

WAR IN THE AEGEAN

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible – but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses in 2.0) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

War in the Aegean is a simulation of the sea, ground and air battles that raged in the Dodecanese Islands from September to November 1943. With the confusion surrounding the surrender of Italy, seizing the islands struck Churchill as easy pickings, with a vast potential for future successful Allied operations. A single British brigade, the 234th, began a bold island hopping campaign. In time, the Germans countered and checked the advance, first at the island of Kos, and then later at Leros. The war in the Aegean highlighted a clash of weapons systems, with the Luftwaffe controlling the air while the Royal Navy dominated the seas.

1.0.1 Game Scale Each Game Turn represents one week. Each Impulse of a Game Turn can represent a variable amount of time within that week. A hex is approximately six and one half kilometers across. Ground units range in size from companies to regiments. Naval units represent a single vessel, although Torpedo Boats and German Landing Craft counters represent 2-3 vessels each. Each air counter represents approximately six aircraft.

2.0 GAME COMPONENTS

Your copy of *War in the Aegean* should contain the following items:

One 23" x 34" map sheet depicting the island terrain the battle was fought over and containing the game tracks.

372 die-cut ½" playing pieces representing ground combat units, naval units, air units, and markers (these are printed on 1 full-size sheet and part of a second sheet).

One 20 page rulebook.

4 pages of charts and tables printed inside the rulebook.

Not supplied with this game but also required for play are one six-sided and one ten-sided dice. If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *War in the Aegean*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend

e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *War in the Aegean* discussion folders at Consimworld.com.

2.1 The Game Map

The game is played on a stylized map divided into hexagons (hexes). The map portrays the Aegean Sea, its islands, and the surrounding coastline, over which a hexagonal grid has been superimposed to regulate the movement and positioning of pieces. The hexes facilitate positioning and movement of the playing pieces. Each hex contains a terrain type that is referenced on the Terrain Effects Chart. A hex is also individually designated with a four-digit number, which is used in set-up. Fractional hexes without numbers are unplayable and may not be entered.

2.1.1 Map Features Various types of terrain and certain features are denoted on the game map, and are defined with their effects explained on the Terrain Effects Chart. These terrain types and features are: Clear, Rough, Sea, Coastal, Ports, and Airbases. In addition, Roads run through many of the land terrain features listed above. Turkish territorial waters are indicated by a yellow line along the Turkish coast. All coastal or full sea hexes to the east of the line constitute Turkish territorial waters. No German or Italian units may ever enter this area. British air units may never enter Turkish territorial water hexes (i.e., they cannot fly over them). British naval units (only) may seek refuge in these hexes during either day or night Impulses. They may simply end their move anywhere within this zone to be safe from attack.

Designer's Note While Turkey was neutral, its government allowed the Royal Navy to operate in their waters. This allowed the Allies some refuge from the Luftwaffe.

Developer's Note Un-named islands may not be occupied by ground units from either side. Due to insufficient fresh-water and other infrastructural deficiencies, the occupation by large military formations was not possible.

2.1.2 Map Charts and Tables Also printed on the map is a Turn Record Track to record the current Game Turn and current Impulse, a Terrain Key, a number of holding boxes representing off-map Air Bases, and the Unit Layout Key.

2.2 The Playing Pieces

The cardboard playing pieces (or counters) in the game should be carefully separated

before trying to play. The pieces are of different types depending on the information that appears on each. In general the pieces represent ground, naval or air combat units, or informational markers.

2.3 Ground Units

Most of the playing pieces in the game represent ground combat units and leaders (both of these are simply referred to as "units" in the rules). Infantry is the most common type of ground combat unit. These pieces represent the actual historical units that fought, or could have fought, in the campaign. The front side of a ground combat unit's counter represents the unit's abilities when operating normally. The reverse side of the counter is used to indicate that the ground combat unit is Disrupted, and its Combat Strength is reduced to reflect its thereby lessened capabilities. Each side of a ground unit presents information that determines its capabilities in the game. Ground combat unit counters are illustrated on this page. The various information appearing on the counters is explained in the notes following.

2.3.1 Historical ID and Size The military designation of a unit. The following unit size designations are used:

XX = Division
X = Brigade
III = Regiment
II = Battalion
I = Company

2.3.2 Unit Type Symbol These icons indicate what kind of ground unit the counter represents, see the key to the right.

2.3.3 Combat Strength (CS) This is the unit's strength when attacking or defending, expressed numerically. Basically, this number is a quantification of the unit's present troop strength and equipment. A unit's Combat Strength varies depending upon the mode of the unit. For artillery units, the Fire Strength printed on the counter is referred to as Artillery Fire Strength.

2.3.4 Morale Rating (MR) This number indicates the inherent morale and training of the unit. Values are 5, 4, or 3, representing crack, average or poor troops, respectively. This is a measure of the cohesion of the unit in combat.

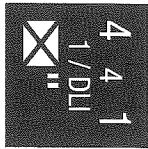
2.3.5 Movement Allowance (MA) All ground units have a MA of 1. Units may enter any land hex that is not prohibited to them by terrain.

2.4 Naval Units

Most of the playing pieces in the game represent individual ships. These pieces represent

LAND UNIT KEY


Unit Type Icon *Normal Order Side*



- Combat Strength
- Morale Rating
- Movement Allowance

Unit Size Unit ID


Disrupted Side



- Disrupted Status

NAVAL UNIT KEY


Unit Type Icon *Spotted Side*



- Surface Combat Strength
- Cargo Capacity
- Anti-Aircraft Strength
- Movement Allowance

Unit ID

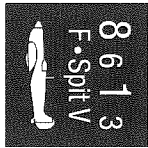
Unspotted Side



- Unit Type
- Unspotted Status

AIR UNIT KEY


Model Icon *Ready Side*



- Air Combat Strength
- Air Defense Strength
- Bombing Factor
- Speed Rating

Unit Type • Model




Flown Side








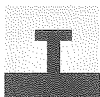







- Flown Status
- Unit ID

the actual historical units that fought, or could have fought, in the campaign. The top side of each naval unit is shown to indicate the naval unit has been spotted, while the reverse of the counter reads "U" (for "Unspotted") and represents the same naval unit operating while formally unspotted by the opposing player. Regardless of which side is showing, a naval unit always possesses all of its movement and combat capabilities printed on the front side of the counter.

LAND UNIT TYPE ICONS

		
Infantry	Airborne	Engineer
		
AA Gun	AT Gun	Assault Gun
		
Tank	Armored Car	Commando
		
Artillery		

OTHER COUNTERS

		
Leader	Task Force	Unspotted TF
		
Hunt Impulse	Turn Rough	Turn Calm
		
Impulse Day	Impulse Night	CAP
		
Hit	Submerged	Mined
		
Airbase	Kos Radar	

Naval unit counters are illustrated on page 3. The various information appearing on the counters is explained in the notes that follow.

2.4.1 Unit Type The basic role of the naval unit. Codes indicate:

Lt (Light) Cruiser

Destroyer E (Escort)

E (Escort) Carrier

Landing C (Craft) and S (Ship)

Torpedo B (Boot/Boat) or A (Ausland/Captured)

Note Units marked "Torpedo A" and "Torpedo B" are functionally identical and are hereafter referred to as Torpedo Boats.

2.4.2 Unit ID This is the unit's historical designation (or name).

2.4.3 Anti-Aircraft Strength This strength is a quantification of the naval unit's ability to repel air attacks.

2.4.4 Surface Combat Strength (SCS) This strength is a quantification of the naval unit's ability to engage in surface naval battles or shore bombardment. For some specialized naval units, this value is sometimes replaced with a letter code of T indicating the naval unit principally carries torpedoes (specialized anti-ship weapons) which can only be used against enemy naval units.

2.4.5 Movement Allowance (MA) A naval unit's Movement Allowance is the maximum number of Movement Points (MPs) the naval unit may expend in a single Movement Phase during an Impulse as it moves from hex to hex. A sea terrain hex generally costs 1 MP to enter, for example.

2.4.6 Range Not printed on the counter, but a characteristic of all naval units is its range, or how far it may attack. All naval units have a range of zero; they can only attack enemy naval units (or enemy ground units) after moving into the hex they occupy (coastal hexes in the case of attacking enemy ground units).

2.4.7 Cargo Capacity The number of battalions (or battalion equivalents) that can be transported by the naval unit (see Case 6.3.1).

2.5 Air Units

Both players have air units. These pieces represent the actual historical air formations that fought, or could have fought, in the campaign. The top side of each combat unit shows the air unit at full strength while the back of the counter reads "Flown" and indicates the air unit has flown a mission that Impulse. Air unit counters are illustrated on

page 3. The various information appearing on the counters is explained in the notes following.

2.5.1 Unit ID The air unit's historical designation.

2.5.2 Unit Type The basic role of the air units. Codes indicate:

F Fighters

FB Fighter-Bombers

DB Dive Bombers

B Bombers

TB Torpedoe Bombers

R Reconnaissance

AS Anti-Shipping

TR Transports

H Helicopters

The abbreviations NF or NB indicate that the air unit is capable of conducting air missions during night Impulses. "Carrier" indicates the air unit is capable of conducting air missions from aircraft carriers. "Drache" indicates a helicopter based on the German Minelayer of the same name, see 5.4.2.1.

2.5.3 Air Combat Strength This strength is a quantification of the air unit's ability to attack during air-to-air combat.

2.5.4 Air Defense Strength This strength is a quantification of the air unit's ability to defend itself against an attack during air-to-air combat.

2.5.5 Bombing Factor (BF) An abstract rating reflecting the air unit's ability to damage ground targets. For TB and AS type aircraft, this value is replaced with a letter code of T or ASR indicating the air unit carries specialized anti-ship weapons (torpedoes or guided rockets) and can only be used against enemy naval units.

2.5.6 Speed Rating (SR) This value is an abstract rating reflecting the air unit's relative speed. This value is used only in air-to-air combat and has no bearing on an air unit's ability to move.

2.6 Markers

Markers are special pieces used to track critical game functions, such as a side's current VP level or the status of combat units. Markers generally contain only a symbol or notation for their use. See page 3 for a marker key.

Note Hit markers are used on airbases as well as ships regardless of the graphic on the Hit counter.

2.7 Game Charts and Tables

Various charts and tables simplify and illustrate the game and furnish results for certain game actions. These include the Turn Record and Impulse Tracks printed on the map as well as the and Terrain Effects Chart (TEC) and Combat Results Tables (CRT), which are printed in the rules.

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here and include the rules on stacking, zones of control, and an explanation of the organization of each side's forces.

3.1 Stacking

Stacking is the act of having one or more friendly units in the same hex during and after movement. A stack of ground, sea and air unit(s) in the same hex is referred to as a Force. Units can freely combine into forces or leave them by movement (or as a result of combat) within the restrictions below.

3.1.1 Stacking Limits There are no stacking limits in the game. Any number of friendly units may occupy the same hex.

3.1.2 Joint Movement by Stack Units that move together as a stack are limited to the Movement Allowance of the slowest unit in the stack.

3.1.3 Limited Intelligence A player may only inspect the stacks of the opposing player during combat. Otherwise only the top unit in an enemy force on the map can be seen..

3.2 Absence of Zones of Control

Unlike many other games, no units project Zones of Control in this game.

3.3 Supply of Forces

Units are never out of supply. There are no supply rules to this game.

3.4 The Fog of War

Both sides operated throughout the campaign with poor intelligence about the opposing side's forces and objectives. To simulate this aspect of the campaign, use the following rules.

3.4.1 General Rule Players may not examine each other's stacks on the mapboard except insofar as the top counter of a stack is always visible. Players may only inspect the

identities and strengths of a stack of enemy units in a hex during a Combat Phase.

3.4.2 Spotting Spotting refers to the ability to “see” enemy units in order to launch attacks against them. Air units and ground units are always considered “spotted” and can be attacked at any time. Enemy naval forces (individual naval units and Task Forces) must first be spotted before they can be attacked. Once spotted, a naval unit remains so for the remainder of the game.

Exception *Surfaced Submarines that are spotted remain spotted if they stay on the surface. If a Submarine submerges, it must be independently spotted again when it re-surfaces.*

3.4.3 Spotting Procedure When moving naval forces pass through or end their move in a hex containing enemy naval units or TFs, both players immediately roll a six-sided die. Both players spot all enemy naval units in the hex on a roll of 1 through 4. Due to poor die rolls, it is possible that neither player will spot the other in the same hex. A successful spotting roll causes all the opposing naval units/TF to flip over to their spotted side.

Exception *If an Allied TF attempting to spot an Axis force contains any Carriers, Escort Carriers, or Battleships, the enemy force is spotted on a DR of 2-6 on a six-sided die.*

3.4.4 Air Unit Reconnaissance Enemy naval units (and TFs) may also be spotted by friendly air units passing through or ending their move in the hex the naval units occupy. The phasing (moving) player immediately rolls a six-sided die. R, DB and TB type air units specifically assigned to Air Reconnaissance Missions (ARMs) spot all enemy naval forces (individual units and TFs) on a roll of 1-3 on a six-sided die. Naval units that are spotted may immediately be attacked from the air by DB and TB type air units on ARMs after undergoing any AA fire. All other friendly air unit types that happen to pass through hexes containing enemy naval forces while performing a different mission may still spot all enemy naval units or TFs on a roll of 1, but may not initiate attacks.

Designer's Note *It is presumed that these aircraft are flying at high altitudes on their way to the target, while R, DB and TB air unit types on ARMs are flying low and are keenly interested in looking for ships.*

3.4.5 Allied/German Coast Watchers Anytime an unspotted German naval force passes through or ends its move in a coastal hex containing an Allied ground unit, the Allied player may immediately attempt a spotting die roll. A die roll of 1-3 on a six-sided die spots all naval unit(s) in the force.

Any Allied naval force (TF or individual naval units) that moves within three hexes of Rodos or Cattavia (on Rhodes), or enters any Turkish Waters hex, is automatically spotted (no die roll).

4.0 SEQUENCE OF PLAY

A game of *War in the Aegean* is played in series of game turns. Each game turn is further divided into Impulses. The number of Impulses in a Game Turn is variable. Once the number is determined, all Impulses are completed before a new Game Turn begins. Further, each Impulse will either be a Day Impulse or a Night Impulse. However, this determination is only conducted at the start of each new Impulse, and applies only to that particular Impulse. Each Impulse is further sub-divided into a uniform sequence of phases. The side executing an Impulse is called the phasing player, and his/her opponent is the non-phasing player. During an Impulse each player will follow the sequence indicated. This process is repeated until the final Game Turn and the victory conditions are then consulted to determine the victor. The sequence of play must be followed and may not be changed; however, if a phase does not apply, a player may skip over it.

4.1 Game Turn Procedure

A Start Turn Action Players take turns performing a series of six-sided die rolls at the start of a new Game Turn.

- If the roll is 1 or 2, sea conditions are rough. On a roll of 3-6, sea conditions are calm.
- Another DR is performed to determine the number of Impulses to be played during the current Game Turn (1 to 6). Place the Impulse Marker in the proper space on the track.
- The German player must determine air unit availability for the Game Turn (see Section 5.1).
- Both players allocate fighter (F) and/or fighter-bomber (FB) units to Combat Air Patrol missions (CAP, Case 5.4.9).

4.1.1 Impulse Procedure

B Day/Night Determination Roll a six-sided die at the start of each impulse. If the roll is 1-2, it is a night Impulse, 3-6 it is a day Impulse.

C Initiative Determination Each player rolls a single six-sided die, the higher roll is the phasing player for the Impulse and the loser is the non-phasing player. The first player uses the following sequence (Case 4.1.2). Once all of the sequence is complete, the second player does the same

for his Impulse. It is possible for a player to have initiative for two Impulses in a row.

4.1.2 Phasing Player's Impulse An Impulse consists of three separate phases, carried out by the player sequentially in the order below:

D Air Operation Phase (AOP)

The phasing player uses this phase to conduct any air missions he is eligible to perform with any of the available air units. Begin by rolling a die for each “Flown” air unit. Add 1 to this DR if the airbase, port, or carrier from the air unit is based has a hit. Flip the air unit to its “Available” side with a DR of 1-4. Any with a DR of 5 or more remain “Flown” (see Case 5.4.5). The phasing player decides what kind of mission the air unit (or group of air units) will conduct at the instant of moving. As each air unit (or group) is moved, the air unit (or group) completes its mission. Once an air unit (or group) has resolved its mission, it returns to its airbase and is flipped over to its “Flown” side. The next available air unit (or group) may then move, etc. This continues until the phasing player elects to end his AOP.

E Naval Operation Phase (NOP)

The phasing player uses this phase to conduct any naval missions he is eligible to do with any of his available naval units. The German player determines his Submarine unit availability starting on Game Turn 1 if this is his first Impulse (see Section 6.6). The Allied player determines his Task Force composition and its mission if this is his first Impulse of a Game Turn in which he receives an off board Task Force (see Section 6.5). The phasing player decides what kind of mission an individual naval unit (or group of naval units) will conduct at the instant of moving. The phasing player moves any naval units (surface or Submarine) on the map, including any newly arrived reinforcements. As each naval unit (or group) moves, the naval unit (or group) completes its mission. However, unlike air units, naval units need not return to their bases at the end of the phase (Exception: See Case 6.2.4 for Allied Destroyer endurance).

F Ground Operation Phase (GOP)

Each GOP is subdivided into segments, performed in the following order: Disruption Recovery, Air Drop, Ground unit movement, and Combat. After these segments are concluded the player may attempt to have hits removed from airbases and ports (Section 7.5), British engineers can attempt to construct air-

bases (Allied player phase only), conduct amphibious invasions and check for Italian surrender (Section 7.7).

4.1.3 Second Player's Impulse The Second Player (who failed to win the initiative roll) now conducts phases D, E, and F above, with the Second Player becoming the phasing player. After the Second Player's Phase F is completed, another Impulse begins and Phases B and C are conducted by either player. The Impulse marker is moved to indicate a new Impulse and the player winning the initiative starts the cycle again by conducting Phases D, E, and F.

4.1.4 End Turn Action All air units are automatically flipped to their Available side if this is the last impulse of the turn (no die rolling needed). After the last Impulse of the Game Turn is conducted, the Game Turn marker is moved to the right and the whole process repeats beginning with Phase A. When the last Game Turn has been played, the game is over and a winner is determined.

5.0 THE AIR OPERATION PHASE (AOP)

Of crucial importance to each side's war effort in the Aegean was airpower in all its varieties. Airpower can be an important combat factor for ground assaults and, in the form of Air Bombardment Missions, a form of attack in its own right. Players have the opportunity to conduct missions with their air units during the Air Operations Phase (AOP) of their Impulse.

5.1 Luftwaffe Availability Check

The Luftwaffe had other concerns during this time period and the Dodecanese Islands were not a high priority. To reflect this, the German player must use the German Air Unit Availability Table to determine his degree of air support for air units based off-map each Game Turn. Roll at the start of the German player's AOP during his first Impulse of the Game Turn. The result specifies the type and number of air units available for that entire Game Turn subject to the availability and counter mix limitations (i.e., the specified air units can be used in each Impulse during that Game Turn, all others cannot).

Clarifications The German player may base Me-109 F (not NF) and Ju-87 DB at on-map airbases, as well as Ar-196 R air units at on-map ports. These air units are NOT subject to the Luftwaffe availability DR check. For example, the German player rolls a 4 on turn 5 and is eligible to receive 5 DB (among other air units). 6 Ju-87 DB are based on-map and are available regardless of the table's result. Altern-

tively, if the German player only had 4 Ju-87 DB air units based on-map, 1 (the 5th) would be available at an off-map airbase (Crete or Greece) should there be any available. If no Ju-87 DB air units were available (due to combat losses as well as reinforcements not yet received) the 5th DB air unit would still not be available to the German player on turn 5.

5.2 Airbases

Air units take off from and land at friendly controlled airbases or from friendly off-map holding boxes. When not flying a mission, an air unit must occupy a friendly controlled airbase or off-map in a friendly holding box.

The German player may base Ju-87 Stuka DB, and Me-109 F at on-map airbases. German Ar-196 air units may also base at any friendly controlled port hex. All other German aircraft types must be based off-map.

5.2.1 Airbase Capacities The capacity of an airbase is the number of separate air units that may take off from that airbase each AOP. There is no limit to the number of air unit counters that may land or simply be stacked at an airbase. The take off capacities of airbases on the map are as follows:

Port = 1 Ar-196 unit

Karpathos = 1 air unit

Kos = 2 air units per airbase

Samos = 1 air unit

Rhodes = 4 air units per airbase

Constructed Airbase = 2 air units

Off-map Airbases = Unlimited number of air units (Greece and Crete for the Axis, Cyprus and North Africa for the Allies)

Note See Case 7.6.1 for construction of airbases.

5.2.2 Capturing Airbases All enemy on-map airbases may be captured and used. An enemy airbase is captured when a friendly ground unit gains control of the hex. If an enemy ground unit enters an airbase hex, any air units based there may try to escape; airbase capacity is not considered when air units attempt to escape. A die is rolled for each air unit trying to escape. On a roll of 1, 2, or 3, the air unit escapes and is placed in a friendly holding box (this counts as a mission and the air unit must be flipped over to read "Flown"). On a roll of 4, 5, or 6, the air unit does not escape and is eliminated from play.

Clarification The same procedure is used for Ar-196 air units in a port that is captured by the Allied player.

5.3 Air Unit Movement

Air units must physically move across the map in order to conduct missions.

5.3.1 Air Unit Movement Procedure

When moving, air units must move the least number of hexes (shortest path) to the target hex. Air units may not "roam about" the map. Play nice!

5.3.2 Air Unit Map Entry German off-map air units must always enter the map from one of the west or north hex rows. Allied off-map MB/HB aircraft types must enter from any row along the south map edge. British carrier based air units must launch from the current position of their carrier.

5.3.3 Air Unit Ranges Most air units in the game have unlimited range when based on the map. Allied Fighter (F) and Fighter Bomber (FB) air units may only appear in the game when based off-map by flying extended range missions (see below).

5.3.4 Extended Air Unit Ranges Allied F and FB air units may fly missions at extended ranges by carrying a reduced armament as follows:

- Allied F and FB type air units based on off-map holding boxes may only perform Air Escort Missions by declaring extended range rules are in effect, but not further than the 3300 hex row.
- Allied F and FB type air units flying at extended range have their Air Attack and Air Defense Strengths each reduced by two (-2) but this can never be reduced below one (1). British F type air units may never fly an extended range Air Bombardment Mission (ABM) or Air Ground Missions (AGM) of any type.
- Allied FB type air units based only on off-map holding boxes may also conduct Air Bombardment Mission or Air Ground Missions by declaring extended range rules are in effect. FB type air units have their printed Tactical Bombing Strengths halved when doing so.
- US B units (B-17 and B-24) can perform ABM and ASM missions anywhere on the map (their long ranges do not limit these air units to the limitations of extended range). These units can only perform ABM or ASM missions.

All German aircraft in the game are operating within normal range parameters and are never considered to be flying at extended range.

5.4 Air Missions

A mission is a specific type of action each air unit conducts while conducting its move-

ment. During the AOP, each of the phasing player's air units may perform one separate or joint mission per Impulse. Missions are typically performed by flying to the target hex, stopping there, resolving the mission, and then returning to a friendly airbase.

Example *The target hex of a bomber flying an Air Ground Mission would be a hex occupied by enemy ground units about to be attacked by friendly ground units during the Combat Segment. If there was an airbase or port in the same hex, the phasing player must designate a single target inside the hex and fly the appropriate Air Bombardment Mission type against that target.*

No air unit may conduct more than one mission per Impulse (not Game Turn) except where noted specifically below.

Example *A fighter-bomber air unit assigned to carry out a Air Ground Mission may not do so and then be placed on Combat Air Patrol atop some other hex.*

Once an air unit completes a mission it is placed on its flown side on the airbase chart. At the beginning of each impulse a die is rolled for each air "Flown" air unit. On a DR of 1-4 the air unit is flipped to its "Available" side, otherwise it remains "Flown." All air units are flipped to their "Available" side in the End Phase of the last impulse of the game turn (no DR is needed).

Air units may conduct one of the following mission types during an Impulse:

5.4.1 Air Transfer Mission (ATM) This mission allows friendly air units to transfer between friendly airbases if otherwise eligible to do so. The new airbase must be within range and can either be on or off the map. Air units do not have to fly a straight line to conduct this mission, simply pick the air unit up and redeploy it to its new airbase. Aircraft flying ATMs do not roll to spot enemy naval units they pass over, nor may they attack units during the mission. Air units are flipped to their "flown" side when the ATM is completed.

5.4.2 Air Reconnaissance Mission (ARM) This mission allows friendly air units to spot one hex with enemy TF or naval units. Only R, DB, and TB type air units may perform this mission and any sea or coastal sea hexes outside of Turkish territorial waters may be searched during an ARM. As the air unit moves into the enemy occupied hex, it rolls a six-sided die to check if it was successful in spotting. Allied TB air units possess airborne radars and can attempt to spot one unspotted enemy TF or naval unit from up to two hexes away from their flight path. Add 1 to the spotting DR if the TB/DB air unit is

performing a non-ARM mission. If spotting is successful, flip the TF or naval unit over to its "spotted" side. AA fire is not permitted against air units flying ARMs, but these can be intercepted by enemy aircraft on CAP.

DB and TB air units that spot an enemy naval unit while on a ARM may immediately opt to abort their ARM and convert to an Anti-Shipping Mission (ASM). They may immediately attack (Allied TB air units can deviate from their flight path to attack distant targets spotted with their radar) any naval unit(s) they have just spotted (or other friendly aircraft/naval units may then move to the hex during their AOP/NOP and attack the now-spotted enemy naval units). If the DB or TB air unit opts to attack, AA fire is then permitted. Only naval units that are spotted can be attacked by this or subsequent ASMs. TFs or naval units in ports are always considered spotted.

Exceptions *An exception to the one mission per air unit rule is that any type air unit on another mission (other than Air Transfer, see Case 5.4.1) that directly flies over an enemy TF or naval unit in the course of its mission may attempt to spot one enemy TF or naval unit by rolling a "1" on a six-sided die. This is not considered a formal ARM per se (obviously, any air unit, regardless of its mission, would report an enemy naval unit if it spotted one). Again, DB or TB types may immediately abort their planned mission to switch to an ASM and attack any enemy naval unit that it has just spotted.*

Once an ARM is completed the air unit is placed back at its airbase and becomes unavailable (flip it over) until the owning player's next Impulse.

5.4.2.1 Drache The first use of helicopters in combat also occurred during this campaign. To simulate this, the Axis player possesses an F282 Kolibri helicopter unit aboard the Axis minelaying ship *Drache*. The helicopter unit may only perform ARMs. The helicopter has no weapons, and any Abort or Kill result from an enemy air unit destroys it. The helicopter unit may only take off from and return to the *Drache*. It has a flight range of 10 hexes (one way) from its ship. The helicopter unit can perform one spotting mission on any enemy naval unit/TF in a hex it passes through on a roll of 1-3. If the *Drache* is sunk while the helicopter unit is in flight, it may land on any land or coastal hex (no airbase required) within the 10 hex range. The helicopter unit may not conduct any additional missions in this instance, save that of traversing the map, since its support crew and spare parts went down with the *Drache*.

5.4.3 Airlift Mission (ALM) This mission allows friendly Transport (TR) type air units

(only) to carry non-motorized ground units from friendly airbase to friendly airbase during the AOP. For every three (3) TR type air units assigned, one battalion-sized ground unit (or battalion-sized equivalent of ground units, with four companies equaling one battalion) can be carried. A TR air unit may not carry a motorized ground unit (one with heavy equipment); all other ground unit types may be carried. The ground unit(s) to be carried (the cargo) must start the AOP at a friendly airbase stacked with the TR air units that will transport it. The TR air units may only fly to another friendly airbase, landing there and unloading. The ground unit is then free to move during the GOP. All air-to-air combat and antiaircraft fire that effects a TR air unit also affect its cargo. If a TR air unit is eliminated, its cargo also is eliminated. If a TR air unit is aborted or turned back, its cargo returns to base with the TR air unit. Once the mission is completed the TR air unit remains at the airbase it landed at and becomes "Flown."

5.4.4 Air Drop Mission (ADM) Airborne equipped (parachute) ground units may be air dropped by TR type air units. Each TR air unit may carry one company-sized airborne unit. The airborne ground unit to be carried (the cargo) must start the AOP at the airbase stacked with the TR air unit that will transport it. When conducting an ADM, a player moves his TR air units to any full or coastal land hex. This hex can be either clear or rough, and may even contain enemy units. If the target hex is a port or airbase, and/or has an AA ground unit in it, AA fire against the TR aircraft is resolved first before proceeding with the drop. All air-to-air combat and antiaircraft fire that affects a TR air unit also affect its cargo. If a TR air unit is eliminated, its cargo also is eliminated. If a TR air unit is aborted or turned back, it returns to its airbase along with its cargo (and is flipped to its Flown state). Otherwise, the airborne units immediately conduct their air drop and are placed in the hex (the actual resolution of the air drop is determined during the phasing player's Ground Operations Phase, see Section 7.2).

Once the airborne units have been dropped, the ADM is considered complete and the TR air units are placed back at their airbase and become Flown until the owning player's next Impulse.

5.4.5 Air Bombardment Mission (ABM) Friendly air units may move to a hex containing an enemy port, enemy airbase, enemy air units on airbases (i.e., those not flying missions) or enemy ground units. They may attack any one of these eligible target types (but not all at once) in hopes of rendering

them inoperable or eliminating them. Any non-TB type air unit with a BF greater than zero may fly an ABM. All F and FB type air units have their BF increased by one (+1) when targeting enemy air units on the ground during an ABM.

Example *An F or FB type air unit with a tactical bombing strength of zero (0) would have a tactical bombing strength of one (1) when flying an ABM.*

Air units fly ABMs during the AOP by moving to the target hex and resolving the attack. If the hex contains enemy air units on CAP, air-to-air combat is resolved first, followed by any AA fire resolution, and after that the ABM is conducted. ABMs affect only one target type in the hex and have no effect on any other units in the hex. For each air unit type conducting an ABM, the appropriate bombing table is consulted.

If targeting an enemy airbase, each successful attack inflicts one hit on the airbase. Airbases are rendered inoperable as follows:

- Each separate airbase on Rhodes must suffer 4 hits to render it inoperable.
- The airbase on Kos must suffer 2 hits to render it inoperable.
- Any airbase created in during the game is inoperable after 1 hit.

Until an airbase receives sufficient hits to render it inoperable, it may function at its full capacity. However, add 1 to the air unit status DR for all air units at an airbase with a hit (see Case 4.1.2). Once an airbase is rendered inoperable, air units may no longer base there or change status. Airbases can be repaired, see Section 7.5.

If targeting an enemy port, each successful attack inflicts one hit on the port. Each port must suffer 3 hits to render it inoperable. The effects of each hit are as follows:

1 hit = No effect.

2 hits = Only 1 ship may base/dock per turn from the port. Ar-196 units may not take off.

3 hits = No ships may base/dock at the port.

Until a port receives sufficient hits to render it inoperable, it may function normally. However, add 1 to the air unit status DR for all Ar-196 air units at a port with a hit (see Case 4.1.2). Once a port is rendered inoperable, naval units may no longer move ground units there nor end their move in the port hex. Ar-196 air units at an inoperative port may not change status. Ports can be repaired, see Section 7.5.

For each hit on an airbase or port, an air unit that is present may be damaged. The owning player designates the air unit and rolls a die.

1 or 2 = Air unit unaffected.

3 or 4 = Air unit becomes flown (damaged). If already flown this is no effect.

5 or 6 = Air unit eliminated.

A hit on an enemy ground unit Disrupts it.

Flip it over to its Disrupted side to indicate this. Additional hits will Disrupt additional enemy ground units in the hex on a one for one basis, but additional hits on the same enemy ground unit have no additional effect (see Case 7.1.2).

Once the ABM is completed, the air unit is placed back at its airbase and becomes unavailable (flip it over) until the owning player's next Impulse.

5.4.6 Anti-Shipping Mission (ASM)

Friendly air units may attack enemy naval units that have been spotted in hopes of sinking them. Any type air unit with a TBS greater than zero (0) or a letter code of "T" in lieu of a TBS factor may fly an ASM. (British TB air units perform no missions but ASMs). Air units fly ASMs during the AOP by moving to the target hex and resolving the attack. If the hex contains enemy air units on CAP, air-to-air combat is resolved first, followed by any AA fire resolution, and after that the ASM is conducted. ASMs have no effect on any other units in the hex. For each air unit type conducting an ASM, the correct bombing table is utilized.

- British TB type air units conducting an ASM receives a plus one (+1) DRM when rolling on the Pinpoint Bombing Combat Results Table (PBCRT) to resolve the attack (+2 maximum).
- German DB type air unit conducting an ASM also receive a plus one (+1) DRM when rolling on the PBCRT for each DB air unit present in the ASM attack, up to a maximum of plus two (+2). This bonus applies only if the DB air units are conducting the ASM attack by themselves and no other type air units are present. Excess DB air units present do not provide any more die roll modifiers (but still get to attack).

Each successful ASM attack inflicts one hit (regardless of source) on the target naval unit. See Case 6.4.2 for the effect of hits on naval units. After rolling for the attack, the air unit is placed back at its airbase and becomes Flown until the owning player's next Impulse.

5.4.7 Air to Surface Rockets (ASR) The ASR is a specialized variant of the Anti-Shipping Mission above. Only Do-217 air units may conduct an ASR and all Do-217 air units are presumed to carry these missiles. Each individual Do-217 air unit may attack only one spotted naval unit per ASR. Follow the same procedure as with an ASM above, but if a naval unit is in a hex with CAP protection, any attacks by the defending CAP air unit(s) on an attacking Do-217 air unit force it to automatically abort the ASR, whether successful or not. However, Do-217 air units conducting ASRs are immune to naval unit AA fire (ignore this step during the combat resolution process). To resolve an ASR attack, the German player designates a single naval unit in the hex to attack and rolls one six-sided die for each attacking Do-217 air unit. Use the PBCRT to resolve the attack, with a favorable die roll modifier of plus two (+2). Each Hit result on the table inflicts two hits on the target naval unit. See Case 6.4.3 for the effect of hits on surface naval units. After the attack, the air unit is placed back at its airbase and becomes Flown until the owning player's next Impulse.

Clarification *Any CAP that is not driven off by escort fighters will automatically abort an ASR attack (the wusses). The Do-217 won't be shot down, but it won't attack either.*

Designer's Note *During the campaign, the Germans used a number of Hs-293 guided missiles. These radio-controlled anti-ship missiles proved to be a rather deadly weapons system.*

5.4.8 Air Ground Support Mission (AGM)

Friendly air units may support ground attacks against enemy ground units in hopes of retreating or eliminating them. Any non-TB type air unit with a BF greater than zero may fly an AGM. Air units fly AGMs during the AOP by moving to the target hex to be attacked in the subsequent GOP combat segment. If the hex contains enemy air units on CAP, air-to-air combat is resolved first, followed by any AA fire resolution. During the GOP Combat Segment, all the air units' BF are added to the attacker's combat strength total attacking the hex. Do not separately roll on either of the two bombing tables to obtain a result. The terrain the defender occupies does not affect the BF of air units. Whenever DB type air units conduct AGMs, in addition to adding the DB air unit's BF to the attacker's ground unit Combat Strength total, the Ground Combat Results Table die roll further is modified by plus one (+1). Additional DB aircraft do not provide any more die roll modifiers, but do continue to add their BF factors, but no more than the CF of the friendly ground units in the combat. If any other air unit type combines its BF in conjunction with a DB air unit

when conducting an AGM, the die roll modification may not be used. AGMs have no effect on any other air or naval units in the hex. At the end of the GOP combat segment the air unit is placed back at its airbase and becomes Flown until the owning player's next Impulse.



5.4.9 Combat Air Patrol Mission (CAP)

Friendly F or FB type air units (only) may fly CAP in hopes of preventing enemy air attacks against key target hexes. Air units fly CAP during the AOP by moving to any target hex (unless otherwise restricted) to be defended. Place a CAP marker on the map and the defending air units on its CAP 1st Impulse side on the Player's Aid Chart. The air unit on CAP must remain in this hex (or with its aircraft carrier if the CAP mission is with the ship) for two of the enemy player's Impulses and may not move to another hex/ship. Flip the CAP marker to the 2nd Impulse side during the enemy player's second Impulse. For air units conducting CAP the two Impulses are mandatory (i.e., a player cannot conduct a CAP for only one of the enemy player's Impulses). Any enemy air units moving through or ending in the same hex containing a CAP must undergo air-to-air combat automatically. CAP missions have no effect on any other ground or naval units in the hex. An air unit on CAP may make only one CAP attack per air unit. After the end of the enemy player's second Impulse, the air unit has completed its CAP. Place it back at its airbase in the flown space. CAP missions cannot extend across turns.

Clarifications *Allied F and FB air units based off-map may conduct CAP missions, but with extended range CFs (see Case 5.3.4). Also, any CAP missions based on a carrier will move to a new hex during the naval movement phase along with the TF/carrier.*

5.4.10 Air Escort Mission (AEM) Friendly F type air units (only) may fly AEMs in hopes of preventing enemy air attacks against other friendly air units. Air units fly AEMs during the AOP by moving by themselves or in conjunction with other friendly air units to their target hex. Aircraft conducting AEMs with the presence of other friendly aircraft assigned to other missions are assumed to be conducting "offensive fighter sweeps." If there are no defending air units flying CAP over the target hex, nothing happens. If the target hex is defended by enemy air units flying CAP, then air-to-air combat takes place in accordance Section 7.4. AEMs have no effect on any other ground or naval units in the hex. If the air units conducting the AEM are destroyed, the surviving enemy air units on CAP may attack the phasing player's other aircraft in

the hex. Any remaining friendly aircraft may then complete their mission (after resolving any AA fire).

5.5 Air-to-Air Combat

Air-to-air combat occurs when air units fly into hexes containing enemy air units on CAP missions. When the phasing player's air units enter a hex defended by a CAP, his air units are subject to an attack. Air-to-air combat is simultaneous and mandatory.

5.5.1 General Rule Air-to-air combat is resolved during the AOP. All air-to-air combat in a hex is resolved before any air-to-air combat in another hex is resolved. There are two stages to air combat:

- The phasing player conducting the air mission separates his air units into two groupings: the escort screen (if any) and the mission force (if any). Only F type air unit flying AEMs may be placed in the screen.
- The defending player flying CAP also separates his air units into two groupings: those that will attack the screen and those that will try to bypass the screen to attack the mission force. The CAP player may divide his air units between these two groups as he wishes.

5.5.2 Resolution Sequence Air-to-air combat is resolved in a series of steps. Each step must be completed before the next is begun:

- 1 CAP units allocated to attack the escort screen engage in air-to-air combat. All other air units in the hex are ignored during this step. At least one CAP air unit must be allocated against each AEM air unit in the escort screen before a second CAP can be allocated against the same AEM air unit. If one side has more air units than the other, the owning player may allocate these extra air units against enemy air units as he wishes. Unengaged (i.e., extra) escorts are not required to be allocated against the CAP units. Instead, they may attack the CAP air units attempting to bypass the escort screen in Step 3.

Example *Four CAP air units attack an escort screen consisting of two AEM air units. A minimum of one CAP air unit must be allocated against each AEM air unit. The remaining two CAP air units may be allocated either one against one of the AEM air units (for a total of two CAP air units against each AEM air unit) or both against one of the AEM air unit (for a total of three CAP air units against one AEM air unit and one CAP air unit against the other).*

- 2 Air-to-air combat between the allocated CAP and AEM air units is resolved per Cases 5.5.3 and 5.5.4. Each separate allocation is resolved as a simultaneous exchange of fire between the two opposing air units; combat results are implemented at the end of the exchange. All air units involved in air combat during this step have finished their air combat and are ignored for the rest of the air combat resolution in the hex.
 - 3 Air-to-air combat between the CAP air units attempting to bypass the screen and the unengaged AEM air unit is now resolved. The AEM air units may be allocated against these CAP air units as the owning player wishes. Following the allocation, air-to-air combat is resolved, except that none of the attacked CAP air units may fire. CAP air units that survive this step may attack the phasing player's mission force.
- Example** *Three CAP air units attempt to bypass the escort screen, and there are two unengaged AEM air units. The player with the AEM air units decides to attack two of the CAP air units, each with one AEM air unit. (He could have allocated both AEM air units against a single CAP air unit.) Each AEM air unit attacks, one turning back a CAP air unit and the other achieving no effect. The CAP air units may not attack the AEM air units. One CAP air unit is turned back and two CAP air units get through to attack the mission force.*
- 4 CAP air units successfully bypassing the escort screen may attack the phasing player's mission force (the bombers, usually). The CAP air units may be allocated against air units in the phasing player's mission force as the owning player wishes. Other air units of the phasing player's mission force not attacked by CAP air units are ignored; they neither attack nor are attacked. Air-to-air combat between the opposing allocated air units is resolved as in step 2 above. This completes air combat in the hex.

5.5.3 Single Air unit Air-to-Air Combat Resolution

To resolve air-to-air combat between single opposing air units, each air unit attacks the opposing air unit. For each attack, 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 air unit. Locate the column containing this differential on the Air Combat Results Table (ACRT).

Example *In a battle between a Hurricane II (5FB5) and a Ju-87B (2DB3), the Hurricane II would have an attack air strength of 5, and the Ju-87 an air defense strength of 3. The attack*

differential is plus three (+3). Similarly, the Ju-87B would have an attack air strength of 2, and the Hurricane II an air defense strength of 5, so the attack differential is minus three (-3).

If an air unit has a higher Speed Rating than its opponent, shift the differential column to the right by a number of increments equaling the difference. If the air unit has a lower Speed Rating than its opponent, shift the differential column to the left by a number of increments equaling the difference.

Example If an Me-109G (Speed Rating of 3) attacks a Wellington (Speed Rating of 2), the difference is plus one (+1). Shift the initial differential column on the ACRT to the right one column. If the attacker is slower, shift to the left. Always use the fastest aircraft of the attacking group for Speed Rating comparison purposes.

For each attack, roll a ten-sided die and cross-index the number rolled with the correct differential column. The die roll is modified as follows:

- 2 if an F type aircraft attacks an H type.
- 1 if an F type aircraft attacks any other type aircraft other than an F or FB type
- +1 if any other type air unit other than an F type attacks an F or FB type.

Air combat results are:

(No Effect) The attack failed to inflict any damage.

Abort (A) An air unit that aborts may no longer participate in air-to-air combat. It may not execute its mission (such as bombing) but it also can no longer be attacked in air-to-air combat. It must immediately return to its airbase (and is flipped over to show it has been used) but remains operative.

Kill (K) A Killed air unit is immediately removed from play.

Overall Air-to-Air Combat Example

Two Hurricane II fighter-bombers (5FB5) placed on CAP intercept two Ju-88 bombers (5MB4) accompanied by two Me-109G fighters (7F6) flying AEM.

Step 1: One Hurricane II is allocated against one of the escorting Me-109Gs, and the other is tasked with trying to bypass the escort screen to get at the bombers. The German player responds by having his second escorting Me-109G ignore the Hurricane II attacking the escort screen and go after the bypassing Hurricane II.

Step 2: The first Hurricane II attacks the first Me-109G with an initial differential of minus one ($5 - 6 = -1$). Speed Ratings are the same so there is no shift either way. Assume a 5 is rolled, which aborts the Me109G. The Me-109G

attacks back at plus two ($7 - 5 = +2$). Assume a 6 is rolled, which inflicts an abort result on the Hurricane II. Both air units return to their respective airbases at the end of the combat resolution.

Step 3: The unengaged Me-109G attacks the bypassing Hurricane II. The differential is plus two ($7 - 5 = +2$). Assume a 7 is rolled, for a no effect. The bypassing Hurricane II may not attack the Me-109G back.

Step 4: The bypassing Hurricane II attacks one of the two Ju-88 bomber units. The Hurricane II attacks at an initial differential of plus one ($5 - 4 = +1$). The Hurricane II has a Speed Rating of 3 versus the Ju-88's Speed Rating of 2, so the differential column is shifted one to the right or to plus 2 (+2). Assume a 4 is rolled and is modified down to a 3 (due to the -1 modifier for F types attacking non F or FB type air units), eliminating the Ju-88. The Ju-88 attacks back. The initial differential is zero ($5 - 5 = 0$) and this is shifted one column to the left for the Speed Rating comparison ($2 - 3 = -1$). Assume a 7 is rolled and is modified to an 8 (+1 due to a non F or FB type air unit attacking an F type), for a no effect.

5.5.4 Multiple Air unit Air-to-Air Combat Resolution

When several air units are allocated against a single air unit, air combat is resolved as a series of exchanges of fire between the single air unit and each of its attackers, in the order determined by the player with the multiple air units. Always use the fastest air unit on each side for all Speed Rating comparison purposes (so there's an advantage to mixing faster and slower air units together – they all benefit from the fastest air unit in the group). For the single air unit an Abort result is implemented only at the end of the air-to-air combat resolutions. No Effect and Kill results are implemented immediately, as per the normal air combat results rules.

Example Two defending air units on CAP are allocated against a single escorting air unit. The air-to-air combat is resolved in a series of two exchanges, with each defending CAP air unit sequentially attacking the escorting air unit in turn. In the first exchange, assume the first defending CAP air unit intercepts the escorting aircraft, scoring an Abort result. Assume the escorting air unit attacks back, also scoring an Abort result. The escorting air unit must remain in the air-to-air combat situation but may no longer attack. In the second exchange, the second defending CAP air unit attacks, but assume it achieves a No Effect. The escorting air unit may not return fire. This air-to-air combat ends with both the escorting and the first defending CAP air units Aborted.

5.6 Anti-Aircraft Fire

Various ground and naval units, plus certain installations, possess an antiaircraft (AA) strength and are able to make AA attacks against enemy air units attacking their hex.

5.6.1 AA Strengths An anti-aircraft unit's strength against enemy air units is the same as its Combat Strength printed on the counter. Naval units possess an AA strength (from 0 to 6) printed in the third column of the counter. Installations possess an intrinsic AA fire capability as follows:

Airbases Each Axis controlled airbase on Rhodes has an intrinsic AA strength of 4.

Ports The port hexes on Leros and Kos each have an intrinsic AA value of 1. The port of Rodos on Rhodes has an intrinsic AA value of 3.

No other ports or airbases possess intrinsic AA values.

5.6.2 AA Fire Procedure AA fire is resolved after all air-to-air combat takes place and before the air units resolve their missions. All of the AA sources in a hex combine their fire against all enemy air units conducting a mission in the hex. The AA fire resolution procedure is the same when naval units with AA strengths are defending against air attacks.

5.6.3 AA Fire Resolution The total AA strength fired at an air unit determines the column used on the Anti-Aircraft Combat Results Table to find the result. The player conducting AA fire rolls one six-sided die and modifies the roll as follows:

- Subtract two (-2) if firing during a night Impulse
- Subtract one (-1) if the target includes an AS, H, HB or B type air unit.
- Add one (+1) if the target includes a DB, TB or TR type air unit.
- +/- zero (0) against only F or FB air units.

The modified dice roll is cross-indexed with the column to obtain a result. The results on the AACRT table indicate the number of air units that are affected, owning player's choice. For each of the affected air units roll a die:







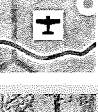


1-3 = unit is eliminated.

4-8 = unit is aborted (returned to base and flipped to its Flown side).

9 = unit is aborted, but only after resolving its attack/mission.

10 = unit is eliminated, but only after resolving its attack/mission.

TERRAIN EFFECTS CHART

Terrain Type	Movement Point (MP) Cost	Combat Effects	Notes
 Clear	1 MP	No Effect	
 } Rough	1 MP	Defending Combat Factor doubled	-1 Airdrop DR <i>and</i> No Airbase Construction
 Port	Other Terrain	Defending Combat Factor doubled	See 5.4.5 B and C, 5.6.1, 6.3.1 and 7.7.1
 Town	Other Terrain	No Effect	
 Airbase	Other Terrain	No Effect	See 5.2.1, 5.4.5 A and C
 Intrinsic AA (black icon)	Other Terrain	Rhodes Axis Airbases = 4 AA Leros and Kos Ports = 1 AA Rodas Port = 3 AA	See 5.6.1
 Road	1/2 MP	No Effect	See 7.3.3
 Sea	1 MP	No Effect	See 6.2.1 and 6.2.2
 Turkish Waters	1 MP No German Units Allowed	No Effect	See 6.5.1

GROUND CRT (7.4)

DR6	Odds Ratio					
	1-2	1-1	2-1	3-1	4-1	5-1+
0	Ae	Ae	Ae	Ar1	EX	
1	Ae		Ar1	EX		Dr1
2		Ar1	EX		Dr1	Dr1
3	Ar1	Ar1		Dr1	Dr2	De
4	Ar1		Br1	Dr1	De	De
5	EX	Dr1	Dr1	Dr2	De	De
6	EX	Dr1	Dr2	De	De	De
7	Dr1	Dr2	De	De	De	De
8+	Dr2	De	De	De	De	De

Key

EX = Both sides lose one unit (owning player's choice).

Ar1/Dr1/Dr2/Br1 = All attacking (A), or defending (D), or both (B) side's units retreat 1 or 2 hexes respectively.

Ae/De = All attacking (A) or defending (D) units are eliminated.

Combat Strength Modifiers

Defending strength doubled in a port and/or rough terrain hex.

Air units conducting Ground Support Missions add their TBS factors to the attacking side's units only.

Disrupted units attack at half strength.

Disrupted units defend at half strength.

Die Roll Modifiers (use all that apply)

+1 for each DB aircraft conducting an AGM in hex (to a maximum of +2).

+1 if Attacker has higher MR, -1 if Defender has higher MR.

Maximum DR modification = +/- 2

AIR-TO-AIR CRT (5.5)

DR6	Point Superiority								
	-4 or less	-3	-2	-1	0	+1	+2	+3	+4 or greater
0 or less	K	K	K	K	K	K	K	K	K
1	A	K	K	K	K	K	K	K	K
2		A	A	A	K	K	K	K	K
3			A	A	A	K	K	K	K
4				A	A	A	A	K	K
5						A	A	A	K
6							A	A	A
7									A

Key

A = Affected defending unit returns to base.

K = One defending aircraft unit is eliminated.

Column Shifts

Each Speed Rating increment attacker is slower = one column left.

Each Speed Rating increment attacker is faster = one column right.

Die Roll Modifiers (use all that apply)

-2 if an F type aircraft attack an H type.

-1 if an F type aircraft attacks any other type aircraft except F or FB types.

+1 if any other aircraft unit except an F type attacks F or FB type.

GERMAN AIR UNIT AVAILABILITY (5.1)

DR	Game Turn							
	1	2	3	4	5	6	7	8
1	3 R	3 R	3 R	3 R	3 R	3 R	3 R	5 F
		1 F	2 F	2 F	4 F	2 F	4 F	4 B
		2 B	2 B	1 B	4 B	2 B	3 B	4 DB
			3 DB	3 DB	3 DB	3 DB	2 DB	3 FB
2			7 TR		2 FB	3 AS	2 FB	4 TB
					3 AS		3 AS	3 AS
								7 TR
3	3 R	3 R	3 R	3 R	4 R	3 R	4 R	5 F
	1 F	2 F	3 F	2 F	4 F	3 F	4 F	5 B
	1 B	2 B	2 B	2 B	4 B	2 B	4 B	5 DB
			3 DB	3 DB	3 DB	3 DB	3 DB	3 FB
4			7 TR		2 FB	3 AS	2 FB	4 TB
					3 TB		3 TB	3 AS
							3 AS	7 TR
5	3 R	3 R	4 R	3 R	4 R	4 R	4 R	6 F
	2 F	3 F	3 F	3 F	4 F	3 F	4 F	5 B
	1 B	2 B	3 B	2 B	5 B	3 B	5 B	6 DB
			3 DB	3 DB	4 DB	3 DB	4 DB	3 AS
6			7 TR		2 FB	3 AS	2 FB	7 TR
					3 TB		3 TB	3 AS
7	3 R	3 R	4 R	4 R	5 R	4 R	5 R	7 R
	3 F	3 F	3 F	3 F	5 F	3 F	5 F	7 F
	1 B	2 B	3 B	3 B	5 B	3 B	5 B	6 B
		2 DB	4 DB	3 DB	5 DB	4 DB	5 DB	7 DB
8			7 TR		2 FB	3 AS	2 FB	3 FB
					3 TB		3 TB	4 TB
							3 AS	3 AS
								7 TR
9	3 R	4 R	5 R	4 R	7 R	5 R	7 R	7 R
	3 F	3 F	4 F	3 F	6 F	4 F	6 F	7 F
	2 B	3 B	3 B	3 B	6 B	3 B	5 B	7 B
		2 DB	4 DB	4 DB	7 DB	4 DB	7 DB	8 DB
10			7 TR		3 FB	3 AS	3 FB	3 FB
					4 TB		4 TB	4 TB
							3 AS	3 AS
								7 TR
11	4 R	4 R	5 R	5 R	7 R	5 R	7 R	8 R
	3 F	3 F	4 F	4 F	6 F	4 F	6 F	8 F
	3 B	3 B	4 B	3 B	6 B	4 B	6 B	8 B
		4 DB	5 DB	4 DB	7 DB	5 DB	7 DB	8 DB
12		1 FB	7 TR		3 FB	3 AS	3 FB	3 FB
					4 TB		4 TB	4 TB
							3 AS	3 AS
								7 TR

Note Axis air units based on-map are always available.

AIR UNIT STATUS (4.12 & 5.4.5)

DR6	Result
1-4	Change air unit from Flown to Available status
5 or more	Air unit remains in Flown status

Note Add 1 to DR if Airbase or Carrier has a hit.

SPOTTING DR (3.4.3, 3.4.4 & 5.4.2)

DR6	Result
1-3	Success
4-6	Failure

Add 1 if the air unit (TB, DB only) is performing a mission other than ARM. Allied TB may spot from 2 hexes.

Note Surface units spot enemy naval units/TF in the same hex on a DR of 1-4. If Battleship or Carrier present Allied spot DR is 1-5.

PINPOINT BOMBING CRT (5.7.1)

DR6	Result
3 or less	Miss
4 or more	Hit

Results

Roll separately for each aircraft unit. Record hits on naval units by placing Hit markers. If a "Hit" result occurs against an airbase/port with at least one aircraft/naval unit presently based there, one aircraft unit/naval unit is destroyed/hit. Otherwise, one Hit marker is placed on the airbase/port.

Die Roll Modifiers (use all that apply)

- 2 if the target is a Torpedo A or B type naval unit.
- 1 if the target is a Destroyer type naval unit.
- +1 if a TB or DB type aircraft unit is conducting an ASM (no bonus for DB types if other aircraft types present).
- +2 if aircraft is conducting a ASR attack.

LEVEL BOMBING CRT (5.7)

DR6	Tactical Bombing Factors				
	0-3	4-8	9-14	15-20	21+
1					6
2				6	5-6
3			6	5-6	4-6
4	6	6	5-6	4-6	3-6
5	5-6	5-6	4-6	3-6	2-6
6	5-6	4-6	3-6	2-6	2-6

Results

A number range result indicates a possible hit. Roll a 1DR6 a second time. If the result is within the die roll range indicated for the first die roll, a hit occurs. Place a Hit marker.

Die Roll Modifiers (use all that apply)

- 3 attack is conducted during a Night Impulse.
- +1 target is an airbase.
- 2 target is a Torpedo Boat (A or B) type naval unit.
- 1 target is a DD type naval unit.
- 1 target is a ground unit (-2 if in rough terrain).

NAVAL CRT (6.4)

DR10	Surface Factors Firing						
	0-1	2-4	5-6	7-9	10-11	12-14	16+
1 or less		1	2	2	2	3	3
2-4		1	1	2	2	2	3
5-7			1	1	2	2	2
8+				1	1	2	2

Results

= Number of Hits scored on the enemy target naval unit (firing player's choice). Place a correspondingly numbered Hit marker on it.

Die Roll Modifiers (use all that apply)

- 1 if the British player is attacking.
- 1 if target is Landing C or S, TR or TW type naval unit.
- +2 if the battle is occurring during a Night Impulse.

MINEFIELD CRT (6.3.3)

DR6	Result
1-3	Miss
4-6	Hit *

* Battleships or Carriers receive 2 hits, all others are sunk. Any Battleship or Carrier that is hit must end its movement for the phase.

ANTI-AIRCRAFT CRT (5.6)

DR6	AA Factors Firing			
	1-2	3	4-5	6 or more
0 or 1				
2				1
3			1	1
4		1	1	1
5	1	1	1	2
6	1	1	2	2
7	1	2	2	2

Key

- # = Number of enemy aircraft affected. For each roll a DR10.
- 1-3 = unit eliminated.
 - 4-8 = unit aborts.
 - 9 = unit aborted after performing its mission.
 - 10 = unit eliminated after it completes its mission.

Die Roll Modifiers (use all that apply)

- 1 target includes AS or B type aircraft unit.
- +1 target includes DB, TB or TR type aircraft unit.
- +/-0 target entirely F and/or FB.
- 2 firing during a night Impulse (all target types).

SUBMARINE CRT (6.4.4)

Step 1: Target Acquisition Check DR6 *

- 3 or less Failure
- 4 or more Acquire Target

Step 2: Target Type DR6

- Battleship Hit on a 6
- Cruiser or Destroyer (any type) Hit on a 5 or 6
- Any other type naval unit Hit on a 4, 5 or 6

Results

Roll once for each submarine. Record hits by placing Hit markers.

* Subtract 1 from the Target Acquisition Check DR if it is the second in the same Impulse. DR of 1 or less results in the submarine being removed from the game (sunk or damaged).

SOLITAIRE TF ENTRY (6.5.1)

DR6	Result
1-3	South Map Edge
4-6	Turkish Waters

Actual entry hex is chosen by the player.

SOLITAIRE TF COMPOSITION (6.5.2)

DR10 Result

- 1-3 3 Destroyers *, 1 Light Cruiser, 1 Transport †
- 4 4 Destroyers *, 1 Light Cruiser, 1 Transport †
- 5 2 Destroyers, 2 Transports †
- 6 5 Destroyers, 1 Submarine, 1 Transport †
- 7 3 Destroyers *, 1 Submarine, 1 Transport †
- 8 4 Destroyers, 1 Light Cruiser, 1 Transport †
- 9 7 Destroyers, 1 Battleship, 2 Escort Carriers, 1 Transport †
- 10 8 Destroyers, 2 Battleships, 1 Carrier, 1 Submarine, 1 Transport †

Note Use ship type available. In none exist or already in play use next largest type. Ignore Transport result if none are available.

* Use Hunt class Destroyer if available.

† Landing C or S are included.

SOLITAIRE TF MISSION (6.5.4)

DR6	Mission Type
1-2	Naval Transport Mission 6.3.1
3-4	Naval Intercept Mission 6.3.5
5-6	Naval Bombardment Mission 6.3.4

DR10 Mission Destination

1-3	Leros
4-7	Kos
8-10	Any (player's choice)

SEQUENCE OF PLAY SUMMARY

- A Start Turn Action** Players take turns performing a series of six-sided die rolls at the start of a new Game Turn.
- If the roll is 1 or 2, sea conditions are rough. On a roll of 3-6, sea conditions are calm.
 - Another DR is performed to determine the number of Impulses to be played during the current Game Turn (1 to 6). Place the Impulse Marker in the proper space on the track.
 - The German player must determine air unit availability for the Game Turn (see Section 5.1).
 - Both players allocate fighter (F) and/or fighter-bomber (FB) units to Combat Air Patrol missions (CAP; Case 5.4.9).

Impulse Procedure

- B Day/Night Determination** Roll a six-sided die at the start of each impulse. If the roll is 1-2, it is a night Impulse, 3-6 it is a day Impulse.
- C Initiative Determination** Each player rolls a single six-sided die, the higher roll is the phasing player for the Impulse and the loser is the non-phasing player. The first player uses the following sequence (Case 4.1.2). Once all of the sequence is complete, the second player does the same for his Impulse. It is possible for a player to have initiative for two Impulses in a row.
- Phasing Player's Impulse** An Impulse consists of three separate phases, carried out by the player sequentially in the order below:
- D Air Operation Phase (AOP)** The phasing player uses this phase to conduct any air missions he is eligible to perform with any of the available air units. Begin by rolling a die for each "Flown" air unit. Add 1 to this DR if the airbase, port, or carrier the air unit is based at has a hit. Flip the air unit to its "Available" side with a DR of 1-4. Any with a DR of 5 or more remain "Flown" (see Case 5.4.5). The phasing player decides what kind of mission the air unit (or group of air units) will conduct at the instant of moving. As each air unit (or group) is moved, the air unit (or group) completes its mission. Once an air unit (or group) has resolved its mission, it returns to its airbase and is flipped over to its "Flown" side. The next available air unit (or group) may then move, etc. This continues until the phasing player elects to end his AOP.
- E Naval Operation Phase (NOP)** The phasing player uses this phase to conduct any naval missions he is eligible to do with any of his available naval units. The German player determines his submarine unit availability starting on Game Turn 1 if this is his first Impulse (see Section 6.6). The Allied player determines his Task Force composition and its mission if this is his first Impulse of a Game Turn in which he receives an off board Task Force (see Section 6.5). The phasing player decides what kind of mission an individual naval unit (or group of naval units) will conduct at the instant of moving. The phasing player moves any naval units (surface or submarine) on the map, including any newly arrived reinforcements. As each naval unit (or group) moves, the naval unit (or group) completes its mission. However, unlike air units, naval units need not return to their bases at the end of the phase (*Exception See Case 6.2.4 for Allied DD endurance*).
- F Ground Operation Phase (GOP)** Each GOP is subdivided into segments, performed in the following order: Disruption Recovery, Air Drop, Ground unit movement, and Combat. After these segments are concluded the player may attempt to have hits removed from airbases and ports (Section 7.5), British engineers can attempt to construct airbases (Allied player phase only), conduct amphibious invasions and check for Italian surrender (Section 7.7).

Second Player's Impulse The Second Player (who failed to win the initiative roll) now conducts phases D, E, and F above, with the Second Player becoming the phasing player. After the Second Player's Phase F is completed, another Impulse begins and Phases B and C are conducted by either player. The Impulse marker is moved to indicate a new Impulse and the player winning the initiative starts the cycle again by conducting Phases D, E, and F.

End Turn Action All air units are automatically flipped to their Available side if this is the last impulse of the turn (no die rolling needed). After the last Impulse of the Game Turn is conducted, the Game Turn marker is moved to the right and the whole process repeats beginning with Phase A. When the last Game Turn has been played, the game is over and a winner is determined.

HIT EFFECTS SUMMARY

Airbases

- Each separate airbase on Rhodes must suffer 4 hits to render it inoperable.
- The airbase on Kos must suffer 2 hits to render it inoperable.
- Any airbase created during the game is inoperable after 1 hit.

Naval Base

- 1 Hit = No effect.
- 2 Hits = Only 1 ship may base/dock per turn from the port. Ar-196 units may not take off.
- 3 Hits = No ships may base/dock at the port.

Air Units

Air units at an airbase or port that is hit may be affected. For each hit the owning player designates an air unit and rolls a die.

- 1, 2 = unaffected.
- 3, 4 = unit becomes flown (damaged). If already flown this is no effect.
- 5, 6 = eliminated.

Ground Units

A hit on an enemy ground unit Disrupts it. Flip it over to its disrupted side to indicate this. Additional hits will Disrupt additional enemy ground units in the hex on a one for one basis, but additional hits on the same enemy ground unit have no additional effect.

Naval Units

Destroyer or Light Cruiser The first hit damages the vessel. The vessel permanently loses one half of its printed AA strength and half its MPs from its printed Movement Allowance for the rest of the game. A second hit sinks the ship.

Escort Carrier The first hit damages the vessel. The vessel permanently loses one half of its printed AA strength and half its MPs from its printed MA for the rest of the game. A second hit renders the flight deck inoperable and none of the Escort Carrier's air units may fly missions from or land at the carrier. If the Escort Carrier's aircraft were off on a mission at the time of the second hit, they may not land on the Escort Carrier, but must land on a friendly airbase or are lost. A third hit sinks the Escort Carrier.

Carrier The first hit damages the vessel. The vessel permanently loses one half of its printed AA strength and half its MPs from its printed MA for the rest of the game. Add 1 to the Air Unit Status DR for air units based on the carrier. A second hit renders the flight deck inoperable, and none of the Carrier's air units may fly missions from or land at the carrier. If the Carrier's aircraft were off on a mission at the time of the second hit, they may not land on the Carrier, but must land on a friendly airbase or are lost. A third hit eliminates all remaining AA strength on the Carrier. A fourth hit sinks the Carrier.

Battleship Hits are simply accumulated with no special effect until the sixth hit is scored, at which time the Battleship sinks.

All other ship types Any hit sinks the vessel along with the cargo (if any).

Surviving air units resolve their air missions once AA fire is concluded.

5.7 Bombing Resolution Procedure

Most bombing missions are resolved only after any air-to-air combat and anti-aircraft fire in hex has been resolved.

5.7.1 Procedure Air units bombing a target may bomb it individually, or some (up to all) may combine their Tactical Bombing Strengths to make a single large attack. Any exceptions to this general case are stated in the rules of the specific missions. All ABM, ASM, AGM and ASR missions are resolved using one of the two bombing combat result tables below:

HB, B, FB and F type air units use the Level Bombing Combat Results Table (LBCRT). Cross-index the total Tactical Bombing Strength of all the attacking air units with a single six-sided die roll to obtain a possible hit die roll range. Roll a six-sided die again and if the result falls within the indicated die roll range, a hit has occurred. Otherwise it is a miss.

AS, DB and TB type air units instead use the Pinpoint Bombing Combat Results Table (PBCRT). Each individual air unit rolls separately on this table to determine results. The PBCRT has 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 mission description.

AGMs are resolved by adding all of the attacking air unit's Tactical Bombing Strengths to friendly ground unit Combat Strength totals to improve the odds and rolling on the Ground Combat Results Table.

Note Remember, AS and TB type air units may only attack naval units. HB, B, DB, FB and F type air units may attack installations, ground or naval units.

5.7.2 Fighters on Bombing Missions Any F type air unit flying a ABM, ASM or AGM mission has its attack air strength and air defense strength values each reduced by two (-2) for the duration of the mission. Values may never be reduced to less than one (1) as a result.

Example An Me-109G fighter (7F6) flying an ABM mission would have an attack air strength of 5 and an air defense strength of 4.

An F type air unit flying one of these missions may, at the option of the owning player, jettison its bomb load before engaging in air-to-air combat. If this is done, the F type air unit reverts to its printed attack air strength and air defense strength values and is treated as if it were on the AEM, but it may not go on to attack a ground or naval target.

5.8 Night Capable Air Operations

Air operations during night Impulses are possible.

5.8.1 Eligibility Certain air-units can conduct air operations on night impulses. A night capable air unit is any air unit with an "N" prefix before its air unit type letter(s) (such as NB or NF); all other air units are strictly day air units. The presence of the N prefix does not change the usual abilities of an air unit. Available night capable air units can fly day missions if desired.

Example An NB type air unit is treated the same as a B type air unit in air-to-air combat during day impulses.

5.8.2 Procedure At night, all air missions are permitted except ARM and ASR. Players should use scratch paper, or rotate the units, to note those air units/missions done at night.

Air units operating CAP during night Impulses do not interact with air units operating during day Impulses. However, any air units on CAP during the day at an air base that is hit by night-bombing air units are subject to damage per Step C of Case 5.4.5.

Example An ABM conducted during a night Impulse may not be intercepted by air units assigned to CAP during a day Impulse.

Note Units performing night CAP will have to be assigned at the start of the turn before night/day is determined during each Impulse. Do you feel lucky?

5.9 US Aircraft Support

During the campaign, the Americans provided the British with some token air units and haphazard support. To simulate this, a number of US air units are available on Game Turns 2 and 3 only (for any of these turn's Impulses). US air units will only appear after Game Turn 3 if Operaton Accolade is in effect (see Case 8.4.5).

5.9.1 US Restrictions US bombers will not conduct AGMs. They will not opt to attack enemy naval ships spotted en route to their destination, unless passing over a port hex that also happens to contain enemy naval units.

6.0 NAVAL OPERATION PHASE (NOP)

Players have the opportunity to conduct missions with their naval units during their Naval Operations Phase (NOP) of their Impulse.

6.1 Ports

Naval units are based at ports. The Germans control the port of Rodos on the island of Rhodes at the start of the game. All other ports on the map are assumed to be in Italian control at the start of the game. Both the German and Allied players may base naval units off-map that will enter along map edges per set-up and reinforcement rules (see Sections 6.5, 8.2 and 8.4).


6.1.1 Port Control Ports are considered controlled by the side (German, Italian or Allied) that currently solely occupies (or was the last to solely occupy) the hex containing the port with ground units. Both side's off board ports cannot be captured.

6.2 Naval Unit Movement

Naval units move through hexes paying 1 MP per hex entered. When the sum of the MP costs equals the printed Movement Allowance, the naval unit must stop for the remaining portion of the Impulse. The phasing player has no obligation to move any of his naval units, and moves as few or as many as he chooses.

6.2.1 Surface Unit Procedure Surface naval units expend 1 MP per all sea or coastal hex entered if sea conditions are currently calm. If sea conditions are currently rough, surface naval units have their MP allowance reduced by a third (drop any fraction).

If a unit has its MP reduced to 0 it may only move in odd-numbered impulses. It may not move during even-numbered ones.

 **6.2.2 Submarine Unit Procedure** Surfaced Submarines expend 1 MP per all sea or coastal hex entered if sea conditions are currently calm. If sea conditions are currently rough a surfaced Submarine's MP is reduced by half (again, drop any fraction). Submarines may only move 1 hex while submerged. Players must decide if a Submarine is surfaced or submerged at the beginning of the Impulse. A Submarine may only be submerged for two consecutive Impulses, then it must remain surfaced for one Impulse (players can avoid this by surfacing every other Impulse).

6.2.3 Restrictions Any unused MPs never accumulate from turn to turn but are lost. MPs cannot be transferred in any way to other naval units.

6.2.4 Naval Unit Duration Unlike air units that must return to their airbase upon completing their mission for the Impulse, naval units may remain "at sea." All naval unit types other than British Destroyers

may remain on the map indefinitely with no restrictions. The British player has two Destroyer unit types, Fleet and Hunt class, with different sea duration rates as follows:

- Hunt class Destroyers possess an “at sea” endurance of three Impulses, after which they must be moved off the map.
- Fleet class Destroyers possess an “at sea” endurance of 1 complete game turn after which they are removed from the map.

Endurance for a Destroyer is not determined until an individual Destroyer naval unit or Allied TF is spotted. When the TF/ship is spotted determine how many Impulses the Destroyer remains in play by using the Hunt Class Endurance Table found on the map (if a Hunt class unit). When the number of Impulses exceeds the Hunt Class Destroyer unit's endurance limit the unit is immediately removed from the map and placed in an off-map holding box (it may be reused). Destroyers that have been removed may return to the game after waiting a complete turn (i.e., a Destroyer withdrawn on turn 3 could return on turn 5). Place the unit on the Turn Record Track to indicate its turn of availability. A Destroyer that is damaged can return to the game after a number of turns equal to a DR have elapsed (see Case 6.4.3).

Note Destroyer naval units whose endurance time at sea has expired do not move to a friendly port on the map; they are removed from the map (this is because none of the on map ports had the necessary refueling facilities).

6.3 Naval Missions

A mission is a specific type of action each naval unit conducts in addition to moving. During the NOP, each of the phasing player's naval units may perform one separate or joint mission per Impulse. Missions are typically performed by moving to the target hex, stopping there, resolving the mission, and then moving on. No naval unit may conduct more than one mission per Impulse (not Game Turn) except where noted specifically below.

Example For instance, a Destroyer acting as a ground unit transport by performing a Naval Transport Mission may not drop off the ground unit and then go on to conduct a Naval Bombardment Mission in the same Impulse.

Naval units have their own set of missions they are able to do. Naval units may conduct one of the following mission types during the phasing player's NOP:

6.3.1 Naval Transport Mission (NTM)

Some types of surface naval units may carry friendly ground units, up to their noted capacity. Light Cruisers, Destroyers, Transports, Trawlers, Landing Ships and Landing

Craft may carry up to one battalion-sized ground unit or up to three company-sized ground units. Battleships, Carriers, Escort Carriers, Torpedo Boats (A and B) and Submarines have no transport ability. The naval unit must begin the Impulse in the port or off-map with the units to be transported. Naval transport is possible only between ports or from off-map to a port that the player controls at the start of his Impulse or (more risky) from off-map or a friendly port and a currently Italian controlled port (see Case 6.1.1). A port is considered to be “controlled” either as specified at the beginning of the game or by a side having a friendly ground unit in the port hex. Once the transporting naval unit arrives at a friendly controlled port, its ground units are moved onto the port hex. If the naval unit has not yet used up all its MP, it may continue to move (including to another target port). Units conducting an NTM may not opt to suddenly conduct the Naval Assault Mission instead (Allied player, see below).

Exception Allied units may have as a destination port for an NTM a port controlled only by Italian units. If the Italian units surrender per Cases 7.7.1 through 7.7.4 the Allied units disembark normally. Should the Italian unit(s) resist the Allied player may elect to conduct a Naval Assault Mission or have the units stay aboard the ship(s).

6.3.2 Naval Assault Mission (NAM) The German player (only, but see exception below) may conduct NAM against any island coastal hex (partial sea hex). Only Landing Craft type naval units may be used to conduct an NAM (the German player has none at the start; these are received as reinforcements during the course of the game). Unlike with NTM, the naval units do not need to begin the Impulse in the port with the ground units to be carried. Instead, Landing Craft naval units may move to a friendly port and embark troops during a Impulse and then move again to conduct an NAM against another island as long as they do not exceed their printed Movement Allowance during the Impulse. Unlike NTM, a German NAM does not need to land at a port but may choose any coastal hex, including those with enemy units. Upon arriving at the landing hex, neither the Landing Craft naval units nor the troops carried may move further in the same impulse once the troops are landed. Landing Craft naval units and newly landed ground units may freely move on subsequent impulses. Ground units sunk while in transit are permanently lost.

Note Naval units performing NTM or NAM may not perform any other type of mission until they have returned to a port or off-map base.

Exception The Allied player may conduct NAMs against Italian units (only) that do not surrender per Case 6.3.1, or against any Axis unit on Rhodes should Operation Accolade be in effect (see Case 8.4.5). Any Allied Landing Ship, Landing Craft or Transport can be used to conduct an NAM in these instances.

6.3.3 Naval Minelaying Mission (NMM)

Axis Minelayer, Torpedo Boat (A and B) and Destroyer type naval units have the ability to lay mines during their move. Each ship may mine one hex per Game Turn (not Impulse). The naval unit simply places a “mined” counter in a hex during movement. Once mined, a hex remains mined until the end of the game. Every Allied ship moving into/through a mined hex must immediately pause in its movement and roll a six-sided die:

1-3 = the moving naval unit did not hit a mine, and may continue to move.

4-6 = the moving naval unit does hit a mine. If the naval unit is a Battleship, Carrier or Escort Carrier, it receives two hits. Any other type naval unit is sunk and removed from play. If hit, the naval unit ends its movement for the impulse.

6.3.4 Naval Bombardment Mission (NBM)

Battleship, Light Cruiser or Destroyer naval units (only) may move to a coastal shore hex containing an enemy port, airfield, air unit or ground unit, and attack one of these eligible target types (but not all at once). Hits on ports or airbases from NBMs have the same effect as hits from ABMs (see Case 5.4.5). Hits on these installations are permanent until removed by friendly ground units. Air units can be eliminated from NBMs just like ABMs. If a ground unit has been disrupted due to a NBM, its Combat Strength is halved, round fractions up. The disruption is removed at the start of the next Impulse.

6.3.5 Naval Intercept Mission (NIM)

Battleship, Light Cruiser, Destroyer, Torpedo Boat (A and B) and Submarine naval units (only) may move to a hex containing enemy surface naval units and, if either side spots the other and desires it, surface combat occurs. Only spotted naval units can be attacked.

6.4 Naval Combat

When opposing naval forces occupy the same hex after ending any movement, and at least one side spots the other, a surface action may occur. Initiating a surface action is always voluntary.

6.4.1 Eligibility Naval combat may occur when phasing naval units or TFs move into a hex with non-phasing naval units and either side is spotted (see Case 3.4.3). A side that

spots the other side may initiate combat (phasing player chooses first), if neither side elects to initiate or neither spots the other, no combat occurs. If a previously un-spotted force attacks, all naval units and TFs on both sides in the hex are automatically spotted and take part in the combat.

Player's Note *When playing solitaire, simply make a spotting roll once for each side. If playing solitaire, if a previously unspotted TF is spotted, the naval composition of the TF is determined and then placed on the map.*

6.4.2 Surface Combat Procedure If there is at least one primary naval unit (defined as a Battleship, Carrier or Escort Carrier) present at the battle, there are two rounds of naval combat in the Impulse. If no primary naval units are present, there is only one round of combat. If there are two rounds, in the first round, total up all of the primary naval units' (only) Surface Combat Strengths into one sum and roll on the Naval Surface Combat Results Table (NSCRT). In the second round, all other ships are added into one grand total for each player. The player that initiated the surface action has the first shot but no results are applied until both sides have fired. Each player rolls separately on the NSCRT cross-indexing his Surface Combat Strength total with a ten-sided die roll, applying the following die roll modifiers:

- All Allied naval units in combat receive a minus one (-1) DRM when rolling each round to simulate their radar effectiveness at this stage of the war.
- Either player receives a minus one (-1) DRM if firing at a Landing Craft, Landing Ship, Transport or Trawler naval unit.
- Either player must add a plus two (+2) DRM if the battle takes place during a night Impulse.

The result on the NSCRT is the total number of hits each side achieves on the other. If no hits occur, nothing else happens and the round ends. If a hit occurs, determine the hit results



6.4.3 Hit Results Each firing player determines where the hits he scored accumulate on his opponent's naval units. Naval units cannot be "screened" or shielded by other friendly naval units. If a hit is scored on an enemy naval unit, apply the results as follows:

- Destroyer or Light Cruiser = The first hit damages the vessel. The vessel permanently loses one half of its printed AA strength and half its MPs from its printed Movement Allowance for the rest of the game. A second hit result sinks the ship. A dam-

aged Destroyer may return to play once it is removed from the map after a number of turns equal to a DR have elapsed (i.e. a damaged Destroyer removed on turn 3 with a DR of 5, indicates it may return to play on turn 9). Place the Destroyer on the Turn Record Track to indicate the turn it is available. Any DR for a damaged Destroyer that is for a turn beyond the last for the game results in the damaged Destroyer being permanently out of play for the rest of the game.

- Escort Carrier = The first hit damages the vessel. The vessel permanently loses one half of its printed AA strength and half its MPs from its printed Movement Allowance for the rest of the game. A second hit renders the flight deck inoperable, and none of the Escort Carrier's air units may fly missions from or land at the Carrier. If the Escort Carrier's aircraft were off on a mission at the time of the second hit, they may not land on the Escort Carrier, but must land on a friendly airbase or they are lost. A third hit sinks the Escort Carrier.
- Carrier = The first hit damages the vessel. The vessel permanently loses one half of its printed AA strength and half its MPs from its printed Movement Allowance for the rest of the game. Add 1 to the Air Unit Status DR for air units based on the Carrier. A second hit renders the flight deck inoperable, and none of the Carrier's air units may fly missions from or land at the Carrier. If the Carrier's aircraft were off on a mission at the time of the second hit, they may not land on the Carrier, but must land on a friendly airbase or they are lost. A third hit eliminates all remaining AA strength on the Carrier. A fourth hit sinks a Carrier.
- Battleship = Hits are simply accumulated with no special effect until the sixth hit is scored at which time the Battleship sinks.
- All other ship types = Any hit sinks the vessel along with the cargo (if any).

Unlike ports and airbases, hits upon naval units can never be repaired. Any damaged ship that moves off the map may not reenter the game at a later impulse/turn.

At the end of the second round of each naval battle, all of the remaining naval units on the side which had the most hits scored against it (the loser) are moved to any adjacent sea hex.

Naval Combat Example *Assume a currently unspotted Allied TF on a NIM ends its move in a hex with a German convoy consisting of an unspotted Destroyer and Transport naval unit. The Allied player makes a spotting roll. Assume his TF successfully spots the German convoy. The*

German player now rolls to spot too, but assume he fails and does not spot the Allied TF. The initiative to declare or pass on a surface action lies solely with the Allied player. The Allied player decides to attack. His TF is now automatically spotted. Remove the TF marker and replace it on the map with the naval units actually in the TF. Assume the composition of the TF is revealed to be three Destroyers. The Destroyer units tally up their Naval Surface Combat Strength. Assume this equals six. The German Destroyer has an NSCS of two. As no Battleship, Carrier or Escort Carrier are present, there will only be one round of combat. Each side rolls once on the Naval Surface Combat Results Table (the Allied player first as he initiated the action). Assume the Allied player achieves two hits, and the German player one. The Allied player chooses to target all his hits against the German Destroyer, sinking it. The German player allocates his one hit on one of the Allied Destroyer naval units. The battle is now over. The German Transport is on the losing side (two hits scored against the German side versus one for the Allies) and so is displaced to an adjacent hex (but escapes... for now).

6.4.4 Submarine Combat Procedure Submarines may only attack once in an Impulse. A Submarine must be occupying a hex containing a spotted enemy naval unit/TF in order to launch a torpedo attack. The owning player designates a specific target naval unit and rolls a six-sided die to see if he has "acquired" the target. If the result is 4 or more, the Submarine acquires the target and may launch a torpedo attack. On any other result, it may not. If the Submarine fails to acquire a target on the first try, the owning player may designate another (must be different) target naval unit and roll again to acquire another vessel if another is present. Subtract 1 from this second Target Acquisition DR. If both attempts to acquire a target fail, the Submarine can no longer attack this Impulse. If a Target Acquisition DR is 1 or less the Submarine has been attacked by the escort/ships and is either sunk or damaged. In either case the sub is immediately removed from the game.

Submarine torpedo attacks are resolved by rolling another six-sided die and interpreting the results as follows:

- If the target is a Battleship, a roll of 6 on a six-sided die is a hit.
- If the target is a Destroyer or Light Cruiser a roll of 5 or 6 on a six-sided die is a hit.
- If the target is any other naval unit type, a roll of 4 through 6 is a hit.

Hit effects are the same as in Case 6.4.3 above. For simplicity, there is no ASW combat against submerged Submarines in

this game other than the sub Target Acquisition DR.

6.5 Allied Naval Task Force Entry

On Game Turns Allied naval units enter (or re-enter) play, the Allied player may create a Task Force (TF) to introduce his off-map naval units into play. After entering the TF counter on the map, it may conduct naval missions during the NOP.

Exception *When playing solitaire, use the solitaire naval movement rules during each British NOP that British naval Task Forces are available. These rules are not meant to be all encompassing, but rather a guideline. When playing solitaire, always act in the interest of the British player during this phase.*



6.5.1 Task Force Creation Procedure

On the specified turns, the Allied player may create a Task Force counter containing the available naval unit reinforcements listed for that turn. When playing the two player game, all the listed naval units for that turn are available. Use the following procedure:

- 1 Determine the TF's composition.
- 2 Determine the TF's entry point.

(Solitaire game only) Roll a six-sided die once on the Solitaire TF Entry table for the TF's entry location, and place a TF marker in an appropriate hex (player's choice).

- 3 Secretly record the TF's destination.

(Solitaire game only) Roll a six-sided die once on the Solitaire TF Mission / Mission Type table to determine the TF's mission type. Jot this information down.

- 4 Secretly record the TF's mission type.

(Solitaire game only) Roll a ten-sided die once on the Solitaire TF Mission / Mission Destination table to determine the TF's destination. Jot this information down.

- 5 Each impulse move the TF markers on the map along the most direct route to their destination, using their full Movement Allowance. Conduct the mission if possible. If the mission cannot be conducted upon arrival, immediately remove the TF from play. These units may return in future TFs.

- 6 Once the TF has conducted its mission, it is immediately removed from play. The same units may return in future TFs.

Developer's Note *Removing TFs from the map after completing their mission is a*

design approach that assumes the German High Command would concentrate their hard-to-obtain assets on actual/potential threats, not withdrawing or retreating Allied naval units.

In the two player game, the Allied player conducts the steps above for each TF upon creation. The mission and destination (steps 3 and 4) are freely chosen by the Allied player and remain unknown to the Axis player until the TF is spotted, after which, they are revealed. When playing solitaire, roll for the TF's composition (step 1) only when it is first spotted.

6.5.2 TF Composition Each Allied TF counter created must have three or more Destroyers in it. Otherwise the choice of naval units is up to the British player.

Exception *If playing solitaire, roll a ten-sided die on the Solitaire TF Composition table to determine an Allied TF's composition once it has been spotted. If the TF composition die roll calls for unavailable naval units use only the available ones, substituting weaker naval units for any missing stronger ones.*

Example *If the roll calls for a Battleship, and none are available, substitute a Light Cruiser instead.*

6.5.3 TF Entry Points Allied TFs may enter the map along any Turkish Waters or south map-edge and are always unspotted upon entry. The newly arriving naval units in a TF may not transfer to another existing TF upon entering the map.

Exception *If playing solitaire, roll a six-sided die on the Solitaire TF Entry table to determine an Allied TF's designated entry location and place the TF marker there.*

6.5.4 TF Mission Determination TFs may be assigned any mission their composition otherwise permits them. For example, a TF consisting of only Battleship, Carrier and Destroyer (including Escort) naval units could be assigned a NBM mission. If the TF contains any Transports (for game purposes the Landing C and S are Transport units) and if there are any ground unit reinforcements that game turn, the TF must be assigned an NTM. It is presumed that Transport(s) are carrying the ground units. If there are no ground reinforcements available, the Transport is presumed to be carrying other cargo and the TF still must be assigned an NTM.

Exception *If playing solitaire, roll a six-sided die on the Solitaire TF Mission / Mission Type table to determine an Allied TF's mission type.*

6.5.5 Revealing TF Composition New TFs entering the map for the first time are

unspotted and their composition is hidden. Only the TF marker is deployed on the map. In non-solitaire play, the composition of the TF may be stored in the corresponding box within the Allied Task Forces holding area (at top of map). Alternatively, these same units may be stored off-map for greater secrecy. The TF's composition is not revealed until the German player spots it or the Allied player reveals it voluntarily. TFs can be spotted by enemy air units (see Cases 3.5.2 to 3.5.4). In addition, TFs instantly become spotted when any naval unit in the TF conducts a Naval Intercept or Naval Bombardment Mission. TF markers that occupy or enter a port automatically become spotted, and the composition of the TF is instantly revealed. Once a TF is spotted, its composition must be revealed. The actual naval units making up the TF are placed in the same hex (spotted side up) and the TF marker is removed. Once spotted and revealed, the naval units in a TF remain permanently spotted and placed on the map in full view of the opposing player.

Clarification *In the solitaire game, the German (human) player may attempt to find out the composition of an Allied TF marker by R, DB or TB type air units flying ARMs. Other aircraft types may also be used indirectly to spot should their flight path happen to cross a hex containing an unspotted TF marker.*

6.5.6 TF Restrictions Until the composition of a TF is revealed only the TF counter moves on the map, moving no further than the maximum Movement Allowance of the slowest naval unit in the TF. Naval units in a revealed TF are not required to move together but may instead end each Impulse's move within one intervening hex of all the other remaining naval units of the former TF.

6.6 German Naval Unit Restrictions

Like the Luftwaffe, the German Kriegsmarine (Naval High Command) also had many other interests to distract them during the campaign. To simulate this, the German player begins rolling a six-sided die to determine his degree of submarine support for the Game. Roll at the start of his NOP during his first Impulse of Game Turn 1. If the DR result is 1 or 2, that number of Submarines may be used throughout the rest of the Game. Discontinue the sub availability DR. If the DR is 3-5 the German player can try rolling again at the beginning of the first NOP of the next game turn. If the DR is a 6 no German subs will enter the game at all and the German player stops rolling for their availability.

6.7 Carriers

British carriers (Carrier or Escort Carrier type naval units) have the ability to perform both naval and air missions.

6.7.1 Naval Mission Types Carriers and Escort Carriers may conduct Naval Transport Missions. Carrier or Escort Carrier type naval units do not have the ability to conduct Naval Assault, Naval Bombardment or Naval Interception Missions by themselves but may be stacked with other naval units that do so.

6.7.2 Spotting Bonus A Carrier or Escort Carrier in a hex with opposing naval units will spot them on a roll of 1 through 5 on a six-sided die.

6.7.3 Air Mission Types Treat Carrier or Escort Carrier type naval units equipped with air units as mobile airbases in regards to permitted air missions types. Carriers carry four F type and two TB type air units (use the ones marked "Carrier") aboard them. Escort Carriers carry two F and one TB air units (use the ones marked "Carrier") aboard. These air units type fly missions they are otherwise eligible for in the AOP, and except for CAP, return to their Carrier or Escort Carrier in the same Impulse just like air units returning to their airbase.

6.7.4 Combat Restrictions Carriers and Escort Carriers may find themselves the target of an enemy surface action and may be stacked with other friendly naval units that initiate a surface action, but may never initiate a surface action by themselves. If attacked, Carriers and Escort Carriers may be targeted, but never contribute their Surface Naval Combat Strength when the British player attacks.

7.0 GROUND OPERATION PHASE (GOP)

Unlike aircraft and naval units, ground units have no formal missions per se. They may always move and attack. Players have the opportunity to conduct these actions with their ground units during their Ground Operation Phase (GOP) of their Impulse.

7.1 Disruption Recovery Segment

Ground units (only) can become disrupted as a result of enemy Air or Naval Bombardment Missions, or when conducting an air drop mission. This effect signifies that the unit or force is now disorganized and its effectiveness is impaired.

7.1.1 Procedure If a hex containing friendly ground units receives a Disruption result from enemy air or naval bombardment, all

ground units in the hex are flipped over to their Disrupted side.

7.1.2 Disruption Effects Disrupted units may not attack (the CF is in parenthesis to denote this prohibition). Disrupted units may still move normally including into a hex containing undisrupted units; undisrupted units are not affected by such action. Disrupted ground units may not repair airfields. There is no ill-effect if a ground unit suffers multiple disruptions.

7.1.3 Disruption Recovery A Disrupted unit automatically recovers to full effectiveness (flip it back over) at the start of the phasing player's next GOP during the Impulse following the one in which the unit was disrupted.

7.2 Air Drop Segment

The Air Drop Mission (see Case 5.4.4) details how airborne units are carried to and dropped on a target hex during the AOP. The actual resolution of the air drop takes place in the Air Drop Segment of the GOP.

7.2.1 Disruption Check An airborne unit may become Disrupted when making an air drop. One six-sided die is rolled during this segment for each air dropped unit. Air dropped units are Disrupted on a die roll of 1 or less. Dropping onto enemy units, or onto rough hexes modifies the die roll by minus one (-1). These conditions are not cumulative; thus, an airborne unit dropping onto an enemy occupied hex still has its disruption die roll only reduced by one (-1). Dropping at night (i.e., the air drop mission for the unit was flown at night) modifies the die roll by minus two (-2). A Disrupted airborne unit will have its Combat Strength halved in the GOP Combat Segment. If the hex is enemy occupied and it is a night turn, retreat the Disrupted airborne unit to an unoccupied enemy hex (the airborne unit is eliminated if unable to do so).

7.2.2 Air Drop Mission Combat Resolution Undisrupted airborne units that drop into enemy occupied hexes must attack all the enemy units in the hex during the Combat Segment of the GOP. Airborne units must attack and continue to attack on every round, and do not have to perform a pre-combat morale check so long as they remain in the hex with enemy ground units (the defenders are also exempt from this DR check, see Case 7.4.3). Combat procedure involving air drops is resolved as normal (see 7.4) except that on the first round of battle, any Ground Combat Result Table die roll is modified by plus two (+2) to reflect surprise, regardless of whether the airborne attackers are disrupted or not. If a NE result is rolled,

the die is rolled again until a different result is obtained.

***Example** One German parachute battalion drops in a hex occupied by a British infantry battalion. During the first round of the Combat Segment, the parachute battalion must attack and receives a +2 to the die roll. Assume the first combat result is NE. Ignore that result and re-roll, still with a +2 as this is still the first round.*

Adjacent friendly units may also join in an air drop attack by entering the hex during the phasing player's Movement Segment. These adjacent friendly units may assist in the attack but are subject to the round continuation rules, and may be forced to withdraw, leaving the airborne units alone to battle on.

7.3 Movement Segment

All ground units have an MP allowance of 1. Ground movement occurs during the GOP Movement Segment of the turn. During a Movement Segment, the active player can move as many or as few of his units as he desires in any direction or combination of directions.

7.3.1 Movement Procedure A Ground unit, regardless of type, can move into an adjacent and contiguous land or coastal hex and then stops for the rest of the Ground Operations Phase.

7.3.2 Movement Sequencing Individual units or forces are moved sequentially. Once the player puts his hand on a unit or force he must complete all movement by those units or that force. Once the hand is removed, that unit or force is considered to have finished its movement for the Impulse; retracing moves or changing the order of movement is not allowed.

7.3.3 Road Movement When moving along a road a unit can enter two hexes instead of one, but if the first hex entered is occupied by an enemy unit, it must stop.

7.4 Combat Segment

All ground combat is resolved during the GOP Combat Segment of the turn. Ground combat is mandatory when friendly and enemy units both occupy the same hex.

7.4.1 Eligibility Combat occurs in specific mapboard hexes where the defender's units are located. A battle is mandatory upon the movement of a friendly unit into an enemy occupied hex. The phasing player is called the attacker. The player whose units are attacked is termed the defender, regardless of the overall situation. Artillery that is adjacent to the combat hex can add its combat value.

7.4.2 Restrictions The ground units defending the hex are considered “locked” in place until the battle is resolved. Neither side’s units may exit the hex until the battle is resolved, and any other attacking units that enter the same hex must also join the battle and are locked in place. Only artillery units that are adjacent to the combat hex can participate in the combat. Attacking ground units of any type involved in a battle cannot attack again in the same Impulse.

All units defending a hex must be attacked as a single force benefiting from their total Combat Strength. Defending units cannot be withheld from combat or singled out in any way.

Attacks with odds lower than 1:2 are an automatic Ae.

7.4.3 Pre-battle Morale Check During the GOP Combat Segment, the morale of the attacking units is checked before combat. Units stacked with a Leader do not have to check for morale. If an attacking unit fails its morale check, the unit is considered to have suffered a communications breakdown and does not attack. If all of the attacking units fail their morale checks, there is no need to check the morale of the defending units and no combat occurs. After all the attacking units’ morale is checked, all defending units must make morale checks. Again, any defending units stacked with a leader do not have to check for morale. Those defending units that fail their morale checks have their Morale Rating reduced by 1.

Exception *Combat units involved in combats resulting from Air Drop missions do not perform pre-battle morale checks (see Case 7.2.2).*

7.4.4 First Round Combat Resolution Procedure To resolve a battle, separately total the Combat Strengths of all the units on each side in the hex and apply any Combat Strength modifiers (see Case 7.4.6). Compare each side’s final strengths and create an odds ratio, the attacker to defender. Round off any fractions in favor of the defender (i.e., 34 to 7 is 4.85 to 1, or 4 to 1 combat odds). Roll a ten-sided die, applying any die roll modifiers (see Case 7.4.7). Consult the Ground Combat Results Table (GCRT), cross-referencing the column with the final odds ratio with the final adjusted die roll and apply the result. Results are stated in the form of units lost, retreats or NE (no effect).

7.4.5 Combat Strength Modifiers A number of conditions may modify a side’s Combat Strength as follows:

- If the combat occurs in a port or rough terrain hex, the defending side’s Combat

Strength is doubled for odds comparison purposes.

Note *a unit’s CF can only be doubled, even if the hex includes both types of terrain.*

- Air units conducting Ground Support Missions may add their TBS factors to the attacking side’s units only.
- Disrupted units attack at half strength.
- Disrupted units defend at half strength.

7.4.6 Die Roll Modifiers The ground combat DR can be modified by Ground Support Missions by DB type aircraft. If the attacker has a unit with a higher Morale Rating than any of the defenders add one (+1). If the defender has a unit with a higher Morale Rating than any of the attackers subtract one (-1). The most a GCRT DR can be modified is +/-2.

7.4.7 Retreat Results and Advance After Combat Units required to retreat may do so into adjacent full land or coastal hexes that are unoccupied, or solely occupied by friendly units. Units forced to retreat into a full sea hex are lost. If the attacker is forced to retreat, he must retreat into the hex(es) he advanced from during the Movement Segment.

Exceptions *Attacking units in a NAM may retreat to any other adjacent coastal hex not occupied by the enemy, otherwise the attacking units are lost. They may not retreat back aboard their ship(s). Also, see Case 7.4.8 for airdropped units in combat.*

7.4.8 Subsequent Round Combat Resolution Procedure Before resolving a different combat situation in another hex, if opposing units remain in the hex after the first round of battle and the attacking player has a leader in the combat hex, another (second) round of combat automatically occurs. If no leader is present in hex, roll one die. An odd number indicates the attacking units (the phasing player’s original units that moved into the hex) have withdrawn from the combat. If this occurs, the remaining attacking units are placed in any available adjacent hexes. An even number indicates a second round must be fought. Do not make another pre-battle morale check.

Exception *Airborne units dropped into a hex never voluntarily withdraw. If the hex is not vacated of defending enemy units in combat in the first or second rounds (by retreat and/or elimination) the airdropped units are eliminated.*

If another round occurs, recalculate and compare the combat strengths (including combat strength modifiers) to redetermine

the odds, again roll the die, applying any die roll modifiers, and apply the results to both sides. Rounds of combat continue until only one side’s units solely control the hex.

Exception *combats resulting from an Airdrop get only 2 rounds (Case 7.2.2).*

Note *Leaders are eliminated only if all other friendly units in the hex are eliminated.*

7.5 The Hit Removal Segment

Players may attempt to remove hits on each separate airbase or port once per Impulse. A hit may be removed at the end of the GOP (after the Combat Segment) provided at least one friendly ground unit currently occupies the hex containing the airbase or port, and no enemy units are in the hex. The phasing player rolls a six-sided die; a roll of 1 or 2 results in one hit being removed from the airbase or port. A player may attempt to remove a hit once each Impulse. The die is rolled only once for each airbase regardless of the number of friendly ground units stacked there.

7.6 Engineer Units

The Allied player has specialized engineering units that can build new airbases. Other than this unique ability, they are treated as normal ground units.

7.6.1 Construction Procedure Only a normal status (undisrupted) engineer unit may build a new airbase. To build an airbase, the engineer unit must currently be in a non-rough and non-port hex, but it may be a full land or coastal hex. Engineers spend their entire Ground Movement Segment constructing the airbase. Designate an engineer unit is building an airbase and place an airbase marker upside down atop the counter. At the end of the player’s next GOP, if the engineer is still normal status, the airbase marker is turned right-side up and is fully functional.

7.6.2 Engineer Restrictions During the airbase construction, the engineer unit may not move, attack, or be attacked by enemy ground units. If one of these events occur during the two Impulse wait, regardless of the outcome, the whole process begins again before the airbase is considered built. In addition, for every two hits the enemy achieves from Airbase Bombing Missions while the airbase is being made, the waiting period is extended by an additional impulse.

7.7 Amphibious Invasions

Control of the Aegean was a confusing affair at best, with the Italians attempting to avoid hostilities towards both sides.

7.7.1 Italian Surrender Check Control of Italian port hexes is checked when either a German or British naval or ground unit first enters an Italian controlled port hex. At that instant, roll one six-sided die. For either player, a roll of 3 through 6 means the Italians surrender without a fight and the occupying player now controls the port.

On a DR of 1 or 2, the Italians resist and defend the hex against the side trying to occupy the hex. The Allied player may choose to conduct an immediate NAM should his combat unit(s) be embarked on the proper ship(s). The Allied combat unit(s) may not exit this hex until the Italians are destroyed via combat. If the Italians resist, the port hex has an intrinsic Combat Strength of one (1). If the port also contains an Italian ground combat unit, ignore the intrinsic Combat Strength and resolve the battle as a normal combat. Until a combat result indicates the Italians retreat or are destroyed, the port hex is contested and may not be used to land other troops. Use the markers provided to indicate this status. If a retreat result occurs, the intrinsic combat strength is permanently lost. The result of this initial Italian Surrender Check causes all other Italian units on the island to follow suit (i.e., surrender and be eliminated, or fight). Do not roll for each Italian unit, unless the first Italian units encountered are not in a port hex. In this case, roll once per Italian unit encountered.

Exception *All Italian units on Rhodes have already been assimilated by the Germans at the start of the game and are not subject to the above rule. Only Italian units on other islands may choose to surrender or resist.*

7.7.2 Kos Invasion If the Allied player invades Kos, check for Italian surrender as above. As soon as Kos is under Allied control (defined as when there are no German units on Kos, and all Italian units have surrendered or been eliminated), both the Det/74th Squadron and Det/7th SAAF Squadron (only) may be moved in subsequent impulses from the off-map holding box via an ATM and land at and subsequently operate from the Kos airbase (hex 3426).



Optional Rule *While the Allies had no radar on Kos historically, one could have been located there.*

To simulate this, the Allied player deploys one radar counter at the start of the game off-map. After the Allied player has taken control of Kos, the radar counter and the Royal Engineer unit may be transported via an NTM to Kos at any time. Upon arrival, place the radar counter and engineer unit on the airbase. The radar has a detection range of nine hexes in any direction. Any German aircraft enter-

ing this zone are automatically spotted and the Allied player may immediately place any number of available and uncommitted F type units on an CAP over an airbase, ground or naval unit, or any port within the zone. This bonus reaction placement is done before the German player completes his air mission movement. Without the radar, this ability is lost.

7.7.3 Leros Invasion If the Allied player solely occupies Leros, the Italian naval units based there automatically switch sides (ground units must still check to see if they do so) and may be moved by the Allied player in the next turn (*historically they ended up providing targets for the Luftwaffe*). These 3 Italian naval units in Leros can be controlled and moved by the German player only if he gets to Leros first and the Italian ground units surrender to the Germans (as per normal surrender check above). Should the Italians resist the Germans the 3 Italian ships are immediately removed from the game with no VP penalty to either side (the crews scuttled them).

7.7.4 Other Island Invasion If the Allied player attempts to invade other islands before securing control of Leros or Rhodes, the Italian surrender check is modified. A roll of 6 means the Italian units surrender without a fight. On a roll of 1 through 5, the Italians resist. If the Allied player invades Samos after securing control of Leros, or if the German player invades Samos at any time, the normal surrender check die roll range applies (Case 7.1.1).

Note *Until a surrender check is made, no Italian unit on an island other than Rhodes can move or attack.*

8.0 SET UP AND SCENARIOS

The players should choose sides, one each for the Axis and Allies. They should then consult the Victory Conditions. The game set up represents the situation as of September 12th, 1943 and carries through to November 16th, 1943 (10 turns). There is an optional 11th turn.

Each player places their units on the map board in conformity with the scenario instructions below. Units are listed by the specific number and type, and are designated as setting up in, adjacent to, or within a specified radius of the indicated hexes. All units placed on the map board begin the game in normal status.

The Axis player sets up first, the Allied player second. Play begins with the first turn of the game. Place the Game Turn marker on the indicated space on the Turn Record Track. Game Turn 1 is fixed at two Impulses (no

DR is needed). The Allied player automatically has the initiative on Game Turn 1 (both impulses). Determination of day or night Impulses happens normally.

The Allied player may elect at the end of turn 10 to extend play one additional turn. If the invasion of Rhodes has been declared the Axis player is awarded a number of VP equal to the roll of a six-sided die for taking the extra turn (see case 8.4.5). If the invasion of Rhodes has not taken place or been declared then the 11th turn is granted with no VP award.

8.1 Axis Player Set Up

The Axis player begins the game with the following units on the map:

8.1.1 Italian Ground Units

2/50 is placed at hex 1531 (Samos)

3/50 is placed at hex 1630 (Samos)

7/50 is placed at hex 2425 (Leros)

8/50 is placed at hex 2524 (Leros)

Misc./1 infantry company is placed at hex 2122 (Patmos)

Misc./2 infantry company is placed at hex 3024 (Kalimnos)

One coastal defense infantry battalion is placed at hex 3211 (Astipalia)

One coastal defense infantry battalion is placed at any hex on Kos

7/6 Infantry battalion is placed at hex 3420 (Kefalos on Kos)

8/6 Infantry battalion is placed at hex 3522 (Kos)

The remaining regiments of the 50th Division (1/50, 4/50, 9/50 Infantry and 5/50 Artillery) are placed (one each) in hexes 4726, 4828, 4930, 5026 and/or 5020 (Rhodes).

8.1.2 Italian Naval Place Destroyer *Euro*, Minelayer *Legnano* and Transport *Prode* in 2524. These units may not move until either German or Allied units first reach Leros (see Case 7.7.3).

8.1.3 German Ground These units of the 440th and 999th Divisions set up on Rhodes; 1/R, 2/R, 3/R, Misc/R infantry, 806/R Flak, 99 Recon, 4/99 Artillery and Panzerjaeger/R (Stug.III) battalions. At least one German unit must be placed in one of the following hexes: 4828, 4726 (assault gun battalion must go here), 4924, 4923, and 5020. Also when setting up, each airbase on Rhodes must have at least one German ground unit occupying it. All ground units on Rhodes must remain on the island throughout the

game. They may not be transported elsewhere.

Place the 6/99 at hex 5010 (Karpachos).

8.1.4 German Air Place 12 of the 13 Ju-87 air units of I and II/St.G 3 on the three airbases on Rhodes at start (the 13th unit must be based off-map in either Greece or Crete).

The following German air units are potentially available in either Greece or Crete (off-map): 2nd and 3rd/NAG 2 (four units), IV/JG27 (four units), II/ZG 26 (both units), 2/123 (both units), I/TG4 (five units), 1 and 3/SAG 125 (four units). Roll per Section 5.1 to determine which, if any, of these air units may actually be used on turn 1 before the start of the game.

8.1.5 German Naval The following naval units are available off-map: Torpedo Boats 10, 14 and 19, Minelayer *Zeus*, 9th Torpedo Boat flotilla (all three units). Begin rolling for the availability of Submarines U565 and U596 per Section 6.6 in the first German NOP of Turn 1.

Place Transport *Pluto* in 4521 (it is empty and currently unspotted).

8.2 Axis Reinforcements

Each Game Turn below lists any reinforcements that are available. All German ground units become available from that game turn on but are kept off map in the holding box and must be physically transported on to the board by either naval or air units (NTM, ALM and for German paratroop units, ADM missions).

On the first turn they appear, all German naval units may be deployed a number of hexes from their initial map entry hex equal to the roll of a ten-sided die. Treat a DR of 0 as ten. The hex the naval unit(s) set up in may not be in or adjacent to an Allied ground or naval unit.

Note Remember to roll each turn per Section 5.1 to determine how many of the reinforcing air units, as well as those already in the game, may enter play each turn from off-map air bases in Greece and Crete.

8.2.1 Game Turn 3 The 1st Parachute Infantry Battalion/2nd Para. Regiment/2nd Fallschirmjaeger Division becomes available off the map.

The following ships enter the map between hexes 4201 and 5501: 12th Torpedo Boat flotilla (both units), Transports *Olympus*, *Savona*, *Kari*, *Trapani*, *Schfinno*, three Landing Craft and two Trawlers carrying between them the 780th Engineer Company, the 2nd Battalion/16th Regiment/22nd Division and 2nd Battalion/65th Regiment/22nd Division,

the 2nd, 3rd, and 4th Luftwaffe Infantry, the 15th Parachute Infantry Company/Brandenburg Division, and the 1/1 Battalion/Brandenburg Division, plus leaders Saldern and Aschoff. This group enters play unspotted.

The following ships enter the map between hexes 3001 and 3601: 21st Torpedo Boat flotilla (both units), Minelayer *Drache* with its helicopter unit aboard, Transport *Ingeberg* and one Landing Craft carrying 3rd Battalion/440th Regiment/22nd Division and the 1st Company/FJ Regiment/Brandenburg Division. This group enters play unspotted.

8.2.2 Game Turn 4 The following ships enter the map between hexes 3001 and 3601 and are unspotted: One Minelayer, Transport *Olympia* and one Landing Craft carrying the 9th and 10th Kriegsmarine Naval Infantry Companies. (**Note:** Re-use a Minelayer if available from the dead pile. If not available, the units will have to wait until a ship capable of transport exits off-map or is sunk. This is the only "replacement" allowed in the game).

8.2.3 Game Turn 5 I/KG 26 (both units), I/KG 30 (both units), III/JG 27 (four units), II/KG 6 (three units), II/KG 51 (both units), 2/SAG 125 (four units), 4/SAG 125 (two units), 2/TG4 (both units) and the two Italian Macchi 202 fighters units all arrive off-map in Greece or Crete. **Note:** The Italian fighters may never be based on an Axis on-map airbase.

Transport *Sinfra* carrying the 1/21/11 Luftwaffe Infantry Battalion enters the map between hexes 3001 and 3601 (unspotted).

8.2.4 Game Turn 6 I/KG 100 (three units) arrives off-map. The following ship enters the map between hexes 1001 and 2501 (unspotted): Transport *Gertrude* carrying the 3rd Battalion/1st Jaeger Regiment/Brandenburg Division, one 88mm Battery and the 14th Parachute Infantry Company.

Exception If the invasion of Rhodes has begun, the Transport and units enter between hexes 3001 and 3601 instead (still unspotted).

Designer's Note Historically, these units were sent to Samos. As an optional rule, allow the German player to leave Parachute Infantry Company 14 off the map in the holding box to be brought in at a later date (surprise air drop) if it does not enter as a ground unit as scheduled.

8.2.5 Game Turn 8 The parachute unit 2nd Parachute Infantry Battalion/2 Parachute Regiment/2 Fallschirmjaeger Division becomes available off the map.

The following ships enter the map between hexes 2201 and 2601 (unspotted): Torpedo

Boats 15, 16, and 17, plus one Landing Craft carrying the 3rd Company/1st Battalion/Brandenburg Division.

8.3 Allied Set Up

The following units set up on Game Turn 1:

8.3.1 Allied Ground Companies B and D/RIF, 1st Company/11th Parachute Battalion, 2/4th Lt. AA Company, and the Misc. unit set up in the off-map holding box and can be brought into play at anytime assuming air or naval transports are available. In addition, the Allied player deploys two Coast Watcher Companies on the islands of Kalymnos and Astipalia (1 each) in a hex without an Italian unit.

8.3.2 Allied Air Det/7th SAAF Squadron, Det/46 Squadron, Det/74 Squadron, Det/237 Squadron, Det/274 Squadron, Det/454 Squadron, Det/580 Squadron, 127 Squadron (both units), 150 Squadron (both units), 213 Squadron (both units), 216 Squadron (both units), 227 Squadron (both units), 252 Squadron (both units). All units are based off-map in North Africa and/or Egypt.

8.3.3 Allied Naval The following ships are placed in 3326 (spotted): Destroyers *Croome* and *Hurworth*, Transport *Domaine* carrying Companies A and C/RIF, Company B/RWK, leader Tilney.

The following ships are placed in 4228 (spotted): Destroyer *Faulknor*, 42nd SBS Motor Launch (both units), Transport *Palopo* carrying 1st Battalion/DLI, 2901 AA Company, leader Kenyon.

The following ship is placed in 2030 (spotted): Transport *Sutej* carrying Companies A, C, and D/RWK.

The following ships are set up off-map and may enter play individually or as a TF along the south map edge (unspotted) or any Turkish Waters hex (spotted): Destroyers *Eclipse*, *Intrepid* and *Queen Olga*, Submarine *Katsonis*, Transports *Maquese* and *Konclour*.

Note When playing the two player game only, the Allied player may roll a one six-sided die at the start of the game. If the roll is 1, he may use Battleships *Howe* and *King George V* on Game Turn 1 (set them up off-map with the other off-map naval units above). If these Battleships are used, they are removed from play at the end of the second Impulse of Game Turn 3.

Exception One of these Battleships may return to play if Operation *Accolade* is in effect.

The Battleships can only enter play along the south map edge and cannot enter Turkish Waters.

The Allied player can still choose to enter the Battleships *Howe* and *King George V* into the game but this awards to the German player a number of VP for each ship (one or both) equal to the difference of the failed DR made above and 1.

Example *The Allied player rolled a 5. To enter one Battleship the German player would receive 4 VP. To enter both Battleships the German player would receive 8 VP.*

8.4 Allied Reinforcements

This section lists the reinforcements available on each Game Turn (if any). These are kept off map and are available from that game turn on. Note that all Allied ground units that become available are set up off-map and must be physically transported on to the board by either naval units or air units (landing at a friendly airbase). All Allied naval units/TFs enter the game unspotted if entered along the south map edge. Any that enter in a Turkish Waters hex are marked as spotted (*there are spies everywhere!*).

8.4.1 Game Turn 2 Submarine *Unruly* is available at any Turkish Waters or south map-edge hex. Two US B-17 units, two US B-24 units, and four P-38 units are available this Game Turn. **Note** *The US B units can only perform ABM and ASM missions.*

8.4.2 Game Turn 3 Two US B-17 units, two US B-24 units, and four US P-38 units are available this Game Turn. **Note** *The US B units can only perform ABM and ASM missions.*

8.4.3 Game Turn 3 An off-map TF or TFs consisting of Destroyers *Aldenham*, *Fury*, *Miroulis*, *Panther*, *Themistocles*, and Light Cruisers *Aurora*, *Carlisle*, *Dido*, *Penelope* and *Sirius*; plus Submarine *Torbay* become available. These may enter at any Turkish Waters or south map-edge hex.

8.4.4 Game Turn 4 An off-map TF or TFs consisting of Destroyers *Rockwood*, *Hursley*, *Penn*, *Petard*, *DE Dulverton* and Transport *Koritzza* becomes available. These may enter at any Turkish Waters or south map-edge hex.

8.4.5 Game Turn 5 At the start of his first Impulse of this Game Turn, the Allied player rolls one six-sided die to see if Operation Accolade (the invasion of Rhodes) occurs. On a roll of 1-3, the operation begins. On any other roll, the operation is postponed and does not occur this Impulse (note the DR, see below). If postponed, roll again on the next Impulse with the same chance of success (again, note the DR). If by the last Impulse for this turn the operation does not occur, it is postponed indefinitely and the

units listed below will not enter the game. If the operation does occur, the following assets become available for the rest of the game.

Optional Rule *The Allied player can elect to go ahead with the invasion of Rhodes even if all of the Operation Accolade DRs fail. In that case the German player is awarded a number of VP equal to the sum of the failed die rolls divided by 2, rounding up any fraction (this could be a big OUCH!).*

Rhodes Invasion TF

Six Landing Ships carrying the following units:

- The nine infantry battalions of the 10th Indian Division.
- The three artillery battalions of the 10th Indian Division.
- The 13th AT, RNF HW, and DOY Recon Battalions of the 10th Indian Division.
- The 2nd Hvy. AA and 41st Lt. AA Battalions, 9th Armored Brigade.
- The 4/13 Frontier Force Rifles Battalion (this is an conditional unit; it participates only on a roll of 1 through 3 on a six-sided die).

Any six Destroyers (use any that were exited earlier or have not yet been entered into the game).

Carrier Formidable

Any one Battleship. **Note** *Without the VP penalty per Case 8.3.3.*

This TF enters the game unspotted along the south map-edge (**not** in Turkish Waters) and must conduct a Naval Assault Mission against Rhodes. (*This is an exception to Case 6.3.2*). The Allied player may only attempt to land his invading units at hexes 5119 to 5122, 5125, 5126, 5028 to 5030 on Rhodes. If German ground units occupy these hexes, the Allied player must land on shore from all sea hexes. In this situation, only infantry units can land and attack. Allied Infantry units possess a temporary combat strength of 2 per unit until the German defenders are driven from the invasion hex upon which the Allied infantry units revert back to their printed combat strength.

Designer's Note *The increase in Allied CF is due to the off-shore invasion bombardment by the accompanying ships.*

In addition, if Operation Accolade does occur, the following assets become permanently available each turn for the rest of the game:

- Four P-38 US units
- 39th Beaufighter Squadron (both units)
- The 40th, 70th Squadrons (Wellingtons)
- Companies B, C and D/11th Parachute Battalion (available off map)

Units of the 11th Parachute Battalion may be assigned to the ADM (provided air transport is available) and dropped in any clear terrain hex on Rhodes on the first Impulse the first ground unit is able to land, or enter play via the NTM or ALM by sea or air.

Optional Rule *If Operation Accolade is in effect US P-38 F units are not subject to extended range limits per Case 5.3.4 south of the 3300 hex row inclusive. These units may fly north of the 3300 hex row but will have the provisions of Extended Range applied to them. It is assumed that should Operation Accolade have gone ahead sufficient numbers of drop fuel tanks would've been diverted from other areas.*

8.4.6 Game Turn 6 The 4/Buffs Battalion becomes available off-map.

8.4.7 Game Turn 7 1/KO Battalion becomes available off-map.

An off-map TF consisting of Destroyers *Adrias*, *Pindos* and *Echo* plus Submarine *Simoon* becomes available at any Turkish Waters or south map-edge hex. In addition, roll one six-sided die if playing the two player game and Operation Accolade is not in effect. On a DR of 1, the Allied player may select from one of the following carrier groups, and their embarked air units, and add it to his TF:

- Carrier *Formidable*.
- Escort Carriers *Attacker* and *Hunter* (both ships).

Notes *Without the VP penalty per Case 8.3.3. Also, if any of the carriers enter play the TF may only enter the game along the south map-edge, not in Turkish Waters.*

8.4.8 Game Turn 8 An off-map TF consisting of Destroyers *Exmoor*, *Blencathra*, Light Cruisers *Fantasque* and *Terrible* is available. These units are placed at any Turkish Waters or south map-edge hex and are currently unspotted.

8.4.9 Game Turn 9 An off-map TF consisting of Destroyers *Pola*, *Eola* and *Krakowiak* is available. These units/TF are placed at any Turkish Waters or south map-edge hex and are currently unspotted.

Note *See Optional Rule Case 7.7.2 for entering the Radar unit and Royal Engineers as reinforcements.*

9.0 VICTORY DETERMINATION

The game proceeds through the last turn, either 10 or 11. There are no degrees of victory in the *War in the Aegean* simulation; one is either the victor, is defeated, or a draw is declared. Victory is determined at the end of the game. The Allied player totals up his Victory Points (VPs) earned for meeting the various victory conditions outlined below, and the German player does the same. Subtract the German VP total from the Allied VP total. VPs are earned for each side as shown in the chart below. "Hold" means solely occupy at the end of the game.

9.1 Victory Point (VP) Chart

Holding islands at end of game	VPs
Kalymnos	1
Patmos	1
Astipalia	2
Amorgos	3
Naxos	3
Amorgos	3
Leros	10
Kos	15
Samos	15
Rhodes	35
Each Allied Battleship, Carrier or Escort Carrier sunk	5
Each Allied Destroyer, Light Cruiser or Transport sunk	2
Each Allied B-24 or B-17 air unit eliminated	1

Note that the islands of Kalymnos and Astipalia have an Allied Coast Watcher unit. If the German player wishes to control these islands, they must destroy the Coast Watcher garrison before VP are awarded. If they do not, the Allied player receives the VP indicated at the end of the game.

If the invasion of Rhodes (Operation Accolade) does not occur during the game, and if the Allied player has a positive difference of 30 or more VP over the German player, the Allied player has achieved a win. If the difference is less than 30, the German player wins.

If the invasion of Rhodes does occur, then regardless of its ultimate success or failure, if the Allied player has any positive VP differential over the German player, then the Allied player wins. If the score is tied, the game is draw. Any sort of negative differential means the German player wins.

Note See also Rule 8.0 regarding any VP award for playing an 11th turn. Also, see the *Optional Rule in Case 8.4.5* should the Allied player go ahead with the invasion of Rhodes despite failing Operation Accolade DRs.

10.0 DESIGNER NOTES

Research shows that the battle for the Aegean was an interesting theater of operations and quite balanced. In a campaign that mirrored "paper, scissors, rock," both sides fought a series of battles that could have affected the strategic military balance in Eastern Europe. The Allies controlled the sea while the Luftwaffe controlled the air. The nearest airbases for the Allies were 310 miles east at Cyprus. Most of the fighter coverage was based in Egypt, almost 400+ miles away. The Allied main sea ports were also in Egypt. The Germans controlled Rhodes, the key to the Aegean due to its three airbases and port. The Italians were sprinkled about on Leros, Kos, and Astipalia, as well as Rhodes. Of these islands, only Kos had an airbase. The Allies needed this facility to base their fighters and secure the surrounding airspace.

If Churchill was determined to have his "soft underbelly" route into Axis-occupied Europe, Kos had to be secured, since the planned invasion of Rhodes was cancelled. The only force available for this adventure was the 234th Brigade, most of whose battalions were already under strength. The British Fleet and Hunt destroyers used in the campaign sought the refuge of Turkish waters during the night and day. The coastal zone was forbidden to the Luftwaffe due to Hitler's orders. He was increasingly concerned that if Turkey did not commit to the Axis cause it should at least remain neutral. However, the Allies could not over-fly Turkey's airspace as they also did not want to push matters too hard. Unlike Norway, the Germans swallowed their frustration and simply responded to the Allied moves. The Axis airbases were close, although the Luftwaffe was not always given priority to attack targets in the Aegean.

When the Germans attacked Kos by sea and air assault, it fell within 24 hours. Then the British on Leros were the next target. Leros was not important to the Germans, only to the Allies, who valued its port. The Germans, with mainland Greece's numerous ports, were more secure. Thus, many of the same Axis units that invaded Kos were augmented and used in the subsequent attack on British-occupied Leros. The German-led forces used Kos and Kalymnos as staging areas. The Allies only hope was to intercept the German counter-attack force during the night, since sailing in daylight proved to be suicide. Swarms of Stukas from Rhodes literally

pounded Leros during the assault and were used as close support in the battle. Leros was a close thing, but even had the Germans lost there, they still had Rhodes, Kos, Astipalia, and Samos. Even if the Allies had not been stopped and the major islands taken, the question remained: what then? The Aegean was a strategic dead-end due to Allied policy, but success here may have led to a reassessment of the Allied war effort in the Balkans. Perhaps players of *Aegean War* can do better.

10.1 Additional Reading

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2 3 1 9/50 ✕	2 3 1 1/50 ✕	1 3 1 2/50 ✕	1 3 1 3/50 ✕	1 3 1 7/50 ✕	2 3 1 8/50 ✕	2 3 1 4/50 ✕	1 3 1 Coast D 1 ✕		1 3 1 7/6 ✕
1 3 1 Misc 1 ✕	2 3 1 5/50 ✕	18 Destroyer U	14 Transport U	18 Minelayer U	1 3 1 Coast D 2 ✕	1 3 1 Misc 2 ✕	4 6 1 3 FB•Mach ✕	4 6 1 3 FB•Mach ✕	1 3 1 8/6 ✕
4 5 1 4/99 ✕	5 5 1 2/16/22 ✕	5 5 1 2/65/22 ✕	5 5 1 3/440/22 ✕	4 5 1 2/R ✕	4 5 1 3/R ✕	2 5 1 Misc/R ✕	6 5 1 Pzjg/R ✕	2 4 1 Co 10 ✕	2 4 1 Co 9 ✕
2 5 1 Co 3 ✕	2 5 1 Co 4 ✕	2 5 1 Co 2 ✕	3 5 1 3/1/Brd ✕	2 3 1 15/FJ/Brd ✕	2 3 1 1/FJ/Brd ✕	3 5 1 88 AT ✕	3 5 1 PL 780 ✕	5 5 1 6/99 ✕	3 5 1 1/2/2 FJ ✕
2 5 1 Co 14 ✕	3 5 1 2/2/2 FJ ✕	4 5 1 1/R ✕	3 5 1 99 Recon ✕	14 Transport U	14 Transport U	18 Torpedo A U	18 Torpedo A U	14 Transport U	18 Torpedo A U
2 5 1 1/21/11 ✕	18 Torpedo A U	18 Torpedo A U	14 Transport U	14 Transport U	14 Transport U	14 Transport U	16 Trawler U	16 Trawler U	12 Landing C U
12 Landing C U	12 Landing C U	12 Landing C U	12 Landing C U	12 Landing C U	18 Minelayer U	18 Minelayer U	12 Transport U	20 Torpedo B U	20 Torpedo B U
20 Torpedo B U	20 Torpedo B U	20 Torpedo B U	20 Torpedo B U	20 Torpedo B U	16 Submarine U	16 Submarine U	18 Torpedo A U	14 Transport U	14 Transport U
3 3 2 1 R•Ar196 ✕	3 3 2 1 R•Ar196 ✕	3 3 2 1 R•Ar196 ✕	3 3 2 1 R•Ar196 ✕	3 3 2 1 R•Ar196 ✕	3 3 2 1 R•Ar196 ✕	0 2 0 1 TR•Ju52 ✕	0 2 0 1 TR•Ju52 ✕	0 2 0 1 TR•Ju52 ✕	0 2 0 1 TR•Ju52 ✕
0 2 0 1 TR•Ju52 ✕	0 2 0 1 TR•Ju52 ✕	0 2 0 1 TR•Ju52 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕

2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	2 3 4 2 DB•Ju87 ✕	5 4 8 2 B•Ju88 ✕	5 4 8 2 B•Ju88 ✕	7 6 2 3 F•Bf109 ✕	7 6 2 3 F•Bf109 ✕
7 6 2 3 F•Bf109 ✕	7 6 2 3 F•Bf109 ✕	5 4 8 2 B•Ju88 ✕	5 4 8 2 B•Ju88 ✕	5 4 T 2 TB•He111 ✕	5 4 T 2 TB•He111 ✕	5 4 4 3 NF•Me10 ✕	5 4 4 3 NF•Me10 ✕	7 6 0 3 NF•Bf109 ✕	7 6 0 3 NF•Bf109 ✕
5 4 T 2 TB•He111 ✕	5 4 T 2 TB•He111 ✕	7 6 2 3 F•Bf109 ✕	7 6 2 3 F•Bf109 ✕	7 6 2 3 F•Bf109 ✕	7 6 2 3 F•Bf109 ✕	5 4 8 2 B•Ju88 ✕	5 4 8 2 B•Ju88 ✕	5 4 8 2 B•Ju88 ✕	5 4 8 2 B•Ju88 ✕
5 4 8 2 B•Ju88 ✕	3 3 2 1 R•Ar196 ✕	3 3 2 1 R•Ar196 ✕	4 5 ASR AS•Do217 ✕	4 5 ASR AS•Do217 ✕	4 5 ASR AS•Do217 ✕	0 0 0 1 R•FL282 ✕	3 3 2 1 R•Ar196 ✕	3 3 2 1 R•Ar196 ✕	Aschoff L

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12 Landing S U	12 Landing S U	12 Landing S U	12 Landing S U	12 Landing S U	14 Transport U	1 4 1 A/RIF ✕	1 4 1 C/RIF ✕	1 4 1 B/RWK ✕	4 4 1 1/DLI ✕
1 4 1 B/RIF ✕	1 4 1 D/RIF ✕	3 4 1 1/11P ✕	4 4 1 4/Buf ✕	2 4 1 2901 ✕	4 4 1 1/KO ✕	1 4 1 A/RWK ✕	1 4 1 C/RWK ✕	1 4 1 D/RWK ✕	3 4 1 2/4 Lt ✕
1 3 1 Misc ✕	Kenyon L	Tilney L	3 4 1 B/11P ✕	3 4 1 C/11P ✕	3 4 1 D/11P ✕	8 6 1 3 F•Spit V ✕	7 6 1 3 F•Spit IX ✕	5 4 T 2 TB•Beau ✕	8 6 1 3 F•Spit V ✕
5 5 1 3 FB•Hur II ✕	5 5 1 3 FB•Hur II ✕	2 4 1 2KOR/25 ✕	2 4 1 2/3G/20 ✕	5 5 1 3 FB•Hur II ✕	5 4 T 2 TB•Beau ✕	5 4 T 2 TB•Beau ✕	5 4 T 2 TB•Beau ✕	5 4 T 2 TB•Beau ✕	4 3 8 3 B•A30 ✕
4 4 0 3 FB•Hur I ✕	0 1 0 2 TR•DC47 ✕	0 1 0 2 TR•DC47 ✕	2 4 1 3/5ML/20 ✕	3 4 1 413 FF ✕	14 Transport U	18 Destroyer U	18 Destroyer U	18 Destroyer U	18 Lt Cruiser U
18 Destroyer U	18 Lt Cruiser U	18 Lt Cruiser U	18 Lt Cruiser U	1 1 T 1 TB•SFish ✕	1 1 T 1 TB•SFish ✕	4 4 1 3 F•Mart ✕	4 4 1 3 F•Mart ✕	4 4 1 3 F•Mart ✕	4 4 1 3 F•Mart ✕
7 8 0 4 F•P38 ✕	7 8 0 4 F•P38 ✕	7 8 0 4 F•P38 ✕	5 5 10 2 B•B17 ✕	14 Transport U	14 Transport U	18 Destroyer U	18 Destroyer U	18 Destroyer U	18 Destroyer U
7 8 0 4 F•P38 ✕	5 5 10 2 B•B17 ✕	5 5 15 2 B•B24 ✕	5 5 15 2 B•B24 ✕	18 Destroyer U	18 Destroyer U	14 Transport U	8 Landing C U	8 Landing C U	16 Submarine U
16 Submarine U	16 Submarine U	18 Lt Cruiser U	14 Transport U	18 Destroyer U	18 Destroyer U	2 4 1 518/RG/25 ✕	2 4 1 DOY ✕	1 3 0 Coast W ✕	1 3 0 Coast W ✕
18 Battleship U	18 Battleship U	18 E Carrier U	18 E Carrier U	18 Carrier U	18 Lt Cruiser U	18 Lt Cruiser U	18 Destroyer U	18 Destroyer U	18 Destroyer U

18 Destroyer U	18 Destroyer U	16 Submarine U	18 Destroyer U	18 Destroyer U	18 Destroyer U	2 4 1 2/3G/25 ✕	12 Landing S U	5 4 T 2 TB•Beau ✕	5 4 T 2 TB•Beau ✕
2 4 1 8/M/20 ✕	2 4 1 Royal Eng ✕	3 4 1 13 AT ✕	3 4 1 154 ✕	5 5 1 3 NF•Hur II ✕	4 3 5 2 NB•Well ✕	4 3 5 2 NB•Well ✕	4 3 5 2 NB•Well ✕	4 3 5 2 NB•Well ✕	5 5 1 3 NF•Hur II ✕
2 4 1 41 Light ✕	3 4 1 2 Heavy ✕	3 4 1 9 X ✕	2 4 1 1RNF ✕	2 4 1 1DLF/10 ✕	2 4 1 4/168/10 ✕	2 5 1 2/Gur/10 ✕	TF U	TF U	TF U
9 ✕	3 4 1 97 ✕	3 4 1 168 ✕	18 Destroyer U	18 Destroyer U	18 Destroyer U	18 Destr Esc U	TF U	TF U	

2 4 1 1 / DLI ✠ "D"	1 4 1 B / RWK ✠ "D"	1 4 1 C / RIF ✠ "D"	1 4 1 A / RIF ✠ "D"	3 1 14 Sutej ✠ "D"	4 1 12 Landing S ✠ "D"	4 1 12 Landing S ✠ "D"	4 1 12 Landing S ✠ "D"	4 1 12 Landing S ✠ "D"	4 1 12 Landing S ✠ "D"
2 4 1 2 / 4 Lt ✠ "D"	1 4 1 D / RWK ✠ "D"	1 4 1 C / RWK ✠ "D"	1 4 1 A / RWK ✠ "D"	2 4 1 1 / KO ✠ "D"	1 4 1 2901 ✠ "D"	2 4 1 4 / Buff ✠ "D"	2 4 1 1 / 11P ✠ "D"	1 4 1 D / RIF ✠ "D"	1 4 1 B / RIF ✠ "D"
FLOWN Det / 274 ✠ "D"	FLOWN Det / 46 ✠ "D"	FLOWN Det/7 SA ✠ "D"	FLOWN Det / 74 ✠ "D"	1 4 1 D / 11P ✠ "D"	1 4 1 C / 11P ✠ "D"	1 4 1 B / 11P ✠ "D"	L Tilney ✠ "D"	L Kenyon ✠ "D"	1 3 1 Misc ✠ "D"
FLOWN Det / 454 ✠ "D"	FLOWN 227 ✠ "D"	FLOWN 227 ✠ "D"	FLOWN 252 ✠ "D"	FLOWN 252 ✠ "D"	FLOWN Det / 237 ✠ "D"	1 4 1 2/3G/20 ✠ "D"	1 4 1 2KOR/25 ✠ "D"	FLOWN 127 ✠ "D"	FLOWN 127 ✠ "D"
6 1 3 18 Sirus ✠ "D"	4 1 1 18 Themis ✠ "D"	5 1 2 18 Miroulis ✠ "D"	5 1 2 18 Aldenharn ✠ "D"	3 1 14 Maquese ✠ "D"	2 4 1 413 FF ✠ "D"	1 4 1 3/5ML/20 ✠ "D"	FLOWN 216 ✠ "D"	FLOWN 216 ✠ "D"	FLOWN Det / 580 ✠ "D"
FLOWN Carrier ✠ "D"	FLOWN Carrier ✠ "D"	FLOWN Carrier ✠ "D"	FLOWN Carrier ✠ "D"	FLOWN Carrier ✠ "D"	FLOWN Carrier ✠ "D"	6 1 3 18 Carisle ✠ "D"	6 1 3 18 Aurora ✠ "D"	6 1 3 18 Dido ✠ "D"	4 1 3 18 Fury ✠ "D"
4 1 2 18 Eclipse ✠ "D"	4 1 1 18 Faulknor ✠ "D"	5 1 2 18 Hurworth ✠ "D"	5 1 2 18 Croome ✠ "D"	3 1 14 Palopo ✠ "D"	3 1 14 Domaine ✠ "D"	FLOWN B • B17 ✠ "D"	FLOWN F • P38 ✠ "D"	FLOWN F • P38 ✠ "D"	FLOWN F • P38 ✠ "D"
T 16 Katsons ✠ "D"	4 1 8 42 ML ✠ "D"	4 1 8 42 ML ✠ "D"	3 1 14 Konclour ✠ "D"	4 1 2 18 Q Olga ✠ "D"	4 1 3 18 Intrepid ✠ "D"	FLOWN B • B24 ✠ "D"	FLOWN B • B24 ✠ "D"	FLOWN B • B17 ✠ "D"	FLOWN F • P38 ✠ "D"
1 3 0 Coast W ✠ "D"	1 3 0 Coast W ✠ "D"	1 4 1 DOY ✠ "D"	1 4 1 518/RG/25 ✠ "D"	5 1 3 18 Eola ✠ "D"	4 1 2 18 Pola ✠ "D"	3 1 14 Koritz ✠ "D"	6 1 3 18 Penelope ✠ "D"	T 16 Unruly ✠ "D"	T 16 Torbay ✠ "D"
4 1 2 18 Krakowia ✠ "D"	4 1 1 18 Blecanth ✠ "D"	4 1 2 18 Exmoor ✠ "D"	6 1 3 18 Terrible ✠ "D"	6 1 3 18 Fantasqu ✠ "D"	0 1 5 18 Formidab ✠ "D"	0 1 3 18 Hunter ✠ "D"	0 1 3 18 Attacker ✠ "D"	9 1 6 18 King G V ✠ "D"	9 1 6 18 Howe ✠ "D"

FLOWN 39 ✠ "D"	FLOWN 39 ✠ "D"	4 1 12 Landing S ✠ "D"	1 4 1 2/3G/25 ✠ "D"	5 1 2 18 Petard ✠ "D"	5 1 3 18 Penn ✠ "D"	4 1 2 18 Hursely ✠ "D"	T 16 Simoon ✠ "D"	4 1 2 18 Echo ✠ "D"	5 1 2 18 Pindos ✠ "D"
FLOWN 150 ✠ "D"	FLOWN 150 ✠ "D"	FLOWN 213 ✠ "D"	FLOWN 213 ✠ "D"	FLOWN 40 ✠ "D"	FLOWN 70 ✠ "D"	2 4 1 154 ✠ "D"	2 4 1 13 AT ✠ "D"	1 4 1 Royal Eng ✠ "D"	1 4 1 8/M/20 ✠ "D"
TF 1	TF 2	TF 3	1 5 1 2/Gur/10 ✠ "D"	1 4 1 4/168/10 ✠ "D"	1 4 1 1DLF/10 ✠ "D"	1 4 1 1RNF ✠ "D"	2 4 1 9 X ✠ "D"	2 4 1 2 Heavy ✠ "D"	1 4 1 41 Light ✠ "D"
TF 4	TF 5	3 1 2 18 Divrton ✠ "D"	4 1 3 18 Rockwd ✠ "D"	4 1 1 18 Adrias ✠ "D"	4 1 2 18 Panther ✠ "D"	2 4 1 168 ✠ "D"	2 4 1 97 ✠ "D"	9	

TOP BACK WAR IN THE AEGEAN 1/2 A042C © 2005 LPS graphics by C Grando

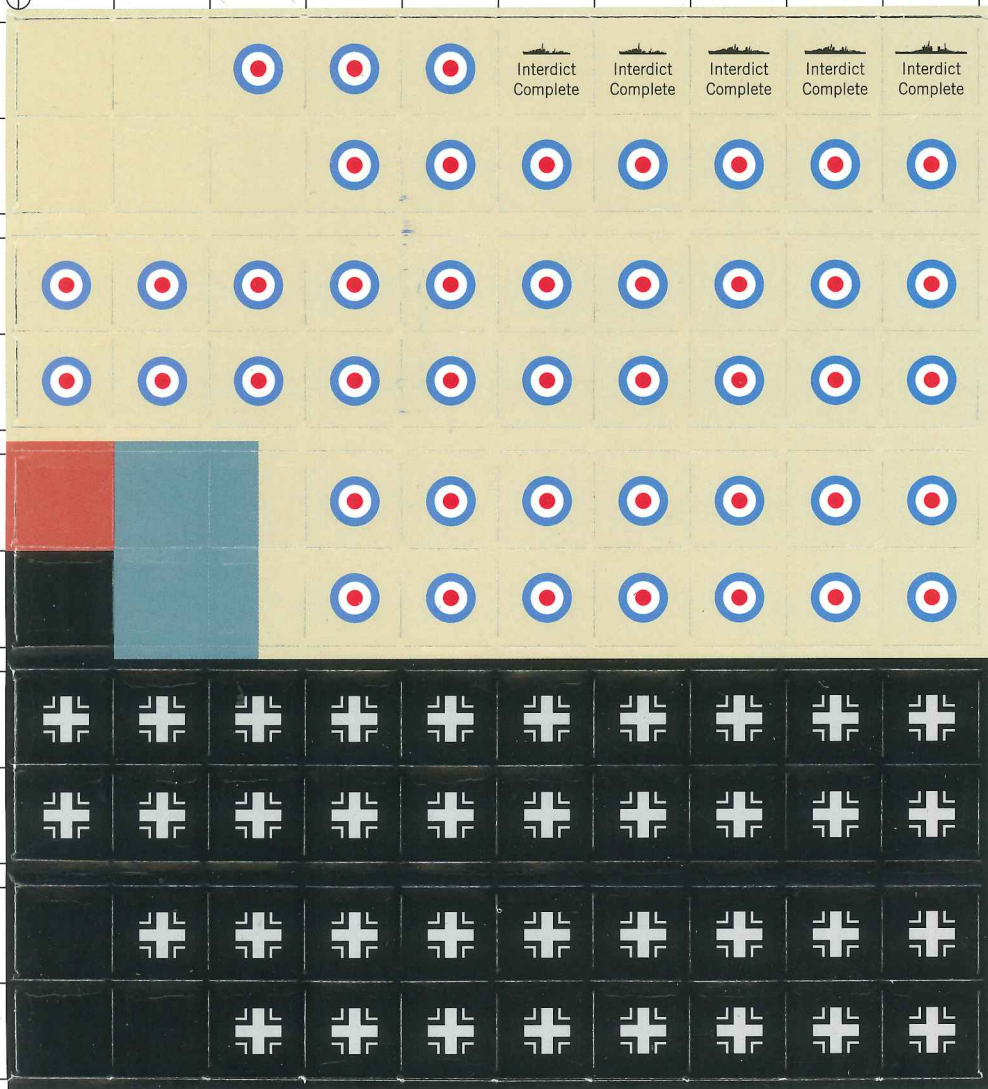
1 3 1 7/6 ✠ "D"		1 3 1 Coast D 1 ✠ "D"	1 3 1 4/50 ✠ "D"	1 3 1 8/50 ✠ "D"	1 3 1 7/50 ✠ "D"	1 3 1 3/50 ✠ "D"	1 3 1 2/50 ✠ "D"	1 3 1 1/50 ✠ "D"	1 3 1 9/50 ✠ "D"
1 3 1 8/6 ✠ "D"	FLOWN Italian ✠ "D"	FLOWN Italian ✠ "D"	1 3 1 Misc 2 ✠ "D"	1 3 1 Coast D 2 ✠ "D"	2 18 Legano ✠ "D"	1 14 Prode ✠ "D"	5 1 2 18 Euro ✠ "D"	1 3 1 5/50 ✠ "D"	1 3 1 Misc 1 ✠ "D"
1 4 1 Co 9 ✠ "D"	1 4 1 Co 10 ✠ "D"	3 5 1 Pzjg / R ✠ "D"	1 5 1 Misc / R ✠ "D"	2 5 1 3 / R ✠ "D"	2 5 1 2 / R ✠ "D"	3 5 1 3/440/22 ✠ "D"	3 5 1 2/65/22 ✠ "D"	3 5 1 2/16/22 ✠ "D"	2 5 1 4 / 99 ✠ "D"
2 5 1 1/2/2 FJ ✠ "D"	3 5 1 6 / 99 ✠ "D"	2 5 1 PL 780 ✠ "D"	2 5 1 88 AT ✠ "D"	1 3 1 1/FJ/Brd ✠ "D"	1 3 1 15/FJ/Brd ✠ "D"	2 5 1 3/1/Brd ✠ "D"	1 5 1 Co 2 ✠ "D"	1 5 1 Co 4 ✠ "D"	1 5 1 Co 3 ✠ "D"
5 1 2 18 Crispi ✠ "D"	3 1 14 Gertrude ✠ "D"	5 1 2 18 Catafimi ✠ "D"	5 1 2 18 Turbine ✠ "D"	3 1 14 Savona ✠ "D"	3 1 14 Olympus ✠ "D"	2 5 1 99 Recon ✠ "D"	2 5 1 1 / R ✠ "D"	2 5 1 2/2/2 FJ ✠ "D"	1 5 1 Co 14 ✠ "D"
3 1 12 Landing C ✠ "D"	1 1 16 Trawler ✠ "D"	1 1 16 Trawler ✠ "D"	3 1 14 Schfinno ✠ "D"	3 1 14 Trapiani ✠ "D"	3 1 14 Olympia ✠ "D"	3 1 14 Sinfra ✠ "D"	5 1 2 18 S Martino ✠ "D"	5 1 2 18 Castel ✠ "D"	1 5 1 1/21/11 ✠ "D"
T 1 20 9 Flotilla ✠ "D"	T 1 20 9 Flotilla ✠ "D"	3 1 12 Ingeborg ✠ "D"	3 2 18 Drache ✠ "D"	3 2 18 Zeus ✠ "D"	3 1 12 Landing C ✠ "D"	3 1 12 Landing C ✠ "D"	3 1 12 Landing C ✠ "D"	3 1 12 Landing C ✠ "D"	3 1 12 Landing C ✠ "D"
3 1 14 Kari ✠ "D"	3 1 14 Pluto ✠ "D"	3 1 1 18 La Pamone ✠ "D"	T 16 U565 ✠ "D"	T 16 U596 ✠ "D"	T 1 20 12 Flotilla ✠ "D"	T 1 20 12 Flotilla ✠ "D"	T 1 20 21 Flotilla ✠ "D"	T 1 20 21 Flotilla ✠ "D"	T 1 20 9 Flotilla ✠ "D"
FLOWN 1/TG 4 ✠ "D"	FLOWN 1/TG 4 ✠ "D"	FLOWN 1/TG 4 ✠ "D"	FLOWN 1/TG 4 ✠ "D"	FLOWN 2/SA 125 ✠ "D"	FLOWN 2/SA 125 ✠ "D"	FLOWN 1/SA 125 ✠ "D"	FLOWN 1/SA 125 ✠ "D"	FLOWN 2/SA 125 ✠ "D"	FLOWN 2/SA 125 ✠ "D"
FLOWN 1/StG3 ✠ "D"	FLOWN 1/StG3 ✠ "D"	FLOWN 1/StG3 ✠ "D"	FLOWN 1/StG3 ✠ "D"	FLOWN 1/StG3 ✠ "D"	FLOWN 1/StG3 ✠ "D"	FLOWN 1/StG3 ✠ "D"	FLOWN 2/TG 4 ✠ "D"	FLOWN 2/TG 4 ✠ "D"	FLOWN 1/TG 4 ✠ "D"

FLOWN IV/JG 27 ✠ "D"	FLOWN IV/JG 27 ✠ "D"	FLOWN 11/ZG 26 ✠ "D"	FLOWN 11/ZG 26 ✠ "D"	FLOWN 2/StG3 ✠ "D"	FLOWN 2/StG3 ✠ "D"	FLOWN 2/StG3 ✠ "D"	FLOWN 2/StG3 ✠ "D"	FLOWN 2/StG3 ✠ "D"	FLOWN 1/StG3 ✠ "D"
FLOWN 2/NAG 2 ✠ "D"	FLOWN 2/NAG 2 ✠ "D"	FLOWN 3/NAG 2 ✠ "D"	FLOWN 3/NAG 2 ✠ "D"	FLOWN 1/KG 26 ✠ "D"	FLOWN 1/KG 26 ✠ "D"	FLOWN 2/123 ✠ "D"	FLOWN 2/123 ✠ "D"	FLOWN IV/JG 27 ✠ "D"	FLOWN IV/JG 27 ✠ "D"
FLOWN II/KG 51 ✠ "D"	FLOWN II/KG 6 ✠ "D"	FLOWN II/KG 6 ✠ "D"	FLOWN II/KG 6 ✠ "D"	FLOWN III/JG 27 ✠ "D"	FLOWN III/JG 27 ✠ "D"	FLOWN III/JG 27 ✠ "D"	FLOWN III/JG 27 ✠ "D"	FLOWN 1/KG 30 ✠ "D"	FLOWN 1/KG 30 ✠ "D"
L Aschoff ✠ "D"	FLOWN 3/SA 125 ✠ "D"	FLOWN 3/SA 125 ✠ "D"	FLOWN Drache ✠ "D"	FLOWN 1/KG 100 ✠ "D"	FLOWN 1/KG 100 ✠ "D"	FLOWN 1/KG 100 ✠ "D"	FLOWN 4/SA 125 ✠ "D"	FLOWN 4/SA 125 ✠ "D"	FLOWN II/KG 51 ✠ "D"

1	2	3	VP x10	Miroulis Impulses	Aldenharn Impulses	Hurworth Impulses	Croome Impulses	Eola Impulses	★ STAVKA Directs!
4	5	VP x1	VP x100	Krakowia Impulses	Blecanthr Impulses	Exmoor Impulses	Hursely Impulses	Pindos Impulses	
Mined	Mined	Mined	Mined	Mined	Mined	Mined	Mined	Mined	T
Mined	Mined	Mined	Mined	Mined	Mined	Mined	Mined	Mined	I
1 Hit	1 Hit	1 Hit	1 Hit	1	2	3	VP x10	2 5 1 3/Jgr/Brd X"	3 5 1 1/1/Brd X"
1	1	1	1	4	5	VP x1	VP x100	Saldern	2 5 1 806 / R A'
1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	S 1st	S 1st	S 1st
1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	1 Hit	S 1st	S 1st	S 1st
1 Hit	1 Hit	1 Hit	1 Hit	X	X	X	Ship Damaged	Ship Damaged	Ship Damaged
1 Hit	1 Hit	1 Hit	1 Hit	X	X	X	Ship Damaged	Ship Damaged	Ship Damaged

TOP
FRONT NARVIK & WAR IN THE AEGEAN 2 / 2
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Battleship 4.5	Cruiser 2.2	Cruiser 2.2	Destroyer 1.1	Destroyer 1.1	Landing 0.0	1 4.2	2 4.2	Max Air Support	Supply Base
Tank 2.3	1 / 24 F13	2 / 24 F13	3 / 24 F13	1 / 24 6.3	2 / 24 6.3	3 / 24 6.3	ALLIED VP x1	ALLIED VP x10	Supply Base
1 Polish 6.3	2 Polish 6.3	3 Polish 6.3	4 Polish 6.3	Puffer 0.0	1/1/6 8.6	2/1/6 8.6	3/1/6 8.6	1/1/7 8.6	2/1/7 8.6
1 Polish F14	2 Polish F14	3 Polish F14	4 Polish F14	6 4.3	1/1/6 F16	2/1/6 F16	3/1/6 F16	1/1/7 F16	2/1/7 F16
1 / 27 6.4	2 / 27 6.4	3 / 27 6.4	1 4.2	1 2.3	1 FL 8.3	2 FL 8.3	Trondheim	Thaw	Ship Damaged
1 / 27 F13	2 / 27 F13	3 / 27 F13	2 4.2	2 2.3	1 FL F13	2 FL F13	Narvik	Turn	Air Points
1 KM 6.3	2 KM 6.3	3 KM 6.3	4 KM 6.3	1/1/Carp 4.4	1/2/Carp 4.4	1/3/Carp 4.4	2/1/Carp 4.4	2/2/Carp 4.4	2/3/Carp 4.4
1 KM F12	2 KM F12	3 KM F12	4 KM F12	1/1/Carp F14	1/2/Carp F14	1/3/Carp F14	2/1/Carp F14	2/2/Carp F14	2/3/Carp F14
3/1/Carp 4.4	3/2/Carp 4.4	3/3/Carp 4.4	1 FJ 4.3	2 FJ 4.3	3 FJ 4.3	Dummy 0.0	Dummy 0.0	Dummy 0.0	AXIS VP x1
3/1/Carp F14	3/2/Carp F14	3/3/Carp F14	1 FJ F12	2 FJ F12	3 FJ F12	Dummy 0.0	Dummy 0.0	Fuhrer Order	AXIS VP x10



TOP
BACK NARVIK & WAR IN THE AEGEAN 2 / 2
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★ STAVKA Directs!	Eola H Impulses	Croome H Impulses	Hurworth H Impulses	Aldenham H Impulses	Miroulis H Impulses	VP x10	3	2	1
	Pindos H Impulses	Hursely H Impulses	Exmoor H Impulses	Blecanthr H Impulses	Krakowia H Impulses	VP x100	VP x1	5	4
I	Mined	Mined	Mined	Mined	Mined	Mined	Mined	Mined	Mined
I	Mined	Mined	Mined	Mined	Mined	Mined	Mined	Mined	Mined
2 5 1 1/1/Brd X "D	1 5 1 3/Jgr/Brd X "D	VP x10	3	2	1	2 Hits	2 Hits	2 Hits	2 Hits
1 5 1 806 / R A' D	L Saldern	VP x100	VP x1	5	4	2 Hits	2 Hits	2 Hits	2 Hits
S 2nd	S 2nd	S 2nd	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits
S 2nd	S 2nd	S 2nd	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits	2 Hits
Ship Damaged	Ship Damaged	Ship Damaged	1	2	3	2 Hits	2 Hits	2 Hits	2 Hits
Ship Damaged	Ship Damaged	Ship Damaged	4	5	6	2 Hits	2 Hits	2 Hits	2 Hits

ALLIED AIRBASE CHART

Karpathos 5108

READY

FLOWN

1 unit

Kos

READY

FLOWN

2 units per base

Samos 1630

READY

FLOWN

1 unit

Rhodes

READY

FLOWN

4 units per airbase

North Africa

READY

FLOWN

unlimited units

Egypt

READY

FLOWN

unlimited units

CV Formidable

READY

FLOWN

2 F.2 TB

CVE Hunter

READY

FLOWN

2 F.1 TB

CVE Attacker

READY

FLOWN

2 F.1 TB

Constructed 1

READY

FLOWN

2 units

Constructed 2

READY

FLOWN

2 units

Constructed 3

READY

FLOWN

2 units

Constructed 4

READY

FLOWN

2 units

Constructed 5

READY

FLOWN

2 units

Constructed 6

READY

FLOWN

2 units

Karpathos 5108

READY

FLOWN

1 unit

Kos

READY

FLOWN

2 units per base

Samos 1630

READY

FLOWN

1 unit

Rhodes

READY

FLOWN

4 units per base

Greece

READY

FLOWN

unlimited units

Crete

READY

FLOWN

unlimited units

Drache

READY

FLOWN

1 helicopter

1921

OS

1921

Town

1921

Airbase

1921

Intrinsic AA

1922

Road

1922

Rough (both)

1922

Clear

1922

Turkish Waters

AXIS AIRBASE CHART

GAME TURN TRACK

1	2	3	4	5	6	7	8	9	10	11
Sept 10 1943	Sept 17 Allies	Sept 24 Allies Axis	Oct 1 Allies Axis	Oct 8 Allies Axis	Oct 15 Axis	Oct 22	Oct 29 Axis	Nov 5	Nov 12 END	Nov 19 optional

VICTORY POINT TRACK

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

ALLIED COMBAT AIR PATROL

1st impulse	1st impulse	1st impulse	1st impulse	1st impulse
2nd impulse	2nd impulse	2nd impulse	2nd impulse	2nd impulse

AXIS COMBAT AIR PATROL

1st impulse	1st impulse	1st impulse	1st impulse	1st impulse
2nd impulse	2nd impulse	2nd impulse	2nd impulse	2nd impulse

ALLIED TASK FORCES

TF 1	TF 2	TF 3	TF 4	TF 5
------	------	------	------	------

IMPULSE TRACK

1	2	3	4	5	6
---	---	---	---	---	---

HUNT CLASS ENDURANCE

Aldenharn			Blencathra		
1 impulse remaining	2 impulses remaining	3 impulses remaining	1 impulse remaining	2 impulses remaining	3 impulses remaining
Croome			Eola		
1 impulse remaining	2 impulses remaining	3 impulses remaining	1 impulse remaining	2 impulses remaining	3 impulses remaining
Exmoor			Hursely		
1 impulse remaining	2 impulses remaining	3 impulses remaining	1 impulse remaining	2 impulses remaining	3 impulses remaining
Hurworth			Krakowiak		
1 impulse remaining	2 impulses remaining	3 impulses remaining	1 impulse remaining	2 impulses remaining	3 impulses remaining
Miroulis			Pindos		
1 impulse remaining	2 impulses remaining	3 impulses remaining	1 impulse remaining	2 impulses remaining	3 impulses remaining

WAR IN THE AEGEAN

Designed by Perry Moore
Developed by Paul Rohrbaugh Graphics by Craig Grando
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