Player Reference Sheet - Sequence of Gameplay

1. **Plan**.
    a. **Turn 1: Invasion Positioning**
        1. **Place Vichy French Forces** (Axis only)
        2. Position Submarines using **Submarine Navigational Chart**
        3. **Landing Site Selection** (Allied only)
        4. Load **Convoys** and move armies on the **Eastern Mediterranean Board**. Declare if a **Malta Resupply** will occur.
    b. **Turns 2-10: Initiative and Deployment Planning**
        1. Axis Player declares if they are **Seizing the Initiative** (Cannot do so on first or last turn).
        2. Load **Convoys** and move armies on the **Eastern Mediterranean Board**. Declare if a **Malta Resupply** will occur.
        3. Position Submarines using **Submarine Navigational Chart**
2. **Operations** (Player with initiative chooses the order of Air, Maritime, and Land and who goes first in each)
    a. **Air.** Assign ***Air Missions.*** Paratroopers are dropped. Player executing a drop into combat decides in which phase the combat is conducted.
    b. **Maritime.** Assign ***Naval Missions.*** Both sides task **surface ships** then resolve in sequence. Subs only revealed when taking action or found via ASW.
    c. **Land.** Conduct ***Land Missions.*** At end of phase, if **Allies control Tunis, then the Allies win**. If no turns remain and the Axis control Tunis, then the Axis win.

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    d. **Convoy Resolution.** Reveal raiding Submarines. Roll Escorts then Raiders. Remove sunk transports and/or raiders.
    e. **Housekeeping. Land** Re-basing Aircraft. **Return raiders** to bases. Check if units are **In Supply** and resolve (if out of supply, then lose 1 SP or prevent by spending 1 supply per 4 SP).
3. **Deploy Reinforcements**
    a. **Air.** Land aircraft and airlifted units at any friendly airbase up to capacity.
    b. **Sea.** Unload convoys at open ports up to capacity.
    c. **Land.** Reinforce divisions with regiments.
4. **Vichy French Events.**
    a. **Armistice.** Allied player rolls **2d6 + cities** controlled. **10** = stand down and triggers Toulon Event. Place the **3rd Algerian Infantry Division** at **Strength 3** in Algiers. *Automatic Armistice if the Allies hold **6** Cities.*
    b. Allied player may spend 1 supply token on the **3rd Algerian Infantry Division** at any time to equip and replace the division block with the **3rd Algerian Infantry Division without a negative modifier.** Division may not move the turn it is upgraded.
    c. **Toulon Event**. Axis player rolls 1d6 + 1 per land unit assigned to Toulon. Any ships captured may enter the board via any north edge hex in 2 turns as reinforcements.
    6 = Total Success. 1 Attack Group, 2 Escort Groups, and 1 Submarine Squadron.
    5 = Success. 1 Attack Group, 1 Escort Group and 1 Submarine Squadron.
    4 = Limited Success. 1 Escort Group and 1 Submarine Squadron
    1-3 = Total Failure. No ships

Land Missions

Move
Inf = 2, Mech and AR = 4

Attack
1 Supply spent per 4 SPs

Defend
Mountains: -1 d6 Attacker
Cities: +1 d6 Defender
Max 8 SPs



Entrench (Cost 1 Supply)
- 1 Die to Attacker (Max 1 per Hex)
Fortification is permanent entrenchment.
May be first land, port, or airfield casualty.

Open Port
Enable deployment

Sabotage Port/Airfield
Spend 1 MP per point of damage



Equip French Division
Allies Only. Division may not move or fight this turn.
If attacked, cancel the equipping mission.

Air Missions



Strike / Convoy Raid
Fighter Gp: 6
Bomber Gp: 8



Close Air Support
Fighter Gp: 8
Bomber Gp: 6



Intercept (DCA)
Fighter Gp: **8 vs Air**, 6 vs Ship
Bomber Gp: 6 vs Air, **8 vs Ship**



Escort (OCA)
Fighter Gp: 8
Bomber Gp: 6



Interdict



ASW Patrol (Air)
Reveal and Prevent Sub Missions
No attack permitted



Re-Base



Air Lift / Air Drop 2 units/turn
Air Lift = Airfield to Airfield
Air Drop = 16 Hexes away from Airfield

Naval Missions

(Resolve in Sequence)



Escort



Sea Control



ASW Patrol (Naval)
Reveal and Prevent Sub Missions
May attack Subs



Port Raid / Sub Strike
Surface Raids on Ports
Submarine Strikes on Ports or Warships



Naval Support
+1d6 to land battle



Open Port
Enable deployment



Sabotage Port
Inflict up to 3 points of damage



Convoy Raid
Escorts Fire First, Raiders Fire Second
(Target escorts or transports)

Player Reference Sheet - Combat Resolution Guidelines

- **Winner = highest sum**.
- **Casualties** = quantity of **dice rolled showing 5+.**
- Roll dice equal to strength points and modifiers.
- Determine winner and casualties. Loser retreats.
- CAS has no effect if executed after a land or sea battle.
- Submarines can only take more than 1 SP damage during sea control battles.
- Land and Air units without an uncontested path to a friendly port will lose 1 SP at the end of the turn.

Air Combat

1. **All:**
   a. Interceptors engage offensive Escorts (1:1 ratio) if present. Resolve hits.
   b. Remaining Interceptors may engage Attacking or Transporting aircraft. Resolve hits.

Then:

2. **Strike:** Surviving Attackers attack target. Defensive fire from ships is simultaneous. Resolve hits.
3. **Convoy Raid:** Place aircraft in convoy hex. After resolving interceptors and local air defense, move surviving attackers to the corresponding convoy box.
4. **Close Air Support:** Place a CAS marker in the hex and add die/dice roll to a future battle.
5. **Interdiction:** Surviving Interdictors impose a single -1 MP to opposing units. Both sides may interdict the same hex with equal effects.
6. **Air Lift and Air Drop (up to 2 units moved per turn)**
   a. Transports represented by the transporting unit. Interceptors may attack transports along any hex of travel. Resolve hits at random. A hit destroys the unit. A player's transport capacity is never reduced between turns.
   b. A surviving air transport completes the air lift or air drop.
   c. The dropping player decides if battle will be conducted immediately with the paratrooper or to wait until the land phase.
7. **ASW Patrol**. Opposing player must **reveal any submarines** present and cancel any missions.

Land Combat

8. **Ground Attack**
   a. Attacking player declares which units are attacking and places them in the target hex. Limit is **8 SPs** in a hex per side.
   b. Attacking player expends 1 supply cube for every 4 SPs attacking.
   c. Attacker declares modifiers followed by the defender.
   d. Roll dice equal to unit combat values and modifiers. Resolve hits. Loser retreats. If no space to retreat, then the player 'surrenders' excess SPs.
   e. Entrenchments and fortifications absorb the first hit. The defender may choose to retreat a unit +1 hex to ignore one casualty once. If the defender wins but chooses to retreat to save a casualty, then leave the hex vacant.
   f. Land units which were in the origin hex, did not fight, but have MPs left may advance immediately into the hex after a successful attack.

Sea Combat

1. **Sea Control (Default)**
   a. Move naval forces to a sea zone. Defender declares if they will accept or refuse battle and may stop other missions to participate in sea control. If the defender refuses battle, then flip blocks face down and return to a port at end of turn (without crossing an enemy minefield). Their only further action is self-defense.
   b. Attacker and Defender set aside any ships with missions separate from Sea Control (e.g. Naval Support or Convoy Raid) or ships intending to leave the hex for other missions (only possible if at least one unit is conducting sea control). Roll dice equal to unit combat values and CAS modifiers. Resolve hits. The loser flips the ships down and must return to port at the end of the turn, without crossing a minefield. Their only further action is self-defense.
2. **ASW Patrol**
   a. Declare a hex to conduct a patrol.
   b. Player must **reveal any submarines** present. All submarine actions in that hex are cancelled for the turn.
   c. Naval units conducting ASW units may choose to attack the submarine(s), but for no more than 1 SP damage each.
3. **Naval Support to Ground Forces**
   a. Place a surface ship in a coastal hex or adjacent to a coastal hex and indicate it will support ground forces.
   b. When a land battle occurs, add 1d6 to the roll. If both sides have naval support, then they cancel each other out.
4. **Submarine Strike**
   a. Attacker activates a submarine in a sea hex, looks at enemy units in the hex, and decides their target (surface ship or port).
   b. Roll the submarine strike and resolve. The ship does not return fire.
5. **Convoy Raid**
   a. *During Maritime Operations:* Place ships in a convoy hex. If surface ships are present, then attacker must win a sea control battle before **surface ships** may raid the convoy. Ships conducting sea control do not raid the convoy.
   b. If the attacker loses sea control battle, then flip opposing blocks face down and return to port at end of turn. Only further action is self-defense. If the owner of the convoy does not contest sea control, then all sea control ships may become raiders.
   c. *During Convoy Resolution:* Reveal raiding submarines
   d. Defensive Escorts engage convoy raiders. Resolve hits; however, no more than 1 SP damage on raiding submarines.
   e. Surviving convoy raiders roll dice. Escorts force submarines to roll with a roll modifier of -1.
   f. Hits are randomly inflicted on the transports by rolling a die approximately equal to possible targets. Roll until a hit is determined.