3009).

5. Supply / resource Items. The *Wavell's War* Orders of Battle (OB) booklet specifies that certain supply / resource items (resource points and SMPs) are Yugoslav instead of Allied (or Axis). The production section of the same OB specifies that certain resource points are received as Yugoslav resource points and not Allied (or Axis) ones. (Use any convenient method to differentiate Yugoslav supply / resource items from Allied (Axis) supply / resource items.)

Newly produced Yugoslav resource points must be placed at any friendly-owned Yugoslav major or dot city or they are forfeited. Yugoslav supply / resource items may not leave the Yugoslav operational area. Yugoslav SMPs may not be used to move SMP loads on any Greek or Yugoslav islands.

6. Mobilization. When Yugoslavia mobilizes, follow the instructions for its mobilization as listed on the *Wavell's War* Orders of Battle (OB) booklet. If Yugoslavia is Allied or pro-Allied, it mobilizes during the Allied initial phases; if Axis, during the Axis initial phases.

7. Alternative Mobilization [Optional Rule]. The standard Yugoslav mobilization instructions work simply and efficiently. They do, however, yield a much quicker mobilization in the outlying provinces than in Serbia, and allow the Yugoslavs greater leeway in choosing which units successfully mobilized than was actually the case.

The following procedure provides a more random mixture of mobilization units at a cost in time and complexity.

- **Neutrality Watch Deployment:** The Allied player deploys all Yugoslav units listed as "Mobilization Reinforcements" on the Yugoslav OB. Place units one per city or town in their designated region. If all cities / towns in a region are occupied by a mobilization reinforcement unit, the remaining mobilization units may be deployed in any cities or towns in the region. Deploy mobilization units inverted (all mobilization units are blank on the back). Ignore inverted units for all purposes until they mobilize (per below). *Exception:* If an enemy unit enters a hex containing an inverted (and thus unmobilized) unit, place the unmobilized unit in the replacement pool.
- **First Turn of Mobilization:**
    Initial Phase: No units in any hostile region mobilize. For each mobilization unit in a friendly region, roll one die for each unit eligible to mobilize and consult the Success Table (on Game Play Chart 6): on a *Success* result, the unit mobilizes (flip the unit to its front side); on any *Failure* result, the unit fails to mobilize.
    Movement Phase: No units in any hostile region may move. Roll one die for each friendly region. (When rolling for a friendly Montenegro or Slovenia, divide this roll by two.) This is the number of units in that region that

may move. (These moving units may be any units present in the region, except for unmobilized units; and they may leave the region during movement.)

- **Second Turn of Mobilization:**
    Initial Phase: For each friendly region, all remaining units mobilize. (Mobilization now is complete in the friendly regions.) For each mobilization unit in a hostile region, roll one die for each unit eligible to mobilize and consult the Success Table. Results are the same as for the first turn of mobilization.
    Movement Phase: All units in friendly regions may move. Roll one die for each hostile region. (When rolling for a hostile Montenegro or Slovenia, divide this roll by two.) This is the number of units in that region that may move. (These moving units may be any units present in the region, except for unmobilized units; and they may leave the region during movement.)
- **Third Turn of Mobilization:** For each hostile region, all remaining units mobilize, and all units in the region may move. Yugoslav mobilization now is complete.

8. The Iron Gate [Optional Rule]. Barge traffic on the Danube River was vitally important to the economy of SE Europe. A major choke point for this traffic—the series of locks on the river called the Iron Gate—was partly inside Yugoslavia. Yugoslavia's pre-war plans called for the destruction of the locks of the Iron Gate in the case of an Axis attack. Historically, Axis commando forces captured the Iron Gate before Yugoslavia could destroy the locks. However, had Yugoslavia succeeded in destroying the locks as planned, the Axis economies would have suffered greatly. The following rule accounts for this.

The locks of the Iron Gate are automatically destroyed at the end of the first Axis movement phase after Yugoslavia joins the Allies, unless the Axis player seizes the locks during that phase before they can be destroyed, as described below. Alternatively, the Allied player may declare the locks destroyed during any Allied initial phase in which hex 14A:2507 is Allied-owned.

During the first Axis movement phase after Yugoslavia joins the Allies, the Axis player may attempt to seize the locks of the Iron Gate by moving any German unit into hex 14A:2507 and declaring that it is attempting seize the locks. The unit may move no farther in that phase. Roll a die and consult the Success Table (on Game Play Chart 6). On a *Success* result, the Axis unit seizes the Iron Gate before the locks can be destroyed. On any *Failure* result, the locks are destroyed before they can be seized.

Note that the seizure attempt die roll is modified by +3 if the unit attempting the seizure is a commando unit (of any size).

The Axis player loses 5 victory points if the locks of the Iron Gate are destroyed.

Rule 39 — Guerrillas [Optional Rule]

Note: Guerrillas are a minor aspect of *Wavell's War*. In East Africa (where all but one of the guerrilla units in the game appear) they can occasionally be of some importance.

A. Guerrilla-Capable Units.

Certain units are capable of hiding in and living off of the countryside. These units are guerrilla-capable units.

Guerrilla-capable units have two sides: a hidden side (the side with the guerrilla unit type symbol and the "G6" movement rating) and a revealed side (the side with a non-guerrilla unit type symbol, a unit size, unit ID, and combat and movement ratings). Guerrilla-capable units operate in one of two modes, combat or guerrilla, depending on which side of the unit is face up on the game map.

In general (unless specified otherwise in Rule 39B below), guerrilla-capable units operate the same as non-guerrilla-capable units. *Exceptions:* Guerrilla-capable units may not be scrapped (Rule 40D1) or voluntarily disbanded (Rule 40D2); and they do not generate special replacements (Optional Rule 40B4) when eliminated in combat (even if in combat mode).

B. Modes.

1. Combat Mode. When a guerrilla-capable unit has its revealed side face up it is operating in combat mode. While operating in combat mode, it is treated as a normal ground unit and all normal rules apply (unless specified otherwise in Rule 39A above).

2. Guerrilla Mode. When a guerrilla-capable unit has its hidden side face up it is operating in guerrilla mode. Units in guerrilla mode operate differently than do regular combat units, and the following rules define these differences. If a standard rule is not mentioned below, then units in guerrilla mode are affected by that rule the same as other units (unless specified otherwise in Rule 39A above). *Note:* The standard rules sections to which the following paragraphs refer are noted in parentheses at the start of each bullet point.

- (5) A unit in guerrilla mode has no ZOC at all (if it has a ZOC while in combat mode it temporarily loses its ZOC, throughout the time it is in guerrilla mode) and thus cannot gain ownership of hexes, including the hex it occupies. Ownership of the hex it occupies is determined as if the unit were not there.
- A unit in guerrilla mode may move the same as a light infantry, mountain, or cavalry unit, as the owning player wishes. A unit in guerrilla mode always has a movement allowance of 6 MPs, regardless of the movement rating on the combat mode side of the unit.
- (9I) A unit in guerrilla mode may attempt to retreat before combat, and its attempt is always successful.
- (5, 6, 9F) A unit in guerrilla mode is not affected by ordinary ZOCs for any purpose, such as when moving or retreating before or after combat. A unit in guerrilla mode may retreat through an enemy-occupied hex to reach a hex not occupied by enemy units if such is the only retreat route available.
- Although a unit in guerrilla mode is not affected by ordinary ZOCs, it is affected by anti-guerrilla zones of control (AGZOCs). An AGZOC is exerted in hexes the same as an ordinary ZOC. In *Wavell's War* only the following units have an AGZOC:
    - The Italian Colonial 0-1-6 Lt Inf [X] "Merl," but only when in combat mode.
    - The British Colonial 0-1-6 Lt Inf [X] "Trk," but only when in combat mode.
  No units of any other national forces have AGZOCs.
- When a unit in guerrilla mode exits a hex that is in an enemy AGZOC, it must spend a number of MPs to leave the hex, in addition to the terrain costs of movement. These MP costs are listed on the ZOC Movement Costs Table (on Game Play Chart 1).
    A unit in guerrilla mode may not retreat into or through an enemy AGZOC and is eliminated if required to do so.
- (6) A unit in guerrilla mode may move through (but not end its movement in) hexes occupied by enemy units, except hexes occupied by enemy units with AGZOCs.
    Any unit may move through (but not end its movement in) hexes occupied by units in guerrilla mode. The presence of an enemy unit in guerrilla mode in a hex does not affect the admin, rail, or river movement of units.

- (9) A unit in guerrilla mode may not attack a hex containing enemy units with defense strengths greater than zero. It has a limited attack ability against a hex containing enemy zero strength units. This attack is resolved similar to other attacks; the combat result for this attack is automatically DR.
- (3F, 12) A unit in guerrilla mode is not affected by isolation in any way. A unit in guerrilla mode is always in supply.
- (13) A unit in guerrilla mode may not overrun or be overrun.
- (7A6, 17D, and 30A2) A unit in guerrilla mode may not break rail lines or damage airbases or ports.

3. Changing Modes. The owning player may change any of his guerrilla units from one mode to the other during his initial phase. However, if a guerrilla unit in guerrilla mode begins any initial phase (friendly or enemy) in a friendly-owned hex or adjacent to a friendly non-guerrilla unit, the owning player *must* change the unit to combat mode. Additionally, the owning player *must* change a guerrilla unit from guerrilla mode to combat mode if it does not retreat before combat when attacked.

C. Sabotage.

This rule is not used in *Wavell's War.*

D. Dummy Guerrilla-Capable Units.

In addition to actual guerrilla-capable units, dummy guerrilla-capable units are available. A dummy guerrilla-capable unit operates the same as other guerrilla-capable units except that it may not attack zero strength units. A dummy guerrilla-capable unit is removed from play when its revealed side is shown to the opposing player. The owning player may voluntarily remove from play any of his dummy guerrilla-capable units at any time.

E. Guerrilla Forces.

1. Gideon Force. A handful of British officers, including Colonel Orde Wingate, established a significant force of Ethiopian "Patriots" that, operating with elements of the Sudan Defence Force, and from a mountain base established by Hailie Selassie, the Emperor of Ethiopia, caused considerable trouble for the Italians in the Gojjam region of Ethiopia. Wingate called the force "Gideon."

The Allied player receives the Ethiopian "Gideon Force" guerrilla reinforcements in East Africa as listed on pages 8-9 of the *Wavell's War* Orders of Battle (OB) booklet. Note that these reinforcements may only be deployed within 6 hexes of the Emperor (represented by the Ethiopian capital marker as described in Rule 38E2). These units may only operate in Sudan and Ethiopia. When an Ethiopian guerrilla-capable unit or dummy is eliminated or removed from the map, it immediately again becomes "available for deployment" per the OB.

Ethiopian guerrilla-capable units may only change from combat to guerrilla mode when within 10 hexes of the Emperor. *Exception:* If Addis Ababa (WW11:2002) is Allied-owned, Ethiopian guerrilla-capable units may change from combat to guerrilla mode in any hex.

2. Merille Tribesmen. (*Note:* Use this rule only in conjunction with Rule 39E3.) The Merille tribesmen of SW Ethiopia put up sufficient resistance to the British as to discourage them from using that approach to central Ethiopia.

The Axis player receives the Italian Colonial "Merille Tribesmen" guerrilla reinforcement in East Africa as listed on page 24 of the *Wavell's War* Orders of Battle booklet.

The Merille unit has an AGZOC when in combat mode.

The Merille unit may not move more than 9 hexes from Kalam (WW7:0323) and is eliminated if forced to do so. It may not stack with an Axis unit and is eliminated if forced to do so. (The

Merille were none too friendly towards the Italians, either). Remove the Merille unit from play when the Allies gain ownership of Addis Ababa. If eliminated or removed, the Merille unit may not be replaced.

3. Turkana Tribesmen. (*Note:* Use this rule only in conjunction with Rule 39E2.) The Turkana tribesmen in northern Kenya were long-time enemies of the Merille. The British considered arming the willing Turkana to fight the Merille but eventually decided against it.

In any Allied initial phase in which the Allied player has a resource point in Lodwar (WW8:0805), he may announce he is arming the Turkana, expend the resource point there, and receive the British Colonial "Turkana Tribesman" guerrilla reinforcement in East Africa as listed on page 8 of the *Wavell's War* Orders of Battle booklet.

The Turkana unit has an AGZOC when in combat mode.

The Turkana unit may not move more than 12 hexes from Lodwar and is eliminated if forced to do so. Remove the Turkana unit from play immediately after the Axis Merille unit is removed from play for any reason. If eliminated or removed, the Turkana unit may not be replaced.

4. Fawzi al Qawukji. Fawzi al Qawukji was an Arab nationalist who had fought against the British in Palestine in the 1930s. At the start of the war, Fawzi was still at large and roaming over western Iraq with a band of bandits and brigands.

The Axis player receives the Axis Bandit "Fawzi al Qawukji" guerrilla reinforcement in Iraq as listed on page 27 of the *Wavell's War* Orders of Battle booklet.

Fawzi is always in general supply, even while in combat mode.

In each Axis initial phase, the Axis player rolls one die to determine what Fawzi does (if anything) that turn:

    1   Fawzi does nothing.
    2   Fawzi changes mode but does not move.
    3-4 Fawzi does not change mode and moves randomly during the upcoming movement phase.
    5-6 Fawzi is under the control of the Axis player for the player turn.

To move Fawzi randomly, assign each direction of the hex grain a number from 1 to 6. Roll the die and move Fawzi in that direction. Roll again for the number of movement points (1 to 6) Fawzi expends. Fawzi can never enter Turkey or Iran and stops at the border if he randomly tries to cross into either nation. Note that Fawzi is not prohibited from entering any other country. If Fawzi randomly tries to cross a prohibited terrain hexside or enter a prohibited terrain hex (such as to enter an all-sea hex) he stops his movement for the phase when he encounters the prohibited terrain.

Fawzi may never stack with another unit (including another Axis, Iraqi or Vichy French unit). If in guerrilla mode, Fawzi always must attempt to retreat before combat.

Fawzi is removed from play on the turn that both of the following events have occurred:
- The Levant has surrendered to, or joined, the Allies.
- It is at least 12 turns since the Iraqi Coup collapsed (or the Jul I 41 turn has arrived with no Iraqi coup).

Rule 40 — Ground Reinforcements and Replacements

During the course of the game, each player receives reinforcements and replacements and performs various reinforcement activities such as mobilizing, converting, upgrading, reorganizing, disbanding, transferring, and withdrawing units. Players receive reinforcements and replacements during their initial phases.

If a unit enters play (as a reinforcement or replacement) at a city or town that is out of general supply, the unit's general supply status is the same as that of the city / town. For example, if the town of Tobruch has been out of general supply for three turns and a replacement unit appears there, the unit is in its third turn out of general supply. *Note:* Units appearing in a city or town that is isolated and has been out of general supply for at least four turns are not checked for elimination (Rule 12E3) on the player turn they arrive.

The orders of battle specify all reinforcements and replacements in the game. The OBs are organized by national forces; and, unless specified otherwise, reinforcement and replacement items for one national force cannot be taken by another national force. On the OBs, unit identifications are given for historical interest and may be ignored except for the purposes of Rule 15 (Unit Breakdowns/Assemblies).

Notes: 1) The rules often require a supply line to be traced from a unit or hex to a regular general supply source (Rule 12C) for a reinforcement or replacement activity to occur. Note that Rule 12C allows a limited supply terminal to be treated as a regular general supply source for all reinforcement and replacement activities. 2*)* Air and naval reinforcement, replacement, and repair activities are covered in Rules 25 and 35.

A. Reinforcements.

Players receive reinforcements during the course of game, as given on their orders of battle. A player's reinforcements are placed on the map during his initial phase. Reinforcements may be placed only in friendly-owned hexes; these hexes may be in enemy ZOCs.

Unless otherwise specified, reinforcements that are unable to occur for some reason are delayed until they are able to occur. For example, a reinforcement unable to enter play as specified on the OB is delayed until it can enter play.

Note: Various reinforcement rules refer to replacement points (RPs) or other replacement concepts. These are covered in detail in Rule 40B.

1. Concepts. The OBs use the following terms and general definitions:
- **Reinforcements** are specified by turn, command, and national force (i.e., the OBs list reinforcements first by the turn in which they are received, then by the command where they are received, and then by the national force they belong to). Note that (per Rule 3E4) a player ignores all references to reinforcements for commands he does not control. Reinforcements also may be specified by hex, airbase or port, city or town, or defined geographic area. (All geographic areas listed on the OBs are defined in Rule 3D1.) Place the reinforcements for a command or geographic area at any friendly-owned cities or towns in the specified command or area. If a reinforcement has specific entry conditions listed on the OB other than the above, follow those instructions.
- **Return:** This is the same as an arrival except that a counter previously withdrawn from play is reused.
- **Deploy:** Place the indicated guerrilla-capable unit (or dummy guerrilla-capable unit) in any hex in the specified area that is: 1) enemy-owned, 2) not occupied by an enemy unit or in an enemy AGZOC, and 3) not adjacent to a friendly non-guerrilla unit. If no such hex is available, the reinforcement is forfeited (not delayed). Deploy the unit in guerrilla mode.
- **Forming/Full:** Certain units which require a considerable amount of time to form, equip, and train go through a two-step process when appearing as reinforcements.

Initially, the unit is listed as "forming" in a command. At this time, place it in the "forming" box for that command (on the owning player's Game Chart 1).

When the OB then lists the unit as "full" remove it from the forming box and receive it as a reinforcement.

If a player loses ownership of all cities in a command, then all of his units in the command's forming box are eliminated (not delayed). If the OB lists a single hex as the location where a forming unit appears as "full" and that hex is captured by the enemy, then the unit forming for the hex is eliminated (not delayed).

Note that certain forming units must first arrive before being placed in the appropriate forming box (these are shown as "Arrive: Forming:" in the OBs). Immediately after arriving in any friendly-owned hex in the specified command; place the unit in that command's forming box. If such a unit is placed at sea embarked on naval transport (per the "Arrive" bullet above); it may only use naval transport to move to a port in the arrival command (it may not move to any other command); once it disembarks at any port in the arrival command; place the unit in the command's forming box.

- **Mobilize:** Place the unit as a reinforcement in the specified city, town, or geographic area.
- **Mobilize to Full Strength:** Either:

  1) Flip the indicated cadre over to its full-strength divisional side—if it is in regular supply; or

  2) Receive RPs equal to the cost to rebuild the cadre to full strength (Rule 40B3c) at any friendly-owned cities in regular general supply in the specified country—if it is not in regular general supply. These RPs may not be used on the turn they are generated, but may be used thereafter.

- **Convert** specifies when a unit (or units) converts into another unit (or units). The player must convert a unit in his initial phase on the turn the conversion is specified, if possible. To be converted, the unit must trace a supply line to a regular general supply source (Rule 12C), and may not be in an enemy ZOC. Remove the original unit from play and put the new unit in its place. If it is not possible to convert the unit when specified, it must be converted in the first friendly initial phase in which it can be converted.

  When two or more units are involved in a conversion, the converting units must be stacked together.

  Units removed from play through conversion are out of play; they are not eliminated and may not be replaced.

- **Reorganize:** A reorganization works similar to a conversion, except that the owning player may reorganize the unit in any of his initial phases on or after the turn the reorganization is specified. (While conversions are mandatory, reorganizations are optional.)

  When a player is allowed to reorganize units in play, he may also reorganize these units in his replacement pools. The units to be reorganized must be in the same replacement pool. Remove the specified reorganizing units from the replacement pool and add the indicated unit to the replacement pool.

- **Upgrade:** An upgrade works similar to a conversion, except that the owning player 1) must spend RPs (as listed in the OB) when the unit is upgraded, and 2) may upgrade a unit in any of his initial phases on or after the turn the upgrade is specified. These RPs must be spent at the general supply source to which the supply line is traced. The player may upgrade a unit in any of his initial phases on or after the turn the upgrade is specified.

- **Disband:** Disbanding works similar to conversion, except that the owning player receives RPs (as listed in the OB) when the unit is disbanded. Place these RPs at the general supply source to which the supply line is traced. These RPs may not be used on the turn they are generated but may be used thereafter.
- **Add:** Add the indicated unit to the specified replacement pool or garrison box.
- **Release:** Release the indicated unit from the specified garrison box and receive it as a reinforcement at any friendly-owned city in the garrison's area.
- **Remove:** Remove the indicated unit from the specified replacement pool or breakdown box.

  If the removal is from a replacement pool and there is no such unit in the pool, then delay this action until there is such a unit in the pool. If the removal is from a breakdown box, do it when the assembly as specified on the OB is first made.

- **Transfer** specifies when forces are transferred to another command. If the transfer is to a command the player does not control, he must transfer the specified forces. If the transfer is to a command the player controls, he ignores the transfer—the player disposes of forces in commands he controls as he wishes. *Exceptions:* 1) If the Axis player controls the SE Command, he must transfer forces to and from that command as specified on his OB. 2) If the Allied player controls the Balkan Command, he must transfer forces to that command as specified on his OB or lose victory points (Rule 42B) for failing to do so.

  Any unit of the indicated national force, armed force, unit size, unit type, and strength may be transferred. If possible, the transferring unit should be non-isolated. A transferred unit is out of play (simply remove it from the map) and may not return to play unless called for in the OBs. *Exception:* Allied units transferring to Greece are placed in the Greece off-map holding box as they may subsequently return to play as described in Rule 40A3.

  If the only on-map units meeting the listed specifications are currently part of an assembled division (i.e., the unit required to transfer is in a breakdown box), immediately break down the divisional unit into its non-divisional components and then transfer the required unit. If this assembled division is at cadre strength, first rebuild it to full strength (per Rule 40B3b) before breaking it down. If the player does not have sufficient RPs (of the correct types) to meet the rebuilding cost, then he maintains a deficit (Rule 3C5) until he has RPs available. *Example:* The OB requires the Allied player to transfer 1x 2-8 Inf X 7 (Ind) to East Africa. However, this unit is currently part of the assembled 5th Indian division and that division is at 2-8* cadre strength. The Allied player must spend 5 Ind inf RPs to rebuild the division to full strength and then break the division down into its non-divisional components before transferring the 7th Indian infantry brigade.

  If no on-map unit can be transferred, then the player 1) removes an eliminated unit with the listed specifications from the replacement pool (after breaking down a unit in the pool if necessary), and 2) forfeits RPs equal to the unit's replacement cost. If the player does not have sufficient RPs (of the correct types) to meet this cost, then he maintains a deficit (Rule 3C5) until he has RPs available.

- **Withdraw:** specifies when units must be withdrawn from play. Treat a withdrawal the same as a transfer to a command the player does not control.

- **Available for Assembly:** Place the specified units in the appropriate breakdown boxes on the player's Game Chart.
- **Other:** Follow whatever OB instructions appear for special reinforcement events.

2. Axis Reinforcements. The Axis OB is divided by command and national force. In general, reinforcements appear as described in Rule 40A1 above, with the following additions:

- **Available in Europe:** Place these reinforcements in the Mainland Europe off-map holding box (on Axis Game Chart 1); or at any ports or airbases in the Italian Central Mediterranean Islands; or, *after* the Axis player ceases operations in the Balkans (Rule 3E5), at any Axis-owned ports or airbases in the South Aegean Islands. (Note that if the Balkans are *not* in play, the Axis player automatically ceases operations there at the start of his Jun I 41 initial phase.)
- **Available in Mainland Italy:** Place these reinforcements in any hexes in Mainland Italy.
- **Available in Germany:** Place these reinforcements in any hexes in Germany.
- **Available Forces:** Axis forces listed as available for special operations are kept off-map in the Special Operations Pool box (on Axis Game Chart 1), until activated for a special operation during an Axis initial phase as described in Rule 33D1c.
- **If No German 1942 Special Operations:** The specified unit is not received as a reinforcement if *any* German parachute unit from the German 1942 Special Forces Pool was used for a special operation in 1942.
- **If No Italian 1942 Special Operations:** Certain Italian units are listed both as standard reinforcements and as part of the Italian 1942 Special Forces Pool. Such a unit is not received as a standard reinforcement if it or any part of its parent division was used for a special operation in 1942.

3. Allied Reinforcements. The Allied OB is divided by command and national force. In general, reinforcements appear as described in Rule 40A1 above, with the following additions:

- **Allied Forces Evacuate from Greece:** In scenarios in which the Balkans (Rule 3E5) are not in play, the Allied player determines the effects of the Balkan campaign on his forces sent to Greece during the Allied initial phase of the Jun I 41 turn. For each air and ground unit in the Greece off-map holding box the Allied player rolls a die and consults the Success Table (on Game Play Chart 6).

  For ground units: A *Success* result means the unit arrives (per Rule 40A1 above) at any Allied-owned port in the Middle East Command; while any *Failure* result means the unit is eliminated and placed in the Middle East replacement pool.

  For air units: A *Success* result means the air unit is placed inoperative at any Middle East Command friendly-owned airbase with a capacity of at least 1; an *"F" Failure* result means the air unit is placed in the aborted air units box for the Middle East Command (on Allied Game Chart 1); and an *"F*" Failure* result means the air unit is placed in the eliminated air units box for the Middle East Command (on Allied Game Chart 1).
- **Arrive** lists units, RPs, and supply/resource items (collectively referred to as "units/items") that transfer into the specified command from areas that are never under player control. **Arrive from (listed command)** lists units/items that transfer into the specified command from the listed command (which may or may not be under the player's control). Units/items listed as arriving from

commands under the Allied player's control are ignored (it is up to the Allied player to arrange for the movement of these units/items between his commands if he desires them to do so). Units/items listed as arriving from commands *not* under the Allied player's control arrive using naval transport, each item of cargo having its own NTPs sufficient to transport it. Place arriving units/items at sea, already embarked on their NTPs, as follows:

— Place *arrivals for the Middle East Command* in any Red Sea hexes along the east edge of map 19A. *Exception:* If East Africa is in play, but operations there have not ceased (Rule 3E6), place these arrivals in any Indian Ocean hexes along the south edge of maps WW1-4 or the east edge of map WW5. *Special #1:* For scenarios in which the Allied player controls the Middle East Command but not the Near East Command, Allied units/items for the Middle East listed as "Arrive from Near East" may arrive as above or in any Allied-owned hex in Transjordan or the Levant on the north or east edge of map 19A. *Special #2:* For scenarios in which the Allied player controls the Middle East Command but not the East Africa Command, Allied units/items for the Middle East listed as "Arrive from East Africa" may arrive as above or in any Allied-owned hex in Egypt on the south edge of map 19A. *Special #3:* The Allied player may elect to have some (up to all) of the Allied units/items specified as arriving in the Middle East Command in a turn, instead arrive in the Gibraltar or North Africa Commands (as described below). *Exceptions:* Australian, New Zealander, and Indian units/items arriving in the Middle East may not be diverted in this manner.

— Place *arrivals for the North Africa or Gibraltar Commands* in any Atlantic Ocean hexes along the north or west edges of map 24A, within 7 hexes of 24A:0101.

— Place *arrivals for the Malta Command* the same as either Middle East or Gibraltar arrivals, Allied player's choice.

— Place *arrivals for the Near East Command* in any Persian Gulf hexes along the south edge of map 22A.

— Place *arrivals for the East Africa Command* from any commands other than the Middle East in any Indian Ocean hexes along the south edge of maps WW1-4 or the east edge of map WW5. Place arrivals for the East Africa Command listed as "Arrive from Middle East" in any Red Sea hexes along the north edge of map WW17 or in any Allied-owned hex in Egypt or Sudan on the north edge of maps WW17-18. *Exception:* If operations have ceased in East Africa (Rule 3E6), place arrivals for that command in either the East Africa or Aden off-map holding boxes (on Allied Game Chart 1), Allied player's choice.

— Place *arrivals for the Balkan Command* designated as "Arrive from Middle East" in the Middle East Holding Box (on Allied Game Chart 1).

- **If No Iraqi Coup:** Ignore these reinforcement activities if an Iraqi Coup (Rule 38J4) has occurred.

4. Conditional Reinforcements. Players may receive conditional reinforcements. A player receives a conditional reinforcement in his initial phase in which he meets the conditions for its appearance for the first time. These reinforcements and their conditions for arrival are listed on the players OBs.

B. Replacements.

1. Production. Replacement points (RPs), steps of attack supply, and resource points are collectively called production. Players receive and use production during their initial phases. Unused production may be accumulated for use in later turns.

The Production Charts on the last page of the *Wavell's War* OB booklet lists all production by side, command, and national force. Note that the production listed on the Replacement Charts on the last page of the *War in the Desert* (Allied, Axis, and Neutrals) OB booklets is ignored in *Wavell's War*. Each side's player receives production on the I turn of each month as follows:

Allied Production:

- Treat each item of Allied Middle East Command production as if it were an "arrival for the Middle East Command" reinforcement (Rule 40A3 above), except that this production must be placed at sea embarked on NTPs. Note that the Allied player may elect to have some (up to all) of his Middle East Command production (excepting his Australian, New Zealander, and Indian production) instead arrive in the Gibraltar or North Africa Commands.

- Treat each item of Allied East Africa Command production as if it were an "arrival for the East Africa Command" reinforcement (Rule 40A3), except that this production must be placed at sea embarked on NTPs.

- Receive all Greek Balkan Command production at Athenai (15B:0911). *Special:* Greek resource points appear in increments of 0.5 points; simply accumulate 0.5 points at Athenai until an entire point is available. *Note:* There are special restrictions on Greek production as described in Rule 38G5.

Axis Production:

- Treat each item of Axis Med / North Africa Command production as if it were an "Available in Europe" reinforcement (Rule 40A2 above).

- Receive Axis East Africa Command production at any limited supply terminals in that command.

- Treat each item of German SE Command production the same as if it were an "Available in Germany" reinforcement (Rule 40A2).

- Treat each item of Italian SE Command production the same as if it were an "Available in Mainland Italy" reinforcement (Rule 40A2).

Neutral Production:

- If Turkish limited intervention has occurred (Rule 38T2), the side Turkey intervenes in favor of receives the Turkish production. Receive Turkish production at any Turkish standard supply terminals.

- If Yugoslavia has joined a side, that side receives the Yugoslav production. Receive Yugoslav infantry RPs at Beograd (14A:2211). Place newly-produced Yugoslav resource points at any friendly-owned Yugoslav major or dot cities. *Note:* There are special restrictions on Yugoslav production as described in Rule 38G5.

- The Axis receives Vichy French production if French North Africa resists the Allies and joins the Axis. Note that the Allied player never receives Vichy production.

    Vichy French steps of attack supply appear as "Available in Europe" reinforcements (Rule 40A2); these steps appear in increments of 0.5 steps; simply accumulate 0.5 steps in the Mainland Europe off-map holding box until an entire step is available.

    Vichy French African infantry RPs appear at any Vichy French standard supply terminals in French North Africa.

    Vichy French Colonial infantry RPs appear in French West Africa (merely keep a paper record of the RPs at this location). RPs in French West Africa may transfer to French North Africa: in each initial phase roll one die for each RP and consult the Success Table (on Game Play Chart 6). A *Success* result means the RP arrives at any Vichy French supply terminal in French North Africa; any *Failure* result means the RP remains in the holding box.

    Vichy French Colonial Levant infantry RPs appear in the Mainland Europe off-map holding box, but only if Optional Rule 38V3g (Levant Reinforcements) is used.

- Note that Egypt, Kuwait, Iran, Iraq, Saudi Arabia, Transjordan, and Yemen do not receive production in the game.

When players receive production, they place it on-map or keep track of it on paper as follows:

- When steps of attack supply or resource points are produced, place attack supply markers or resource point markers as appropriate in the hex or off-map holding box where the production is received (is placed, or appears).

- Keep a paper record of the number of RPs at each location (off-map holding box or on-map hex) until they are spent or eliminated (per Rule 40B3 below). Update this record when RPs are moved from one location to another using rail movement, air transport, naval transport, or river movement (as described in Rule 40B3).

2. Replacement Pools. Both players have replacement pools for their forces. (The game charts have boxes for these pools.) Each replacement pool has a specific command area.

When a non-guerrilla-capable unit is eliminated, place it in the replacement pool of its command. (When a guerrilla-capable unit is eliminated it is either permanently out of play or becomes available for deployment again as described in the section of Rule 39 for that particular type of guerrilla-capable unit.) A unit may only be replaced (reenter play) in the command of its replacement pool. For example, a unit in the East Africa replacement pool may only be replaced in the East Africa command. The orders of battle may also specify certain reinforcement units be added to the players' replacement pools.

When a division that can break down into specific or flexible components is eliminated, place it broken down in the replacement pool. If the division can break down into a headquarters and unsupported non-divisional units, break it down that way when placing it into the replacement pool.

The phasing player may transfer units between the replacement pools of commands he controls. A unit may be transferred between replacement pools so long as an overland-element supply line (of any length) can be traced from a supply terminal (standard or limited) usable by the unit's force in the originating command to any supply terminal usable by the unit's force in the destination command. Such transfers occur in the initial phase, after all other replacement activities have been completed.

3. Replacement Points. Each player receives two types of RPs: infantry (inf) and armor (arm). (The Allied player also receives Greek mountain (mtn) RPs.) *Note:* The labels infantry and armor are terms of convenience, as each type of RP actually represents more than just its name.

RPs are received as production and kept track of on paper as described in Rule 40B1 above.

RPs may move by operational rail movement (Rule 7A2) and river movement (Advanced Rule 34C); and use rail or river capacity according to their RE size, and spend MPs as if they were a 10 MP unit, when doing so. Transport air units and naval transport points (NTPs / ANTPs) may transport RPs, as covered in Rules 20F and 31. Note that these are the only ways a player may move his RPs.

RPs in a hex have no effect on enemy units. If a hex containing RPs is captured by the enemy, all RPs in the hex are immediately eliminated.

RPs are used to replace (return to play) eliminated units and to rebuild (return to full strength) cadres as described below.

a. Replacement Point Uses. Each replacement point replaces one attack strength point of a unit. (For example, a unit with an attack strength of 2 would require 2 RPs.) *Exceptions:*

- A divisional headquarters is replaced at a cost of 1 RP. A c/m HQ requires 1/2 arm RP and 1/2 inf RP; a non-c/m HQ requires 1 inf RP. (See below for the distinction between types of RPs.)
- A unit with an attack strength of 0 has its replacement cost based on its defense strength. A unit with a combat strength of 0 is replaced at an RP cost equal to its RE size. For example, a 0-combat-strength battalion (1/2 RE) is replaced at a cost of 1/2 RP, while a 0-combat-strength regiment (1 RE) is replaced at a cost of 1 RP.
- A transport counter is replaced at a cost of 1 arm RP per RE of carrying capacity. (For example, a 2-RE-capacity transport counter requires 2 arm RPs.)
- Position AA is replaced at a cost of 1/2 inf RP per AA strength point.

In general, armor RPs are used to replace / rebuild c/m units. Various c/m units (including all c/m divisional units and all c/m divisional HQs) use both armor and infantry RPs; these units and their arm and inf RP costs are listed on the Special RP Costs Chart (on the last page of the *Wavell's War* Scenarios and Appendices booklet). If a c/m unit is not listed on this chart, then it is replaced using only armor RPs. Example: A German 9-10 panzer division is listed on the chart and requires 6 arm and 2 inf RPs. A German 5-3-10 panzer regiment is not listed on the chart and thus requires 5 arm RPs for replacement.

Mountain RPs are used to replace / rebuild Greek mountain units, including mountain divisional HQs. Alternatively, they may also be used in the same manner as infantry RPs.

Infantry RPs are used to replace / rebuild all other units (such as infantry, non-Greek mountain, position AA, etc.).

b. Replacing Units. RPs may be used to replace an eliminated unit at its cadre strength (if it has a cadre). The RP cost is equal to the strength of the cadre. RPs may be used to replace a unit at its full strength (regardless of whether or not it has a cadre); the RP cost is equal to the full strength of the unit.

RPs at more than one location (on-map hex or off-map holding box) in the same command may be spent to replace a unit if an overland-element supply line (of any length) can be traced between all the RPs. Note that all RPs spent to replace the unit must be in the same command. The player spends the RPs required to replace the unit; removes the unit from the replacement pool; and places it as a reinforcement at any of the locations where the RPs were spent.

c. Rebuilding Cadres. RPs may be used to rebuild a unit at cadre strength to its full strength. The cost for this is equal to its full strength minus its cadre strength. For example, a 7-8 division at its 3-8* cadre strength requires 4 RPs. To be rebuilt, a cadre may not be in an enemy ZOC and must be able to trace an overland-element supply line (of any length) to each RP that will be spent to rebuild it. Note that the cadre and RPs need not be in the same hex. The player spends the RPs required to rebuild the unit and flips the cadre over to its full strength side.

d. National/Armed Force Restrictions on RP Use. In general (unless otherwise specified in this rule), RPs are based on national force, and RPs of one national force may not be used for other national forces. (Rule 3B covers national forces in detail.)

For example, German inf RPs may be used to replace or rebuild Germany Army, Luftwaffe, Brandenburger, and Waffen-SS units, as all of these armed forces are included in the German national force, but they cannot be used to replace/rebuild units from other any other national force (such as the Italian national force).

British Empire infantry RPs are specified by armed force, and the use of these RPs is restricted as follows:

- Australian units require Australian inf RPs.
- New Zealander units require New Zealander inf RPs.
- South African units require South African inf RPs.
- Indian Army units use Indian inf RPs and may use British Army inf RPs: For every 1 Indian inf RP spent, the Allied player may (but is not required to) spend 1/2 British national inf RP when replacing Indian Army units.
- Indian State Forces units require Indian inf RPs.
- British Colonial units require British Colonial inf RPs or British Army inf RPs (in any proportion). Note that British Colonial units are the only units that can use British Colonial inf RPs.
- All other British forces (British Army, Royal Marine, and Empire) use British Army inf RPs.

Vichy French infantry RPs are specified by armed force, and the use of these RPs is restricted as follows:

- Vichy Metropolitan units may use any Vichy Metropolitan, Vichy African, or Vichy French Colonial inf RPs.
- Vichy Army of Africa units may use Vichy Metropolitan or Vichy African inf RPs, but at least half the RPs must be Vichy African.
- Vichy French Colonial and Foreign Legion units may use Vichy Metropolitan or Vichy French Colonial inf RPs, but at least half the RPs must be Vichy French Colonial.

Note that there are no such restrictions on the Allied French national force. Note that all Vichy units that join the Allies become Allied French units and use Allied French inf RPs.

4. Special Replacements. [Optional Rule] Although special replacements are a standard feature in many *Europa* games, they are not used in *Balkan Front* or *War in the Desert;* their place being taken by scrapping (Rule 40D1). Players wishing to experiment with using special replacements in *Wavell's War* may use the following rule.

When units are eliminated due to combat or overrun, the owning player may receive infantry RPs. (Note that eliminated c/m units yield infantry RPs. Armor RPs are never received as special replacements: eliminated armor units yield infantry RPs, not armor RPs.) All national forces receive special replacements, and they may receive these replacements any time from the start of the game. *Exceptions:* Guerrilla-capable units (Rule 39A) and fragile units (Rule 40C) never yield special replacements.

When a non-guerrilla/fragile unit is eliminated or reduced to cadre, the owning player notes the actual attack strength point loss (i.e., for a unit reduced to cadre, full attack strength minus cadre attack strength). (Note that special replacements are always based on units' attack strengths.) The player also notes where these losses will accrue:

- If the unit was not isolated, its losses accrue at the closest friendly-owned regular general supply source (Rule 12C) to which an overland-element supply line (of any length) can be traced.
- If the unit was isolated, but can trace a standard length overland-element supply line to a friendly-owned city or town, its losses accrue at the city/town.
- If the unit was isolated and cannot trace a standard-length overland-element supply line to any friendly-owned city or town, its losses do not accrue (and no special

replacements are received for those losses).

In his initial phase, for each hex that accrued losses since his previous initial phase, the phasing player determines the actual number of infantry RPs received as special replacements for those accrued losses. To calculate these RPs, divide American, British, Allied French, German and Greek accrued loss totals by 4, divide Italian colonial accrued loss totals by 8, and divide all other accrued loss totals by 5. (Retain all fractions.) The resulting number is the number of special replacement infantry RPs received at the hex.

Example: During the Axis Jan I 41 player turn, the Allied player loses 16 attack strength points of British Army units, 4 attack strength points of Indian units, and 2 attack strength points of Australian units in his Middle East Command. None of the units were isolated when eliminated and the closest Allied regular general supply source to which an overland-element supply line could be traced was Alexandria, so all of these losses accrue there. During his Jan II 41 initial phase, the Allied player therefore receives at Alexandria 4 British inf RPs, 1 Indian inf RP, and 1/2 Australian inf RP.

Special: If this optional special replacements rule is used, units may still be scrapped per Rule 40D1, but each scrapped unit yields half the RPs specified in that rule. For example, a scrapped German 2-10 motorized regiment would now yield 1/4 German arm RP and 1/4 German inf RP.

5. Fractional RP Accumulation [Optional Rule]. There is no fundamental fractional unit of RPs; this can lead to increasingly tedious fractional arithmetic as play progresses. To avoid this, at the end of each initial phase, the phasing player should round his accumulated RPs for each of his national and armed forces down to the nearest one eighth. *Example:* The Allied player has accumulated 2 and 15/32 of British infantry RPs; he rounds this down to 2 and 3/8s RPs.

C. Fragile Units.

Certain units cannot be replaced or rebuilt within the context of the game. These units are "fragile units." Players cannot replace the following units:

  • Any commando unit (Rule 14F).
  • Any air-droppable unit (Rule 24).
  • Any Italian Blackshirt (CCNN) or Albanian unit.
  • Any Italian Colonial unit not in the East Africa Command. Note that Italian Colonial units in East Africa are not fragile.
  • Any non-Ethiopian guerrilla-capable unit (i.e., the Merille, Turkana, and Fawzi guerrilla-capable units).

Fragile units may not be scrapped (Rule 40D1) or voluntarily disbanded (Rule 40D2), and do not yield special replacements (Rue 40B4) when eliminated.

C. Special Considerations.

1. Scrapping. A player may scrap units in his replacement pools; receiving RPs for doing so. *Exceptions:* South African units, guerrilla-capable units (Rule 39A), and fragile units (Rule 40C) may not be scrapped.

A player scraps units in his initial phase. A scrapped unit is removed from the replacement pool and may not be replaced; in return, the player receives RPs for the scrapped unit. National force distinctions are taken into account for scrapping. For example, scrapped Germany Army, Luftwaffe, Brandenburger, and Waffen-SS units yield German RPs only. For British and Vichy French national forces, only, armed force distinctions are taken into account. For example, scrapping Indian units yields Indian RPs only. Scrapped units yield RPs as follows:

  • German, American, British, Allied French, and Vichy

French units yield RPs equal to 1/2 the replacement cost of the scrapped units.
  • Italian (except Italian Colonial units in East Africa), Egyptian, Ethiopian, Greek, Iranian, Iraqi, Turkish, Vichy French, Saudi, Yemeni, and Yugoslav units yield RPs equal to 1/4 the replacement cost of the scrapped units.
  • Italian Colonial units in East Africa yield RPs equal to 1/8 the replacement cost of the scrapped units.

For example, a German 2-10 motorized regiment (replacement cost of 1 arm and 1 inf RPs) would yield 1/2 arm RP and 1/2 inf RP when scrapped.

Special: When using Advanced Rule 38B4, certain British divisions may assemble using components from more than one British armed force. Such a division must break down (Rule 15) before it may be scrapped.

Place RPs gained from scrapping at any friendly regular general supply source (Rule 12C) in the command where the units were scrapped. These RPs may not be used on the turn they are generated but may be used thereafter.

When a player scraps units, the enemy player gains 3 victory points (Rule 42B) for each RE of units scrapped.

2. Disbanding. Players may voluntarily disband their units, receiving RPs for doing so. Players may disband any units they control. *Exceptions:* Units in a replacement pool, South African units, guerrilla-capable units (Rule 39A), and fragile units (Rule 40C) may not be disbanded.

For each national force, the phasing player may voluntarily disband a maximum of 3 REs of units each initial phase in each command he controls. For example, if the Axis player controlled the Med/North Africa and East Africa commands, he could disband up to 3 REs of Italian units in the Med/North Africa Command and up to 3 REs of Italian units in the East Africa commands in each Axis initial phase.

Special: When using Advanced Rule 38B4, certain British divisions may assemble using components from more than one British armed force. Such a division must break down (Rule 15) before it may be voluntarily disbanded.

A player disbands units in his initial phase, receiving the RP cost of the unit. *Exception:* When the Axis player disbands Italian Colonial units in the East Africa Command, he receives only half the RP cost of the unit. To be disbanded, the unit must trace a supply line to a regular general supply source (Rule 12C), and may not be in an enemy ZOC. Remove the disbanded unit from play; it is not eliminated and may not be replaced. Place the RPs received for disbanding the unit at the general supply source to which the supply line was traced. These RPs may not be used on the turn they are generated but may be used thereafter.

3. Foreign Aid. During a player's initial phase, the player may give armor RPs from a national force to other national forces on his side. (When armor RPs are given as foreign aid, update the paper RP record to reflect the change in which national force owns them. Note that the RPs remain at the same location.)

An armor RP may not be spent in the initial phase in which it is transferred but may be used thereafter.

In general, a player may give armor RPs from any of his national forces to any other national force he controls. However, the Axis player may not give Italian armor RPs to any other Axis national force.

Rule 41 — Preparing for Play

The "Preparing for Play" section of the *Wavell's War* Scenarios and Appendices booklet has detailed information on how to assemble the maps and deploy the initial forces for each of the fifteen scenarios included in the game.

Rule 42 — Victory

The victory conditions judge which player wins the game. Each scenario's victory conditions are listed in that scenario's section of the *Wavell's War* Scenarios and Appendices booklet.

A. In-Theater Surrender.

The game ends immediately if a side is forced to surrender in the critical areas of the theater of war shown on the maps. An in-theater surrender occurs if at the start of any initial phase the phasing player has no standard supply terminal in any of the following commands (ignore commands the player does not control):
   • *Axis:* Med / North Africa and Near East.
   • *Allied:* North Africa, Middle East, Near East, and East Africa.

When an in-theater surrender occurs, all forces of the surrendering side in the listed commands are immediately eliminated; final victory points (VPs) are tallied (including VPs for enemy forces just eliminated due to in-theater surrender); and the winner of the game determined.

If an in-theater surrender does not occur, the game continues until the scenario being played ends per the scenario rules.

B. Victory Points.

The victory conditions for most scenarios are based on victory points (VPs), with the more VPs a player wins the more likely he is to win the game. (Some scenarios have non-standard victory conditions that do not use VPs, but are instead focused on objectives.) During play of these scenarios, each side's player may gain or lose VPs for performing various game activities as listed in appropriate rules. These game activities, and their associated VP gains and losses, are summarized on the various Victory Charts (in the "Victory Charts" section of the *Wavell's War* Scenarios and Appendices booklet). Note that the victory charts that are used vary depending on the scenario being played—the victory conditions section of each scenario lists the victory charts used when playing that scenario.

Certain VPs are awarded (gained or lost) at the end of each six-month period: at the end of the Jan II and Jul II turns of each year. Other VPs are awarded at the end of the game, whenever it occurs. Still other VPs are awarded immediately upon the occurrence of special events. Note that some VP awards are player-specific, yielding VPs only to that player.

VPs are awarded for the control of territory, capturing objectives, enemy losses, accumulated friendly RPs, and events:

   • **Control of Territory:** Award VPs for the control of territory at the end of each six-month period. A player controls a territory, if during *any* friendly initial phase in the six-month period, all cities and ports in the territory are owned by the player. Note that it is possible that both players may receive VPs for the same territory in a single six-month period. *Exception:* Award VPs for Axis control of hexes in Greece at the end of each turn, not at the end of each six-month period.

   In scenarios beginning on Sep I 40, Oct II 40, or Dec I 40, the first six-month period (ending Jan II 41) is only ten, seven, or four turns in length, respectively. For this period, award the Axis player VPs for the listed territories only if he controls them at the end of Jan II 41.

   While Iran has joined the Axis but has not surrendered, award the Axis player VPs for the control of Iran only if a German or Italian unit has occupied the hex containing the Iranian supply terminal at any time prior to the award. Note that this condition 1) is in addition to the normal ownership of all cities and ports in Iran requirement, but 2) is not in effect if Iran surrenders.

   Similarly, while Iraq has joined the Axis but has not surrendered, award the Axis player VPs for the control of Iraq only if a German or Italian unit has occupied the hex containing the Iraqi supply terminal at any time prior to the award. Note that this condition 1) is in addition to the normal ownership of all cities and ports in Iraq requirement, but 2) is not in effect if Iraq surrenders.

   If Iraq has a pro-Axis government but has not joined the Axis, do not award the Axis player VPs for the control of Iraq.

   If the game ends before the end of a six-month period (by means of an in-theater surrender), then award the six-month VPs at that time.

   • **Capturing Objectives:** Award VPs for capturing objectives when the player controls it (i.e., he owns all cities and ports in the objective's listed area) for the first time. If he loses control of an objective and then regains control of it, the VPs for capturing it are not awarded again.

   • **Enemy Losses & Accumulated Friendly RPs:** Award VPs for enemy losses and accumulated friendly RPs only at the end of the game.

   Do not count Bulgarian, Egyptian, Greek, Hungarian, Iranian, Iraqi, Saudi, Turkish, Yemeni, or Yugoslav forces for the purpose of these VP awards. Do not count Italian forces in the Southeast or East Africa Commands for the purpose of these VP awards.

   Count Vichy French forces in the Levant, French Somaliland, and French North Africa separately for the purpose of these VP awards, awarding the VPs based on which side each of these Vichy regions ultimately joined. *Note:* If the Allies invade French North Africa and the Vichy French there eventually join them against the Axis, then all losses to the Vichy French North African forces give VPs to the Axis player, including any losses caused by the Allied invasion.

   • **Events:** Award VPs for events upon the occurrence of the event. These events, the conditions under which the event occurs, and the rules section where the event is covered in detail are noted at the bottom of each Victory Chart.

   • **Other:** At the end of each six month period, award VPs for "other" conditions as listed on the Victory Chart.

C. Levels of Victory.

At the end of the game, determine who won the game and his level of victory.

If the scenario played had victory conditions that did not use victory points, determine the winner and his level of victory as specified in that scenario's victory conditions.

If the scenario played had VP-based victory conditions, determine the winner and his level of victory as follows: Calculate the final VP total for each player. The player with the higher final VP total is the winner. For example, if the Allied player has a final VP total of 95 and the Axis player has a final VP total of –106, the Allied player is the winner. Subtract the smaller final VP total from the larger VP total to find a final Victory Point Number. Using this number, consult the Level Of Victory Table (in the "Victory Charts" section of the *Wavell's War* Scenarios and Appendices booklet) to determine the winner's level of victory.

The levels of victory that can be won are:
   • **Marginal Victory:** The winning player's performance is about equal to or slightly better than his historical counterpart.
   • **Substantial Victory:** The winning player's performance significantly surpasses that of his historical counterpart.
   • **Decisive Victory:** The winning player's performance greatly surpasses that of his historical counterpart.