

BLOCKS IN AFRIKA



THE MEDITERRANEAN CAMPAIGN 1940 - 43

RULES MANUAL



VentoNuovo Games 2014
ventonuovo.net



HISTORICAL BACKGROUND

On June 10 1940, the Italian Fascist Leader Benito Mussolini was convinced that it was the right time to join the war on the German side before it was over and Germany got all the glory. Fascist Italy was unprepared for a World War, but Mussolini thought the war would have only lasted for some weeks and that a few thousand Italian casualties would have given him some credibility at the future Peace Conference. However, as soon as Italian troops crossed the French border, they encountered fierce resistance from the determined French Transalpine Army. Even worse was to come when the Italian Army crossed the Egyptian border to face a well trained and motivated British Desert Force; furthermore, the idea of invading Greece through the Balkans, was not as easy as it looked. It was only thanks to a major German commitment in the Mediterranean that operations swung in favor of the Axis and the name of Rommel became a legend. It was also said that, by having to provide aid to the Italians in the Balkans, Germany diverted manpower that was needed in Russia and hence sowed the seeds of the Axis defeat in the East. However, as soon as America was thrown into the war by the infamous Japanese attack on Pearl Harbor, the fate of the Axis was written in stone and defeat was only a matter of time.

THE GAME

BLOCKS IN AFRIKA (BIA) is a game of World War II conflict simulation at the operational level which recreates the most decisive battles fought in the desert during WW2. Although based on historical events and battles, the players in command of the two factions can modify the course of the war's progress and outcome. The game is recommended for two players but, because of Fog of War, the game is eminently suitable for solitaire play.

RULES INTRODUCTION

The rules are divided into two major sections which can be learned one at a time:

BASIC GAME RULES (BR): The first section introduces the basic concepts of BIA and enables players to start playing the game without too many rules to remember while learning the main game mechanics.

ADVANCED GAME RULES (AR): The next section provides more specific and detailed rules for enhanced realism, such as Air Recon, Elite Units, Panzers Attack, Cavalry Charge...

SCALE

A hexagon is approximately 44 miles (70 km) across. A game turn is 1 month long. A full strength unit represents a major military formation (normally a corps) of ca. 30,000 men, 300 Tanks or 300 planes – depending on the unit type, equipment, nationality, etc.

TEAM & SOLITAIRE PLAY

Team Play. The BLOCKS IN AFRIKA scenarios are not really designed to be played by more than two players, but when combining BLOCKS IN AFRIKA with BLOCKS IN THE EAST and BLOCKS IN THE WEST in one of the four BLOCKS IN EUROPE *seven turns long* scenarios or the *76 turns long* 1939 CAMPAIGN, up to 5 players may play the game.

Solitaire Play. Due to Fog of War and there being hundreds of units (over 900 - when playing BLOCKS IN EUROPE) on the map, a single player can act as if he or she is playing chess

versus him or her self and can create grand strategic plans for both Sides, always trying to achieve the best outcome for each Side.

SCENARIOS OVERVIEW

Each scenario has a different playing time from 1 to 3 hours, different Victory Conditions, different lengths [from 1 to 5 turns] and difficulty levels, rated in brackets from 1 [Very Easy] to 10 [Very Hard]:

- **BIA1: Operation Exporter [1], June - July 1941**
- **BIA2: Middle-East Uprising [2], May - September 1941**
- **BIA3: Operation Compass [3], November 1940 - March 1941**
- **BIA4: The Desert Fox [4], April - August 1941**
- **BIA5: El Alamein [5], October 1942 - February 1943**
- **BIA6: Tobruk [6], June- October 1942**
- **BIA7: Punta Stilo [1], 9 July 1940**
- **BIA8: Capo Matapan [1], 28-29 March 1941**
- **BIA9: Capo Teulada [2], 27 November 1940**
- **BIA10: Harpoon Convoy [3], 21 June 1942**

BLOCKS IN AFRIKA may be combined with BLOCKS IN THE EAST and BLOCKS IN THE WEST for playing one of the four BLOCKS IN EUROPE seven-turn long scenarios or the gargantuan 76 turn long 1939 CAMPAIGN.

WARNING!

Before playing the long and exciting 1939 CAMPAIGN, or one of the four BLOCKS IN EUROPE 7 turn long scenarios, players should get confident with the Basic Rules, playing each BIA Scenario at least twice, and then re-playing each one at least twice with the Advanced Rules.

ABBREVIATIONS

- (X.Y) = See rule chapter X.Y
- AA = Anti-Aircraft Gun
- AP = Action Point(s) of Headquarters
- AR = Advanced Rules
- BITE = BLOCKS IN THE EAST
- BITW = BLOCKS IN THE WEST
- BIA = BLOCKS IN AFRIKA
- BIE = BLOCKS IN EUROPE
- TBT = THE BLOCKS TRILOGY
- BR = Basic Rules
- DF = Defensive Firepower (*Air Units: Air-to-Air Firepower*)
- FNA = French North Africa
- GU = Ground Units
- AU = Air Units
- NU = Naval Units
- GSU = Ground Support Units
- GCU = Ground Combat Units
- H = Halved
- HQ = Headquarters
- MP = Movement Point(s)
- NA = Not Available
- NE = No Effect
- OF = Offensive Firepower (*Air Units: Air-to-Ground Firepower*)
- OR = Optional Rules
- OoB= Order of Battle
- PP = Production Point(s)
- Q = Quartered
- SRM = Strategic Rail Movement
- TECH = Tech Level
- ZOC = Zone of Control

BASIC GAME

1.0 GAME COMPONENTS

The following 600+ components of the Standard Boxed Edition are used for playing the game. Some components (*) are not needed for playing BLOCKS IN AFRIKA alone, but are used when combining BIA with BITE and BITW.

- N° 1 87x62cm Mapboard (double laminated)
- N° 1 A4 Strategic Map
- N° 1 A4 Tripolitania Extension Map
- N° 1 24 pages BLOCKS IN AFRIKA Rules Manual
- N° 1 24 pages BLOCKS IN EUROPE Rule Manual *
- N° 1 24 pages THE BLOCKS TRILOGY Scenario Booklet
- N° 2 Play Aid
- N° 8 Order of Battle
- N° 15 wooden light blue blocks (*France*)
- N° 29 wooden black blocks (*Germany*)
- N° 22 wooden light green blocks (*Italy*)
- N° 1 wooden tan block (*Turn Tracker*)
- N° 1 wooden dark green block (*US*)
- N° 22 wooden blue blocks (*UK*)
- N° 3 wooden orange blocks (*Axis Forts*)
- N° 66 wooden brown blocks (*Minors*)
- N° 23 wooden gray blocks (*Axis Navy*)
- N° 46 wooden white blocks (*Western Allies Navy*)
- N° 8 wooden pink blocks (*Soviet Navy*)
- N° 240 PVC stickers (laminated, 2x for the *Turn Tracker*)
- N° 35 wooden yellow cubes (*General Production Points*)
- N° 25 wooden white cubes (*Navy Production Points*)
- N° 10 wooden red cubes (*Armor Production Points*)
- N° 10 wooden blue cubes (*Air Production Points*)
- N° 10 plastic black cylinders (*Oil Production Points*)
- N° 5 plastic white cylinders (*"Out-of-Supply" Markers*)
- N° 10 white plastic Shipyards *
- N° 5 yellow-black-dotted dice

1.1 Mapboard

The Mapboard shows the area where the African campaign was fought. A hexagonal grid on the map regulates movement and allows the precise positioning of units. Individual hexagons are called "hexes". Terrain is simplified and adapted to conform to the hex grid. In the upper right corner of the Mapboard, there is a Turn Record Track used to record the current turn, the weather, Lend-Lease supplies, and other important events.

1.2 Unit Counters

236 wooden 16x16x8mm blocks of contrasting colors are provided for playing the game. These are the game's playing pieces. Most of them are the "units" of the game; some others are only for better game management. Apply one unit-sticker to each block of the following color:

- 3 Axis Forts: Orange (*not used in BIA Scenarios – details in BIE*)
- 15 French Units: light blue
- 29 German Units: black
- 22 Italian Units: light green
- 23 Axis Navy Units: grey
- 46 Western Allies Navy Units: white
- 8 Soviet Navy Units: pink
- 1 American unit: dark green
- 22 British units: blue
- 66 Minor Powers Units: brown
- 2 Turn recorders: tan
- 2 Replacement stickers for BITW American units

For more details, see the complete list of units on [ventonuovo.net](http://boardgamegeek.com/image/2234773/blocks-afrika?size=original)

Plastic Factories, wooden cubes and plastic cylinders are also provided to record production, supply status, etc.

1.3 Fog of War

The game must be played with the Fog of War *on* (wooden blocks are placed on the map in such a way that the opponent player cannot see them).

2.0 SETUP

2.1 Sides Selection

Players choose randomly or by mutual agreement the scenario they want to play, who controls the Allied Faction and who controls the Axis Faction.

They sit down in front of each other in such a way that Fog of War is effective (*a player must not be able to see his opponent's units*).

2.2 Game Setup

Deploy the *BIA map*, the *Order Of Battle*, the *Strategic Map* and the *Tripolitania Extension Map* on the table, and keep the *Play Aid* handy, as shown below.



Place the Turn Recorder Token on the Turn Record Track on the *Tripolitania Extension Map*, then set up units and components as described in the scenario instructions.

3.0 BASIC DEFINITIONS

The following terms are used throughout the different phases and steps of a turn.

They are grouped here to avoid repetition and summarized on the play AID.



3.1 Controlling Player / Enemy

A player always moves the units of his side and is therefore the "controlling player" for his own units and territory. Whenever the rules refer to a unit's movement, this means that the controlling player is the one moving them. What a player does not control is defined as "enemy".

3.2 Phasing / Non-Phasing Player

The "phasing player" is the player currently performing the phases for his side (Axis or Allied phases). Thus, the Axis player is the phasing player during the Axis phases of his turn and the Allied player is the phasing player during the Allied phases of his

turn. The player who is not the phasing player is the "non-phasing player".

3.3 Hex Control

Once a Ground Unit (GU) enters and/or passes through a city, production centre, or oilfield hex, that hex is immediately conquered and therefore controlled. A player controls land hexes and cities if they are behind his front-line and not occupied by enemy units. If there is no clear front-line, mark controlled cities with a spare cube until occupied (and therefore immediately controlled) by units of the other faction.

There are 6 city types in BIA:

- A **Capital City** hex has a large Red Dot (i.e. Ankara)
- A **Major City** hex has a large Orange Dot (i.e. Alexandria)
- A **Minor City** hex has a Yellow Dot (i.e. Gazala)
- A **Bunker** hex has a Bunker Icon (i.e. Metaxas Line)
- A **Fortress City** hex has an Orange Border with a Fortress Icon (i.e. Kannakhale).
- A **Victory City** hex has a special icon: *i.e. Baku.* 

There are 9 Victory Cities and 1 Special Victory Area used to determine the winner in the BLOCKS IN EUROPE scenarios and in the 1939 CAMPAIGN.

In BIA Scenarios the winner is determined by the Victory Conditions described in the specific scenario special rules.

*Note: **Historical Battle Sites** have a very small black/yellow dot. These hexes (e.g. El Alamein) have no special function at all in the game. They have been added only for historical flavor.*

3.4 Airbases and Ports

3.4.1 Air Units (AU) and Airfields

Aircraft must land in an airfield where they can be refueled, re-armed and repaired.

Air Units (AU) can fly missions during both their own turn and the opponent's turn up to the limit of 2 AU/per side/per combat hex, but must start and end the turn in an airfield. Only ONE AU maximum is allowed per airfield hex.

An airfield is any controlled city (see above) or Bunker hex that could serve as a supply source (4.0).

Historical Battle Sites have no function in the game, thus they are not airfields.

3.4.2 Naval Units and Ports.

Naval Units (NU) are used when playing the 1939 CAMPAIGN or one of the BIA Naval Scenarios.

Unlike AU, NU do not have to start and end their turn in a Port. They may be *At Sea*, in a *Convoy Box* or *In Port*.

For Naval Units see further details in the NAVAL SECTION.

Besides being Naval Bases, Ports act as supply sources and for transporting Production Points, Ground and Air Units by sea, from Port to Port. The Supply Line length from a controlled port is 3 hexes.

Ports have a small anchor icon:



Major Port: is a supply source for up to 5 units, a Naval Base for up to 5 Naval Units and can ship and receive 5PP/turn.



Minor Port: is a supply source for 1 unit, a Naval Base for up to 1 NU and can ship and receive only 1 PP/turn.

If Under Siege *i.e. the port is completely surrounded by enemy units/ZOCs*, a Port loses its supply source ability, but it

can still supply from one to four units inside the port (see 10.1 for details).

Railways and Roads

Railways are the major rail lines mainly used for supply and Strategic Rail Movement (SRM: 7.4), while Roads may be used for supply only (no SRM allowed).

From a controlled Railway hex, the supply line extends up to 3 hexes, while from a controlled Road hex the supply line extends up to 2 hexes (see 4.2 for details).

3.5 Production Centers

In BIA scenarios players receive a specific amount of PP as described in the relevant Scenario Rules.

On the map there are several Factory icons, which are explained below.

More information can be found in the BLOCKS IN EUROPE Rules manual, in which they play a bigger role.

There are 4 types of Production Centers in the game that produce resources of different colors (Production Points: PP):

 Yellow PP represent either manpower or iron ore, generated from some Major Cities or any Mining Center in the amount indicated. 

INDUSTRIAL PLANTS: FACTORY and SHIPYARDS
 Red PP represent Armor Points. They are produced in Red Factories (1 each) and are used to build Armored Units. 

 Blue PP represent Air Points. They are produced in Blue Factories (1 each) and are used to build Air Units. 

 White PP represent Navy Points. They are produced in Shipyards (1 each) and are used to build Naval Units. 

Black OIL Barrels represent Fuel Points. They are produced in Oil Centers *in the number indicated for each one* and – for the German player only - in Black Factories (1 each) and are used to build HQ Units.   

AFRIKA: Africa and The Middle East.

In this rules manual, the word **AFRIKA** refers to both **Africa** and **The Middle East**, so encompasses both the Blue and the Green Areas in the illustration on the left.



Africa and The Middle East are divided by the Suez Canal, *therefore Egypt belongs to both Africa and The Middle East.*

Europe and The Middle East are divided by the southern Soviet Union border and by the two Turkish straits - the Dardanelles and the Bosphorus - *thus Turkey belongs to both Europe and The Middle East.*

- Canarias, Spanish Morocco, Morocco, Algeria, Tunisia and Libia belong to **Africa**.
- Palestine, Transjordan, Syria, Iraq, Persia and Cyprus belong to **The Middle East**.
- Greece (*Crete included*), Yugoslavia, Bulgaria, Rumania, Rodi and the Soviet Union belong to **Europe**.
- **Turkey** belongs to both **Europe** and **The Middle East**.

- *Egypt belongs to both Africa and The Middle East*

BLOCKS IN AFRIKA ABSTRACTION

The rules described in this chapter are applied only when playing one of the BLOCKS IN AFRIKA Scenarios.



1. Only four bodies of water are represented on the BIA map; however players must take into consideration that the Atlantic Ocean is mentioned during the following rules and thus it must be taken into account by using the *Strategic Map* illustrated on the left.

2. Some territories are not represented on the BIA map, but are the places in the Home Nations where Italian, German and British units are built.

For this reason players may use the Strategic Map to deploy newly built units in Italy, Germany and the UK respectively.

3. Some Strategic Leaders are not represented in the game with units, but they are abstractly present in the game and play a role in most of the BIA scenarios. These Leaders are:

- **Mussolini, he has 3 AP**
- **Hitler, he has 2 AP**
- **Goering, he has 1 AP**
- **Churchill, he has 4 AP**

See 11.0 for details

3.6 RESIDENT UNITS



Resident units are the five units with a special **Dromedary Icon** (three Italian Static Infantry, one

South African Static Infantry and the 21st Indian Motorized Infantry) **as well as** units of those Countries which have their capital in AFRIKA:



- **Persia (1 unit)**
- **Iraq (1 unit)**
- **French North Africa Colonies (7 units)**
- **French Levant Mandate (2 units)**
- **Free French (2 units)**
- **Turkey (13 units)**
- **The British Commonwealth Wilson Force (4 units)**



The Wilson force units are marked with an orange "W" in the upper right corner.

Turkish, Persian, Iraqi, FF and VF units do not have any special palm/dromedary icon but they are considered Resident Units in all respects.

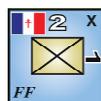
All the Resident Units are restricted to AFRIKA, they cannot leave AFRIKA.

Turkey is a special case. It belongs to both Europe and The Middle East, and has two capitals – Istanbul and Ankara – therefore, its units may operate in AFRIKA and in any Country adjacent to Turkey.

W The four **Wilson Force Commonwealth units** and the 21st Indian Infantry may be rebuilt in any of the four Indian Ocean Ports - *Aqaba, Suez, Basra and Abadan* - max 1 each port/turn.



The other four **Dromedary Units** may be rebuilt in any controlled AFRIKA Major Port.

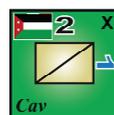


FREE FRANCE: Only one of the two FF units is used in BIA scenarios: the FF Brigade. This unit is considered a British unit for game purposes, but may be rebuilt in Beirut if It's Allied controlled.

VICHY FRANCE Units (9) have a flag of the specific Vichy Territory they belong to:



Iraqi, Vichy France and most of Turkish units have a **Blue Cadre Step**, so if they are eliminated, they cannot be rebuilt.



The Persian Leader and the only two rebuildable Turkish units (the Leader and the 2nd Infantry Corps) may be rebuilt respectively in Tehran and Ankara.

ITALIAN EAST AFRICA (A.O.I.)



Finally we should mention that in *Africa Orientale Italiana (A.O.I.)* there is a unit representing the Italian Army there. This unit has special rules (see the BIE rulebook), but it is not used in BIA scenarios.

3.7 TROPICALIZED UNITS



Units with the special palm icon are considered tropicalized, thus they can freely operate in AFRIKA without penalties, but if destroyed they must be rebuilt in their Home Country - *Wilson Force* see above - before they can be sent to AFRIKA again.

3.8 FOREIGN UNITS.

Foreign units (without the dromedary/palm icon) may be sent to AFRIKA if they don't have the Crystal Ice Icon. They suffer a step reduction at the end of their turn, but remain in play at cadre level (1 or 0). They can be repaired at the beginning of every turn using PP from the owner's depot as all other units.

3.9 SUPPLY LINES from ROADS and RAILWAYS

3 **2** The supply line from a controlled Railway and Port is maximum 3 hexes long.
The supply line from a controlled Road is maximum 2 hexes long.
Strategic Rail Movement is NOT allowed by Road.

3.10 AFRIKAN DEPOTS

Any AFRIKA Major Port may act as a DEPOT. Italy, Germany and the British have all their own specific AFRIKA DEPOT.

PP may be stored and saved from one turn to another in a depot, but blue, red and oil PP must be paired with yellow PP in order to be saved (see 7.3.1). The US and UK are exempted from oil pairing if the AFRIKA IS LOST option applies to the AXIS (see the Blocks in Europe rulebook).

The depot is abstractly located in one of the controlled AFRIKA major ports.

If the last Major Port is conquered by the enemy, then the depot is also considered conquered by the enemy, ALL the goods are immediately added to the conquerors AFRIKA depot if available, otherwise they are lost.

3.11 Ground Combat Units

All Ground Units (GU) capable of fighting alone in the Ground Combat Segment are called Ground Combat Units: GCU.

Headquarters and Artillery are GU, but not GCU: they are Ground Support Units (GSU) and they can never fight alone in the Ground Combat Segment.

3.12 Ground Support Units

Artillery is a devastating weapon. It moves as fast as infantry does, but fires before the other ground units if it is part of a combined combat formation with at least one GCU. When planning a good attack, don't let your army lack these units!

Headquarters (HQ) are the nerve centers of every military force. Each power has one or more HQs. HQs are not used in the BASIC GAME.

3.13 Stacking

Normally, a maximum of three GU (of which a maximum two can be GCU) of the same faction may be stacked in the same hex, regardless if it is friendly or enemy occupied.

Example: 3 HQs/Arts, 2HQs/Arts plus 1 GCU, 1 HQ/Art plus 2 GCUs, but not 3 GCUs!

Additionally, no more than one air unit may use a city as an airbase hex.

When attacking or defending, players may have two extra AU to support the combat for a maximum of five units.

3.14 Steps (Combat Strength)



Every unit has a combat strength depending on how many steps the unit has and is indicated by a number.

When involved in combat, a unit rolls as many dice as it has steps.

3.15 Action Points (AP)



HQs have special steps called Action Points (AP) indicated by Oil Barrels. These points function and are repaired as normal steps, but moreover they allow the HQ to perform as many actions and/or special actions as it has APs.

3.16 Tech Level (TECH)

The Tech Level defines how much training, experience and consequently firepower, Movement Points (MP) and special abilities a unit has.

The Tech Levels in BIA are predetermined: technology breakthroughs that happen at a fixed time as listed in the **POWER TECH DEVELOPMENT TABLE** on the play Aid and on the Order Of Battle of every Major Power.

I. e. Italian TECH-3 Fighters breakthrough happens on turn 65.

Due to being predetermined, a fixed amount of Yellow PP is automatically subtracted every turn from the total PP income of every Major Power.

Unit Class	Unit Type	TECH Level	OF	DF	MP	Special Abilities	Auto - Development		
							GER	UK	US
Infantry	Infantry	I	6	6	3	Desperate Attack, Reserve Mode, Amphibious Landings, Airborne Assaults (Paratroopers)	4/1940	1/1942	10/1942
		II	6	6	4		10/1944	1/1944	6/1944
		III	6	5-6	4				
	Cavalry	I	6	6	4	Cavalry Charge!			
		II	6	6	5	Desperate Attack, Reserve Mode			
		III	6	5-6	5				
Artillery (GSU)	I	6	6	3	Artillery must fire if embattled and after must be reduced by 1 step. Does not fire if embattled alone. 0-step does not fire. Reserve Mode, Desperate Attack, Blitzing (with Armor Units only), Artillery Targeting, Soviet BM-13 roll 2 more dice. Gustav gets 1 BONUS				
	II	5-6	5-6	4					
	III	4-6	4-6	4					
Armor	Tankettes	I	6	6	3	Blitzing, Armor Exploitation, Panzers Attack!, Desperate Attack, Reserve Mode	5/1940	7/1942	4/1943
		II	6	5-6	4		7/1943	-	-
		III	5-6	4-6	4				
	Tanks	I	6	5-6	3	Blitzing, Armor Exploitation, Panzers Attack!, Desperate Attack, Reserve Mode			
		II	5-6	5-6	4				
		III	4-6	4-6	4				
Armor HQ (GSU)	I	6	6	3	Exploitation, Acts in combat like Artillery. Reserve Mode, Desperate Attack, Blitzing (with Armor Units only), Artillery Targeting.				
	II	5-6	5-6	4					
	III	4-6	4-6	4					
Fighter	Fighter	I	-	6	5	Rebasing = Range x2, Scramble. Blitzing (with Armor Units only), Air Targeting	5/1941	1/1942	1/1943
		II	6	5-6	5		5/1944	1/1945	6/1944
		III	5-6	4-6	10				
Bomber	Bomber	I	6	-	10	Rebasing = Range x2. Blitzing (with Armor Units only), Air Targeting	4/1940	1/1942	1/1943
		II	5-6	6	15		3/1945	1/1945	1/1944
	Strategic Bomber	I	6	-	15	Rebasing=Range x2, No Recon needed, 1 Combat Round. Air Targeting	-	-	-
		II	5-6	6	15		-	1/1942	1/1943
	III	4-6	5-6	20		-	1/1945	1/1944	

Note: The Tech Level of a unit has nothing to do with its steps (combat strength).

3.17 Firepower

Firepower is the ability of a unit to hit the enemy. A unit's Firepower may be different from its Attack (Offensive Firepower - OF) and Defense (Defensive Firepower - DF) and is influenced by its Tech level.

I.e. TECH 1 Tank units have a DF of 5&6 and an OF of 6.

For Air Units the OF is the ability of attacking enemy units on ground (Ground Attack), while the DF is the ability of attacking enemy Air Units in the air (Air Attack).

I.e. TECH 1 Fighters have no OF. When TECH 2 is reached, Fighters gain OF (strafing - hit at 6) and a better DF (5&6).

The same consideration is valid, but inverted, for Bombers:

I.e. TECH 1 Bombers have no DF, so they cannot defend themselves against enemy fighters, but have an OF (Ground attack) of 6. When TECH 2 is reached, they gain DF (6) and increase their OF (5&6).

Unit Class	Unit Type	TECH 1			TECH 2			TECH 3		
		OF	DF	MP	OF	DF	MP	OF	DF	MP
Infantry	Infanterie	6	6	3	6	6	4	6	5-6	4
	Artillery	6	6	3	5-6	5-6	4	4-6	4-6	4
Armor	Tankettes	6	6	3	6	5-6	4	5-6	4-6	4
	Tanks	6	5-6	3	5-6	5-6	4	4-6	4-6	4
Fighter	Fighters	-	6	5	6	5-6	5	5-6	4-6	10
Bomber	Bombers	6	-	10	5-6	6	10	4-6	5-6	15
	Strategic Bombers	6	-	15	5-6	6	15	4-6	5-6	20

Full details are shown on the play Aid.

3.18 Hits and Damage

Hits are applied immediately after the die roll by reducing unit's steps. This is done by rotating the unit counter anti-clockwise as many times as needed to fulfill the number of hits suffered.

Example: A German infantry unit at full 4-steps strength needs 4 hits to be destroyed, while 1 hit only causes the unit to be reduced to 3-steps strength.

The strongest unit must be reduced first. If two units have the same strength, the owner chooses.

Note: Some units (for example the British 5-steps DAF Fighter) have a kind of "shield" and must suffer 2 hits to be damaged and reduced/rotated from 5 to 3 (7.7.8).



3.19 Fractions

When halving or quartering any values (e.g., Movement Points, Attack Strength), fractions are always rounded down.

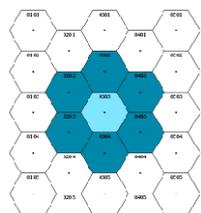
3.20 Minimum Fire

Even if reduced to fractions below 1 and rounded down, units always roll at least 1 die.

3.21 Minimum Movement

Even if reduced to fractions below 1 and rounded down, units always have at least 1 Movement Point.

3.22 Zones of Control (ZOC)



All GU and all AU on ground have a "Zone of Control" (ZOC).

The ZOC represents a degree of control on adjacent hexes by a unit: hex control, supply routes, retreats, and strategic rail movement are all affected by an enemy ZOC.

A unit's ZOC consists of all six surrounding adjacent hexes with the exception of hexes occupied by enemy units.

Units in a battle hex and AU performing combat missions (*flying*) lose their ZOC.

Naval Units have no ZOC.

Also, a ZOC does not extend across deep-water hexsides, straits, or into all-water lake, sea or water portions of coastal hexes.

Note: a ZOC is not affected by the supply status of the unit (4.0).

3.23 Battle Hex

Combat in BIA occurs when a player moves at least one of his Combat Units into a hex occupied by one or more enemy units: this hex is called a "battle hex".

When many battles occur in adjacent hexes, it could be helpful to mark these battle hexes with a spare counter and remove the combat units from the hex. Place them in an unused space on the map, face to face with the enemy units, with their actual steps (combat strength) pointing to this temporary "front-line" without revealing them to the opponent (*this happens in the Combat Phase*).

4.0 SUPPLY

Military forces require vast amounts of supplies. Food, ammunition, fuel and vehicle maintenance are the logistic tasks that an ambitious General should have as priority.

For every unit in play the supply is checked at the beginning of the turn, during the Supply Phase of that Side.

Units that are supplied at that time remain in action at full effect until the Armored Exploitation Phase (7.10).

I.e. Axis Units' supply is checked at the beginning of the Axis turn, while Allied Units' supply is checked at the beginning of the Allied turn.

4.1 Main Supply Source

The main supply source is the National Capital. The National Capital has a Red Dot and its name is printed in red, i.e. Tehran.



Rome, Berlin and London are not represented on the BIA map. Keep the Strategic Map handy for reference as to how supply is transferred.

4.2 Other Supply Sources

Any rail, road or port hex that is directly connected to the main supply source by rail, road or sea is a supply source itself (a blue sea-route is not needed for tracing supply).

4.2.1 Port supply capacity

Major Port: is a supply source for up to 5 units, a Naval Base for up to 2 NU.

Minor Port: is a supply source for up to 1 unit, a Naval Base for up to 1 NU.

4.3 Supply Lines

- 3** To be in supply, units must be able to trace a supply line with a maximum length of 3 hexes (max 2 hexes from a road) to a friendly supply source at the beginning of their turn. This supply line can be traced through any land terrain hex, but *not* through any hex which is:

- Mountain or deep-water terrain or
- occupied by an enemy unit or in an enemy ZOC.

Note: A hex in the ZOC of two or more units of both factions does not support any side. Thus, the supply line cannot cross it.



A unit that cannot trace such a supply line to a friendly supply source is considered "Out Of Supply – OOS" and is marked with a White (*empty*) Plastic Barrel.



In the example above, the Axis main supply source is Rome for the Italians and Berlin for the Germans (which are not represented over the BIA map, but are marked on the Strategic Map).

From there, supply goes by rail to a Mediterranean controlled port (i.e. Taranto) and then from Taranto by sea to Bengasi.

From the Port of Bengasi the supply line is 3 hexes long (blue path), while from any Road the supply line is 2 hexes long (orange path) maximum.

Thus all the Axis units are supplied except the DAK and the LA, as the Supply line from a Road is only 2 (not 3) hexes long maximum.

4.4 "Out-of-Supply" Effects

Supplied units perform normally. All units marked with a White "Out-of-Supply" Barrel cannot receive replacements of any kind during the Production Phase, have their Movement Points (MP) halved and cannot attack during the Combat Phase.

Unsupplied AU may only be used to perform a Transfer Movement from a friendly airbase to another one, but at half range.

Any unit marked as "Out-of-Supply" which is still unsupplied during the Final Supply Status Phase at the end of a turn is forced to surrender and is eliminated from play (see below and 7.9).

4.4.1 Static Infantry

Even if unsupplied, these never surrender nor do they get reduced. They remain in play, marked with a white barrel, and cannot be reinforced.

4.5 Surrender

Each unsupplied unit that must surrender during the Final Supply Status Phase grants 1 Yellow PP to the opponent and is then removed from the map (*it can be rebuilt in a later Production Phase*).

Additionally to the YPP, if an Armored unit surrenders, it grants 1 RPP; if an Air Unit or a Para unit surrenders, it grants 1 BPP; if a Marine or a Naval unit surrenders it grants 1 WPP and finally if an HQ surrenders it grants 1 OIL.

This simulates the effect that the enemy can use some of the captured equipment, vehicles, aircraft, weapons and manpower for its own army and warfare.

Note: 0-step units (i.e. British 8th Army Artillery, Italian Para Folgore) when OOS are reduced to 0 step, but do not surrender: they must be engaged by GU and destroyed.

5.0 BELLIGERENT POWERS

There are 2 sides in BIA: the Axis and the Allies. The Axis consists of Germany, Italy and some Axis Minor Allies: Vichy France, Persia and Iraq.

The Allied Powers consist of the UK (*including Commonwealth units*) and 1 Free French Unit.

The US are not represented in BIA, except for sending Lend Lease to the UK.

5.1 POWER CONQUEST

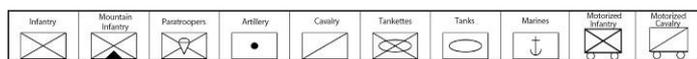
A Power is conquered if its capital is enemy controlled during the Victory Phase (Turkey has 2 capitals, so both must be enemy controlled).

When a Power is conquered, during the Victory Phase:

1. Remove all its units from play (0-step units are reduced to 0 strength – if not already – but remain in play until engaged).
2. Every surrendering unit grants 1 PP to the conqueror.
3. Every Factory is destroyed and grants 1PP of the appropriate color to the conqueror.
4. All the hexes controlled by the conquered Power are now controlled by the conquering Power.

6.0 UNITS

In BIA some scenarios may be played with Ground and Air Units, while other Scenarios may be played with Naval Units.



The Ground, Air and Naval units will be used together only when playing the 1939 Campaign.

UNIT STRENGTH and FIREPOWER

The unit strength is determined by the unit steps. The units below are at Full (3 steps) and Minimum (1 step) Strength respectively.



Units roll as many combat dice as steps they have, so the units above roll 3 and 1 dice respectively.

A unit in supply may be repaired during the Production Phase to recover Steps, up to its Full Strength.

When a unit incurs 1 hit, it is reduced by 1 step, rotating it counter-clockwise.

Exception: some units have a special shield and must incur 2 or 3 hits before they get reduced by 1 step (See 7.7.8.1).

When a unit already at Minimum Strength - incurs a hit, it is eliminated and removed from the mapboard.

Exception: a 0-step unit is eliminated as soon as it is attacked alone – without any other friendly Ground Unit - with at least one enemy Ground Unit (they cannot be eliminated by air attack).

When Artillery fires in Ground Combat (not in anti-air Combat) it is reduced by 1 step rotating it counter-clockwise.

This simulates ammunition usage.

Units can have different firepower values due to their different Tech Levels (TECH) or nationality. The firepower in attack can also be different to the firepower in defense.

Units can gain significant advantages in Firepower, Movement Points and special abilities by reaching a higher Tech Level.

Example: TECH 1 Tanks have a Defensive Firepower of 5 and 6, and an Offensive Firepower of 6, while TECH 2 Tanks receive a Bonus in the Offensive Firepower and hit at 5&6.

The Terrain can modify both the Firepower (usually increasing the Defender's Firepower) and (temporarily) the Unit Strength (usually halving the Attacker's one).

Terrain Effects on combat and TECH features are summarized in the Play Aid.

Note: The following terms "Bonus" and "Malus" are combat modifiers and are described in 7.7.6.

A Bonus increases the Firepower (i.e. from hitting at 6 to hitting at 5&6).

Example: an Infantry Unit defending in Alexandria (Major City) receives a Bonus, thus hitting at 5&6, not only at 6.

A Malus temporarily decreases the unit strength (halving the number of dice rolled).

Example: a unit attacking across a River receives a Malus, thus rolling half of its Dice.

6.1 INFANTRY CLASS UNITS

This unit class consists of many different units: standard infantry, static infantry, cavalry, artillery, paratroopers, marines, motorized infantry, air HQ and mountain units.

6.1.1 Standard Infantry

Standard Infantry is the cheapest unit to employ. It is a must for defense and it constitutes the bulk of every good army.

6.1.2 Static Infantry



This unit type has a special *Yellow Outline Border* to show that it is unable to move normally. It can only move by SRM (7.4) or by Sea Transport. It also can't retreat.

If OOS, Static Infantry cannot have its steps replaced – as for all other units – but does not suffer attrition: it is not eliminated nor reduced, and it never surrenders.

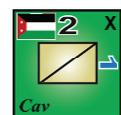
6.1.3 Mountain Units



This specially trained infantry unit is very well suited for mountain battles.

In **Hills and Mountain** hexes, it pays 1 MP less and it gets no *Malus* in attack and a *Bonus* in defense.

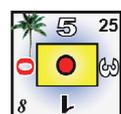
6.1.4 Cavalry



Cavalry is a special horse-mounted infantry class unit.

It has Infantry firepower in attack and defense, but is 1 MP faster. It pays 2 MP in *Swamp* hex.

6.1.5 Artillery



Artillery is a devastating weapon. It moves as fast as infantry does, always fires *before* every other GCU and, when attacking, fires before the defender's artillery.

However, if attacked alone, it does not fire at all.

Remember that an artillery unit must be reduced (rotated counter clockwise) after firing during the Ground Combat Phase (but not in AA) to simulate the consumption of ammunition.

A 0-step artillery unit is no longer able to fire until "reloaded".

Artillery may never BLITZ alone, but as soon as TECH 2 is reached, it may follow blitzing armor units.

Example: in June 1942 the British 8th Army (Art), at 3-steps, is attacked by a German Stuka at full strength (4 steps).

First, the British player rolls for AA fire: 3 dice (hit at 5&6 as it is TECH 2) and inflicts 1 hit.

Then the German player reduces his Stuka from 4 to 3 steps and rolls 3 dice (and hits at 5&6 as it is TECH 2).

Assuming that the Stuka scores 1 hit only, this is not enough to reduce the British 8th Army Artillery, as the arithmetical difference from 3 to 1 is "2", while if the Stuka scores 3 hits, the British 8th Army artillery is reduced to 0-steps, but not eliminated, as 0 step units may not be eliminated by air attack.

6.1.6 Motorized Infantry Units



Motorized infantry is a special infantry unit. When INFANTRY TECH 2 is reached, a Motorized Infantry unit can move during the Movement Phase as regular infantry and move as an armored unit during both the Movement/Exploitation Phases.

Motorized infantry may never BLITZ alone, but as soon as TECH 2 is reached, it may follow blitzing armor, exactly like TECH 2 Aircraft and Artillery do.

6.2 ARMORED CLASS UNITS

Mobile forces made the difference on nearly every World War II battlefield they were employed, especially if they were well commanded.

Armored units have the ability to move and attack twice a turn, so they can easily pocket and destroy the bulk of an enemy army, but suffers an additional *Malus* in *Swamp* hexes (halved if defending, quartered if attacking). Armored units cannot enter *Mountain* hexes.

There are two types of armored units in BIA:

- Tankettes: light tanks or armored infantry.
- Tanks: medium tanks; heavy tanks.

6.2.1 Tankette Units

Light Tank units don't have the same attack strength as medium or heavy tanks, but can be used smartly to fill the gap between exploiting tanks and the main line held by infantry.



At TECH 2, they move faster and gain 1 *Bonus* in Defense. Furthermore, they gain the ability of Blitzing, Exploiting, Panzers Attack!, Desperate Attack and Reserve Mode.

At TECH 3, they gain 1 additional *Bonus* in both attack and Defense.

6.2.2 Tank Units

Medium and heavy tank formations are the most powerful Ground Units. Their presence on the battlefield gives a huge advantage and makes it easy to pursue and surround the enemy forces.

Basically, tanks attack at 6 and defend at 5&6, but when

TECH 2 is reached, they attack at 5&6, move faster (4 MP instead of 3) and gain the abilities of Desperate Attack and Reserve Mode.

At TECH 3, they become heavy tanks attacking and defending with the very impressive firepower of 4-6.

6.3 AIR UNITS (AU)

There are two types of aircraft in BIA: fighters and bombers.

6.3.1 Fighters

With a Light Blue background and/or an F.



Fighters are the equivalent of infantry for an air army. They are cheap and good for escorting precious Bombers, even if they have a shorter operative range.

When they reach TECH 2, they gain 1 *Bonus* in Air-to-Air Combat (hit at 5&6), become able to attack enemy troops on the ground (Strafing attacks hit at 6) and can follow and support blitzing armored units (7.8).

At TECH 3, they become Heavy Fighters with an increased range of 10 hexes, increased Air-to-Air Combat Firepower of 4-6 and better ground attack (Heavy Strafing) Firepower of 5&6. Fighters on the ground can immediately take off and fight when attacked by enemy Air Units (7.7.3).

6.3.2 Bombers

With a Blue background and/or a B.



Bombers are the best way to attack enemy ground formations and aircraft on the ground; however, they are very expensive and extremely fragile, so a fighter escort may be needed.

When Bombers reach TECH 2, they gain 1 *Bonus* in Ground Attack (bombing hits at 5&6), become able to fight in Air-to-Air Combat against enemy fighters and can follow/support blitzing armor units (7.8).

At TECH 3, they become Heavy Bombers with an increased range of 15 hexes, increased Air-to-Air Combat Firepower of 5-6 and better Ground Attack (Heavy Bombing) Firepower of 4-6.

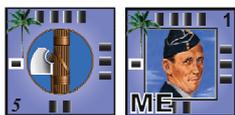
If attacked by enemy Air Units, bombers on the ground can not take off in the first combat round (7.7.3.1).

6.4 Headquarters (HQ)

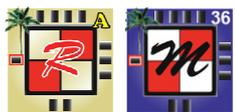
Headquarters represent not only the leaders, but also the vital infrastructure: ammunition, fuel, food and general supplies for the units.

HQ are GSU, therefore they cannot combat by themselves.

In the Basic Game they are deployed, but:



Air HQ (Italian 5° Squadra Aerea and British ME Air Command) only have an AA role.



Armored HQ (Rommel and Montgomery) have AA and – *only if attacking or defending with other friendly Ground Combat Units* - act as artillery.

6.5 Anti-Aircraft Guns (AA)

Every City (Minor, Major, Bunker or Fortress) and every **Ground Unit** (as well as every HQ) in BIA has Anti-Aircraft guns (AA) to defend against air attacks.

If attacked by enemy aircraft, the AA will try to shoot them down before they can drop their bombs or strafe.

The Firepower of the AA is equal to the Defensive Firepower of the unit and the unit rolls as many dice for AA as it has steps.

Strategic Leaders are considered Armored HQ for AA firepower.

Air Units on the ground have no AA, but the airfields have:

- Minor City: 1 die, Major City: 2 dice; both hit at 6.
- Bunker: 1 die, Fortress: 2 dice; both hit at 5&6.

7.0 SEQUENCE OF PLAY

The game is played in turns, each representing the lapse of one month. Each turn is divided into phases and steps that must be performed in a precise order.

After the weather is checked, the Axis player completes his phases first as described in the sequence below. Next, the Allied player completes his phases.

When both players have finished their phases, victory conditions are checked. The turn is now over and a new one may begin.

A. Weather Determination Phase

The Weather is always considered good when playing BIA.

B. Axis Phases

1. Strategic Warfare Phase (See Scenario Special Rules)
2. Supply Phase
3. Production Phase
4. Strategic Rail Movement Phase
5. Movement Phase
6. Defender Reaction Phase
7. Combat Phase
8. Blitz Phase
9. Final Supply Status Phase
10. Armor Exploitation Phase

C. Allies Phases

As for Axis Phases 1-10

D. Victory Phase

7.1 STRATEGIC WARFARE

In BIA, Strategic Warfare is simplified.

During the Axis Turn, the Allied player rolls the number of dice indicated in the scenario special rules: each 6 is a hit and the Allied player chooses 1 PP/hit to eliminate from **BOTH** the Italian **AND** the German monthly Production.

During the Allied Turn, the Axis player rolls the number of dice indicated in the scenario special rules: each 6 is a hit and the Allied player chooses 1 PP/hit to eliminate from his own monthly Production.

7.2 SUPPLY

The phasing player checks which of his units are in supply and which are not (4.0) and marks each unsupplied unit with a white (empty) barrel by placing it on the unit.

Then, the phasing player checks his faction's *Order of Battle* to see what reinforcements (new units) are available for free during this turn or if any units have to be removed.

7.3 PRODUCTION

Note: while nearly all PP are represented by wooden cubes of various colors, oil is represented by black plastic barrels.

COLLECTING PP

At the beginning of the Production Phase, the phasing player receives a number of Production Points (PP) of various colors, as stated in the Scenario Special Rules.

These PPs may be immediately spent, partially spent or saved.

7.3.1 Storing Production Points

Production Points can be saved for later use, from turn to turn, in the Main Supply Source or in the AFRIKA Depot, but red, blue, white, and black PP (*colored PP*) must always be saved together with 1 yellow PP each, so if a player only has colored PPs left in a turn (for example, 2 blue ones), he must discard them.

SPENDING PP

PP may be spent to:

- purchase SRM (see details in the SRM phase)
- rebuild destroyed units
- replace steps of supplied units on the mapboard

SPECIAL DESERT Limited Production.

Units in AFRIKA may be rebuilt at full strength only if they are:

- in a controlled Port not *besieged*
- or on a railroad connected to it

UNITS COSTS

A step costs a certain number of PP, depending on its color:

- Each **black** step costs 1 PP.
- Each **white** step costs 2 PP.
- Each **red** step costs 3 PP.
- A **blue** step cannot be rebuilt



The **red-circled 4 white colored step** of Italian Motorized units may not be built in BIA scenarios.

For infantry class units, Yellow PP (YPP) are sufficient.

Examples:



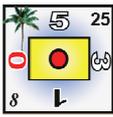
This unit, a British South African Garrison costs:

- 1 YPP for the first step (0 is black)
- 2 YPP for the second step (2 is white)

Total: 3 YPP



This unit, a Turkish Infantry, may be reinforced if in play, but once eliminated it cannot be rebuilt, as the first step is blue (*Blue Cadre*). The second (2) and the third (3) steps cost 1 YPP each (*both are black*).



This unit, the British 8th Army artillery costs:

- 3 YPP for the first step (0 is red)
- 1 YPP for the second step (1 is black)
- 2 YPP for the third (3) and the fourth (5) steps (as both are white).

Total: 8 YPP

When a player wants to reinforce or rebuild an Armored Unit, an Air Unit, a Naval Unit or an HQ, then every Yellow PP must be paired with an equal number of specific colored PP:



This unit, the British 7th Armored Division, costs:

- 3 YPP + 3 RPP for the first step (0 is red)
- 3 YPP + 3 RPP for the second step (3 is red)

Total: 6 YPP + 6 RPP



This unit, the German Tropicalized Stuka, costs: 2 YPP + 2 BPP for every step (as all four are white).

Total: 8 YPP + 8 BPP



This unit, the Persian Supreme Leader, costs:

- 3 YPP + 3 OIL for the first (I) step (red)
- 1 YPP + 1 OIL for the second (II) and the third (III) step (they are both black).

Total: 5 YPP + 5 OIL

Special Case: Motorized Infantry

The first and the last steps of every Motorized Infantry Unit are considered as armored, thus they require a red pairing:



- 1st step: 2x yellow and 2x red
- 2nd step: 1x yellow
- 3rd step: 1x yellow
- 4th step: 2x yellow and 2x red

Total: 6 YPP, 4 RPP

7.3.2 New Units Arrival

Rebuilt and Reinforcement units (may overstack until the start of the movement phase):

- They must be placed in a Major City and/or a Fortress hex of their home country, which must be able to act as a valid supply source (4.2). No more than 1 unit is allowed per hex (Exception: in all national capitals, 2 units may be placed).
- Armored and HQ units must enter at an armor factory (red).
- Air, Para and HQ units must enter at an air factory (blue).
- Naval units/Marine Infantry may only enter at a Naval Shipyard (white).

NOTE:



Reinforcements arrive at the indicated turn and at the strength level indicated on their Order of Battle Sheet.

I.e. Montgomery arrives at full strength on turn 36.

Minor Powers can buy and place an armor/air unit (provided the Faction Leader provides them with a red/blue PP) in their capital, even if they don't have a red/blue factory.

Reinforcements must be held back if their arrival location is enemy controlled or if it is not a valid supply source (4.2).

SPECIAL NEW UNITS ARRIVAL: BLOCKS IN AFRIKA

Italian, German and British units enter the game in their home nation territory, which is not represented on the BIA map. These units are placed abstractly on the Strategic Map, and then they can be immediately *Sea Transported* to reach AFRIKA using AP of their Supreme Leader.

ITALIAN and GERMAN UNITS

Italian and German Air Units automatically arrive in AFRIKA one turn later, and are placed in any controlled airfield.

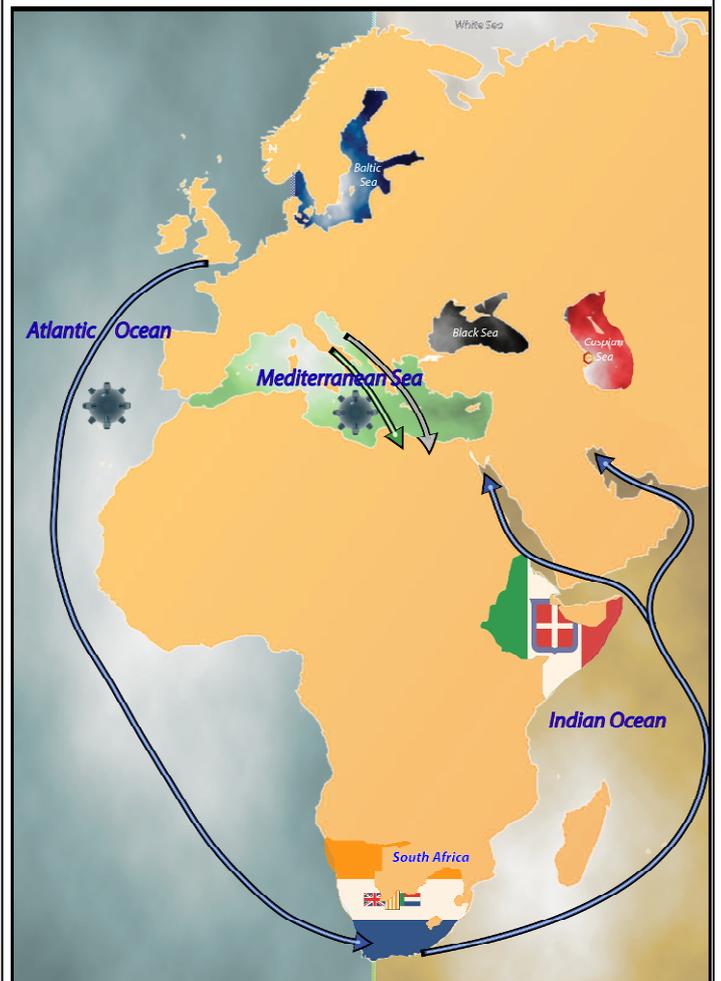
This simulates the air transfer from continental Europe to AFRIKA across the Med.

Italian Ground Units need two Mussolini AP to arrive in AFRIKA: 1 SRM plus a Sea Transport across the Mediterranean Sea which is subject to a MDR (Mine Die Roll).

German Ground Units need two Hitler AP to arrive in AFRIKA: 1 SRM plus a Sea Transport across the Mediterranean Sea, which is subject to a MDR.



Remember: the three Italian Static Infantry are Resident: they may be rebuilt in any AFRIKA Major Port.



BRITISH UNITS

British Ground and Air Units in the UK need two Churchill AP (1 SRM plus a Sea Transport across the Atlantic Ocean (which

is subject to the MDR) to arrive in South Africa, where they must stop.

In any next turn, at a cost of another Churchill AP, they cross the Indian Ocean with another Sea Transport (exempt from MDR) and are deployed in any of the four Indian Ocean ports (Suez, Aqaba, Abadan or Basra), if British controlled.

DIEPPE RAID BONUS

From September 1942 onwards (after the Dieppe Raid which happened in August 1942), the British player may spend 2 Churchill AP to perform a Long Range Sea Transport from the UK to one of the above four ports in one turn and without stopping in South Africa. This Naval Movement is subject to the MDR in the Atlantic.

Remember that:

 The four Wilson Force units and the 21st Indian Infantry may be rebuilt in any of the four Indian Ocean Ports.

 The South Africa Static Infantry is a Resident unit, thus it may be rebuilt in any AFRIKA Major Port.

7.3.3 Unit removals

Some scenarios require that some units must be removed in a certain month, as these units were needed elsewhere and moving to another theatre.

If the unit indicated is not in play, **before purchasing anything else**, the controlling player must pay an amount of PP equal to those needed to rebuild the unit at Full Strength.

If the unit to be removed is out of supply, the removal must be postponed to the next turn in which the unit is supplied.

7.3.4 Reinforcement Restrictions

Reinforcements and rebuilt units may only be placed as described in 7.3.2 .

When placed in cities, these units may overstack until the start of the Movement Phase.

Reinforcements must be held back if the arrival location is enemy controlled or if it is unable to act as a valid supply source (4.2).

7.3.5 Holding Back Reinforcements

Reinforcements that must be held back or that the player voluntarily wishes to hold back may enter play during his Production Phase of any later turn without any penalties or costs.

7.3.6 Disbanding Units

After all production is completed, the phasing player may voluntarily disband any number of his *supplied* units.

These units may be rebuilt starting from the next turn.

For every unit disbanded, the player receives 1 Yellow PP, spendable in the next Production Phase.

7.4 STRATEGIC RAIL MOVEMENT (SRM)

Strategic Rail Movement (SRM) allows the immediate ground redeployment of a certain amount of troops from one area of the front to another.

BIA Maximum Strategic Rail Movement per Nation:

- 1

Eligible HQ:

- Supreme Leader/SHQ

Eligible Unit:

- Ground Units
- Air Units
- Coastal Submarines and Destroyers (2 SRM/step)

Prerequisite:

- The unit must start the turn in supply, in a hex with a rail line and not adjacent to any enemy units.
- With each SRM a player can move 1 unit, but the SRM must be paid with 1 yellow PP or with 1 HQ AP.

Effect:

- It can then move any distance on friendly railroads, but can never move through hexes adjacent to enemy units or end its movement adjacent to enemy units, nor use any railroad enemy controlled hexes.
- After this phase, the unit can move normally during the Movement Phase.

REMEMBER: SRM is not allowed along Roads.

7.5 MOVEMENT

Air and Ground Units may move on their own (Ground Movement) up to their maximum Movement Allowance **OR** may be moved any distance from a friendly port to another friendly port in the same Body of Water (Sea Transport).

A GU or an AU may be moved by SRM and later in the same turn by Ground Movement **OR** Naval Movement.

Exception: Armored Units may move again during the Exploitation Phase.



Example: In the situation above, the German DAK Armored Unit is in Berlin at the start of the May 1941 turn.

The German player activates Hitler during the SRM and use one of his AP to SRM the DAK from Berlin to Athens.

Then, during the Movement Phase, Hitler commits one of his AP (he has 2 available in BIA scenarios) to perform a Naval Movement of the DAK from Athens to Bengasi. This Movement is subject to the MDR.

Then, during the Exploitation Phase, the German player activates Rommel (Armor HQ) to move the DAK up to its full Movement Allowance of 4 MP from Bengasi to Bir Hacheim.

Units may be moved alone or together in stacks that can be broken down at any point during movement:

- Hexes must be contiguous and may never be skipped.
- Units may be moved in any order the player wants.
- Moving units may overstack when passing through a hex with friendly units.
- Movement must end when a GU enters a hex containing an enemy unit.
- A GU may move into, out of and through a hex in an enemy unit's ZOC, **but never when retreating**.
- AU may enter and/or pass through hexes containing any enemy units without penalty.

Ground Units

- Out Of Supply Ground Units have their MP halved.

Air Units: Air Attack and Air Transfer

An AU may perform two types of Movement: Combat Move and Air Transfer.

Air Attack: to be eligible for Combat Move (*Air Attack*) AU must be supplied.

NOTE

- 0-step AU cannot attack.
- TECH-1 Fighter cannot attack (they can only fly escort missions with a bomber).

Air Transfer: an AU, even if OOS, may perform an Air Transfer, moving from a controlled airfield to another controlled airfield which may act as a supply source (4.2).

NOTE

Supplied AU performing an Air Transfer have their MP doubled.

7.5.1 Movement Point Costs (MP)

Each unit has a Movement Point (MP) value depending on its type and/or Tech Level.

I.e. a TECH 1 Italian GU has 3 MP, a TECH 2 German GU has 4 MP.

Any hex entered always cost 1 MP for Air Units, while a Ground Unit spends a number of MP depending on the hex terrain:

- Plain (clear hex): 1 MP
- Forest: 2 MP
- Hills: 2 MP
- Mountains: 3 MP
- Swamp: 3 MP

Note: Crossing a river does not cost any additional MP and regardless of terrain, AU spend 1 MP per hex entered.

No unit may enter a hex if it has not enough remaining MPs to pay the entry cost.

NOTE:

Unused MPs are lost. They are not transferable from one unit to another and may not be accumulated from turn to turn. The mountains/hills cost is reduced by 1 for Mountain units. The swamp cost is reduced by 1 for Cavalry units.

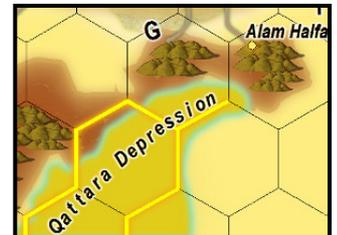
Units may move through hexes containing other friendly units without penalty, paying the normal movement costs for the terrain.

Red arrows are connections over straits and to Off-Map Boxes. If the phasing player does not control both connected hexes, only infantry class units can cross these particular hexes.

A GU may move into, out of and through a hex in an enemy unit's ZOC, but retreating ground units may not (7.7.15). AU may enter and/or pass through hexes containing any enemy units without penalty.

7.5.2 Restricted Hexes

- Ground Units may not move through or enter any Deep-Water hex, they will drown! (Air Units may).
- Units may enter hexes that are partially land and partially water (Coastal Hex) at normal movement costs, but may not move into partial hexes on the mapboard edges.
- Partial hexes are not playable even if they sometimes give some Production Points. The only *playable partial hex* is Tehran.
- The *Tunisian Chotts* and *Qattara Depression* hexes and yellow borders are not playable and can not be crossed by GU.



I.e. A GU cannot move from the hex SW of Alam Halfa to the hex West of Alam Halfa and vice versa.

7.5.3 Movement across Red Arrows

Red arrows are connections over straits and to Off-Map Boxes. Moving across these arrows always costs 3 MP and thus supply lines are 3 hexes long through Red Arrow/Straits (stretched to the maximum).

If the phasing player does not control both connected hexes, only infantry class units can cross these particular hexes.



7.5.4 SEA TRANSPORT

Players may move GU and AU by sea from a friendly port to another friendly port in the same Body of Water.

A unit being Sea Transported must start the Movement Phase in Port and the destination port must be in the same body of water. Once the destination port is reached, the unit cannot move farther during the Movement Phase.

However, remember that when the British player is moving a unit by Sea to the Middle East, this unit must cross the Atlantic Ocean first and then the Indian Ocean, therefore two Action Points are needed.

Alternatively, this unit may cross the Atlantic and stop in South Africa, then on a subsequent turn another AP is needed to move that unit from South Africa to one of the Indian Ocean ports.

Italian and German units are rebuilt in Italy and Germany respectively, so they must first be transported across the Mediterranean Sea to AFRIKA.

Only the national SL and the Navy-HQ can command this type of movement with a special HQ-Action Point (13.8).

Sea Transport of Ground/Air Units

When moving a GU/AU through a Body of Water, that unit is subject to the Mine Die Roll (MDR):



- 1-3: Transport successful, unit reaches its destination without any damage.
- 4 & 5: Partial Success, unit loses 1 step.
- 6: Sea Transport failed. Unit destroyed.

7.6 DEFENDER REACTION

After the phasing player declares he has finished all his movements, the non-phasing player may react by moving his AU to reinforce existing battles.

As soon as the non-phasing player has finished, the Combat Phase starts.

7.7 COMBAT

Individual combats in various battle hexes may be performed in any order determined by the phasing player.

Prerequisite:

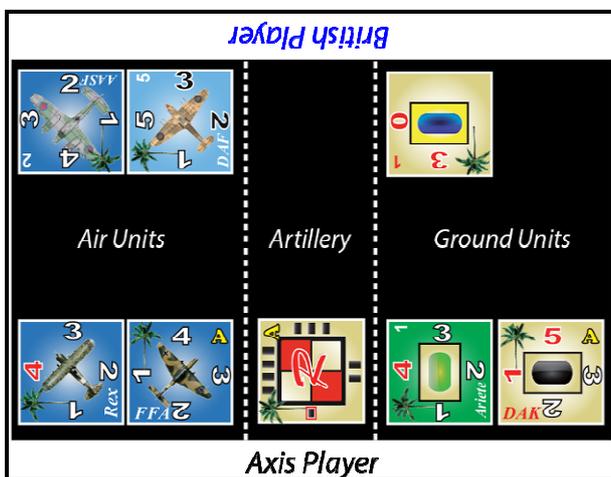
- Each combat must be completely finished before the next may begin.
- Every unit capable of fighting in the battle hex *must* participate in the combat, therefore artillery may not avoid combat to save ammunition

Resolve every single combat step by step as described below, after each player has revealed all his units:

COMBAT SEQUENCE

1. Air-to-Air Combat (*multi round, simultaneously*)
2. Anti-Aircraft Fire (*1 round, simultaneously*)
3. Air-to-Ground Combat (*1 round, simultaneously*)
4. Artillery Fire (*1 round, Attacker first*)
5. Ground Combat (*1 round, Defender first*)

The Battle of Gazala: the Axis has five units, the British only two, but has added one bomber in the Defender reaction Phase.



1 **7.7.1 Air-to-Air Combat**
This combat step happens only if both sides have AU in the battle hex and at least one side has a fighter; otherwise go directly to the Anti-Aircraft sequence:

- AU of both sides fight against each other simultaneously.
- During the first round of Air-to-Air Combat, the defender's fighters based on the ground (if any) must react immediately by scrambling, while the defender's bombers based on the ground (if any) must stay on the ground for the first round.
- AU roll 1 die per strength point.
- The hits are immediately applied.
- Every hit normally reduces 1 enemy AU by 1 step. *Note that some air units need to incur 2 hits before being reduced by 1 step (7.7.8).*
- After each round of Air-to-Air combat, a side may decide to withdraw from the battle (defender decides first); otherwise, another Air-to-Air combat round automatically occurs.

A special case: Fighter Scrambling

During the first round of Air-to-Air Combat, the defender's fighters based on the ground (if any) must react immediately by scrambling, while the defender's bombers based on the ground (if any) must stay on the ground for the first round. This restriction does not affect Defender's Reacting Bombers (*as they are already in flight*).

In the Air-to-Air Combat, the Axis has two AU (both are bombers), but the Italian bomber is still TECH 1 so has no Air Attack Firepower.

The British has 2 AU: 1 Fighter and 1 Bomber which is TECH 1 so like the Italian bomber, it has no Air Attack Firepower. The fighter may scramble and add its 1 step to the battle:

The strongest British unit incurs the hit, thus the Bomber is reduced to 3 steps.

Recognizing his inferiority, after the first round the British player retreats both his AU from the battle.



2 **7.7.2 Anti-Aircraft Fire**

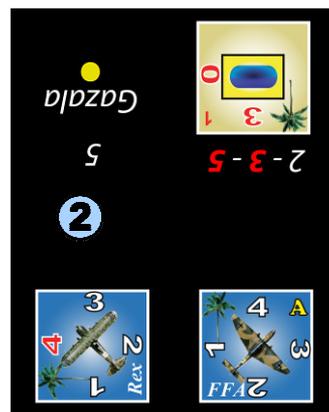
This combat step happens only if one side still has AU in the battle hex.

Before aircraft can attack enemy units on ground, they must be attacked by the ground units and/or localities inherent anti-aircraft guns:

- There is 1 round of Anti-Aircraft Fire.
- Ground Units roll 1 die per strength point.
- The AA firepower of a unit is equal to its Defensive Firepower (DF).
- Minor and Major Cities: roll one and two dice, hit at 6.
- Bunker and Fortress: roll one and two dice, hit at 5 & 6.
- Hits are applied immediately.
- Every hit normally reduces 1 enemy AU by 1 step. Some AU need to incur 2 hits before being reduced by 1 step (7.7.8).

NOTE

GSU (artillery and HQ) must *not* be reduced after firing in AA.



Gazala: the British player rolls for AA: 3 dice for the Desert Rats, they are elite thus they hit at 4-5-6, and 1 die for the Minor City:

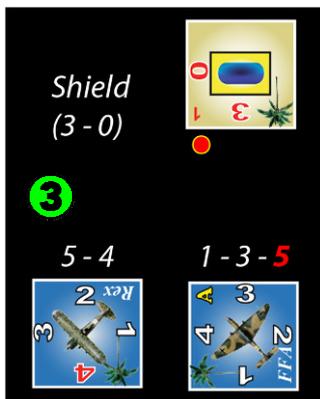
The Axis has incurred two hits: the first must reduce the Stuka, the second is up to Axis player choice.

Obviously he reduces the Italian Rex Bomber (which has a lower Air-to-Ground Firepower) to 2 steps.

3 **7.7.3 Air-to-Ground Combat**

AU that survived the two phases above are now free to attack enemy GU:

- Air to Ground attack lasts for only 1 round.
- Every AU rolls 1 die per strength point.
- Hits are immediately applied.
- Every hit reduces 1 enemy ground unit by 1 step. Some GU need to incur 2 hits before being reduced by 1 step (7.7.8).

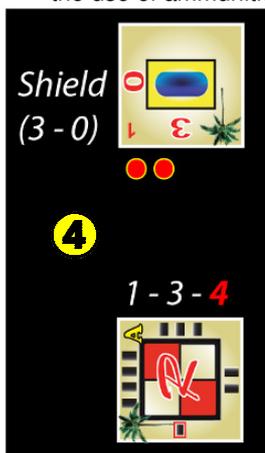


The Axis player may finally attack the Desert Rats with his AU. However they both score poorly. Thanks to its particular triple shield, the Desert Rats mark the hit but are not reduced.

4 7.7.4 Artillery Fire Step
Artillery and Armored HQ fire now:

- Armored HQ in combat act as artillery.

- Artillery Fire lasts for only 1 round.
- The artillery of the attacker fires first, then the defender's artillery returns fire - This combat is *not* simultaneous.
- Every artillery unit rolls 1 die per strength point. Hits are immediately applied.
- Every hit reduces 1 enemy ground unit by 1 step. Some ground units need to incur 2 hits before being reduced by 1 step (7.7.8).
- After the dice are rolled, an artillery unit is immediately reduced by 1 step (rotate it counter-clockwise) to simulate the use of ammunitions.



Remember: Artillery in a combat hex must fire. 0-Step Artillery (artillery without ammo) cannot fire.

The Axis only has an HQ which acts in battle as an artillery.

Rommel is Elite, so he rolls 3 dice, and hits at 4-5-6:

Thus an additional hit is marked on the Desert Rats, still without reducing them.

After firing Rommel is reduced to 2 steps to simulate the ammo expenditure.

5 7.7.5 Ground Combat Step
After both attacker's and defender's artillery have fired, all other ground units fire.

- The units of the defender fire first - This combat is *not* simultaneous.
- Every GU rolls 1 die per strength point.
- Hits are immediately applied.
- Every hit reduces 1 enemy GU by 1 step. Some ground units need to incur 2 hits before being reduced by 1 step (7.7.8).

This concludes a round of combat.

If neither side retreats, additional rounds may be fought, starting from the Anti-Aircraft Fire segment.

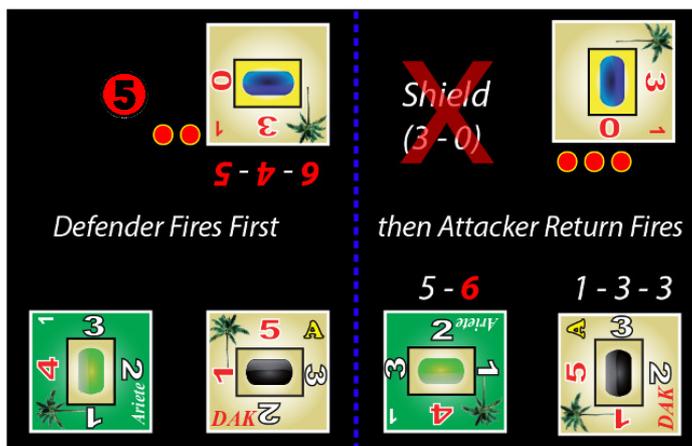
Combat Example

Now the Combat enters the last segment, the Ground Combat. The Defender fires first, so the Desert Rats roll 3 dice and scores 3 hits.

The Axis player reduces the DAK (the highest unit) from 5 to 3 steps and then the Italian Ariete from 3 to 2 steps.

Then the attacker may return fire, rolling 3 dice with the DAK (Elite) which hits at 4-5-6 but misses, and 2 dice with the weak Ariete Division which hits at 6 only. However it scores 1 hit.

Finally the Desert Rats are reduced to 0-steps and as 0-steps units are eliminated when engaged alone with enemy GCU, they are eliminated. The Axis player must keep at least 1 GCU in the Gazala hex, while he could retreat the other two. All three however remain in Gazala.



The Battle of Gazala is now over. After all the other combats (if any) have been resolved, the Axis player may blitz.

A special case: Air Evacuation

If the phasing player (attacker's) GU enter an airbase hex where there are only enemy air units on ground, those units must immediately evacuate this base: they lose 1 step and must rebase at an available friendly airbase in range (if any: 7.7.16). If they can't complete the evacuation movement, they immediately surrender.

7.7.6 Combat Modifiers: Bonus / Malus

The terrain in a battle hex modifies the combat strength values of attacking GU and the firepower values of defending GU, by adding a **Malus** to the attacker or a **Bonus** to the defender.

Adding 1 **Bonus** means that the unit gets a better firepower: it hits at a higher chance of +1.

Applying 1 **Malus** reduces the unit's combat strength: the unit rolls half the number of dice (fractions rounded down).

Example: Italian TECH 1 tanks defend at 5&6. With 1 Bonus they defend at 4-6.

7.7.7 Cumulative Modifiers

All modifiers are cumulative.

Example 1: A German 5-step tank unit normally attacks with 5 dice. If it is getting a Malus, it rolls half the number of dice rounded down: 2 dice.

If it is Getting 2 Penalties, e.g., for attacking in a forest hex and at the same time crossing a river, its combat strength is quartered and therefore reduced to 1 (the minimum).

Example 2: A defending TECH 1 infantry unit hits at 6. If defending in a forest hex that is also a major city hex and behind a river, it receives 1 Bonus for the river plus 1 Bonus for the major city and therefore hits at 4-6.

In the same example, the attacker gets 1 Malus for the river, 1 Malus for the forest, and 1 Malus for the Major city.

MERGING DICE

If 2 or more units in the same battle hex get the same Malus at the same time, sum up their strengths first, and then halve the total. If the result allows the player to roll 1 more die than with a

separate calculation of a *Malus* for every single unit, this excess die is rolled by the weakest participating unit.

Example: A TECH 2 German 3-strength points armored unit hits at 5-6 and a 3-strength points TECH 1 Italian infantry unit hits at 6. If both attack together in a forest hex (1 Malus), roll 3 dice (2x3/2) and not just 2 (3/2 + 3/2, both rounded down). 1 of these dice hits at 5&6, 2 of these dice hit at 6.

TERRAIN	ICON	MP	ATTACKER		DEFENDER
			GCU	Artillery & Aircraft	GCU (except AA)
CLEAR		1	-	-	-
FOREST		2	H	-	-
HILLS		2	H	-	-
MOUNTAIN		3	H	-	-
SWAMP		3	H	-	-
River		NE	H+	-	BONUS+
RED ARROW		3	Quartered +	-	BONUS+
Major City		NE	H	-	BONUS
Bunker		NE	H	H	BONUS
Fortress		NE	Quartered	Quartered	DOUBLE BONUS

NOTE: "+" = only for the first round of combat

SPECIAL CASES

FORTRESSES (Tobruk and Kannakhale): All attacking GU and AU get a *Double Malus* (quartered), while all defending GCU (except AA) receive a *Double Bonus*.

If a Fortress falls into enemy hands, it becomes a Bunker.

Note that for this reason Tobruk may be a Fortress in some scenarios, a Bunker in some others or simply a Minor City.

BUNKERS (the Metaxas Line, *but only if attacked frontally, across the orange hex borders*): All attacking GU and AU get 1 *Malus*, while all defending GCU (except AA) receive 1 *Bonus*.



If a bunker falls into enemy hands, it is immediately destroyed and cannot be rebuilt.

TOBRUK

Historical Note and Game Play: Tobruk was an Italian Fortress along the Egyptian-Libyan border. Conquered by the British during Operation Compass late in 1940 (and therefore after treated as a Bunker), it was regained by the Axis only on June 21 1942 (and therefore after treated as a Minor City).

7.7.7.1 OPTIONAL RULE: PLAYERS AGREEMENT

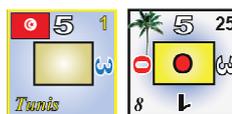
At game starts players can agree that when given to the same unit at the same time, 1 **Bonus** cancels 1 **Malus** and vice versa, and keep this option valid for all the game.

Example: A TECH 2 Italian Armor with 4 steps attacking in a forest hex receives 1 Malus and 1 Bonus. Instead of rolling 2 dice at 5&6, it can roll its full 4 dice at 6.

7.7.8 Hits

Hits are marked by rotating the unit counter-clockwise for the appropriate number of hits it has taken. Thus, hits reduce both a unit's steps and its combat strength.

7.7.8.1 SHIELD



Some units need 2 hits to be reduced by 1 step (those which the arithmetic difference is 2 not 1).

If such a unit takes a hit that cannot

immediately reduce a step, this hit is marked with a die or a half-turn of the unit and carried over to subsequent combat rounds of this combat. When the unit receives the next hit, it is reduced by 1 step.



7.7.8.2 FOLGORE and DESERT RATS

Italian **Folgore** and British **7th Armoured Division** have a special Shield which needs 3 hits before the units may be reduced from 3 to 0.

This simulates their determination in combat, despite being only a Division Size unit.

7.7.9 Hits Allocation

The strongest units must always be hit (reduced) first. If two units have the same strength, the owner chooses.

7.7.10 Eliminating Units



A combat unit is eliminated and removed from the mapboard when the number of hits that the unit has taken equals or exceeds that unit's steps.

Example: If a 1-step unit takes 1 hit, it is immediately eliminated.

Most support units are 0-step units (such as artillery and some others), they cannot be eliminated in this way. They remain in play until they are attacked alone by enemy GCU.

7.7.11 Retreat

In both air and ground combat, the attacker and/or the defender may retreat some or all of their units after each combat round.

Prerequisite:

- Air Units may be retreated after any combat step, defender first, then the attacker.
- Ground Units may be retreated from combat only after the Ground Combat Step.

Effect:

- The controlling player moves a retreating GU into an adjacent hex and a retreating AU to a supplied airbase in range.
- If there are several retreating units, they may be spread in any manner over a number of adjacent hexes (or airbases).
- Units retreat only to safe hexes. No unit may retreat into an enemy ZOC or into not playable/forbidden hexes.
- Retreat movement costs no MP.
- Units cannot overstack due to their retreat.

- GU and AU that are unable to reach an allowed retreat hex are immediately eliminated.

7.7.11.1 Retreat of Ground Units

For GU, the adjacent retreat hex:

a. must be in a direction away from the battle hex where, if the unit continued moving in that direction, it would finally reach a supply source without moving any farther and moving through any of:

- an all-water hex,
- an enemy ZOC,
- an enemy controlled city,
- a hex occupied by an enemy unit (even if it is an AU performing an air mission),
- another battle hex.

or

b. the adjacent retreat hex may be a hex in any direction containing only friendly units or a friendly city (fortress, major or minor) even if empty.

If both these conditions fail to be met, the unit cannot retreat and is eliminated.

7.7.11.2 Retreat of Air Units

Air Units retreat to a supplied airbase hex at their standard range (5 hexes for fighters and 10 hexes for bombers).

7.8 BLITZ

Blitzing is the best way to pursue and knock out units that survived and successfully escaped from the first attack. Only armored units that have attacked in the Combat Phase may Blitz.

Tanks, Armored HQ and TECH 2 Tankettes (but **NOT the Motorized Infantry!**) may spend 1 FREE additional MP to move in an adjacent hex, even if it's enemy occupied (in this case, a new combat then happens: the Blitz Combat).

TECH 2 AU, Artillery and Motorized Infantry units involved in the original combat **may follow the armored units in this pursuit.**

The attacker may perform the Blitz movement and combat in the order he desires. He can move his "blitzing" units into any empty or enemy occupied hex(es) that he wishes to as long as he is able to pay an additional 1 MP cost per unit.

A Blitz attack is resolved as a normal attack except that the non-phasing player cannot react with his AU (but may with his units in Reserve Mode: AR 16.0).

7.8.1 Rebasing Air Units

At the end of this phase, all AU which have been involved in the combats and survived, must rebase as described in 7.5 (Defender first).

When completed, there should be no airbase hex containing more than 1 AU. If this proves to be impossible, the controlling player must eliminate any excess AU.

NOTE

AU may rebase at conquered airbases during the same turn, if they can already act as a valid Supply Source (4.2).

7.9 FINAL SUPPLY CHECK

Any unit marked "Out-of-Supply" with a white barrel during the Supply Phase (7.2) must now be checked for supply again.

If the unit is now supplied, remove the white barrel.

If the unit is still unsupplied, it must immediately surrender and is removed from the map together with the white barrel (4.4).

Additionally, every surrendering unit grants 1 or 2 PP to the opponent (4.5).

EXCEPTIONS

1. OOS 0-step units are reduced to 0, but do NOT surrender, nor they can be reinforced: they remain in play until engaged by enemy GCU (and destroyed).

2. OOS Static Infantry never surrenders. It remains in play, but cannot be reinforced.

7.10 ARMORED EXPLOITATION

The Armored Exploitation Phase consists of moving the phasing player's armored class units and TECH 2 motorized infantry a second time during the turn.

Prerequisite:

A unit must be in supply at the start of this phase in order to be moved. (The unit may be unsupplied during or after the conclusion of this phase, but *not* at the start).

Effect:

Check supply normally and mark any unsupplied armored unit with a white "Out-of-Supply" barrel, even if no units will be eliminated if still unsupplied at the end of the Exploitation Phase.

Supplied Armored units and TECH 2 Motorized Infantry units move normally, exactly as during the Movement Phase, by using their full Movement Points. However, they must not start new combats and thus cannot enter a hex containing an enemy unit.

Then remove the white barrels (if any).

7.11 VICTORY PHASE

Check the Victory Conditions of the scenario and the Surrender Conditions. Apply them immediately.

Major and Minor Powers surrender now if their capital is enemy controlled (*see 5.1 POWER CONQUEST for details*).

At the end of this phase, advance the Turn Recorder Token on the Turn Record Track to the next month.

ADVANCED GAME



8.0 ZOC

The ZOC does not extend across an unfrozen river and not into an enemy Major City/Bunker/Fortress (even if empty of enemy units), except if the enemy Major City/Bunker/Fortress is empty and completely surrounded by friendly units/ZOCs.

9.0 ELITE UNITS



Both the Allies and the Axis have elite units.

These units were highly trained and heavily equipped with the best weapons available. Furthermore, their morale was very high and they were led by the best commanders.

German units with a tan background (Rommel HQ, DAK and LA) and the British 7th Armored Division (Desert Rats) are considered Elite Units in AFRIKA *only*. These Elites get a *Bonus* in both ATTACK and DEFENSE. Italian Para Division has instead a *Bonus* in DEFENSE only, but not only in AFRIKA.

10.0 ADVANCED SUPPLY

10.1 Siege Supply: Capitals and Ports (and Mulberries)

Prerequisite: Units in ports (max 1 unit in minor ports, 4 units in Major ports and 5 units in Mulberries) or in their own capitals (4 maximum) that are completely surrounded by enemy units/ZOCs are in siege supply.

Effect: Those units are marked as "Out-of-Supply":

- Cannot be repaired;
- Cannot attack;
- Have their MP halved;
- At the end of the turn they lose 1 step instead of surrendering. Once they have only the last step remaining, they surrender like other units.

Note: 0-step units do not surrender and must be engaged and destroyed.

10.2 Enhanced Attack Ability of OOS TECH 2&3 GU: Desperate Attack

Prerequisite: TECH 2&3 Ground Units marked with an "OOS" white barrel.

Effect: Those units have their MP halved (quartered if not fuelled) but may make a Desperate Attack in an attempt to break out through enemy lines and restore their supply status.

They attack normally, but if they fail to clear the hex from all enemy Ground Units (Air Units do not count) after the first round of ground combat, they must immediately surrender.

"Out-of-Supply" armored units can attempt a Desperate Attack even if OOF (11.10).

SPECIAL CASE: 0-step units Desperate Attack. The Desperate Attack may be attempted by Artillery and other 0-step units too, and if they fail this they surrender. This the only case in which they must surrender!

Unsupplied TECH 1 ground units still suffer all the penalties already described in the BASIC RULES (4.4).

11.0 HQ: FUEL & SUPPLY

Armor and aircraft not only need supplies but also a huge amount of fuel to move and fight at full efficiency.

Fuel can be provided by an HQ that is activated for this purpose.

Armor and Air units have a white border to mark the Fuel need.

11.1 Type of HQ's

There are 2 types of HQ:

- **Strategic HQs** (Supreme Leader and other Strategic HQ's) They have special abilities and **no command radius**, so once activated, at the beginning of the SRM Phase,

they can perform a number of actions equal to their Action Points, without the command radius limit. They have no DF/OF, but have AA (with a *Bonus*).



SHQ's can be identified by having both the leader image and the capital first letter (e.g. *Reza Palavi* has RP and *Mussolini* has M).

Supreme Leaders may make one (but no more than one) action per type:

- Fuel 1 Supplied Armored Unit.
- Fuel 1 AU for Air Combat
- Move 1 OOS unit as if it was *in supply*.
- Perform 1 free SRM (7.4).
- Perform 1 Sea Transport
- Put 1 GU in Reserve Mode.

Other Strategic leaders (Goering and the ME Air Command) do not have this restriction, as they are Strategic Specific (Air) Leaders.

Goering is the Luftwaffe Supreme Leader. He has 1 AP available every turn. He may only command German AU and they can make one of the 2 following actions:

- Fuel one air unit
- Perform 1 free SRM (7.4)

BLOCKS IN AFRIKA ABSTRACTED STRATEGIC LEADERS: CHURCHILL, MUSSOLINI, HITLER and GOERING



Churchill, Mussolini, Hitler and Goering (BITW units) are not supplied in BIA, but they are considered to be in London, Rome and Berlin respectively and from those locations they can be activated during any turn and they have:

- Churchill (London): 4 AP
- Mussolini (Rome): 3 AP
- Hitler (Berlin): 2 AP
- Goering (Berlin): 1 AP

SRM Example: *It is June 1941. At the beginning of the Axis turn, in the SRM phase, the Axis player uses some his abstract AP, as shown in the illustration:*

In the SRM Phase 1 Hitler AP is spent to SRM the 3-steps LA by rail from Berlin to Taranto.

➤ Tactical HQs (THQ)

They can fuel a specific type of unit (armored or air) and have a **command radius of 5 hexes**, so once activated, they can fuel armored or air units equal to their Action Points within 5 hexes. Tactical HQ's can fuel specific units. Each action point allows them to fuel 1 unit.

Remember: For both the Axis and the Allies player, Armor-HQ and Air-HQ of a specific Power cannot move units of a different nationality.

Only the German FHQ can move all Axis units of any type and nationality, but in a limited amount (13.8.2).

• Armored HQ

In the Advanced Game armored HQ are used to fuel armored units.

Without fuel, armored units have their MP halved (thus quartered if also OOS) and cannot attack.



Rommel and Montgomery are Armored Tactical HQ.

They can be activated only during the Movement Phase.

They can fuel up to 4 armored units (1 per/AP) within a range of 5 hexes.

Other than this, they have also AA ability and if attacked, they act as artillery (and they have the same firepower as tanks).

They can Blitz and Exploit and can put themselves in reserve Mode.

Artillery fires before other GU, is reduced 1 step after firing, but if attacked alone, it does not fire at all.

- **Air HQ**
Air HQs have 3 functions in the Advanced Game:
 1. They fuel AU
 2. They can attempt Air Recon
 3. They have both AA (Armored AA for the ME Air HQ)



The Italian **5° Squadra Aerea** is a Tactical Air HQ, while the **British ME Air Command** is a Strategic Air HQ. They have no DF/OF, but have AA.

Thus the first can be activated during the Movement Phase and in the Defender Reaction Phase; can only Fuel AU and has a limited operative range (5 hexes), while the latter has no limitation in command radius (he may fuel AU wherever they are in AFRIKA) but may be activated during the SRM Phase (not during the Movement Phase) and during the Defender Reaction Phase.



He has Armored AA (as all other Strategic Leader) and can also SRM 1 AU (as Goering).

11.2 HQ Action points

HQ's have special steps called Action Points (AP) indicated by Oil Barrels. These points function and are repaired as normal steps, but moreover they allow the HQ to perform as many actions and/or special actions as it has APs.

11.3 HQ activation

HQ activation:

- Major Power Supreme leaders may be activated in the:
 - SRM phase
- Minor Power supreme leaders may be activated in the:
 - SRM phase
 - Movement Phase
 - Exploitation Phase
 - Reaction Phase.
- Other SHQ's may be activated in the:
 - SRM phase
 - Movement Phase
 - Exploitation Phase
 - Reaction Phase.
- Tactical HQ's may be activated in the:
 - Movement Phase
 - Exploitation Phase
 - Reaction Phase.

Movement Phase: the second Hitler AP is spent for Sea Transport of the LA from Taranto to Bengasi. This movement is subject to the MDR. The British player rolls a 5, thus the LA is reduced to 2 steps.

Then the Italian player activates and moves the 5° Squadra Aerea HQ, to perform some Air Recon. See Air Recon Example for more details.



Note that the HQ Command Radius (dark blue circle) cannot cross deep-water hexes, thus even if the 5 Rex Bomber in Crete is 5 hexes far from the HQ, this unit cannot be fuelled by the Air HQ. Mussolini however has 2 AP, and 1 is used to fuel this unit. The other Mussolini AP is used to fuel Ariete and commit it to the Battle of Gazala, where the Desert Rats have been spotted during the air recon, and are stacked with a weak 1 step fighter.

As soon as Ariete enters Gazala, the Rommel HQ can move and activate inside the battle hex. Once activated it can fuel DAK which is in its command radius (red circle) and commit it to battle as well.

Goering uses his AP to fuel the Stuka in Crete, which is sent to support the battle in Gazala.

Other units are moving: Folgore is coming from the hex west of El Algeila, and the 20th Motorized Corps is coming close to Gazala from southwest. The LA has been moved by Sea Transport, so cannot move again.

Reaction Phase: the British player has no Armored Units in Reserve Mode. Churchill is a Major Power Supreme Leader, thus cannot be activated during the Defender Reaction Phase. However the British has an Air HQ in Alexandria which can be activated to fuel the AASF 4 steps Bombers from Cairo to the combat in Gazala.

Combat Phase: the Combat is described in the Basic Rules.

11.4 HQ deactivation

At the end of the Blitz Phase, all activated HQs must be deactivated.

Then Tactical Armored HQ may be activated again at the beginning of the Exploitation Phase, and must be deactivated at the end of the Exploitation Phase.

Deactivating an HQ is done by reducing it by 1 step and turning it upright in order to conceal it.

Activated 1-step HQs are automatically removed from play when deactivating, as they are considered depleted.

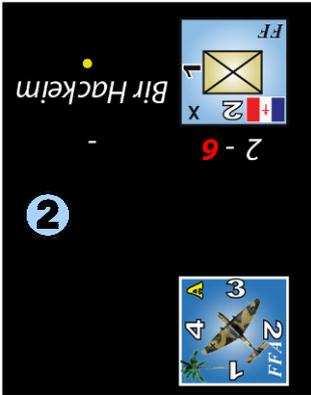
If eliminated, they can be rebuilt in their Home nation.

11.5 Blitzing and Exploitation

Armored, artillery, and air units can blitz without an extra HQ activation.

During the Armored Exploitation Phase, phasing player Armored HQs may be activated to move armored units.

Blitz Example: After the victorious Battle in Gazala, the Axis player decides to exploit the advantage and may Blitz with both his tank and TECH 2 artillery and AU.



The Italian bomber cannot Blitz, because it is TECH 1.

Rommel can Blitz, but to save steps (and OIL), the Axis player decides to leave him back.

The two tanks and the Stuka Blitz over Bir Hackeim.

The British player may react only using armored in reserve mode,

not with AU. However he has none, so let's see what happens in Bir Hackeim.

AA: the FF Brigade (but not Bir Hackeim) rolls for AA and scores 1 hit.

The Stuka is reduced from 3 to 2-steps and then returns fire, rolling 2 dice and scoring 1 hit.

The Free French Brigade is reduced to 1 step.



In the Ground Combat Phase, the Axis player – using the Advanced Rule PANZERS

ATTACK! - rolls before the Defender (which has no Armored units).

The Axis players scores three hits. The FF Brigade is eliminated, any excess hits are lost.

Then all activated HQ are reduced by 1 step, concealed

and all AU are rebased.



Here is an aerial overview of the situation at the end of the Blitz.

11.6 Firepower of HQs

Only armored HQs and minor power SHQs can fire at ground units. They function as artillery (reduced by one step after firing, cannot fire if attacked alone) and armored HQs have the same firepower as armor, while minor power SHQs have the same firepower as artillery.

11.7 AA firepower of HQs

SHQs (Image and capital first letter) and Tactical Armor HQs have the same Anti-Aircraft (AA) Firepower as armor, while all the other non-armored tactical leaders have the same anti-air firepower as artillery.

11.8 Axis Cross Command

Once activated, the FHQ/Supreme Leader only can move the units of Germany's allies, too. The reverse case is not possible.

Example: The FHQ can move an Italian unit, but Mussolini cannot move a German unit.

11.9 HQ Command Radius

Tactical HQ's have a Command Radius of 5 hexes.

Strategic HQs do not have this restriction, thus they can move units wherever they are.

The command radius of 5 hexes must be traced through friendly hexes, but not in an enemy unit's ZOC nor deep water hexes.

The phasing player may move an HQ up to its full movement allowance and then activate it.

11.10 Out Of Fuel (OOF)

Without an HQ activation, all armored units are considered to be *Out Of Fuel*: they cannot attack and have their MPs halved.

If they were also OOS, then their MPs are quartered.

An OOF TECH 2 armored unit can only attempt a Desperate Attack if it is also "Out-of-Supply". In this case, the unit has its MP value quartered, and if it fails to clear the battle hex after the first combat round, it must immediately surrender to the enemy forces.

Air units need an HQ activation for combat movement, but not for rebasing.

So OOF Air units may rebase, but not attack.

Minimum Command: If an HQ is marked as "Out-of-Supply", it still can be activated, but it works just at half efficiency. (Nevertheless, an unsupplied HQ can always fuel 1 unit.)

Example: An "Out-of-Supply" 4-step/oil HQ can only fuel 2 units. An "Out-of-Supply" 3-step/oil HQ can fuel only 1.

FINAL NOTES

Armored, artillery, and Air Units can blitz without an extra HQ activation.

At the end of the Blitz Phase, every activated HQ must be deactivated by reducing it by 1 step and turning it upright in order to conceal it.

Activated 1-step HQs are automatically removed from play when deactivating, as they are considered depleted.

12.0 AIR RECONNAISSANCE

Air reconnaissance allows the phasing player to reveal enemy units in the target hex, it confers an advantage in intelligence as well as in combat as both Air and Artillery units need a clear view of the target hex to attack at full strength: without a good air recon, attacking air and artillery units get 1 *Malus* in the Air-to-Ground and Artillery Fire Combat Step of the first combat round. From the second round, the hex is considered to be successfully detected.

NOTE: The defender does not need air recon.

Units involved

Air HQs are used for air reconnaissance.

Minor Power SHQs may make 1 Recon Attempt.

Weather conditions

Air Reconnaissance is allowed during all weather conditions.

Distance

The target hex must be in range of 5/10/15 hexes of the phasing player's activated air HQ. Distance depends on the Tech Level of that nation's fighters:

- Level 1: 5 hexes;
- Level 2: 10 hexes;
- Level 3: 15 hexes.

Procedure

1. During the Movement Phase, every activated Air-HQ may perform a number of recon attempts equal to the number of its action points within the above range (1 attempt only for every activated Minor Power SHQ);
2. The phasing player declares his attempt over a specified hex;
3. The Non-phasing player can interdict this attempt with AA-fire of the units in the same hex.
4. If the interdiction fails, the phasing player rolls the "recon-die", successful on a 1-4 (modified).
5. If successful, the non-phasing player must immediately reveal all of his units in the target hex by tipping them, face up.
6. If unsuccessful, a new attempt can be made on the same or another hex.

Recon die-modifiers:

- Subtract 2 from the die roll if phasing player's fighter is TECH 2.
- Subtract 4 from the die roll if phasing player's fighter is TECH 3.
- Add 2 to the die roll if the hex is a forest, hills, mountains, or swamp hex, or if the hex contains a major city or a bunker.
- Add 4 to the die roll if the hex contains a Fortress.

Recon in the Desert

Air recon receives a *Bonus* in a clear hex in AFRIKA (*desert*), thus Italians with TECH 1 Fighters, are automatically successful if the Air Interdiction Dice roll fails.

NOTE: It is not necessary to send an air unit for recon in the target hex. Air recon is just a special ability of Air-HQ's.

Example: in June 1941 the Italian player moves and activates the 4-steps 5° Squadra Aerea HQ, which is at 3-steps. So he can fuel 3 AU in range and also make three Recon Attempts in 5 hexes TECH 1 range.

The first attempt is made against the hex of Gazala (minor city) which is occupied by 2 British units.

The British player rolls one die for the minor city and obtains a 6. The recon fails. Then the Italian player tries again.

The British player rolls a 5 (a miss) for Gazala, but rolls 3 dice for the Ground Unit he has there – the Desert Rats at full strength – and rolls 3 dice - successful at 4, 5 and 6 (it is Elite).

He rolls 4-2-1, so the recon is negated.

Then the Italian player tries again and for the third and last time: the Desert Rats roll 3-2-1, and Gazala rolls a 5. The second British unit is a Fighter, which has no AA capability.

The Italian Fighter TECH is 1 – so it should be successful on a die roll of 1-4, but as Gazala is a desert hex, the recon is automatically successful and there is no need for the Recon Die Roll.

Once discovered by AIR RECON or in combat, units (of both sides) remain face up till the Final Supply Check.

12.1 Air and Artillery Targeting



If the weather is sunny and the air recon successful, TECH 2 Air and Artillery units may target a specific enemy counter from amongst 2 or 3 different enemy units with the same number of steps, such as an enemy artillery unit.

13.0 CAVALRY CHARGE!

Prerequisite:

- If the attacker has cavalry units in the battle hex and the defender has neither cavalry nor armored units, the attacker may declare a Cavalry Charge.
- The Weather must be sunny
- The target hex must be clear terrain.



Effect

The attacking cavalry units fire before defending infantry units, but they must be targeted and thus reduced first by all possible hits of enemy response fire.

14.0 PANZERS ATTACK!



The "Panzers Attack!" Option could be the crucial breakthrough tactic in some specific situations, especially if attacking with elite armored units. But suffering heavy losses on these precious units could conversely be a disadvantage for a large scale offensive.

Prerequisite:

- If the attacker has armor units in the battle hex and the defender has none, the attacker may declare a Panzers Attack! and charge with his armor units;
- The Weather must be sunny;
- The target hex must be clear terrain.

NOTE: TECH 1 tankettes are neither considered to be armored attackers nor armored defenders.

Effect:

The attacking armored units fire before defending non-armored units, but they must be targeted and thus reduced first by all possible hits of enemy response fire.

15.0 JERICHO TRUMPETS



The Junkers Ju 87 Stuka was a major asset in Blitzkrieg warfare. It was used as a type of air artillery, able to place bombs with deadly accuracy. Thanks to its terrifying siren - the Jericho Trumpet - it was capable of spreading fear into the

enemies' formations.

Prerequisite:

- The weather conditions must be sunny;
- The target hex must be clear terrain;
- Air recon is successfully conducted in the target hex.



Effect:

Stuka formations at full strength roll 2 more dice when attacking enemy units on the ground.

16.0 RESERVE UNITS

Having units in reserve can make the difference in critical situations.

There are two different phases during which you can put units in the Reserve Mode.

Eligible HQ

- Supreme Leaders (Churchill, Hitler, Mussolini): 1 unit anywhere
- Any Armored HQ (Rommel and Montgomery): as many units as steps it has, but in command range (5 hexes).

Motorization

During the Movement Phase the phasing player can put his TECH 2 infantry and armored class units in Reserve Mode.

These units cannot move during the Movement Phase but can instead move during the Exploitation Phase.

Reaction

During the Exploitation Phase, the phasing player can put his TECH 2 armored class units in Reserve Mode.

These units cannot move during the Exploitation Phase, but can move in the next turn, during the Defender's Reaction Phase, to reinforce battle hexes.

Procedure



To put a unit in Reserve Mode, the phasing player must spend 1 AP of an appropriate and activated HQ and put 1 black barrel over the unit in reserve.

While Strategic Leaders and Armored HQs may put a GU in Reserve Mode during the Movement Phase (Motorization), only Armored HQ may put units in Reserve during the Exploitation Phase (Reaction).

Optional: To hide the location of units in Reserve Mode, players can put a black barrel over the unit icon on their setup board.

APPENDIX: ADVANCED DEFENDER REACTION

After the phasing player declares he has finished all his movement, the non-phasing player may react to reinforce existing battles by moving both:

- Armored Units in Reserve Mode
- Air Units

Eligible HQ:

- Air HQ (SHQ and Tactical)
- HQ are activated in place (may not be moved)

Prerequisite:

- AU may react only if fuelled by an appropriate HQ
- AU/Armored Units already in a battle hex (engaged with enemy) may not react

Effect:

- The non-phasing player may react by moving any number of his Fuelled AU and any of his Armored Units in Reserve Mode to any battle location hexes or other hex within their normal range.

When the *non-phasing player* has finished, the Combat Phase starts.

17.0 NAVAL RULES

These rules are used to play the four Naval Scenarios only, which recreate four of the most important naval battles fought in

the Mediterranean during WW2 between the Italian Regia Marina and the British Royal Navy.

Also, players may decide to play the 1939 CAMPAIGN with the NAVY. In this case, these rules must be integrated with the additional rules included in the 1939 POLITICS Rules Manual.

NAVAL UNITS (NU)

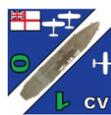
There are 2 types of Naval Units:

Surface Units:

- Aircraft Carrier (CV)
- Aircraft Escort Carrier (CVE)
- Battleship (BB)
- Cruiser (CA)
- Destroyer (DD)

Surface Units fight with guns (BB, CA and DD) or with their Air Component (CV).

BB has the largest caliber guns and can shoot at a greater distance than CA and DD. For this reason BB fires before CA and DD, and CA fires before DD.



The CV's can fire only by using their Air Component, these air units are represented by the number of airplane icons on the carrier unit.

Example: the British CV above has 2 Airplanes available when at full strength. Green steps represent the hull (0) and the deck (1) respectively. Without the Air Component, CV does not Fire at all.



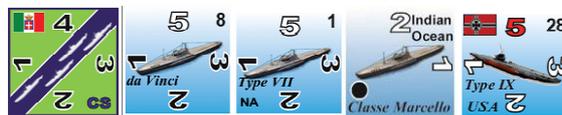
CVE fires ONLY in a Convoy Box.

When At Sea the CVE is just a target, able to absorb losses, but unable to fire at all. However; when a CVE is combined with a DD in a Convoy Box, every paired step receives a *Bonus* against enemy submarines.

Example: in the CA Convoy Box there is a 4-steps DD, a 1-step CA and a 2-step CVE. The British player rolls 7 dice, but those paired CVE/DD (2+2=4) have a Bonus, thus hit at 5 and 6, while the other 3 dice hit at 6 only.

Submarine Units:

- Coastal Submarines (CSS)
 - Oceanic Submarines (OSS): *Da Vinci* & *Type VII*
 - Trans-Oceanic Submarines (TSS): *Marcello* & *Type IX*
- Submarines are used without any difference in BIA. They play a specific role only in the 1939 CAMPAIGN.



Every NU belongs to a specific Class which defines the *Gunfire Order* in Combat and may provide a *Bonus* when firing at lower Classes:

- Class 1: BB
- Class 2: CA
- Class 3: DD
- Class 4: SS
- Class 5: CV and CVE

E.g. BB class ships get a Double Bonus when firing at DD class ships and no enemy BB or CA class ships are present.

FLEET: A fleet is made of 1 to 5 Naval blocks maximum,

STACKING: No more than 1 Fleet for each Power may stack in the same Convoy Box, while there is no limit to the number of fleets which may be at sea in the same Body of Water. The only limit is the amount of available APs from Navy HQs.

In Port, the stacking limit is 1 block/minor Port and 5 blocks/major Port and no Fuel is required, while when At Sea or in a Convoy Box, 1 AP/Fleet is needed.

NAVY HQ and FUEL: once activated in the SRM, a NAVY HQ may Fuel 1 Fleet/AP, either *At Sea* or in a *Convoy Box*. The Supreme Leader may also Fuel 1 Fleet, as above.

Fleets in Port do not need to be Fuelled.

Example: a Navy HQ activated at full strength (4 steps) may have 4 fleets at sea/convoy boxes maximum, each fleet being made of 5 blocks maximum for an hypothetical 20 Naval blocks.

Naval Combat

Naval Combat occurs automatically in the Convoy Box during the Strategic Warfare Phase or may happen during the Combat Phase if the Phasing player has declared either an Amphibious Landing or a Sea Transport and the non-phasing has successfully intercepted it during the Defender Reaction Phase.

In a Convoy Box

During the Strategic Warfare Phase, the non-phasing player may add his Subs and CV's already *At Sea*, to a Convoy Box belonging to that Body of Water.

Then, the phasing player may react, adding his CV, if already *At Sea* in the same Body of Water.

Then the Naval Combat is performed, but lasts only for 1 round.

During an Amphibious Landing or a Sea Transport

If the phasing player declares an Amphibious Landing or Sea-Transport, he may add Fleets to support the Amphibious Operation (*Accompanying Fleets*).

Then the non-phasing player may react during the Defender Reaction Phase using his Fleets already *At Sea* in the same Body of Water (he cannot move fleets from ports/convoy boxes), trying to intercept enemy naval units and transported units.

If the Interception is successful (a die roll is needed for every non-phasing player fleet *At Sea* trying to intercept), then the Naval Combat occurs in the Combat Phase.

Interception of Amphibious Landing and Sea-Transport.

Prerequisite:

- The non-phasing player has NU already *At Sea* in that Body of Water.

Effect:

- The non-phasing player may make an interception attempt.

Only Submarine and CV, if already At Sea, may move during their own Movement Phase, as an interception force, but also during their opponent's Strategic Warfare Phase (SS) and during their own Strategic Warfare Phase (CV).

No Naval HQ APs are needed for a Naval Interception.

Interception die roll is successful on a 6.

Interception Die Roll Modifiers

BONUS:

- having a higher navy Tech level (max a *Double Bonus*)
- having a CV (max 1 *Bonus*)
- 1 *Bonus* for every intercepting naval block, count from the second

MALUS:

- having a lower Navy TECH (max *Double Malus*)

NOTE: Any hit that the *Intercepting Fleet* inflicts on the *Accompanying Fleet* is automatically a hit on the Ground Units attempting the Amphibious Landing or the Sea Transport.

At the end of the round in a Naval Combat, the defender decides if he wants to retreat and then the attacker decides if he stays. Then a new combat round occurs until only one side remains.

GUNFIRE: If an *Accompanying Fleet* is not intercepted, the Fleet may support the Amphibious Landing with its gunfire.

Fire Order

- AIR (only the CV's air Component, no land-based AU can participate in a Naval Combat, nor the CVE)
- BB
- CA
- DD
- SS

The Air Component consists only of the Air Units being carried by a CV. These air units are *Torpedo Bombers* and also receive the same TECH as the bombers of the Power they belong to. If one player has *Air Superiority*, meaning he has more planes active in the naval combat than the other player, that player will fire first with all classes of units during the naval combat. If no player has *Air Superiority*, all die rolls are simultaneous. For the air combat part of the naval combat, roll one die for each airplane symbol on the CV unit's current step. A 6 is hit on the enemy's naval units, while a 1 is a hit on the air units, caused by flak of the naval units under attack. The 6 can be modified by the Tech level of the bombers as a *Bonus*, while the 1 can be modified by the opponent's Naval TECH as a *Bonus*.

Example. Two TECH 2 Torpedo Bombers attack a TECH 3 ship: they roll two dice. A 5&6 is a hit on the ship, while a 1&2&3 is a hit to the Torpedo Bombers (flak fire).

Air Superiority is checked again after the air combat, so if a naval combat starts with both players having an equal number of aircraft, both players will roll simultaneous for the air combat. But if during the air combat one player suffers more losses on his aircraft than the other player, the player with the most remaining aircraft will have *Air Superiority* for the remainder of the round.

Combat Rules

- Hit at 6
- Class *Bonus*: if no enemy ships of the same class are present, all ships of that class get a number *Bonus* equal to the difference in class
- Strongest units (highest step number) are reduced first.
- *Air Superiority*: all naval units of the side that has more air units present get the advantage of shooting first.
- TECH ADVANTAGE in NAVY: 1 hit suffered is discarded in every round of naval combat, but hits on the Air Component cannot be discarded.
- SS may be fired on only if a DD/CV/CVE is present
- SS has hit *Bonus* if not CVE/CV/DD opposed
- In the Convoy Box only, CVE's give a *Bonus* when firing at SS when combined with DD
- SS always choose the target.

Example: BATTLE AT SEA

In September '42, the British player undertakes an Amphibious Operation against Axis controlled Crete from Cyprus, where he has a Marine Infantry Unit. In the previous turn the Dieppe Raid occurred (see BIE Rules Manual), so Churchill now has a double amphibious capacity (1 long range amphibious invasion, or 2 standard invasions).



A large Royal Navy fleet (4 blocks) is In Port in Alexandria, while another 4 fleets are either At Sea/in A Convoy Box: a fleet escorting in the Indian Ocean Convoy Box, a fleet escorting in the Eastern Mediterranean Convoy Box, a fleet escorting in the Central Med Convoy Box, and another fleet At Sea in the Indian Ocean. During the SRM the British player activates Churchill with 3 steps to commit the 13th Marine Infantry unit to the Amphibious Landing and to keep 1 fleet At Sea, and Cunningham, with 4 steps, to keep 4 fleets At Sea/in Convoy box. A fleet will be accompanying the Amphibious Landing, willing to provide Naval Gunfire against the target hex occupied by an enemy unit.

During the Movement phase, the British player declares the Amphibious Landing from Nicosia to Heraklion (10 hexes – Long Range Amphibious Invasion).

As he wants to add the fleet in Alexandria, but he has already 4 fleets either At Sea/In The Convoy Boxes, he decides to put the fleet At Sea in the Indian Ocean back In Port and move instead the fleet In Port at Alexandria to the Med At Sea.

This fleet is made up of 4 blocks, but he decides to leave 1 block In Port and move the 3 other blocks (a Fleet) At Sea.

During the Defender Reaction Phase, the Italian player may react with the Regia Marina, trying to intercept the enemy threat.

The Italian player has 1 fleet in each of the following Convoy Boxes: Central Med, Eastern Med, and Western Med, while also another fleet At Sea in the Indian Ocean.

As there is not any fleet At Sea in the Med, the Italians cannot react in any way.

But let's assume, in a second example, that the Italian player had 2 fleets At Sea in the Med. One large fleet with 3 blocks and another small fleet with 2 blocks At Sea, instead of the small 1 block (at 1 step!) fleet At Sea in the Indian Ocean and the fleet escorting in the Western Med Convoy box.

The Italian declares an interception attempt with both his fleets.

He has a Tech Level Malus, and no CV.

So he needs to roll a 6 with the small fleet (second block Bonus cancels TECH Malus) and a 4 with the big fleet.

Let's assume that he rolls a 4 with both fleets, so the small one has failed the interception, while the big one is successful.

Now both players reveal their blocks:

The British player has:

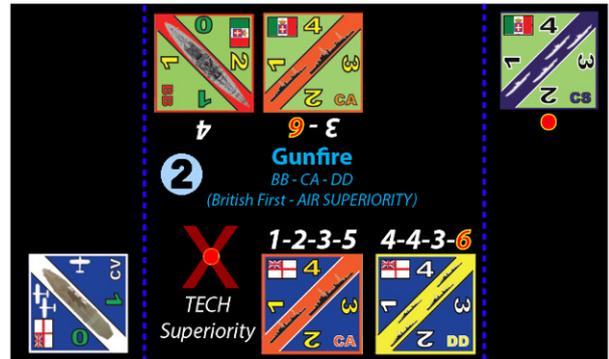
- 1 CV at full strength
- 1 4 steps CA
- 1 4 steps DD

The Italian player has:

- 1 BB at full strength
- 1 2 steps CA
- 1 2 steps SS

The British has Naval TECH Superiority (he can avoid 1 hit per combat round) and Air Superiority (the CV), thus the combat is not simultaneous (the British rolls first in every case).

The CV rolls 2 dice with the planes: 5 and 1. The British and the Italians incur 1 hit each. The British player must eliminate 1 air step of his CV due to AA gunfire, and he chooses the target: the Italian BB is hit and reduced from 2 to 1.



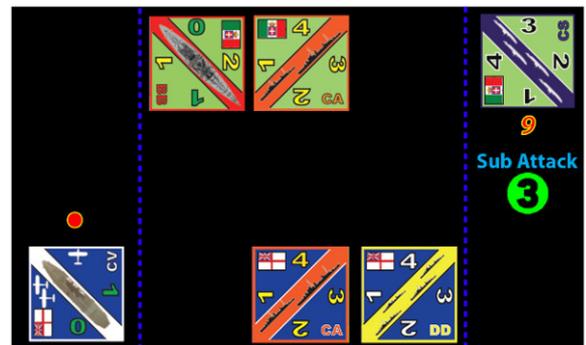
Then the Italians fire with the BB, with a Bonus, as the British has no BB. The player rolls 1 die, hitting at 5-6, but misses. Now combat occurs between the cruisers.

The British player rolls first (AIR SUPERIORITY): 4 dice, hitting at 6, but misses with all of them.

Then the Italians return fire with their CA: 2 dice rolls, 3 and 6 thus 1 hit. But the British player decides to use his TECH Bonus to cancel this hit.

Then the British player rolls with his DD, 4 dice at 6 and gets: 4-4-3-6, thus 1 hit. The Italian player reduces his SS from 2 to 1.

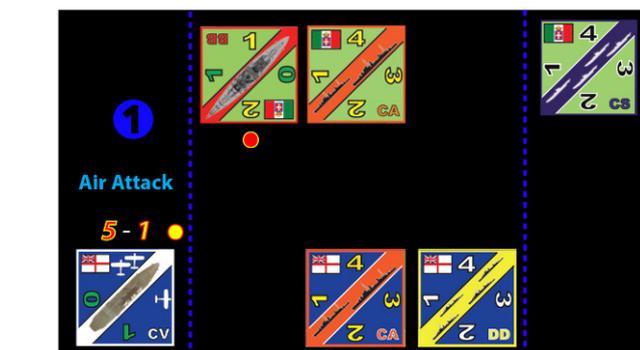
Finally the SS can fire: only the Italians have a Sub Step. It rolls 1 die, no hit Bonus as there is a British DD, but he rolls a 6!



The British has already used his TECH Bonus to discard 1 hit.

The Italian player chooses the target (Sub Attack): the CV deck (1) which is thus reduced to the 0-step (the hull).

As the CV loses its deck, it loses all its Torpedo Bombers.



The Italian player is satisfied: he has engaged the British fleet - which is no longer allowed to support the Amphibious Landing with Gunfire - and retreats in a friendly Port in the Med.

Finally note that as the British fleet has incurred one hit, the landing Marine unit incurs one hit too and is reduced from 5 to 4.