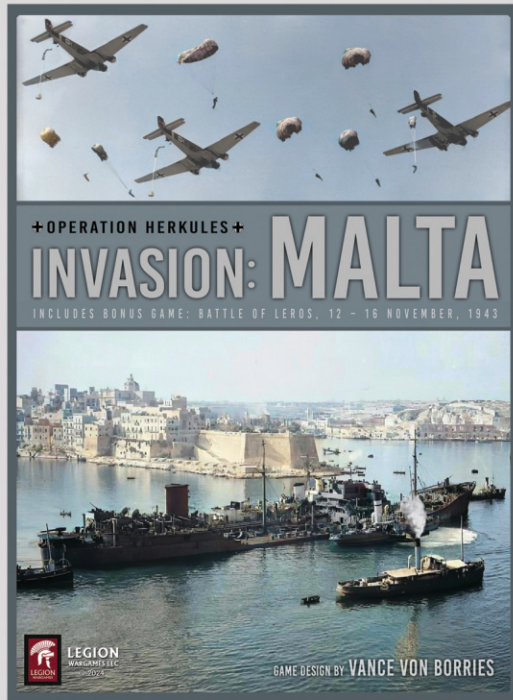# RULES OF PLAY

1.0 Introduction

"… we shall defend our island, whatever the cost may be. We shall fight on the beaches; we shall fight on the landing grounds; we shall fight in the fields and in the streets; we shall fight in the hills; we shall never surrender."

- Churchill, to the House of Commons, 4 June 1940
(primarily referring to the defense of England)

1.1 Historical Setting - Malta

At about 95 square miles, Malta is the largest of a grouping of small islands lying almost exactly at the center of the Mediterranean thereby making it the strategic focus of the entire region. This accounts for the prominent role the island has played in world history. From the time of Homer's *The Odyssey* to the present Malta has seen a succession of invaders: Phoenicians, Greeks, Carthaginians, Romans, Vandals, Goths, Byzantines, Arabs, Normans, Spanish, The Knights (Hospitalers) of St. John of Jerusalem, Turks, French, and finally the British. Now it may be the turn of the Italians and Germans.

As the Axis player, you know that the British fleet will attempt to rescue Malta's defenders, but it cannot arrive before the third night. You have three days to gain convincing control over the island and thereby force a British surrender. But you must move quickly so that the British do not stalemate you, for then your forces may be the ones surrendering.

1.2 Historical Setting – Leros

With the surrender of Italy in September 1943 Germany resolved to recover as much ground and material as possible in the face of a fearsome Allied offensive in southern Italy. In the Aegean the Allies committed little and hoped to gain easy victories, often by entering islands occupied only by Italians. Germany acted quickly to preserve strategic dominance of the region by use of paratroops and minor naval forces. Germany showed once again from lessons taught in 1941 that naval power alone cannot stand for long against enemy air superiority. Both sides felt the sting of enemy air action but over Leros on 12 November 1943, an island occupied by 2900 British combat troops in addition to the original Italian garrison of about 5500 men. Here, the Germans delivered their most decisive air assault since Crete in May 1941.

1.3   General Introduction

"Keep your shirt on, Field Marshal Kesselring, I'm going to do it."

- Adolf Hitler to Kesselring, February 1942

Invasion: Malta is a grand-tactical level game of possible WWII invasions of Malta and the historical invasion of Leros. The most likely scenario for Malta was the one planned for early August 1942. The game requires two players. One player controls the Axis forces, and his opponent controls the Allied forces. The players maneuver their units across the map and conduct airborne and amphibious invasions that result in combat, according to the rules of play. In each scenario the Axis player wins by capturing and holding various objectives. These objectives count towards the victory conditions of that scenario. The Allied player wins the game by avoiding these conditions. You will find a few rules marked **Optional**. Players can add these by mutual agreement before play starts. We recommend you visit the official game discussion topic on Consimworld to share your play experiences with others. You can find the ***Invasion: Malta*** game topic by visiting: http://talk.consimworld.com then navigate to Era: World War II/Individual Games, North Africa/Med Front, Invasion: Malta.

2.0 Game Components

This game contains:
- Three 22" x 25.5" maps
- 704 die-cut playing pieces (four counter sheets)
- One Rules Book
- One Scenario Book
- Four Axis Set Up cards
- Four Allied Set Up cards
- Six Player Aid cards (8.5" x 11")
- One Extended Sequence of Play card (11" x 17")
- One ten-sided die

2.1   The Game Maps

The maps have a grid of hexagons (called "hexes") superimposed over the terrain features to facilitate the movement and positioning of the playing pieces. A game piece occupies only one hex at a time. Each hex has a four-digit identification number, used for game reference purposes. Each hex on either map represents about 630 yards of real terrain from side to side.

2.2   Playing Pieces

2.21 - There are five types of playing pieces.

Combat units represent the military units that fought (or could have fought) in these battles. They have a printed movement allowance and combat values.

Air units have an aircraft silhouette.

Naval units have a ship silhouette.

Activation markers have a flag symbol. These are not placed on the map, but are used to determine which formation is active [4.3].

Player Aid markers are all remaining pieces. These are used to assist game play. There should be enough markers provided with the game. If you need more, make some with blank counters. The number of markers does not constitute a design limit.

2.22 - Identification

A. Nationality
The background color on each unit identifies nationality. Although the reduced side on each unit shows a lighter shade, it remains the same nationality.

Nationality	Color
German (Axis):	*Gray*
Italian (Axis, but Allied in Scenario 4):	*Green*
British (Allied):	*Khaki*

B. Formations
Certain groups of units are identified by "Formation," usually a division. Each Axis Formation has a different color-coding in their unit type symbol. Units with a white unit type symbol or unit size box, including Axis armored units, are Army units and not part of a Formation [7.2]. Allied Formations differ considerably, grouped according to sectors on the map [4.5].

	ID	Color	Formation Name
German	7	*Mustard*	Flieger Division 7
	O	*Red*	Kampfgruppe Ost
	R	*Blue*	Ramcke Brigade
	St	*Blue*	Sturm Regiment
Italian	Fo	*Gray*	Folgore Division
	F	*Tan*	Friuli Division
	L	*Red*	Livorno Division
	M	*Yellow*	M Brigade
	S	*Orange*	Superga Division

2.23 - Explanation of Ground Unit Values

Example of a (non-Artillery) Combat Unit:
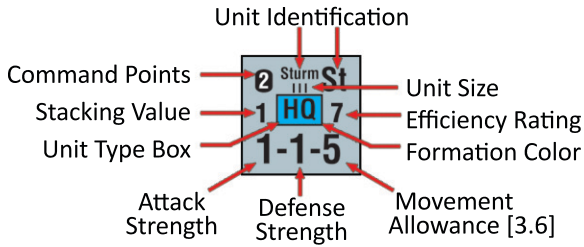
Attack Strength is a combat unit's strength when attacking.

Defense Strength is a combat unit's strength when defending.

Movement Allowance (MA) is the maximum number of clear terrain hexes a unit can enter in one Movement Phase using movement procedures. Units with their MA shown in either an orange circle or a red box are considered Motorized units [3.62].

Stacking Value is the amount of space that a combat unit occupies in a stack of units.

Command Point is a die roll modifier value available to be applied to Coordination and ER Checks.

Efficiency Rating is a number showing a unit's relative ability to perform well.

Unit Identification is the historical name or number of a unit. Each is unique. See 21.1 for a list of abbreviations.

2.24 - Explanation of Artillery Unit Values

Artillery is any combat unit with a range value. These are the same as ground units but with the following additions (or changes):

Example of an Artillery Unit:
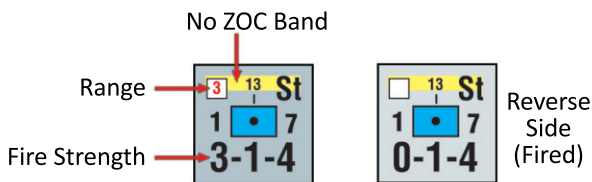
Range is the maximum number of hexes an artillery unit can be from a Defender hex and still function.

Fire Strength is the strength the unit contributes to a Bombardment.

No ZOC Band indicates the unit does not exert a Zone of Control [3.24] into any adjacent hex.

2.25 - Activation Markers

Example of an Activation Marker:
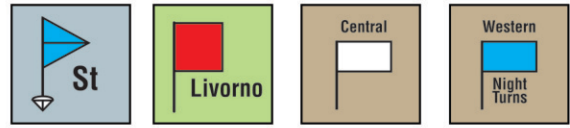
2.26   Unit size symbols

... Platoon
I   Company or Battery
II   Battalion
III   Regiment
X   Brigade
(+)   with added elements
(-)   without some elements

2.27 - Unit type symbols

A double box unit type symbol indicates two like sized units combined into one game unit

Vehicle icons on armored units

Allied: (The blue color applies only in Scenario 3)

Matilda	II A9	A13	MkVIb

Axis: (all axis armored units are Army-level units)

PzIV G	T-34 (captured)	KV II (captured)

Semovente L-40	Semovente 75/18

2.28 - Air and Naval Units

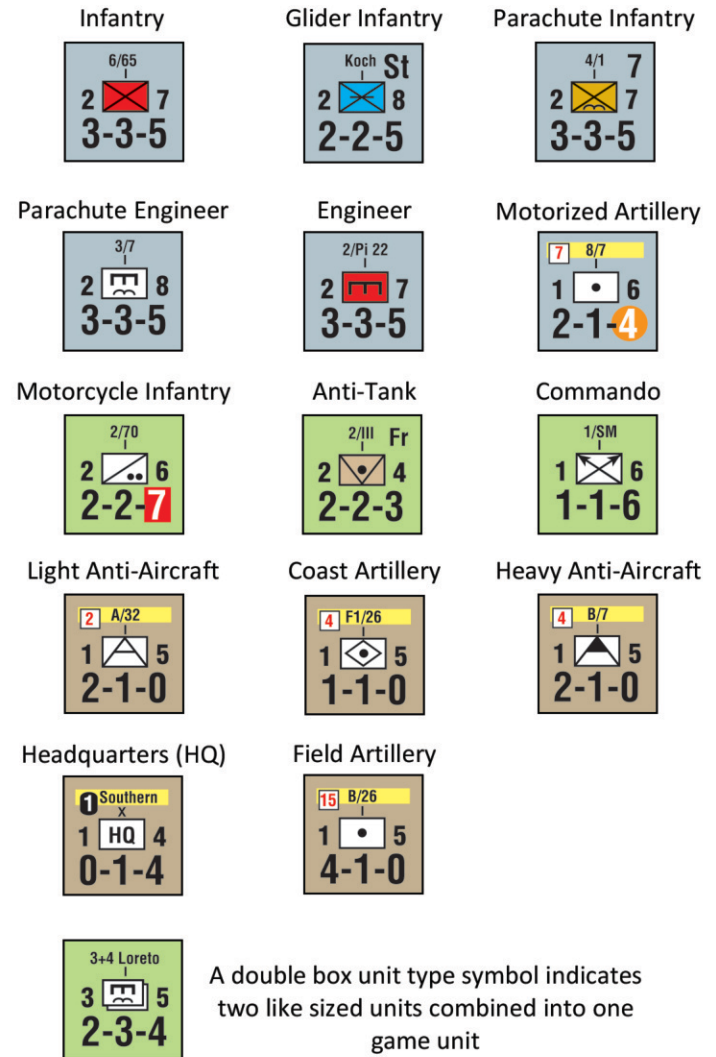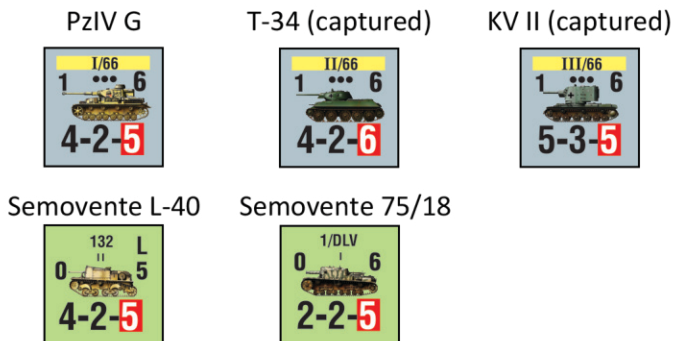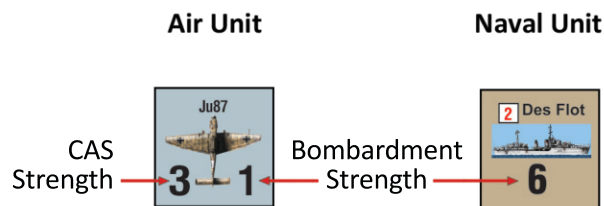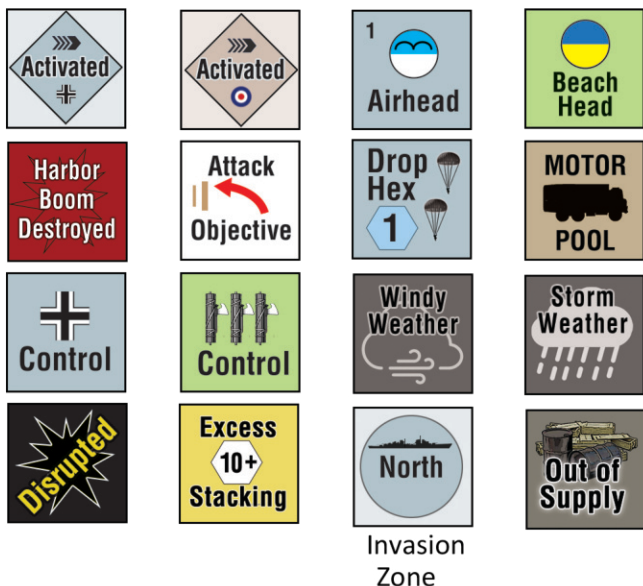| Air Unit	Naval Unit

CAS Strength → Bombardment Strength

CAS strength consists of points used in Combat Air Support.

Bombardment strength is the strength the unit contributes to a Bombardment.

2.29 - Player Aid Markers

Invasion Zone

2.3 Player Aid Cards

Various visual aids are provided to simplify and display certain game functions. Some of these have been printed on the map while others are on Player Aid Cards. Place these to the side of the map for easy reference. The use of each chart or table is explained in the appropriate rules section.

2.4 The Die

The game uses a ten-sided die. The number "0" is read as ten (10), not zero (0). To perform many game functions, you will roll the die to determine a result. Often you will modify the actual die roll result by plus (+) or minus (-) amounts. These are called Die Roll Modifiers (DRMs).

2.5 Frequently Used Abbreviations:

AA	Anti-Aircraft	11.31
AM	Activation Marker	4.41
CAS	Close Air Support	11.5
DRM	Die Roll Modifier	2.4
ER	Efficiency Rating	3.7
HQ	Headquarters (unit)	4.3
KG	Kampfgruppe	15.13
MA	Movement Allowance	8.11
MP	Movement Point	8.11
OoS	Out of Supply	6.11
TEC	Terrain Effects Chart	8.11
TRT	Turn Record Track	4.14
ZOC	Zone of Control	3.2

3.0 Game Concepts

3.1 Terminology

3.11 - Friendly and Enemy

- Units
  If you are the Axis player, all Axis units are friendly and all Allied units are enemy units. The situation is reversed for the Allied player.

- **Sequences and Phases**
  A turn divides into Segments that further divide into Sequences and then Phases [4.2 and 7.1]. During some, both players can perform activities. During others, only one player, called the active, or friendly, player can perform activities. If his opponent conducts activities that phase, then the opponent is the non-active, or enemy, player. Axis sequences and phases are friendly to the Axis player, and enemy to the Allied player. Allied sequences and phases are friendly to the Allied player, and enemy to the Axis player.

- **Hexes**
  Those last occupied, controlled, or passed through by Axis combat units are friendly to the Axis player; those last occupied, controlled, or passed through by Allied combat units are friendly to the Allied player. Only the Axis player has Control Markers.

3.12 - Controlled Hexes
A hex is controlled by one player if:

- One or more of his combat units occupies the hex, **or**

- One or more of his combat units currently projects an uncontested Zone of Control [3.2] into the hex.

3.13 - Contested Hexes
If both friendly and enemy combat units project a Zone of Control into a vacant hex, both zones co-exist and the hex is contested. Neither player controls a contested hex.

3.14 - Contiguous Hexes
This is an unbroken series of connected adjacent hexes used for movement, range, and Supply Routes.

3.2 Zone of Control

During the GOC`s visit he had cause to rebuke a sentry [of 1/DLI] who failed to ask the General for his identification papers. The General asked the sentry "Why didn't you ask for my papers?" The sentry replied, "I know who you are Sir!" "Who do you think I am?" asked the General. "You are Major General Daniel Marcus William Beak, Victoria Cross, Distinguished Service Order, Military Cross ... (short pause) … and Bar, Sir!"

- From the website of the DLI Regt.

All combat units have a Zone of Control (ZOC). An enemy ZOC affects tracing a friendly Supply Route [6.2], inhibits the movement of friendly units [8.2], and restricts a unit's retreat [13.35] after combat.

Example of a Zone of Control:
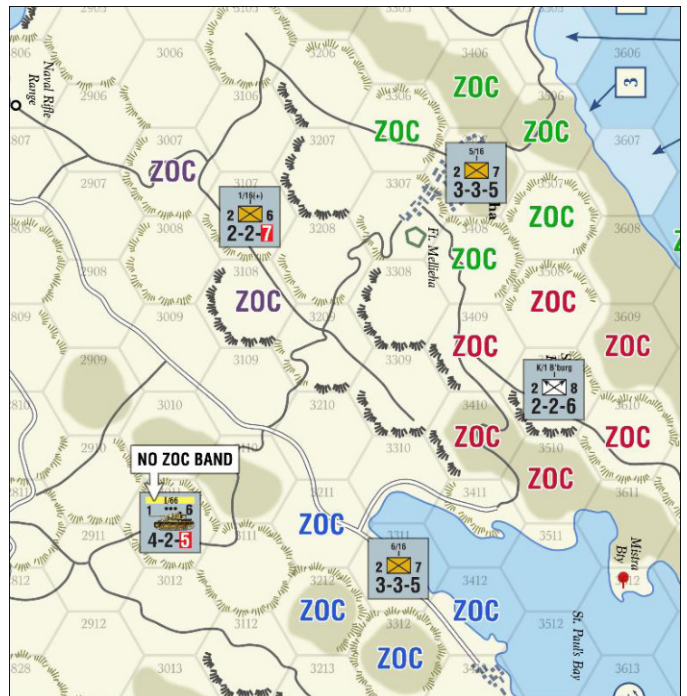
- Commando units can cross a cliff hexside and therefore project a ZOC across a cliff hexsides.
- A red-box MA unit would project its ZOC along a road, but not off-road [3.62].
- Rule 3.25 applies even when the fort is not occupied.
- All-sea hexsides are impassable.

3.21 - The hex a combat unit occupies and the six hexes adjacent to it constitute that unit's ZOC. A combat unit always controls the hex it occupies, even when in the ZOC of an adjacent enemy unit.

3.22 - A unit projects its ZOC into, and out of, all hex types and across all hexsides, except those prohibited to its movement [8.35], regardless of the movement point cost to enter the adjacent terrain, or the presence of an enemy unit in that hex.

3.23 - There is no additional effect when multiple units project a ZOC into a hex. A friendly unit's ZOC does not affect the movement of other friendly units.

3.24 - Limited ZOC
A unit with a No ZOC band does not project ZOC into any of the six adjacent hexes. It controls only the hex it occupies. If at least one combat unit in a hex [Exclude units under the Excess Stacking marker, 3.34] projects a ZOC (it does not have the No ZOC band), then all combat units in that hex project a ZOC into the adjacent hexes.

3.25 - ZOC does not extend into adjacent hexes that include Fort. But a unit's ZOC does extend out of fort.

3.26 - Air units, naval units, and player aid markers never have a ZOC.

3.3 Stacking

Stacking refers to placing more than one combat unit in a hex at the same time. The position of a unit within a stack has no effect on play.

3.31 - All combat units have a stacking point value. A few have a zero (0) stacking value which can stack without limit. Air units, naval units, and markers stack freely without limit.

3.32 - A maximum of nine (9) stacking points of units can regularly occupy a hex at the end of any phase [but see 3.34]. Units currently moving or retreating can pass through stacks of friendly units without regard to the stacking limit.

3.33 - Restrictions on all motorized units [8.33]

- A motorized unit can pass through another motorized unit only while moving on main road (not minor road), airfield, or urban.

- Motorized units can attack the same Defender hex from different hexes (but not across hexes they cannot move across).

- A hex can be occupied by only one armored unit at a time, any time, even in the middle of a phase.

Note: An armored unit on a minor road effectively makes that hex prohibited to movement by another armored unit. Be careful when moving these units.

3.34 - Excess Stacking
While as many units as desired can stack, if a stack exceeds the maximum [3.32] at the end of any phase, the owning player designates the excess as over-stacked by placing them at the bottom of the stack under an Excess Stacking marker. Any unit(s) in the stack can be chosen to be the ones over-stacked, including Disrupted units. Remove the Excess Stacking marker when the stack is at the regular stacking limit [3.32] at the end of any game phase.

- Units cannot be declared as over-stacked as long as regular stacking exists in that hex.

- A unit can move onto other units to create over-stacking.

- Units designated as over-stacked do not contribute their strength to combat as long as they are over-stacked and therefore do not participate. However, they are affected by combat results [13.23 and 13.32].

- Over-stacked units do not exert ZOC into adjacent hexes.

Note: A unit may create an over-stacking situation but itself be partly within the stacking limit. In this case the whole unit is treated as over-stacked.

3.35 - Players can freely inspect enemy stacks. Game markers should be placed on top of the unit (or group of units) they affect.

3.4 Unit Steps

Steps represent the durability or staying power of combat units. Units may lose steps as a result of Naval Transport, Air Transport, Paradrop, Landing Condition, Bombardment, or Combat.

3.41 - Combat units have either one or two steps of strength. A unit with strengths printed on both of its sides has two steps; its front side shows the unit at full strength, and its reverse side represents the unit at reduced strength. A unit with strengths printed only on its front side has only one step.

3.42 - HQ and artillery units have only one step. The reverse side of an HQ unit indicates that the HQ has spent its command points [17.2]. The reverse side of an artillery unit [10.14] indicates that it is Fired and therefore is not eligible to use its strength again during the current activation.

3.5 Halving and Rounding

3.51 - Attack strength and movement allowance can be halved, defense strength cannot.

3.52 - Some units may be subject to halving while others are not. Total the strengths of the affected units, halve that total, and drop the fraction. Now add their remaining strength to friendly units that were not halved.
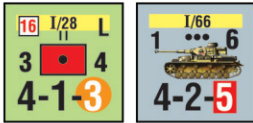
3.53 - Because fractions are dropped, a unit's attack strength might be reduced to zero. If reduced to zero, it cannot attack, even if with units that can attack.

3.6 Combat Unit Movement Classes

All units are either motorized or non-motorized.

 3.61 - Non-motorized units are units with a plain black movement allowance.

 3.62 - Motorized units are all units with their MA shown in either an orange circle or a red box.

3.63 - Orange-circle MA units cannot:

- Conduct Infiltration Movement [8.24]
- Retreat [13.3]
- Advance after combat [13.5]
- Move on certain terrain [8.33]

Design Note: Orange-circle MA units consist of towed artillery. They lack mobility compared to other types of units.

3.64 - Armored units have a vehicle icon on the counter in place of a unit type box. Only one armored unit is allowed in a hex at any time. Other red-box MA units are restricted by rule 3.33.

3.7 Efficiency and Lead Units

The Efficiency Rating (ER) on each unit represents that unit's level of training, cohesion, and effectiveness in combat. A higher ER means a better unit. A number of game procedures require a unit (or a group of units) to pass an ER check.

3.71 - To perform an ER check for a unit, the owning player rolls the die, applies applicable DRMs, and compares the result to the unit's ER. Results are:

Pass If the result is equal to or less than the ER

Fail If the result is greater than the ER

3.72 - Lead Unit
Some procedures require that the results of an ER check apply to several units. To simplify what could otherwise be many die rolls, a player chooses one unit to represent all of the units that could be affected by a given ER check. This unit is called the Lead unit. Use its ER to decide the success or failure of the ER check.

Note: Use the unit's current ER. Its ER may have been reduced [3.82 and 6.15].

3.73 - Choosing the Lead unit

- The owning player always chooses his Lead unit.
- Player need not choose the unit with the highest ER rating.
- Player can choose different Lead units for different game functions each turn.
- Player chooses before the die roll it affects.
- Player cannot choose an over-stacked unit.

3.74 - The Lead unit can only be from the currently active Formation, or an Army unit activated with that Formation [7.2]. It takes the first step of any loss.

3.75 - A unit's ER can be reduced permanently during step reduction or reduced temporarily due to Disruption [3.82] or being Out of Supply [6.15]. A unit's ER cannot be reduced below one (1).

Note: The reduced-step side of many units shows a reduced ER.

3.8 Disruption

Disruption is a temporary impairment of a unit's capabilities.

3.81 - A Disruption result may affect all of the units in the stack. Place a Disruption marker on top of the affected unit (or stack) when it becomes Disrupted.

3.82 - Disruption can result from the following:

- Combat [9.1]: all designated participating units, attacker or defender
- Bombardment [10.28]: all units in the hex
- Air Bombardment [11.45]: all units in the hex
- Paradrop landing condition [15.51]: the landing unit
- Landing Condition Table [16.33]: all units in the hex

3.83 - Disruption effects on a unit (cumulative):

- Reduce its ER by two (2)
- Reduce its MA by half (drop fraction) before computing MA reduction for Out of Supply [6.15]
- Cannot cross cliff hexside [17.31]
- Disrupted artillery cannot conduct Bombardment [10.2] or attack [10.31]
- Cannot conduct AA Fire [11.3]
- If attacking, Combat Coordination [12.42] is required
- A Disrupted HQ cannot spend command points [17.21] and becomes ineligible to hold CAS missions [11.52]

3.84 - If a stack contains both Disrupted and non-Disrupted units, place the non-Disrupted units on top of the Disruption marker and the Disrupted units under the Disruption marker.

> IMPORTANT: Where at least one unit in a hex is already Disrupted and now that hex suffers a Disruption result, conduct an ER check on all previously Disrupted units in that hex as a group, including over-stacked units. Choose a Lead unit (excluding the previously non-Disrupted units). Roll once for the group. If it fails its ER check, that group takes one step of loss in addition to any previous loss, owner's choice of unit, and remains Disrupted. Any previously non-Disrupted units do not perform an ER check, they have only now become Disrupted.

3.84 - Remove Disruption markers during the Recovery Phase, as follows:

- Automatically remove all Disruption markers from units that are not in an enemy ZOC. [**Exception:** Italian units]

- If it is in an enemy ZOC, or it is an Italian unit (located anywhere), make an ER check for each Disrupted unit.

> Note: Use the lowered ER for Disruption or Out of Supply]. DRMs can be applied from the use of command points [17.2].

4.0 Playing the Game

4.1 Preparing for Play

4.11 - Choose which scenario to play, and then locate the required game components.

4.12 - Set up and align the map, scenario setup cards, and any needed player aid cards.

4.13 - Arrange Scenario Units
Arrange Scenario Units. Players place all their air, naval, and ground units and markers on their unit representations on the set-up cards for the scenario they have chosen. All units begin the game at full strength and some units may start Disrupted. Not all units are used in every scenario.

4.14 - Unit and Markers Placement Procedure.
Follow the sequence below for all scenarios. Play begins at the conclusion of Step 6.

STEP 1: Place Markers

- Place the Turn marker in the GT 1 box on the Turn Record Track

- Place the Motor Pool marker on the Motor Pool Track (see scenario set up)

STEP 2: Initial Land Placement
The Allied player examines the At Start section of his set-up card. Allied units are divided into two groups, Group **A** and Group **B**. He now places Group **A** units on their designated (historical) locations. There is no placement option about Group **A**.

> Note: For those of you who will reposition Group **A** units anyway, the coast artillery units listed on the Coast Artillery Charts (having no range value) should be placed historically or the numbers on the Chart will be wrong and you will have made a mess of your game. Regardless, all coast artillery units should be placed only on hexes that include a battery or fort. All coast artillery required special mountings in concrete and other special equipment to be mounted properly. They would have to be in place before the start of the war. Regardless, we urge that you try historical placement the first time you play the game.

STEP 3: Invasion Zone Markers
Invasion Zone Markers. For each of his Naval Transport Convoys [16.2] the Axis player chooses an Invasion Zone marker [16.22] and places it on the indicated box on his set up card. The Allied player cannot examine them.

> Note: This choice precedes placement of Allied Group **B** units on the map.

STEP 4: Air Units
The Axis player transfers all air units to be used for CAS missions for the turn from the set-up card to an opaque cup. At the start of any AM or PM turn he can choose to conduct Air Bombardments prior to the first activation [11.4] and places these units in the Air Bombardment Box.

STEP 5: Activation markers
Activation Markers [4.4] of both players go into the same opaque cup (the same one as the air units) for random drawing.

STEP 6: Final Land Placement
Allied player places all Group **B** units, as desired, but no more than one infantry type unit of Group **B** per hex.

> Design Note: In all scenarios Allied units had been under continuous air bombardment; dispersal was necessary.

4.15 - **Optional:** Historical Placement.
Players can choose the historical set up for Group **B** for any scenario. The placement hexes for all Allied units are shown on the set-up cards. The planned invasion hexes for the Axis in Scenario 3 are also shown.

4.16 - Some units are left on the set-up cards until their indicated turn of arrival. This is the first turn they can be used or moved onto the map.

4.17 - Scenario Special Rules.
Each scenario includes special rules applying only to that scenario. Take some time to review these before beginning play.

4.18 - Once placement is complete, play begins. Play follows the Sequence of Play [4.21].

4.2 Turn Outline

The game is played in successive Game Turns (also called "turns" or "GTs"), each composed of the segments and phases outlined below. Examine the Expanded Sequence of Play for a more detailed listing of the events within each phase.

4.21 - Sequence of Play

A. STRATEGIC SEGMENT (Do this once a turn)
  1. Weather Phase
  2. Air Readiness Phase
  3. Bombardment Phase – Air and naval only
  4. AA Reset Phase (Allied player only)

B. OPERATIONS SEGMENT
  1. First Operations Sequence [see scenario rules]
  2. All Subsequent Operations Sequences
     • Randomly draw one piece from the opaque cup (an Activation Marker [4.4] or an air unit).
     • The active player conducts a Ground Operations Sequence, places CAS air units, or takes the Pass Option.
  3. Players continue Operations Sequences until all Activation markers have been played.

C. REORGANIZATION SEGMENT (Do this once a turn)
  1. Supply Status Phase
  2. Recovery Phase
  3. Victory Conditions Phase

4.22 - Follow the sequence above each turn until the end of the final turn of the scenario, unless a Sudden Victory has occurred [19.2]. At that point evaluate the players' performance according to the scenario victory conditions to determine the winner.

4.3 Formations

Formations represent historical divisions, or groupings of units, normally consisting of a Headquarters (HQ) unit plus other units of various types. Some Formations have more than one HQ. A Formation HQ does not belong to a higher game Formation.

4.31 - Formation Color
Each Axis Formation has a different color in the unit type boxes (or unit size boxes, for vehicle icon units). All units belonging to the same Formation have the same color in their unit type or size boxes. Allied Formations [4.5] differ considerably.

4.32 - Axis units with white unit type or size boxes are Army units. These can be used, within limits, with any Formation [7.3]. There are no Allied player Army units.

4.4 Activation Markers

4.41 - Each Formation has one or more Activation Markers (AMs). During the Operations Segment, players will draw AMs (and air units) at random, one at a time from the same opaque cup during each Operations Sequence.

4.42 - When an AM is drawn and played, all units (regardless of location) of that Formation are activated. This Formation becomes the Active Formation; all other Formations, including others on the same side, are non-active Formations, and their units cannot move. Do not return the AMs to the opaque cup until the Recovery Phase.

Example: It is the start of a new Operations Sequence. One piece is drawn randomly from the opaque cup. It is the AM for the Axis "Livorno" Formation. Because it is Axis, the Axis player now can conduct an Operation. He chooses to play it, thereby activating all units of the "Livorno" Formation. If he chooses the Pass Option, no Formation activates and no game phases are played. With activation the Axis player moves units of only the "Livorno" Formation during this Operations Segment, plus any Army units he chooses to activate [7.2].

4.43 - If all the units of a Formation have been removed from play (or if Allied, no longer present in the Formation Sector), remove that Formation's AM from play immediately. If one of its units returns to play (or an Allied combat unit enters that Formation's Sector), restore the AM.

4.5   Allied Formations

"[The role of each Inf. Bde is] to defeat and utterly destroy any enemy within the limits of their Brigade boundaries."

- Malta Command Military Defense Scheme, 1942

4.51 - An Allied Formation consists of all friendly units currently within its Sector boundaries, as printed on the game map. There are three Sectors. If no Allied unit is in a Sector then that Formation cannot be activated until a friendly unit begins a turn in that Sector. Its AM is not available until then.

4.52 - A unit activated in one Sector that moves (or advances or retreats after combat) to another Sector receives an Activated marker for the remainder of the turn if it remains in a different Sector. It can no longer move this turn. Next turn it activates only with that new Sector. It can remain with that Formation (Sector) as long as desired and change to other Formations (Sectors) as often as desired. Remove the Activated markers during the Recovery Phase.

Design Note: On Malta the British Sector Command arrangement was rigid. The tactical communications network could not support operations in other sectors. Effectively, each Sector would be on its own.

5.0 Weather

Weather conditions influenced the operations of both sides during the Leros battle and could do so in one of the Malta scenarios. Determine game weather each turn. The game rules are written assuming Good weather.

5.1   Weather Conditions

5.1 - There are three possible weather conditions:

Good, *Windy*, *Storm*.

5.11 - Determine the turn's weather condition each turn during the Weather Phase. Roll the die and consult the Weather Table for the result [There are no DRMs]. The weather condition applies to the entire map, all holding boxes, and all game functions.

5.12 - Place the Weather marker on the Turn Box on the Turn Record Track (TRT) to indicate the current turn and the weather condition for the turn.

5.13 - Weather conditions apply during all scenarios. Good weather automatically applies for all turns during Scenarios 2 and 3 and on certain other designated turns [see scenario rules] for Scenarios 1 and 4.

5.2   Weather Effects

5.21 - Windy weather affects the following:
- Air Bombardment [11.4]
- Paradrop is prohibited [15.12]
- Naval transport [16.12]
- Amphibious Invasion [16.3]

5.22 - Storm weather prohibits the following:
- All air missions [11.14]
- Air transport [15.7]
- Paradrop [15.12]
- Naval transport [16.12]
- Amphibious Invasion [16.3].

6.0 Supply

"[German soldiers carried] … reserve belts of ammunition and all the paraphernalia needed by an infantry force to sustain them for at least one day."

- Island Prize, Leros, p.49

Supply status affects only Axis units. Allied units are always supplied. Supply status affects a combat unit's movement and combat abilities. A unit is either Supplied or Out of Supply. A unit avoids penalties by being Supplied.

6.1 Supply Status

6.11 - A unit is judged as Supplied if it can trace a Supply Route [6.2] through a path of any length of contiguous hexes to a friendly Supply Source [6.3] during the Supply Status Phase of any turn.

6.12 - A unit is judged as Out of Supply if it cannot trace a Supply Route during the Supply Status Phase of a Night turn. Place an OoS marker on it. Do not place the OoS marker during any other turn. If the unit already has an OoS marker and it cannot trace a Supply Line during this phase, the marker remains.

Design Note: When in direct combat a soldier would expect fresh supply (food, fuel, and ammo) at night, at which time he would load with enough to last the next full day.

6.13 - A unit returns to Supplied status during the Supply Status Phase of the next turn (including AM or PM) that it can trace a Supply Route [6.2] to a friendly Supply Source [6.31]. Remove the OoS marker from it.

6.14 - Units available for play, but currently held off the map (on a set up card or Invasion Zone Box), are Supplied while there and when they enter the map until the next Night turn.

6.15 - Out of Supply Effects (on all units)

- Reduce its ER by one (1), cumulative with ER reduction due to Disruption [3.82].

- An armored unit loses its entire MA; it cannot move or retreat and cannot attack.

- An OoS artillery unit remains at full support strength, but once used, it cannot turn back to its fire strength side until it is Supplied.

6.16 - Players can choose to leave units Out of Supply. A unit cannot be eliminated solely through lack of supply.

6.2 Supply Route

6.21 - A Supply Route is any designated path of contiguous hexes that contain no enemy combat units and where no hex is contested or enemy controlled. The path can be of any number of hexes traced from the unit to a friendly Supply Source.

6.22 - The path cannot include sea or cliff hexside, or a fort still friendly to the enemy.

6.23 - A Supply Route can be traced through a hex in an enemy ZOC if:

- A friendly combat unit occupies that hex

- The enemy unit is Disrupted

Example of a Supply Route:

It is GT 3. The "5/3" Axis paratroop unit in Malta hex 1524 is supplied because it can trace a Supply Line to the Airhead in hex 1623. It could also trace a Supply Route around the Allied "B/3 KOMR" unit and its ZOC to the Beachhead marker in hex 1225. If instead the Axis unit is not a paratroop unit, it traces only to a Beachhead. If the Allied unit is Disrupted, the Allied ZOC could be ignored, but it cannot trace through the cliff hexsides of hex 1324 (or over the Allied unit).

6.3 Supply Sources

6.31 - Axis Supply Sources

- The unit traces to a coastal hex with a Beachhead marker [16.4].

- A Paradropped unit [15.1] can alternatively trace to an Airhead marker [15.2] of the same nationality.

- Once an airfield is available for Air Transport [15.72], place an Airhead marker placed on it (from elsewhere on the map or from currently not in use) and then remove from the map all other Airhead markers of the same nationality not on airfields. Axis units now trace supply either to a Beachhead or to an Airhead of the same nationality at an airfield.

6.32 - During the Recovery Phase:

- Place an Airhead marker on a friendly airfield. Only one Airhead marker is needed per airfield.

- If an Allied unit occupies a hex having an Airhead marker, or Beachhead marker, remove the marker.

7.0 Operations

7.1 Activation and Operations Sequences

"Improvise and dare."

 - Churchill, 1943, referring to needs for the Aegean campaign

During the Operations Segment, both players move their units and engage in combat through activation. Units must first be activated by drawing their AM so they can move and attack. When both players have completed all their activations and all air units are played, the Operations Segment ends and play moves to the Reorganization Segment.

7.11 - Each turn both players place all of their available (all those currently in play) AMs and CAS mission air units into the opaque cup. Do not omit any.

7.12 - **First Draw** (any scenario).
Players follow a modified activation procedure for the first activation for GT 1. Follow the regular Sequence of Play for all other turns.

- Placement of AMs into the opaque cup will vary according to the scenario, but none is used for the first activation. Instead, the named Axis Formations activate together as one Formation and will activate again later on GT 1 if the scenario allows the AM to go into the opaque cup.

- Weather is automatically Good on GT 1.

- Allied AA units can conduct AA Fire at all Axis KGs [15.13] within range.

- Allied units activate as their Formation AMs are drawn. However, all Allied units lose 2 MPs on GT 1 (only for Scenarios 2 and 3).

> **Design Note:** The 2MP penalty reflects the shock and confusion of invasion and dealing with errant paratroops. Testing showed a more standard halving of MA to be too much of a penalty.

7.13 - **All Subsequent Draws**.
Once the first Operations Sequence of the first turn is concluded, draw an AM (or air unit) at random from the opaque cup. It can turn out to be the AM for either player, or be an air unit. It does not matter which player draws the one piece. The draws continue until all AMs have been drawn.

7.14 - The Operations Sequence

A. GROUND SEQUENCE

Conduct the operation in the following order:

1. Naval Transport Phase
2. Airborne Operations Phase
3. Movement Phase
4. Combat Declaration Phase
5. Bombardment Phase – Artillery and CAS
6. Reaction Movement Phase (non-active player)
7. Combat Phase
8. Reset Phase

> **Notes:**
>
> 1. All units of the active Formation can move and attack. Follow the steps shown in the Expanded Sequence of Play.
>
> 2. The Axis player can activate Formations which include some units designated in sequential "KGs" (KG1 activates first, then KG2, etc.) or in sequential Convoys. All available KGs plus one Convoy of the same Formation can activate in the same activation. Units of that Formation already on the map will also activate with invading units.
>
> 3. Units of non-active Formations cannot move [Exception: 9.2].
>
> 4. Units of non-active Formations can participate in attacks if all other requirements are met [9.12].

B. PASS OPTION

Hold the AM in the Activation Pool for later activation.

> **Notes:**
>
> 1. No Formation activates. No unit can move or attack. The player places the AM in his Activation Pool [7.14].
>
> 2. Pass is an option, not a Sequence, since no game phases are played.
>
> 3. A player may, conceivably, take more than one Pass during the course of a full turn.
>
> 4. A player cannot choose the Pass Option when it is his last AM to be played.

7.15 - Activation Pool

Each player has an off-map box labeled "Activation Pool." No more than one AM can be in his Activation Pool at the end of any Ground Sequence. If a player already has an AM in his Activation Pool at the time he draws a new AM, he chooses the AM to play, either the one he just drew or the one in the Activation Pool. He cannot choose a Pass. The AM for the Formation not becoming active goes into his Activation Pool with its unknown side up.

7.16 - After completion of the first Operations Sequence, the second Operations Sequence begins. Players continue Operations Sequences until all AMs have been drawn and played. Once all AMs have been drawn and played, the Operations Segment of the turn is complete.

> **Note:** A player who draws an AM for which no units are on the map can still choose activation. There may be units of that Formation that he chooses to bring onto the map.

7.17 - A player who has AMs or air units remaining to draw, after all his opponent's have been drawn, will continue to play his remaining AMs (or air units) one at a time as they are drawn in separate Operations Sequences. His opponent is not penalized if he has no AM or air unit to draw; he is, instead, non-active (no activity). A player cannot continue to hold an AM beyond the end of the turn; he cannot decline to play it during the turn. Return AMs and Ready air units to the opaque cup during the Air Readiness Phase.

> **Note:** Once the Formation is activated, he can still decline to move or attack with its units.

7.2 Activation of Army Units

Only the Axis player has Army units. All units with white unit type or size boxes represent Army units. Army units are independent support units that were assigned and re-assigned to different Formations during the course of a battle.

7.21 - Army units activate individually, unit-by-unit. They are activated by any active Formation. Army units cannot activate separately from Formation activation.

7.22 - Place an Activated marker on activated Army units. Remove all Activated markers during the Recovery Phase.

> **Note:** If you do not wish to use the Activated markers, turn the units to face a different direction to indicate that they have moved.

7.23 - The owner declares the Army units he desires to activate, regardless of their location (even when off the map). He can activate a maximum of four Army units at the beginning of that Formation's activation.

7.24 - An activated Army unit becomes part of the active Formation for the rest of that Operations Sequence. It can be a Lead unit and receive command points [17.2].

8.0 Ground Unit Movement

During his Movement Phase a player can move any number of his active units, as he desires. They move through contiguous hexes in any direction or combination of directions. Movement is affected by weather, supply, Disruption, terrain, and enemy ZOC.

8.1 How to Move Units

8.11 - Move units (or stacks of units) one at a time from hex to adjacent hex. A unit cannot skip over a hex. Each unit spends Movement Points (MPs) from its Movement Allowance (MA) to enter each hex or cross certain hexsides. The Terrain Effects Chart (TEC) lists the MP costs for the various types of terrain. There is no limit to the number of units that can move through a single hex.

8.12 - Units can move together as a stack. When a stack begins movement, the MA of the stack is that of the unit with the lowest MA in that stack. Stacks cannot pick up or add units while moving. Once a stack has ceased moving, other units can move into its hex (even to exceed the stacking limit). Units dropped off by a stack have completed their movement for that phase. Units in a stack that has not moved can move away singly, or as smaller stacks.

8.13 - A unit can move only once during a movement phase. It cannot spend more MPs than its total MA, and cannot enter a hex if it does not have sufficient MPs remaining to pay the MP cost to cross the hexside and enter the hex. Unused MPs cannot accumulate for future turns, or transfer to other units. A unit is never forced to move.

> Note: There is no "minimum one-hex move," and this may mean that on occasion, some units will be unable to move at all.

8.14 - A unit cannot enter a hex containing an enemy combat unit [**Exceptions:** 15.32 and 15.41].

A unit can enter or move through friendly occupied or controlled hexes at no limit or extra MP cost. There is no limit to the number of units that can move through a single hex.
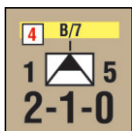
8.15 - Units that have zero MA or are reduced to zero MA cannot move [**Exception:** 18.1], advance, or retreat.

8.2   ZOC Effects on Movement

8.21 - A unit spends one (1) MP in addition to terrain costs to enter an enemy ZOC, regardless of the number of enemy units projecting a ZOC into that hex, even if the hex is already occupied by other friendly units. If the unit does not have sufficient MPs remaining, it cannot enter the hex. There is no MP cost to leave an enemy ZOC. A Friendly ZOC does not affect the movement of friendly units.

8.22 - Once a unit enters an enemy ZOC, it ceases moving for the remainder of its Movement Phase.

Example of ZOC Effects:
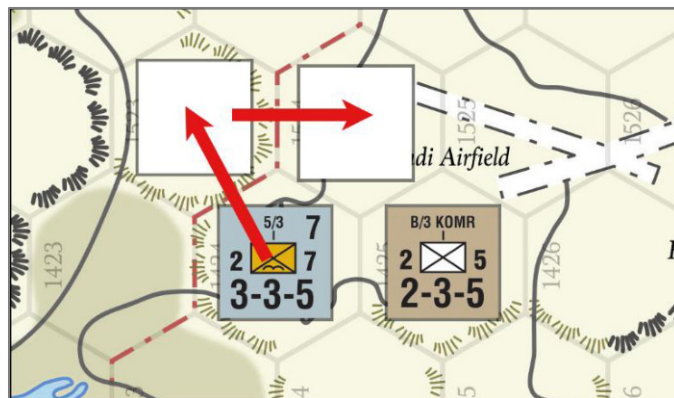
Axis "5/3" unit on hex 1424 cannot move directly to hex 1524 because of Allied ZOC from hex 1425. It can get to hex 1524 if it first moves to hex 1523 which is outside of Allied ZOC. **Exception:** Red-box MA units [8.23].

8.23 - If it has sufficient MPs available, a red-box MA unit can continue moving through vacant hexes in an enemy ZOC, but spends 1 MP for the enemy ZOC in each hex it enters.

8.24 - A unit occupying a hex in an enemy ZOC at the beginning of its Movement Phase can leave that hex and enter another hex in an enemy ZOC, but only if it first moves into a hex that is not in an enemy ZOC [**Exception:** Infiltration Movement; 8.5].

8.25 - An artillery unit [2.24] cannot enter an enemy ZOC unless a friendly unit is present in that hex.

8.3   Terrain Effects on Movement

The Terrain Effects Chart identifies all terrain types, and shows the MP costs a unit spends to enter each terrain type. Certain other terrain features are found on the hexside. A unit spends MPs to cross these hexsides in addition to the cost to enter the terrain in the hex itself.

8.31 - Each hex contains one or more terrain types. Where a single hex contains more than one type, apply the following:

- If the hex contains more than one type of natural terrain, assume the whole hex consists of the terrain that has the highest MP cost.

> Example: An infantry unit not moving on a road, would pay 2 MPs to enter a hex containing both clear and rough terrain, since the cost for rough, at 2 MPs, is greater than clear at 1 MP.

- Units not moving along road pay the highest MP cost of the terrain types within the hex.

8.32 - A unit cannot enter a hex if it does not have sufficient MPs remaining to pay the cost to cross the hexside and enter the hex.

8.33 - Roads
There are two classes of road:

- *Main road* and *Minor road*.

For all game purposes [**Exception:** 3.33] these are identical and are referred to only as "road." Historically, the difference is that main roads on Malta are somewhat wider than the minor roads.

- Movement along a road ignores the other terrain in the hex and across the hexside.

- A unit moving from one road hex directly into another adjacent road hex must move through a hexside crossed by that road to spend MPs according to the cost for the type of road it is moving along, ignoring the MP cost of other terrain in the hex.

- During Day turns Allied units use the road MP cost of 1 MP per hex [see TEC, note (a)] when moving along road. During Night turns or any turn of Storm weather, use the road MP cost of ½ MP per hex.

- Axis units always use the ½ MP cost.

- Motorized units and units using Motor Pool [18.1] can move only into urban or airfield hexes or along the path of a main or minor road. They cannot enter a hex containing another motorized unit unless doing so along a main road, airfield, or urban hex. They cannot enter other terrain [see 3.33 regarding armored units].

> Design Note: While Malta is well provided with roads, the presence of numerous walls, rocky outcroppings, and stone-faced embankments would greatly impede the off-road movement of all vehicles, including armor. Moreover, most roads are so narrow vehicles could not pass by each other. Leros was almost equally as difficult.

8.34 - Urban
The listed MP cost applies when moving from a non-urban hex into an urban hex. When moving along a road into an urban hex, use the road movement rate. When moving from one urban hex directly to another urban hex (connected across a hexside), use the road movement rate [urban contains multiple roads]. Where urban and rough are in the same hex, apply only urban effects.

8.35 - Hexsides prohibited to all movement, advance, or retreat:

- Cliff [**Exception:** Commandos; 17.31].
- Sea hexside [**Exception:** Amphibious Invasion; 16.3].

8.36 - Slope
A unit can cross a slope hexside if it has sufficient MPs to pay the (+1) MP to cross the hexside plus the cost to enter the terrain on the other side. The cost to cross slope is spent only for moving up a slope, not down.

8.37 - The following terrain features have no effect on the MP cost of ground movement; use the MP cost of the other terrain in the hex:

> *Fort, Harbor Boom, Hospital, Point of interest, Sector Boundary, Victory location*

8.4 Day and Night Restrictions

8.41 - An Allied artillery unit cannot move during a Day turn; it moves only during a Night turn [by using Motor Pool; 18.1]. Axis artillery can move anytime.

8.42 - Allied units use the road movement rate only during Night turns. Axis units use the road movement rate during any turn [see also 8.33].

8.43 - Other Night effects can be found at:

6.12	Supply Status
8.33	Allied movement on roads
11.15	No air missions
11.65	No Air Transport
12.42	DRM in Combat Coordination
15.12	No Paradrop
16.24	DRM on Convoy Arrival Table
18.11	Motor Pool
18.21	Rally

> Design Note: Axis daytime air interdiction would be considerable. Any vehicle would be singled out for destruction by circling aircraft. There was nowhere to hide.

8.5 Infiltration Movement

8.51 - An eligible unit that begins its Movement Phase in an enemy ZOC can move one hex through an enemy ZOC. It cannot continue to move that phase after entering that hex.

8.52 - Eligibility Requirements

- Its current ER is equal to or greater than that of the best ER enemy unit projecting a ZOC into the hex entered.

- It has MA sufficient to pay the MP cost for the terrain plus one MP for ZOC.

- Orange-circle MA units are not eligible.

Design Note: Through much of the war the British had difficulty in dealing with tactical level German infiltration due to superior German training. The British tactical answer was to counterattack.

9.0 Pre-Combat Actions

Combat is preceded by a series of actions that set the stage for combat.

9.1 Combat Declaration

Combat takes place during the Combat Phase [12.0] between adjacent opposing combat units. Resolve each combat, one at a time, in any order the active player desires. Combat cannot take place unless it is declared.

9.11 - Attacking is voluntary [**Exceptions:** 15.6 and 16.33e]. During the Combat Declaration Phase, the active player declares all combats he desires. Designate each enemy occupied hex (called a "Defender hex") units will attack. Units are not required to attack all the enemy units that are adjacent to or that project a ZOC into hexes with attacking units. A hex with Drift Combat [15.6] is a Defender hex.

9.12 - A combat cannot be declared if the initial combat odds are worse than 1-4.

9.13 - On each Defender hex the active player places an Attack Objective marker to indicate combat will take place. The active player cannot cancel a combat.

- No more than one enemy hex can be attacked in any single combat.

- All attacking units must be adjacent to the Defender hex.

- Individual units in a stack can attack different adjacent hexes.

- Unoccupied hexes cannot be attacked.

- Active Formation units and activated Army units can attack. Units of non-active Formations can participate but only when attacking with active units. They can absorb non-Lead unit step losses and can advance after combat.

9.14 - A Defender hex can be attacked by as many units as can be placed in the six adjacent hexes. The defender cannot withhold a unit in a hex under an Attack Objective marker.

9.15 - Units That Cannot Attack

- Units with attack strength of zero

- Any unit where attack strength has been reduced to less than one (1) because of halving [3.53]

9.16 - A unit cannot conduct combat into a hex, or across a hexside, through which the TEC prohibits it from moving.

Exception: During Amphibious Invasion [16.3] a unit can conduct combat from an invasion hex [This is across an all-sea hexside].

Note: Only commando units can attack across cliff hexside. Motorized units can attack only along the path of a road or from an urban hex directly to a connected urban hex.

9.2 Reaction

Reaction is movement that takes place during the Reaction Phase. If there are no Declared attacks, Reaction is not possible. The same unit might be eligible for Reaction more than once during a turn.

9.21 - Determine Reaction on a unit-by-unit basis. The defender declares and resolves each eligible unit.

9.22 - No more than one unit can be designated for Reaction to a single Defender hex.

9.23 - The defender moves an eligible unit only into an adjacent Defender hex. It spends no MPs but cannot enter the hex if it otherwise would not have enough MPs to enter. It cannot cross a prohibited terrain hexside. It cannot exceed the regular stacking limit.

9.24 - It can react to a hex that has no units of the same Formation, and can react to a different Sector.

9.25 - Eligibility requirements:

- Adjacent to the Defender hex

- Not already in a Defender hex

- Not in an enemy ZOC (friendly units do not negate an enemy ZOC for this purpose)

- Has not already conducted or attempted Reaction during this Combat Phase

- It cannot use Motor Pool.

9.26 - An eligible unit cannot conduct Reaction unless it passes an ER check. Command points can be applied as DRMs. If it does not pass, the unit remains in place and cannot make another attempt this phase.

9.3   **Optional Rule:** Combat Refusal

Only the Allied player can conduct Combat Refusal.

9.31 - When defending, the Allied player has the option to conduct Combat Refusal in any hex under an Attack Objective marker where all his units are eligible. Combat Refusal consists of retreating all units in the hex before that combat is resolved.

9.32 - All units in the affected hex must be eligible to qualify for the Combat Refusal option. All units of five (5) or greater current efficiency rating are eligible except:

- If any defending unit is Disrupted

- Units with zero (0) MA

- Maltese units (designated as "KOMR") in scenarios 1 and 2 [training issues]

9.33 - Procedure

A. Declare the Combat Refusal at the moment the attacker declares the combat will be resolved (and before Reaction).

B. Conduct an ER check on the lead unit in the attacked hex.

   Pass Conduct a two-hex retreat

   Fail The units remain in place and combat proceeds normally

9.34 - Combat Refusal is not allowed if a valid retreat route is not available. Units cannot use Retreating Through Enemy ZOC [13.43] to qualify as having a retreat route.

9.35 - Combat Refusal is not allowed during Drift Combat [15.6].

9.36 - If the defender succeeds in Combat Refusal, the Axis player has the option to advance units into the vacated hex up to the stacking limit. The advancing units cannot participate in other attacks that same phase.

> Design Note: The Allied Plan was to defeat the Axis upon the landing. Failing that, the Plan called for a gradual withdraw to the fortifications surrounding Valletta in hopes of an eventual rescue. This concedes that Allied forces cannot attack in all sectors at the same time.

10.0 Artillery

Artillery units are used to conduct Bombardment. They conduct combat only when adjacent to an enemy unit. Artillery units cannot be adjacent to, but must be within range of, the Defender hex when conducting Bombardment. Consult the Artillery Capability Chart for a handy summary of what certain artillery units can do.

10.1   Bombardment Restrictions

10.11 Both players can conduct Bombardment during the same Bombardment Phase, first the active player, and then the non-active player. Air units also conduct Bombardment, and can combine with artillery through CAS.

10.12 - An artillery unit is eligible to conduct Bombardment if **all** the following apply:

- It is within range of the Target hex [10.22].

- It is not in an enemy ZOC.

- It is activated.

- It is not Disrupted

- It is not Fired

10.13 - Each artillery unit has a range, expressed in hexes. When counting range, do not count the hex occupied by the artillery unit, but do count the Target hex. Terrain or intervening units do not block artillery fire.

10.14 - Turn each artillery unit over to its Fired side after conducting Bombardment. Units cannot contribute their fire strengths as long as they are in Fired status. The active player turns all activated artillery units back to their fire strength side at the end of the Reset Phase during this activation and both players do so during the Recovery Phase.

Note: The Fired side has unit values because the unit might be activated or required to defend in combat before it returns to its fire strength side.

10.15 - An Axis artillery unit on its fire strength side with an Out of Supply marker can use its fire strength but it cannot return to its fire strength side until it is Supplied.

10.2 Artillery Bombardment

10.21 - Bombardment is voluntary. Units are never forced to bombard enemy units. An activated eligible artillery unit can use its fire strength to bombard any one enemy occupied hex within range.

10.22 - The hex to be bombarded can be either a Defender hex or attacker's hex during combat. During Bombardment that hex is called the "Target" hex. A unit cannot bombard unless it is within range of the Target hex. A hex can be bombarded many times during the game but only once per phase.

10.23 - The non-active player can bombard an enemy occupied hex only if it is adjacent to a Defender hex [**Exception:** 16.33e]. Separate bombardments can be made against separate attacker hexes (by different artillery units).

10.24 - Unit limits (all scenarios)

- No more than two German or Italian artillery units can combine to conduct a Bombardment. Air units can be added.

- German or Italian artillery must be of the same Formation as their Lead unit in the declared combat against the Target hex.

- No more than four British artillery units can combine to conduct Bombardment.

- British artillery units can conduct Bombardment of an invasion hex, an airfield hex, or a coastal hex to which an invasion arrow points without an adjacent friendly unit. For these hexes a Declared Combat is not required.

Design Note: Axis artillery fire control procedures in WWII were limited. In most cases, a given forward observer could call for, and correct, the fire from only a single battery of artillery, or in some cases, just one battalion. The British on Malta, by contrast, had a highly developed centralized control center including a back-up location if the first center was put out of action. But in the field they still would need a forward observer for accurate fire. Generally, the British plotted all airfield hexes and beaches by extensive pre-invasion planning. On Leros the Italians likewise had a centralized system but all depended on overhead wire communications. This was destroyed beyond any hope of repair during the pre-invasion German bombardment.

10.25 - Over-stacked units cause a (+1) DRM per over-stacked unit when being bombarded.

10.26 - British field artillery units in non-activated Formations can activate and fire across Sector boundaries. They can combine with other artillery in that Sector or elsewhere. Turn them to Fired if used.

10.27 - Anti-aircraft units cannot conduct Bombardment. Only light AA units can attack in combat [10.31].

Design Note: The Malta Command Military Defense Scheme would allow AA to engage land targets, but only in a direct fire or self-defense role due to severe ammunition limits. The same would apply on Leros.

10.28 - Bombardment Procedure

A. Both players can conduct Bombardment each Bombardment Phase, active player first. Taking each Bombardment one at a time, a player designates all units that will conduct that Bombardment and their Target hex. Bombarding units cannot split their strength. Apply all of each unit's strength to one Target hex.

B. Roll the die. To the number result, add or subtract the following amounts to arrive at a final Result Number.

- Add the fire strength of allowed artillery units and bombardment strength of air units.

- Subtract the current ER value of the owner's declared Lead unit in the Target hex.

Note: ER may have been reduced due to prior Disruption or out of supply effects.

- Subtract for terrain [see TEC].
- Subtract for windy weather if air units are included.
- Add for stacking (more than 7 stacking points in target hex) and over-stacking [10.25].

> Example: Units totaling 14 stacking points are in the Target hex. Apply a (+1) DRM for more than seven stacking points in the hex and (+2) DRM for the two units under Excess Stacking marker.

C. Find the line on the Bombardment Table that includes the final result number and read across for the Bombardment result.

D. Results on Target Hex:

-3 Steps	Three steps lost
-2 Steps	Two steps lost
-1 Step	One step lost
Disrupted	All units are Disrupted
NE	No effect on units

E. Apply the results before continuing with another Bombardment. The results apply to all units as a single group, not to each unit, and include over-stacked units and other non-participating units. The owner chooses those units that will take step losses.

F. Once an artillery unit has concluded its Bombardment, turn it over to its Fired side (air units go to the Flown Box).

> Design Note: Generally, artillery sets up the battle. The attacker fired first having sufficient tactical "initiative" to dictate the pace of the battle. The defender waited to see the direction of the attack.

10.3   Artillery in Combat

An artillery unit is not required to attack when it is adjacent to a Defender hex but is required to defend when it is in a Defender hex. It cannot bombard.

10.31 - Attacking

- It can participate in combat when it is adjacent to the Defender hex. Include its fire strength as attack strength in combat odds calculations. It cannot Bombard [it is conducting direct fire].
- It cannot attack if already Fired or Disrupted.
- It cannot attack by itself. It requires another unit type to attack the same Defender hex.

- There is no limit to the number of adjacent artillery units that can participate in a single attack.

10.32 - Defending

- When alone or stacked with just artillery units, and regardless of its mode, use its defense strength or the combined defense strengths, not the fire strengths.
- When stacked with a non-artillery unit, use its fire strength, not defense strength. Use its defense strength if it is already Fired or Disrupted.

10.33 - Artillery units marked as over-stacked cannot be counted in attack or defense in combat (but can conduct Bombardment).

10.34 - Artillery units participating in (adjacent) combat are subject to combat results. After combat turn all participating attacking or defending artillery units to Fired, regardless of the result.

10.4   Coast Artillery

The defenses of both Malta and Leros included both short-range and long-range coast artillery to oppose enemy amphibious invasions. Historically, the long-range grouping was called the "Outer Fire Command." Only the Allied player has coast artillery units. On Malta the main British coast artillery consisted of seven 9.2-inch guns in four batteries and fourteen 6-inch guns in five batteries. All were sited to cover the approaches to the island. They would engage naval targets at long distance and were restricted by arcs of fire. Rather than burden players with complex line-of-sight rules it is best to show by a chart just which coast artillery unit covers each Invasion Zone.

10.41 - Coast artillery consists of two types:

- With a range value
- Without a range value

10.42 - Coast artillery with a range value:

- Can conduct Bombardment
- Can apply fire strength when attacking [10.31] or defending [10.32]

10.43 - Coast artillery without a range value:

- Provides a DRM on the Convoy Arrival Table [16.24]
- Cannot apply fire strength in attacking or defending
- Defends [10.32] only with its defense strength

10.44 - Each phase that a coast artillery unit is used or defends, turn it to Fired. Turn coast artillery to active from Fired during the Reset Phase.

> Design Note: Those coast artillery units that have no range could fire only out to sea. They could not turn the gun to face land targets. Where they could turn inland, they could not depress the barrel enough to hit a target, and if they could fire inland, they had only armor-piercing ammo, no high explosive.

11.0 Air Power

Air units represent the tactical aircraft used in ground attack and bombing. Air-to-air combat is not shown. A Ready air unit can perform only one air mission in a turn. Only the Axis player has air units.

11.1 Air Unit Restrictions

Air units are available each turn according to Readiness [11.13]. Only those air units in the Air Bombardment Box on the Air Status Card, or those drawn from the opaque cup for CAS, can conduct a mission [11.2] to bombard enemy units.

11.11 - Air units are not ground units and cannot be taken as losses in combat. Air units neither project a ZOC nor are affected by a ZOC. They do not require supply.

11.12 - The Axis player keeps all air units in specific boxes on his Air Status Card. They remain there (or are still in the opaque cup) whenever they are not on the map performing a mission.

11.13 - Air Readiness Procedure
Conduct Air Readiness during the Air Readiness Phase. Follow the procedure below each turn in the order shown.

A. Air units in the Ready Box and unused from the prior turn remain Ready. They can remain Ready indefinitely.

B. All air units in the Bombardment Box remain in the Bombardment Box.

C. Air units in the Flown Box move to the Ready Box.

D. Roll the die for each air unit in the Damaged Box. If the die roll result lies within the range listed in the Damaged Box, the air unit moves to the Flown Box (and thereby becomes Ready the following turn).

11.14 - Weather Effects on Air Units

- Windy Weather. Apply a (-2) DRM to air Bombardment.
- Storm Weather. All air missions, air transport [15.7], and Paradrop [15.12] are prohibited.

11.2 Air Mission Restrictions

"Lack of RAF support [is] absolutely pitiful. Ships sat around here all day and Stukas just laughed at us."

- Signal from LRDG on Leros, 12 November

There are two possible air missions:

Bombardment or *Combat Air Support*

11.21 - A Ready air unit can conduct only one air function, called a "mission," per turn. During the Air Readiness Phase assign his Ready air units to the mission they will conduct for the turn. Place them as follows:

- Bombardment mission - Place in the Bombardment Box.
- CAS mission - Place in the opaque cup (along with the Activation Markers).

11.22 - Air units can perform air missions anywhere on the map, regardless of terrain or the presence of enemy units. They have unlimited range

11.23 - Limits on use:

- Air units cannot conduct missions during Night turns.
- Ju88 air units can conduct a mission only **once a day**, so either the AM or PM game turn, not both.

11.24 - After placement on mission hexes air units are subject to AA Fire [11.3]. AA Fire results may cause some to return to the Air Status Card (as Flown or Damaged); those remaining conduct the mission.

11.25 - At the conclusion of each mission place the mission air unit(s) in the Flown Box.

11.3 Anti-Aircraft Fire

"Malta is one huge battery of anti-aircraft guns."

- German bomber pilot interviewed on German radio,
April 1942

11.31 - Once the placement of air units [or Paradropped units; 15.3] for a mission is complete, they are subject to Anti-Aircraft (AA) Fire from all eligible enemy AA units within range. Only AA units (light or heavy) can conduct AA Fire. They need not be activated.

11.32 - An AA unit is eligible for AA Fire if it is:

- Not Fired
- Not Disrupted
- Within range of the mission (or Drop) hex
- Not in an enemy ZOC, unless stacked with a non-artillery combat unit
- It can be under an Excess Stacking marker

11.33 - Unit Limitations

- Only Heavy AA units can conduct AA Fire against air units conducting Air Bombardment.
- Only Light AA units can conduct AA Fire against air units conducting CAS mission.
- All AA units can fire at units conducting Paradrop or Air Transport.

11.34 - An AA unit can fire at only one mission hex within range per phase. It engages any air units (or paradrop) there as a group, not individually. If the AA unit is in the mission hex, it fires at the air units engaging that hex [note rule 11.33 limits]. As many eligible AA units as desired can combine against any mission. An air unit can be fired at only once per mission.

11.35 - AA Fire Procedure

A. Announce all AA units to conduct AA Fire at each enemy mission hex. AA units are not required to fire at enemy air units.

B. Calculate the total number of AA strength points firing and find the corresponding AA Fire Table column.

C. Roll the die. Cross-index the die roll result with the column corresponding to the total and read the result for the column. This is the AA Fire result. The owner immediately applies the result to the air unit(s) of his choice before going on to any other AA Fire

D. AA Fire Results

    F1   Remove one air unit as Flown

    F2   Remove two air units as Flown

    X   One air unit goes to the Damaged Box

    -   No Effect

E. Air units that remain after AA Fire now perform their mission. All return to the Air Status Card after completion of the mission.

11.36 - Turn the AA unit over to Fired only if it is under an Attack Objective marker.

11.4 Air Bombardment Mission

11.41 - During the Air Readiness Phase the Axis player assigns Ready air units, as desired, to the Bombardment box on the Air Status Card. As many air units as desired can be assigned to the Bombardment box. Air units placed there can conduct only an Air Bombardment mission that turn. They perform only one mission during the day.

11.42 - Conduct Air Bombardment during the Bombardment Phase of the Strategic Segment (before any ground unit activation). Move air units from the Air Bombardment Box and place them, up to two, on hexes to be bombarded..

11.43 - Air Bombardment affects only the Target hex. Only those ground units there are affected.

11.44 - A Target hex can be anywhere on the map. Mission air units are subject to AA Fire results before concluding Air Bombardment.

11.45 - Air Bombardment Procedure

A. Choose units from the Air Bombardment Ready Box and place them, up to two units, on each mission hex.

B. The Allied player conducts AA Fire [11.3].

C. Total the bombardment strengths of surviving air units.

D. Use the Bombardment Table. Roll the die and adjust the result number for applicable DRMs. Apply results as shown in 10.28d above.

11.5 Close Air Support Mission

"…Stukas… were called down at will by the leading field commanders, either by signal flares or by radio."

Island Prize, Leros, p72.

A Close Air Support (CAS) mission consists of moving an air unit to a Declared combat and adding its CAS strength to friendly units in that combat.

11.51 - Air units can conduct CAS on any hex, regardless of terrain or the presence of enemy units. Air units assigned to CAS become available for use as they are drawn from the opaque cup. Those still in the opaque cup cannot be used until assigned..

11.52 - Assignment to an HQ

* When an air unit is drawn from the opaque cup, place it on a friendly non-disrupted German HQ. Air units cannot be assigned to an Italian HQ

* As many air units as desired can be assigned to the HQ.

* If the HQ becomes Disrupted, all air units placed with it immediately go to Flown status.

* Not all air units placed with an HQ need to be used in the same combat. Air units do **not** remain on HQs from turn to turn.

11.53 - During the Combat Phase move air units from an HQ within command range and place them on the Defender hex. Air units are subject to AA Fire after they are placed on the mission hex. Those that survive AA Fire conduct CAS in that mission hex.

11.54 - CAS Restrictions:

* The Defender hex must be within command range [17.13] of the HQ that holds the CAS air units. An Army unit can receive CAS if it is within command range of the HQ with the CAS units.

* Up to two air units can conduct the same CAS mission.

* Only one HQ can provide CAS air units to a single CAS mission.

* The Lead (ground) unit is of the same Formation as the HQ providing the CAS.

* German CAS can support an attack by Italian units.

11.55 - Artillery fire strength can combine with CAS strength in combat [10.3].

11.56 - Limitation
Each CAS (or artillery) point provides one (1) strength point in combat. Whether attacking or defending, the total CAS strength points (plus artillery support points) counted in the combat odds calculation cannot exceed the friendly ground strength. Excess points not used for the calculation cannot be applied to any other combat.

12.0 Combat

"Omnia Audax" (All Things Bold)

- Regimental motto for the Lancaster Fusiliers

During combat the active player is the Attacker, the non-active player is the Defender, regardless of the overall game situation. The attacker resolves his declared attacks individually, in any order he desires.

12.1 Attack Requirements

12.11 - No unit attacks or defends more than once per Combat Phase.

Note: It is possible for units to attack more than once per turn: each time activated, when adjacent to Defender hexes being attacked by other activated friendly Formations, and in Drift combat. Likewise, it is possible for defending units to be attacked several times per turn upon different activations.

12.12 - Combat occurs only if Declared [9.1]. Do this during the Combat Declaration Phase. Combat is required for Drift Combat [15.6] and opposed Amphibious Invasion [16.33e].

12.13 - A unit cannot divide its attack strength among different combats, or lend it to other units.

12.14 - All units in a Defender hex defend together as a combined defense strength. The attacker cannot attack individual units in a stack, and the defender cannot withhold a unit in a stack from participating in combat [**Exception:** 3.34]. A unit cannot be attacked (in combat) solely by artillery, naval, or air units [but these can bombard; 10.28].

12.15 - Units of different Formations can attack together in the same combat, but are subject to Combat Coordination [12.42]. Artillery of different Formations cannot combine for Bombardment [10.12; for **Exception** see 16.33e].

12.16 - A hex with Drift combat [15.5] is a Defender hex.

12.2   Effects of Terrain on Combat

12.21 - A defending unit benefits both from terrain in the hex it occupies, and from terrain on the hexside(s) it is being attacked through [see TEC]. Terrain in hexes occupied by attacking units has no effect on combat.

12.22 - The defender receives the following cumulative DRM benefits for terrain.

- Apply only one DRM for terrain inside the Defender hex. Always use the most favorable DRM available if more than one terrain type exists in Defender hex.
- Apply the appropriate DRM for Fortification [14.0] in the Defender hex.
- Apply hexside terrain as an additional DRM, if all attacking non-artillery units are attacking through that type of hexside.

12.23 - Where all attacking units are attacking up a slope hexside, apply a (-1) DRM to the combat die roll. If any attacking unit in that combat does not attack up-slope, the DRM does not apply. The DRM does not apply when attacking down-slope.

Example of Effects of Terrain:
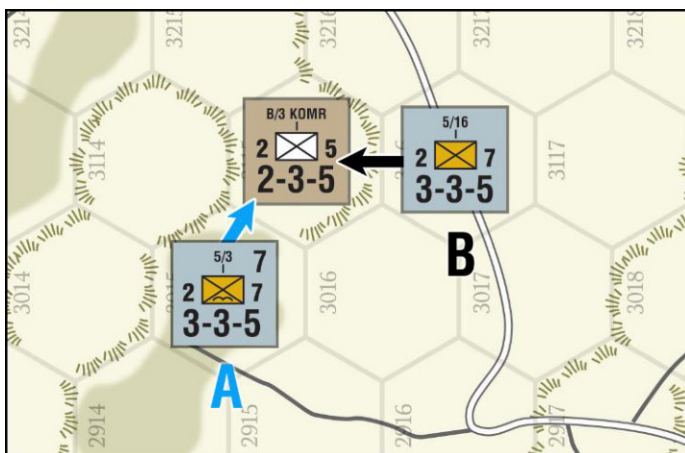
The British defender in hex 3115 receives the hexside DRM for Slope if the attack comes from just hex 3116 (**B**). If the British defender in hex 3115 is attacked from hex 3015 (**A**), with or without the unit from hex 3116 (**B**), it does not receive the Slope DRM.

12.24 - Out of Supply status [6.15] reduces an attacking unit's combat strength by half. Any attacking unit thereby reduced to less than one (1) attack strength point cannot attack [because fractions are dropped; 3.52].

12.25 - A unit cannot attack across a hexside prohibited to its movement [**Exception:** 16.35].

12.26 - When urban and rough are in the same hex, apply only urban effects.

12.3   ER Differential

The ER difference between attacker's Lead unit and defender's Lead unit may cause a combat DRM.

12.31 - For each combat both players designate a Lead unit for the Combat Phase. The attacker's Lead unit used must be of the active Formation.

> Note: Remember to take Disruption and Supply status into account when determining unit ERs.

12.32 - ER calculation in combat

ER calculation in combat: If the ER of the defender's Lead unit is greater than the ER of the attacker's Lead unit, a minus (-) DRM results. If the attacker's ER is greater, a plus (+) DRM results. Therefore, the amount of the DRM is equal to the difference between the two ER ratings.

> Example: The attacker's Lead unit has an ER of 5, and the defender's Lead unit has an ER of 7. Subtract defender's (7) from attacker's (5). This results in a -2; meaning: a (-2) DRM. The attacker now includes a minus two (-2) in his DRM calculation.

12.4   Combat Coordination

Coordination between units is critical for success. The game represents this by requiring Combat Coordination (conduct an ER Check) for certain combat situations. Bombardment does not use Combat Coordination.

12.41 - During combat the **attacker** conducts a single Combat Coordination for each combat where the situation requires it. To conduct Combat Coordination the attacker makes an ER check on his Lead ground unit. Use the same Lead unit as used in calculating ER differential. Results are:

Pass   No adjustment to the combat die roll.

Fail   Apply a (-2) DRM to the combat die roll.

12.42 - Conduct Combat Coordination when **any** of the following apply:

- Units of more than one Formation attack together in the same combat [9.13 and 12.15]
- Attacking force includes Disrupted units and non-Disrupted units (If all attacking units are Disrupted, then this condition does not apply)
- Units attacking during a Night turn [see also 12.43]
- Units attacking from both a land hex and an invasion hex [16.33e]
- Attacking force contains both British and Italian units (Scenario 4 only)

Note: Even if more than one condition applies, conduct only one Combat Coordination ER check.

12.43 - Apply the following DRMs (cumulative) to the ER Check die roll.

- **-1 or -2** - HQ Command Points (HQ and Lead unit are from the same formation) [17.24]
- **+2** - During Night Turns (Axis only), unless all units are attacking from a single hex.
- **+1** – Any attacking unit is Disrupted [12.42]
- **+1** – Attacking units are from more than one Formation [12.15]

12.44 - During Storm Weather. Combat Coordination automatically fails unless all the units are attacking from a single hex.

12.5   Determining Combat Odds

"Battles are not won by arithmetical calculations of the strength of the opposing forces, they are won by resolute action."

- Churchill, 8 May 1942

12.51 - Compute Final Strengths
Both the attacker and defender total their attack strength and defense strength, respectively. Some units may have their attack strength halved [3.5].

12.52 - Include participating artillery fire support [10.3] points and CAS strength points that survive AA Fire [11.3].

12.53 - Compute Combat Odds
Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio. Always round off the ratio in favor of the defender to the nearest odds column listed on the CRT.

Examples: 8 attack strength points against 2 defense strength points is 4-1 odds; 8 to 3 is 2-1 odds; 8 to 4 is 2-1 odds; 8 to 5 is 3-2 odds.

12.54 - Special Odds in Combat

- Final odds of less than 1-3 results in an automatic **A2Rd** result.
- Final odds greater than 5-1 are resolved on the 5-1 column.
- The attacker cannot voluntarily reduce the combat odds of any attack.

Example: The attacker cannot declare 2-1 odds when he has 3-1 odds.

12.6   Resolving Combat

"Manco la fortuna, non il valore" (Luck was lacking, courage was not)

- Motto of the Folgore Division

After all Combat Coordination and odds calculation is complete, the attacker computes the applicable DRMs for the combat, and then resolves the combat.

12.61 - Determine DRMs for:

- Terrain for both hex and hexside [see TEC]
- Pillbox in Defender hex: (-1) DRM
- ER Differential [12.31]
- Failed attacker Combat Coordination: (-2) DRM [12.41].

12.62 - Netting DRMs
Net all attacker and defender DRMs. Each (+1) DRM offsets a (-1) DRM. The positive or negative DRM total remaining after offsetting is the final DRM. Final DRMs are further limited to not greater than +5 or less than -5. Disregard final DRM values beyond these limits.

12.63 - Roll the die
The attacker rolls the die, and adjusts the die roll by the net DRM. Cross-index the modified die roll result with the final odds column on the Combat Results Table (CRT). Apply the combat result to the involved units before going on to any other combat.

13.0 Combat Results

"I suppose this might be the end."

Feldwebel Gustav Wehrs, 12 Nov. 1943

13.1   Reading Combat Results

13.11 - Interpret the results on the Combat Results Table as follows:

A   Results apply to attacking units

D   Results apply to defending units

d   All affected units are Disrupted [3.8].

R   All affected units retreat 1 or 2 hexes [13.3]

1, 2, 3   The owner removes 1, 2, or 3 steps (as indicated) from the affected force.

13.12 - Apply all results to the defending units first, attacking units second. Apply step loss results before applying retreat results.

13.13 - Remove Attack Objective markers as each combat concludes.

13.2   Combat Losses

A combat unit takes losses in steps.

13.21 - The owner applies the indicated number of step losses from his participating unit or group of units, not from each unit in that group. Air and artillery support cannot be removed to satisfy losses. The process of applying each step loss to a unit varies [see also 3.42].

- When a one-step unit takes a step loss, remove it from play.
- When a two-step unit takes its first step of loss, turn it over to its reduced strength side. A second step loss then eliminates the unit, remove it from play.
- Any unit required to lose more steps of strength than what it has, is eliminated.
- Over-stacked units do not take losses unless participating units cannot absorb all losses.

13.22 - Lead Unit Losses
For both sides the Lead ground unit takes the first step of any combat loss required by the CRT.

13.23 - When all units in a hex that participate in a combat are eliminated, all over-stacked units with them are also eliminated.

13.3   Retreating

"You are surrounded by 2,000 Germans."
"Yes, and behind them are 10,000 English."

- Exchange of surrender challenges, Leros 12 November -43

When a combat result requires units to retreat, the owning player immediately moves all affected units individually (or as a stack) one or two hexes in any direction away from the Defender hex. A unit unable to retreat within the restrictions given below is eliminated. Retreating is not movement [8.0] and uses no MPs.

13.31 - A unit can retreat in any direction or combination of directions. Retreating stacks can split and its units retreat to different hexes.

13.32 - Retreating away from the Defender hex:

- Attacking units retreat one or two hexes, as the owner desires.
- Defending units retreat two hexes.
- Over-stacked units retreat the same distance (even though they do not participate in combat) as the regularly stacked units in the same hex, and can retreat to different hexes.

13.33 - A unit can retreat into or through a hex containing friendly units. A unit can end its retreat in violation of the stacking limit. If it does, the owning player places them under an Excess Stacking marker [3.35].

13.34 - A unit cannot retreat:

- Across a hexside prohibited to its movement
- Onto or over enemy combat units

13.35 – Retreat Priorities

- First, to an empty or friendly-occupied hex not in enemy ZOC
- Second, to a friendly-occupied hex in enemy ZOC

If the unit cannot retreat into one of these hexes, or if it must retreat across a prohibited terrain hexside, it is eliminated.

13.36 - A unit can end its retreat in an enemy ZOC, if another friendly unit is already in the hex. Friendly units negate enemy ZOCs for purposes of retreat.

13.37 - A unit with a zero MA cannot retreat [it has no movement ability]. Nor can an orange-circle MA unit retreat. These are removed if combat results require them to retreat.

13.38 - A unit can end its retreat in a Defender hex where combat has not yet been resolved. However, it contributes no defense strength to that combat and cannot act as a Lead defender unit. It is subject to any retreat result applied to the defenders, and is subject to step losses if all defenders are removed with an unfulfilled defender loss result remaining. Only in this case can previously retreated units fulfill the remaining loss requirement.

13.39 - No Retreat

A player can decline to retreat units on a fort hex (when attacking or defending) if they pass an ER check. Conduct the ER check immediately.

- Command points can be applied.
- Do not apply a step loss for a Disrupted unit that fails the ER check

Note: Remember to use reduced ER ratings if the unit is Out of Supply or Disrupted. There is no step loss for not retreating.

13.4   Retreating Through Enemy ZOC

13.41 - A unit can retreat into or through a hex in an enemy ZOC, only if no alternate path exists.

13.42 - A unit can retreat through a hex occupied by friendly combat units, even if enemy combat units project a ZOC into that hex.

13.43 - Only eligible [13.44] units can retreat through a vacant hex in an enemy ZOC, but they cannot end the retreat in a hex in an enemy ZOC, unless it is a friendly occupied hex. However, they may suffer an additional step loss [13.45b].

13.44 - All unit types are eligible to retreat through a vacant hex in an enemy ZOC except orange-circle MA and zero MA units. Eliminate ineligible units and then retreat the remainder of the stack. Eliminated ineligible units do not satisfy the potential one-step loss result in 13.45b.

13.45 - Retreat Procedure

A. The owning player conducts an ER check on the retreating unit. If it is a stack, he declares a Lead unit and conducts an ER check. Command points can be applied. If it does not pass, the retreat is not allowed and the unit (or stack) is eliminated (including any over-stacked unit).

Note: Remember to use reduced ER ratings if the unit is Out of Supply or Disrupted.

B. If the ER check passes, the retreat is allowed; eliminate one step from the unit(s) required to retreat.

C. Conduct the full retreat with the remaining units. A retreating stack remains stacked together.

D. Regardless of the result, all units retreating through an enemy ZOC become Disrupted at the conclusion of the retreat.

Example of Retreat through Enemy ZOC:
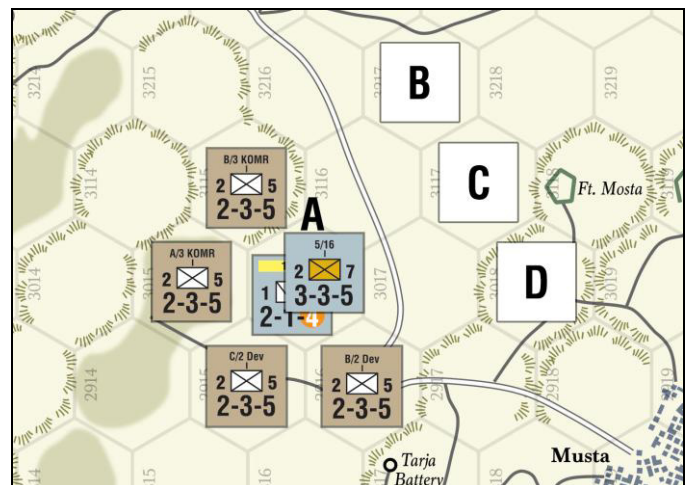
The Axis units in hex A must retreat two hexes ending in hex B, C, or D. The orange-circle MA unit is eliminated because it is not eligible to retreat through an enemy ZOC. The remaining unit is eligible to retreat through an enemy ZOC. The unit makes an ER check to see if the retreat succeeds. If the ER check is passed the Axis unit retreats, loses the required one step [13.45B] and is Disrupted [13.45D]. If the ER check is failed the unit is eliminated.

13.5   Advancing

"Faugh a Ballagh" (Clear the Way)

- Regimental motto for the Royal Irish Fusiliers

Whenever the Defender hex becomes vacant due to combat, attacking units have the option to advance into that hex. Advancing is not movement and uses no MPs.

13.51 - The attacker decides whether to advance before resolving the next combat. A unit is never required to advance. Advancing units cannot attack again in that phase, even if by advancing they become adjacent to enemy units

13.52 - Only attacking units that participated in that combat can advance, non-participating units cannot advance, even if they are in the same attacking hex. Units can advance from any of the hexes from which the attack was made. Units that served only to block an enemy retreat cannot advance.

13.53 - Advance Distance

- Attacking units can advance only one hex (into the vacated Defender hex).
- Orange-circle MA units and zero MA units cannot advance after combat.
- Defending units never advance after an Attacker Retreat result.

13.54 - Advancing units ignore all enemy ZOCs.

13.55 - Over-stacking by advancing units is not allowed at the end of an advance after combat.

14.0 Fortifications

Fortifications represent a wide variety of defensive structures. There are two types of fortifications: Fort and Pillbox. All forts are printed on the map.

> **Design Note:** The battery positions marked on the map are for general interest and have no effect on play [except for optional positioning of coast artillery units; 4.14e note]. Batteries were small concrete structures, usually built for mounting a specific weapon and providing blast cover for the crew. Little room would be available for other functions. Many could hold only obsolete weapons that were removed long before the war.

14.1 Fort

"St. Elmo is the key to Malta."

   - Jean de la Valette, Grand Master of the Knights of St. John, 1545

14.11 - A fort provides a DRM combat effect for combat unit(s) defending on that hex. Allied and Axis DRMs vary [see TEC]. See also 3.25..

14.12 - A Fort cannot be destroyed or removed.

> **Design Note:** These are very large structures, some dating from centuries before, with very tall and thick stone walls. These could hold a full battalion of infantry. Neither side would have the resources necessary to destroy one of these during the course of the game. Most can still be seen today.

14.2 Pillbox Units

Pillboxes are combat units. Only the Allied player has pillbox units.

14.21 - Unless alone in a hex a pillbox cannot be the Lead unit of that hex.

14.22 - When a pillbox is in a Defender hex, apply a (+1) DRM to the combat die roll (cumulative with other effects). There is no DRM when attacking out of a pillbox.

14.23 - A pillbox cannot move, retreat, or advance after combat. Eliminate it if it is required to retreat by combat results.

14.24 - A pillbox cannot be built.

> **Design Note:** The British built concrete pillboxes at many locations on Malta and filled each with its own permanent garrison. Many were elaborate two-story structures. Some of these can still be seen today. Additionally, many of the "blast pens" at airfields, used to hold a single airplane, could be easily converted to pillbox use.

15.0 Airborne Operations

Fertigmachen (Get Ready)
Fertig zum Absprung (Prepare to Jump)
Raus (Out)
                - German orders for parachuting into battle

15.1 Organizing the Paradrop

During the Paradrop Phase the Axis player uses Paradrop procedure to move units from his set up card to the map.

Design Note: The military in most countries uses "Airborne Operation" and "Airborne Landings" when referring to the practice of vertical envelopment. These terms can be shortened to "Airborne Drop," but the British in the 1940s would have said "Paradrop" (or sometimes just "Drop"). The Germans included it, and air transport, in the context of the overall operation and were not otherwise specific. Because the British are more specific, we use their term.

15.11 - Certain units designated by the Axis set up card enter the game by Paradrop procedure. To conduct a Paradrop follow the steps below in the order shown.

- Place airhead markers
- Place Drop Hex markers
- Place eligible Paradrop units
- AA Fire against Paradrop units
- Drift
- Landing Condition
- Drift Combat

15.12 - Eligible Units
Only those units shown in the "Paradrop" section of the set-up card are eligible. Paradrop is not allowed during Windy or Storm weather, or Night turns.

15.13 - Arrangement of Eligible Units
On the set-up card units available for Paradrop are arranged into groups, each called a KG, (KG1, KG2, etc.). Units of a KG can conduct Paradrop when their Formation activates. Place all units of a single KG in one hex. Once placement of the KGs is completed, they cease to be part of any KG and now become part of their Formation.

Example: In Scenario 3 the Paradrop section of the set-up card shows the first GT 1 activation has six KGs to drop, KGs 1 through 6. The Axis player must drop all six. This is a total of 30 units. He places the five units of KG 1 on one hex, the five units of KG 2 on another hex, and so on until all six KGs are placed. Later activations will activate different numbers of KGs to paradrop. All units of their Formation currently in play on the map will then also activate.

Design Note: Terminology for operational planning by the Axis differs from the Allied, so we use the German term "KG" ("Kampfgruppe"). The Italian word is "Raggruppamento," or sometimes "Gruppo," but these are not used here since they have the same meaning. These words are generic and refer to groupings of units for special tasks.

15.14 - The set-up card shows the KGs available for Paradrop beginning the first turn.

- All units within a KG drop on the same activation; none can be withheld.
- The Paradrop of a KG on GTs 1 and 2 cannot be delayed to a future turn.
- The Axis player cannot rearrange his Paradrop units into different KGs or rearrange KGs into a different order.

15.15 - Units to drop depend on the placement of a friendly Airhead [15.2] and a Drop Hex marker [15.3] to determine the hex where they wish to land. They then use Drift procedure [15.4] to determine the exact hex where they land (the "Landing hex"). Drift Combat [15.6] occurs if an enemy unit occupies the Landing hex.

15.16 - Once Paradrop procedure is complete dropped units either cannot move (scenarios 1 and 2), or can move only one hex (scenarios 3 and 4) during their Movement Phase during that same activation. Other units of the same Formation already on the map can move normally. All can conduct combat during the Combat Phase. For all subsequent activations paratroop units already on the map activate like other units

15.2   The Airhead

Without an Airhead on the map, no KG of the same nationality can be Paradropped.

15.21 - Place all available Airhead markers on the map, one per hex, during the Paradrop Phase before any KG performs Paradrop. An Airhead marker can be placed on any land hex subject to the following:

- Cannot be placed during Night turns
- Cannot place it any closer than six (6) hexes from another Airhead
- Cannot place it on rough or urban terrain
- At no time is it subject to AA Fire
- Does not conduct Drift or Drift combat

Design Note: Airheads generally represent logistics. Historically, large-scale planning was so complex that all must be positioned from the start.

15.22 - An Airhead marker cannot move.

15.23 - Remove an Airhead if an Allied combat unit occupies its hex during the Recovery Phase. Once removed, it can return to the map only if placed on a friendly airfield hex.

15.3   Paradrop Unit Placement

15.31 - All units of a KG drop together onto the same land hex, called a "Drop Hex." Use a Drop Hex marker aid to identify the actual Drop Hex for the KG. Remove it once the KG has completed Drift [15.4]. It can be used again next turn. No more than one KG can be placed on a single Drop Hex during a single activation (although additional individual units may Drift onto that hex).

15.32 - Place a Drop Hex marker on any one hex desired within four (4) hexes of any one of its Formation Airheads and no closer than two (2) hexes (one hex intervening) from another Drop Hex that is indicated this phase. A Drop Hex can contain enemy units. The Axis player repeats this process for each KG that drops during this activation.

15.33 - Place all units of the KG only on their Drop Hex marker.

15.34 - Units in a KG are subject to AA Fire. Allied AA units (all types) can conduct AA Fire at all Axis Drop hexes within range. Apply results to the group, not to the units individually. AA Fire is not limited to just one target. Do not turn firing AA units to Fired until all Paradrop is complete.

AA Fire Results against a Drop Hex:

F1   Axis eliminates any one step

F2   Axis eliminates any two steps

X   Axis eliminates any three steps

-   No effect

15.35 - **Optional**:
In one scenario the historically planned Drop hex is indicated below each KG. Players can choose whether or not to use this plan.

15.4   Drift Procedure

Units of a KG are subject to Drift.

15.41 - Use the Drift Diagram assigned to the scenario (Table **A** or Table **B,** found on the maps). Use it for each KG during the current activation. Adjust the die roll result with any DRMs [listed below the Diagram].

15.42 - The KG lands unit-by-unit. For each unit find the hex in the Diagram corresponding to the adjusted total. Individual units land in the indicated hexes. The first unit of the KG (the one at the top of the stack; the owner decides the order before the die roll) lands in the hex with the number corresponding to the adjusted total; the next unit of the KG lands in the hex corresponding to the next lower number; the third unit in the second lower number, etc., until a landing hex has been determined for each unit in the KG.

Note: After all Drift is concluded some landing hexes may have more than one landing unit because KGs may be directed to Drop hexes so close that the Drift for each overlap.

15.43 - AA Fire DRM. Apply a (+1) DRM to the Paradrop Drift Diagram results for **each** AA unit that fires at the Drop hex, regardless of the AA result. If at least one AA unit did Fire [15.34]:

- For the first hex of landing use the space marked in red (designates that the AA DRM was used). It corresponds to the adjusted total.

- Continue to use the landing hexes marked in red on the Diagram until these run out.

- Then continue with the landing hexes that are without the AA designation starting with the next lower number.

15.44 - A result of "15" or more on Table **A,** or a result of "13" or more on Table **B,** causes two steps of loss to the KG (owner's choice) and all remaining units of the KG return to the set-up card. They remain together in their KG on the set-up card and can conduct Paradrop again as a separate KG on any future turn (not Night turns) at least two turns later.

15.45 - The Drift Diagram shows one step of loss on certain landing hexes. Take the loss immediately as one step from the unit that lands on that hex.

Example: It is GT 1 of Scenario 3 and players are using the historical set up. The Axis player chooses hex 1530 as the Drop Hex for KG 5 with its five units (we are disregarding the other KGs for this example). The scenario rules direct the use of Drift Table **A**. This applies for all Paradrop procedures this turn. He places his Drop Hex marker on hex 1530 and arranges the units of KG 5 in the order they will drop. The Allied player conducts AA Fire by directing the three AA units within range (units: E/74, A/4, and B/4) to the Drop Hex. Using the AA Fire Table the Allied player rolls a "2.' The Axis player loses three steps and chooses to lose one step each off the first three units.

For Drift the Axis player rolls a "5" on the die and adds a net (+4) DRM (+1 for an Allied combat unit in the Drop Hex, and +3 for Allied use of three AA units) for a final result of "9." The Axis player places the top (or first) unit of the KG on hex 1730 (Use the red alternative hexes because of the AA Fire). The second unit lands on hex 1632 and the result directs that this unit is Disrupted. Since this is on top of an Allied unit, there will be Drift Combat there with the parachute unit attacking as a Disrupted unit. The third unit lands on hex 1631, a non-red hex because the alternative numbers ended. Hex 1631 is urban terrain, so the unit's landing condition is Disrupted [15.51]. The fourth unit lands on hex 1431. The fifth (and final) unit lands on hex 1529. This is a rough terrain hex so the unit's landing condition is Disrupted [15.51].

15.5   Unit Landing Condition

All dropped units have a Landing Condition.

15.51 - A unit is Disrupted upon landing if any condition listed below applies (not cumulative).

- Disrupted by Drift Diagram results
- Disrupted if it lands on a rough or urban terrain hex

15.52 - A unit is eliminated if:

- It lands on an all-sea hex
- It is an artillery unit landing on an enemy combat unit. If landing with another friendly unit type on that hex, it is not eliminated and conducts Drift combat [15.6] after possible Disruption [15.51].

15.53 - On GT 1
Once a unit completes Paradrop Landing Condition, it can move only one hex during its Movement Phase and it can attack during its Combat Phase, all during that same activation.

15.6   Drift Combat

"We thought of those recklessly brave parachutists as vermin to be wiped out ruthlessly, immediately."

- L. Marsland Gander (writing of the Leros battle)

Combat is required in any landing hex that contains units of both sides. Conduct combats in any order desired.

Note: In just one activation a unit could conduct Drift combat and then move and attack in regular combat.

15.61 - The dropped units are the attacker; only they attack, other adjacent units cannot participate.

15.62 - Not allowed are:

- CAS
- Bombardment
- Allied Reserve movement

15.63 - Over-stacked units (of either side) do not participate in Drift Combat. They retreat if the friendly participating units are retreated or are eliminated if the friendly units are eliminated.

15.64 - If an attacking unit is reduced to less than one attack strength point (due to Disruption), it cannot attack and is thereby eliminated.

15.65 - Retreating

- When the attacking or defending force is required to retreat at the end of Drift Combat, units retreat according to priorities in [13.45d].

- Do not apply losses from Retreat through Enemy ZOC [13.4] when retreating through the ZOC of the unit that does not retreat from Drift Combat. Retreating units can retreat to a vacant land hex in that enemy ZOC.

- Units of either or both sides can retreat into or through a Drift combat hex, but they cannot add to the combat strength in that combat.

- Where the defender does not retreat from a fort, the dropped units become required to retreat.

Note: Retreat is required because units of opposing sides cannot occupy the same hex.

15.7 Air Transport

Only the Axis player can conduct Air Transport. He uses Air Transport procedure to move eligible units directly to an airfield hex on the map from his set up card.

15.71 - During his Transport Phase the Axis player picks up available eligible units, as desired, from his set-up card and places them on any eligible airfield hex on the map. An airfield hex is eligible if it has an Airhead marker.

15.72 - Place an Airhead marker when:

- All hexes of that airfield are occupied by friendly combat units, **and**

- Two adjacent airfield hexes are both occupied by Axis engineer units. These can leave when the Airhead marker is placed. Place it on one of these two hexes during the Recovery Phase.

15.73 - Units eligible for Air Transport are shown on the set-up card as:

- Any unit marked as Air Transport Only

- Any unit marked as eligible for Paradrop [15.12]

15.74 - Air Transport moves a maximum of one "Kampfgruppe" (KG) [15.13] of units in any one Air Transport Phase from the set-up card. They are not all required to go to the same airfield and they can over-stack [3.35] with units already present.

15.75 - Units conducting Air Transport are subject to AA Fire by both AA unit types upon placement on the airhead. Do not turn firing AA units to Fired.

15.76 - Units using Air Transport are eligible to conduct movement during the Movement Phase of that same activation.

15.77 - Air Transport is not allowed during Storm weather turns or Night turns.

15.78 - Units cannot leave Malta by Air Transport and cannot move from airfield to airfield on Malta.

Note: Leros does not have an airfield.

16.0 Naval Operations

16.1 Naval Transport Phase

Certain units designated by the set-up card move to an invasion zone on the map only by using Naval Transport procedure. Naval Transport is used by the Axis player in all scenarios and the Allied player only in Scenario 4.

16.11 - Conduct Naval Transport during the Naval Operations Phase. All units that can conduct Naval Transport are arranged on the set-up cards in groups (usually by Formation), each called a Convoy [16.2].

16.12 - Upon activation of their Formation, units move by Naval Transport to an invasion zone for:

- Port Entry [16.14], **or**

- Amphibious Invasion [16.3], **or**

- To move from the Invasion Zone Delayed Box to the same Invasion Zone's Available Box.

Note: Not all invasion zones include a port.

16.13 - A port is marked by a port indication hex with an arrow pointing at that port. Any unit arriving from a Convoy can land at a friendly port. Certain units, marked on the set-up card, enter the map only at a port.

Note: Map art and hex-grid limitations may be such that the port symbol may not be adjacent, so follow the arrow.

16.14 - Port Entry

- When activated, up to nine (9) stacking points of units from the Invasion Zone Available Box can be placed on a port indication hex. Units that would exceed the stacking limit cannot land; place them in the Invasion Zone Delayed Box.

- A unit can be placed if the port is friendly and a Harbor Boom [18.3] does not block it.

- Place them at the end of their Movement Phase. They can move from the port hex during their next activation.

- Units conducting Port Entry are subject to Landing Condition [16.33b].

16.15 - Port Entry Only units

The set-up cards may designate certain units that can land only at a friendly Port [16.14].

- They cannot conduct Amphibious Invasion.

- During the Naval Operations Phase these can move by Naval Transport from one Invasion Zone Delayed Box to any Invasion Zone Available Box, subject to Convoy Arrival Table results.

16.16 - Units **cannot**:

- Move from port to port

- Voluntarily return to the set-up card

- Conduct Naval Transport during Storm weather (but can remain in an Invasion Zone Box).

16.2   Convoys

16.21 - Units move together as a Convoy. Each Convoy is numbered for individual identification. They are available on the indicated turn and in the order shown. Some Convoys are available starting the first turn of the Scenario and others on later turns. They are not available before that turn. More than one Convoy can arrive during the same turn.

16.22 - Assignment Procedure

Assignment Procedure. A Convoy requires an assignment to an Invasion Zone before its units can land there.

A. Use Invasion Zone markers to assign each Convoy to a specific Invasion Zone. Place an Invasion Zone marker on the set-up card with each Convoy. As many Convoys as desired can be assigned to the same Invasion Zone.

B. Place Invasion Zone markers at the start of the game during set up [4.14]. These can be changed during the Recovery Phase each turn for any Convoy on the set-up card.

C. Place Invasion Zone markers face-down. The opposing player cannot view them, or view unused Invasion Zone markers.

D. The Allied player has Convoys only in Scenario 4 and he does not use Invasion Zone markers. He announces the Invasion Zone during the Segment his Convoy activates.

16. 23 - Convoy Activation

A player moves a Convoy to an Invasion Zone box only when he activates its Formation.

- A single Formation activation can activate only one Convoy at a time.

- Pick up the units of the activated Convoy from the set-up card. Conduct Convoy Arrival [16.24] to determine how many of the Convoy units arrive in their assigned Invasion Zone.

- The same activation also activates any units of the same Formation that are already on land.

16.24 - Convoy Arrival Procedure

Units in a Convoy arrive in the Invasion Zone subject to Convoy Arrival Table results.

A. Use the Coast Artillery Chart to determine which coast artillery units affect each Invasion Zone. Scenarios 1, 2, and 3 (Malta) use the Malta Chart; Scenario 4 (Leros) uses the Leros Chart. A coast artillery unit may be eligible for use in multiple Zones. As many coast artillery units as are allowed by the Coast Artillery Chart can combine, as desired. Use the strength shown on the Coast Artillery Chart for each unit as a DRM for the Convoy Arrival Table. Do not count coast artillery units that are:

  - Eliminated

  - Disrupted

  - In an enemy ZOC

B. Using the Convoy Arrival Table, roll the die and use applicable DRMs to arrive at a final result number. Read across from it to obtain the effects on the combat steps of that Convoy.

C. Convoy Arrival Table results

  Steps Lost: Eliminate steps (as indicated) from the total in the Convoy (owner's choice), not from each unit. Take losses first with infantry type units until none remain, then with other unit types.

  Steps Delayed: The owner chooses steps at least equal to the indicated number (of any unit type desired). These arrive but are placed in the Delayed Box of the Invasion Zone Box.

D. Place all remaining units in the Available Box.

E. The capacity of the Available and Delayed boxes is unlimited.

Example: In Scenario 4 (Leros 1943) it is the first turn. An Axis Convoy of six units is assigned to arrive in the East Invasion Zone. For Convoy arrival the Allied player consults the Coast Artillery Chart for Leros to determine which of his units can fire on the Convoy and their strength. Of the three allowed units the Allied player sees that the "Lago" unit is Disrupted thereby disqualifying it from use [16.24a]. The remaining two, the "Ciano" and "S.Giorgio" units, are allowed 5 and 2 fire points respectively. The Allied player chooses to use both.

Using the Leros column on the Convoy Arrival Table the Allied player rolls a "6." The only applicable DRM is the combined value of the two firing coast artillery units (at 7). The final result number is 13. This requires the Axis player to lose one step and two steps are placed in the Delayed Box of that invasion zone. The Axis player chooses to reduce one unit by one step and place one other unit of two steps in the Delayed Box. The remaining five units in the Convoy all now arrive in the East Invasion Zone Available Box.

16.25 - Units that will not conduct an Amphibious Invasion [16.3], or are unable to land due to insufficient stacking space in the invasion and port hexes, are placed in the Invasion Zone Delayed Box. Units can remain there indefinitely.

16.26 - Delayed Units

- Place these in the Delayed Box of the Invasion Zone.

- These have arrived with the others in the Convoy but cannot conduct Amphibious Invasion [16.3] or Port Entry [16.14] during the activation of arrival. They can do so on any future activation.

- When its Formation is again activated as many units as desired of that Formation (plus activated Army units) can attempt to move to the Available Box during the Transport Phase.

- Units moving from the Delayed Box to the Available Box are again subject to results on the Convoy Arrival Table. Steps Delayed return to the Delayed Box and will be subject to the Convoy Arrival Table each time they attempt to move to the Available Box.

16.27 - A player can choose not to activate a Convoy when it is first available. It can be activated later when its AM is played again.

16.3   Amphibious Invasion

Many Axis units can enter the map by Amphibious Invasion procedure. Allied units cannot conduct Amphibious Invasion. To conduct Amphibious Invasion units first use Naval Transport [16.1] to move from the set-up card to an Invasion Zone. From there units use Amphibious Invasion procedure to move onto invasion hexes and then onto coastal hexes during the same activation.

16.31 - Invasion hexes are in groupings called Invasion Zones. Invading units land from an invasion hex onto the indicated coastal hex, the hex to which the arrow points.

16.32 - During Storm weather:

- Amphibious Invasion is not allowed

- Units already in Invasion Zone Delayed or Available boxes remain there

16.33 - Amphibious Invasion Procedure
Follow the steps below in order during the indicated phases:

- Placement: Movement Phase

- Landing Condition: Movement Phase

- Allied Bombardment: Bombardment Phase

- Allied Reaction: Reaction Phase

- Landing Combat: Combat Phase

A.   Placement
During the Movement Phase move units from the Available Box onto invasion hexes within that Invasion Zone as desired:

- Up to nine (9) stacking points per hex

- Excess stacking [3.34] is not allowed

- Only one armored unit at a time on an invasion hex [take care to land it on a hex with a road]

- Place an Attack Objective marker on the coastal hex to which the invasion hex arrow points.

B.   Landing Condition
Resolve the Landing Condition Table once for each invasion hex with invading units. Roll the die and use applicable DRMs to obtain a final result number. Read across from the result number to obtain the effects on the units in the invasion hex. Apply these DRMs:

- Add the number in the invasion hex box.

- The "Not Trained" DRM applies if even one unit in the invasion hex is "Not Trained."

The Landing Condition Table results apply to units on the invasion hex as a group, not individually. Results are:

NE No effect

 d Disrupted

-1 Lose one step

-2 Lose two steps

> Example: In the rule 16.24 example assume the "Ciano" unit was not used and thereby is still available. The "Ciano" has a strength of 5 which can be used against only one invasion hex in the East Invasion Zone. Using the Landing Condition Table the Allied player rolls a 7 and applies the 5 points of "Ciano" as DRMs for a final result of 12. The result is **Disrupted** on all units in that invasion hex. Place a Disrupted marker on those units.

C. Bombardment

The Allied player conducts Bombardment [10.2] against units on invasion hexes. The following additional units [**Exception** to 10.27] can bombard invading units, or join a Bombardment:

- Coast artillery units within range.
- AA units (light only) within range. Turn firing units to Fired.

> Note: Coast artillery and AA units count range to the invasion hex. Each bombards only one invasion hex in a phase.

- Non-artillery units adjacent to invading units; these use their attack strength. They are not marked as Fired.

> Design Note: Each infantry battalion carries with it certain heavy weapons that could be effective against invasion barges that are quite vulnerable to sustained fire as they approach the beach.

D. Reaction

The Allied player can conduct Reaction [9.2].

E. Landing Combat

- **Opposed**. Conduct combat during the Combat Phase from the invasion hex against the coastal hex indicated by the arrow. Combat Coordination [12.42] is required if units already on land join with an invading unit in the same combat. Units advance onto the coastal hex when it becomes vacant.

- **Unopposed**. Invading units that face no enemy combat unit in the coastal hex advance onto it at the end of their Combat Phase.

16.4 The Beachhead

16.41 - During the Reset Phase place Beachhead markers, as desired, in the Invasion Zone where invading units landed. Place one each on any invasion hex from which an invading unit landed. No more than three are allowed at any one time in any one Invasion Zone. Only six are allowed per nationality.

16.42 - If an invading unit fails to advance onto a land hex, it is eliminated and a Beachhead marker cannot now be placed in the indicated coastal hex.

16.43 - Subsequent units on an invasion hex with a Beachhead marker receive a (-2) DRM on the Landing Condition Table.

16.44 - Each Beachhead marker is a Supply Source [6.2] for any one Formation the Axis player chooses. The choice can change from turn to turn.

> Note: Placing multiple Beachheads in one Invasion Zone can therefore supply multiple Formations.

16.45 - A Beachhead marker cannot move or be Disrupted.

16.46 - Remove the Beachhead marker if an enemy combat unit enters the coastal hex to which the invasion hex points. It can be removed voluntarily. Removed Beachhead markers can be reused during another Amphibious Invasion (any turn).

17.0 Special Units

17.1 HQ Units
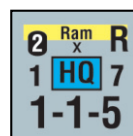
Headquarters (HQ) units represent a Formation's staff and control units. Some Formations have more than one HQ. HQs affect, or facilitate, various game functions within their command range.

> Note: Most Allied battalions include an infantry unit designated as "HQ." This unit has no HQ functions.

17.11 - An HQ contributes its defense strength if it occupies a Defender hex. An HQ cannot be the Lead unit unless it is alone in the hex or stacked only with other HQ units.

17.12 - In order for an HQ to contribute its command points as DRMs to ER checks, the Lead unit conducting the ER check must be part of the same Formation as the HQ.

17.13 - Command Range

- Axis HQ range is nine (9) hexes.
- Allied Brigade (or Sector) HQ range is unlimited within its own Sector as long as it remains within its Sector; otherwise, it is nine (9) hexes.
- An HQ can apply its command points to other hexes within command range even though the HQ is in an enemy ZOC.

17.14 - Trace command range regardless of terrain, enemy units, or enemy ZOC. When counting range, do not count the hex occupied by the HQ, but do include the hex occupied by the unit to be affected (disregard range to other units).

17.2 Command Points

Command points represent a staff capability of processing and distribution of battlefield information and orders. HQ units affect ER and Combat Coordination checks of their subordinate units through spending command points.

17.21 - Number Available
Each non-Disrupted HQ possesses either one or two command points. It has this number available during each Operations Sequence (both friendly and enemy) of the turn. Unused command points cannot be saved from one operation to the next and cannot be loaned to other HQs. Command points can be applied to units in other hexes, as long as they are within command range.

Note: While a Disrupted HQ cannot spend its command points, it is not turned to "Spent" just because it is Disrupted.

17.22 - When an HQ spends command points, it always spends its full value (no partial commitment for those with 2 command points). Whenever an HQ spends its command points, turn it to its reverse (Spent) side, where the command point value is zero.

17.23 - No more than one HQ can spend command points on a given Defender hex.

17.24 - Each command point acts as a (-1) DRM. Spend command points for only one activity instance in each of the following phases:

- Friendly Combat Phase: to affect Combat Coordination [12.3]
- Any Phase: Provide DRMs for ER checks

If the HQ and the Lead unit in a combat belong to the same Formation, then that HQ can use its command points to affect Combat Coordination for that combat. Only one HQ can spend command points on a single Coordination attempt.

Example: The Italian Folgore Division has two of its HQs, 1st and 2nd, within command range of the Lead unit of a Declared Attack. Only one of the two HQs can allocate its command points to ground Combat Coordination.

17.25 - Turn an HQ over to its zero (0) command points side (the "Spent" side), to show it has no command points remaining, when it:

- Becomes Disrupted
- Moves
- Defends in combat
- Uses its command points

17.26 - HQ Recovery

- Conduct recovery from Disruption during the Reorganization Phase.
- Conduct recovery from being "Spent" during the Reset Phase.
- An HQ that recovers from Disruption cannot apply its command points during the same phase.

Note: Since Disruption reduces its ER by two, an HQ with ER of 5 would have to roll a 3 or less to recover from Disruption [3.8].

17.3 Commandos

"Not by strength, by guile."

- Motto of the Long Range Desert Group

17.31 - Special Commando Movement (Axis and Allied)

- It moves the same as a red-box MA unit [8.22] when entering or moving through an enemy ZOC.

- It can cross a cliff hexside by spending 3 MPs.

- If Disrupted, it cannot cross cliff hexside.

17.32 - Allied Commando Units

These are very small units ("patrols") of probably one dozen men each. In practice, each would operate in squads of 6 men. For this reason, their use is limited. Commando units were well organized and very well trained. The German "Küstenjagers" and the British had their own boats for both attack and evacuation. For the Malta and Leros battles Axis commando units would operate as regular units.

- If a commando is not the Lead unit it cannot attack, but it can always defend.

- Allied Commando Retreat. If under an Attack Objective marker, all commando units in the hex can retreat before combat is resolved if they pass an ER check. Check as a combined group, not individually. Check separately for each combat.

17.4 Italian "M" Formation

The "M" command controlled a mixed grouping of units trained for special operations on Malta. It had no regularly assigned units.

17.41 - When this Formation is activated, up to nine eligible units, from any Formation (including Army units), and within command range (or in the same holding box as the HQ) can activate with it. All units are eligible except those already activated for the turn.

17.42 - The activated units receive only this one activation for the turn. Place an Activated marker on those activated by the M Formation.

17.43 - If the "M" HQ is eliminated, the activation capability is lost and it cannot return to play. Remove the activation marker.

17.5 Axis Glider Units

These are specially marked on the set-up cards.

17.51 - They can be placed for landing individually in separate hexes.

17.52 - They are not subject to Airhead placement limits and do not use Drop Hex markers. They cannot be placed to land on an urban hex.

17.53 - They are not subject to AA Fire.

17.54 - They are not subject to Drift but use the Landing Condition Table.

> **Design Note:** The Germans assembled a large number of gliders for Malta but most were to be used to transport heavy weapons and supplies.

17.6 Naval Units

Both players have naval units that can be used for Bombardment from an all-sea hex. See set up cards and scenario rules.

17.61 - A naval unit moves to the map once for the turn during a Night turn. It arrives automatically. Place arriving naval units on any all-sea hex within an Amphibious Landing Zone; invasion hexes and other all-sea hexes are not allowed.

17.62 - Naval Bombardment Procedure

- Place the naval unit on any all-sea hex.

- Pick a Target hex within range.

- Naval units can combine against the same Target hex.

- Italian naval units. Use Drift Table **A** to determine the actual hex that is bombarded. There are no DRMs for this Drift. It cannot bombard itself. [Conceivably, it could bombard a friendly unit].

- Use Bombardment procedure [10.28] to determine Bombardment results.

17.63 - Once fired, return naval units as follows:

- **Allied**. Place the naval unit back on the setup card.

- **Axis**. The naval unit can no longer be used [it bombards only once in a game].

Design Note: Against Malta the Italian navy planned a single bombardment of land positions by their 5th Naval Division, primarily the battleships *Doria* and *Duilio*. Later, this plan was modified to include certain coastal fortifications despite the fear that the battleships would be drawn into a gun duel with coast batteries. The ships would fire initially at maximum range of about 27,500 yards and then close to 21,000 yards as the target is acquired and suppressed. This places the Italian battleships well out to sea, so gunnery observation and accuracy would become the main issues. Because these guns were old and inaccurate, no Axis soldier would want to be anywhere near this type of attack.

17.7   **Optional Rule:** Anti-Tank Defense

With each combat the defender has the option to apply anti-tank defense.

17.71 - After Bombardment, each non-disrupted anti-tank and armored unit defense point remaining in the Defender hex reduces attacking armored attack strength points by one before the final combat odds calculation.

17.72 - The designated defending anti-tank or armored unit becomes the Lead unit [and thereby takes the first step of any combat loss; 13.12].

18.0 Special Situations

18.1 Allied Motor Pool

MOTOR POOL   Motor Pool is an abstraction of available trucks, shown by points on a track. It is available only to the Allied player.

18.11 - Motor Pool can be used only during Night turns [**Exception:** Scenario 1; 20.14b].

18.12 - Use Motor Pool points to increase to 10 the MA (apply as orange-circle MA) of eligible units. Each scenario shows the maximum number of stacking points allowed each turn. Points not used on one unit can be used on another unit in the same turn. Points not used in one activation can be saved for use in another activation during the same turn but they cannot be saved from turn to turn. Adjust the Motor Pool marker on the Motor Pool Track to record the number used.

18.13 - All Allied combat units are eligible except the following:

- Coast artillery
- Heavy anti-aircraft
- Motorized
- Pillbox
- Italian units in Scenario 4

18.14 - The chosen units cannot begin adjacent to an enemy combat unit and cannot pass through enemy ZOC but can enter an enemy ZOC. They move entirely on road (as in rule 3.33).

18.15 - During the Reset Phase unused Motor Pool points are lost and the Motor Pool marker is reset to the scenario maximum to be ready for use during the next Night turn.

Design Note: Historically on Leros, one British infantry company was moved, once, by jeeps. On Malta fuel shortages were so severe in 1942 that fuel for transportation use was severely limited. During an actual invasion this amount could increase as reserve stocks are delivered.

18.2   Rally

Within the limited time scale of this game, an "eliminated" unit may really be only totally disorganized and thereby no longer able to affect the battle. Yet, such units might return to play, or a reduced unit may recover.

18.21 - Conduct Rally during the Recovery Phase of Night turns. Both players can attempt to rally one HQ unit and one step of any other type of unit per HQ still in play.

18.22 - A unit rallies only if it individually passes an ER check at its reduced strength level (or original level if it is a one-step unit). Do not apply command points. Rallied units cannot be accumulated for placement on a later turn.

18.23 - A reduced unit can rally to its full-strength side if it is not in an enemy ZOC and not Disrupted. Turn the unit over to its full-strength side.

18.24 - An eliminated unit rallies to its reduced strength side, or full-strength side if it has only one strength level.

18.25 - Placement of previously eliminated units:

- **Allied**. Place it on any friendly hospital (printed on the map) or on its battalion HQ. Allied Sector HQ units cannot rally.

- **Axis**. Place it on any of its Formation HQs or on any friendly hospital. Place a rallied HQ with any unit of its Formation.

18.26 - An HQ rallied this phase cannot be used for placement of another unit rallied this same phase.

18.27 - A hospital qualifies if it is in a friendly hex and not in an enemy ZOC.

18.28 - Pillboxes, artillery (all types), anti-tank, and armored units cannot rally.

18.3   Allied Harbor Boom

A Boom is a naval term referring to a chain cable or line of spars extended across the mouth of a harbor to obstruct navigation. Several of these were emplaced on Leros and Malta, usually along with a metallic mesh anti-submarine net.

18.31 - All Booms are marked on the map. They cannot be built or rebuilt.

18.32 - A Boom prevents an Axis unit from port landing, amphibious invasion, or naval unit placement across it to any hex entirely within that harbor area. Once the Boom is destroyed these can be used. Allied units are not blocked by a Boom [The Allies could move their Booms].

18.33 - Indicate the Boom as destroyed when an Axis combat unit remains on the land hex containing an end of the Boom during a Reset Phase. Place a Harbor Boom Destroyed marker on the Boom Box hex. Destruction is automatic.

19.0 How to Win

"Victory or Death"

- Motto of the Greek Sacred Squadron

19.1   Victory Locations

19.11 - Victory locations are listed on the Victory Schedule. Only the Axis player counts Victory Locations. He counts a Victory Location at the end of the scenario if it was last controlled by an Axis combat unit. An airfield is counted only if all its hexes are friendly. Use Axis Control markers to designate locations last controlled by an Axis unit.

19.12 - **Axis Victory**

The Axis player wins at the end of the scenario being played by controlling the number of Victory Locations required for victory.

19.13 - **Allied Victory**

The Allied player wins by preventing the Axis player from achieving his victory conditions.

19.2   Axis Sudden Victory

"The defense of Valletta Keep [the area around Valletta] is of the utmost importance and will be defended by its Comd and tps [sic] with the greatest determination to the last man, the last round and the last bayonet."

- Malta Command Military Defense Scheme, 1942

19.21 - The Axis player wins Malta scenarios 1, 2, or 3 immediately at the end of any turn by controlling either of the locations listed below:

- Cospicua   2933
- Valletta   3232

19.22 - The Axis player wins Scenario 4 immediately at the end of any turn by controlling Leros hex 2706.

High oblique aerial view of Ta Kali airfield, Malta, taken at 5,000 ft from the south-east, 1941

High oblique aerial view of Hal Far airfield, Malta, taken at 5,000 ft from the north-west, 1941

High oblique aerial view of Luqa airfield, Malta, taken at 5,000 ft from the south-east, 1941

Ground crew of No. 249 Squadron RAF take a break from maintaining their Supermarine Spitfire Mark VCs at Ta Kali, Malta, 1940-1945.

With Mdina in the background, Bristol Beaufighter Mark VIF 'F-Freddie' of No 272 Squadron, Royal Air Force, on the taxiway at Ta'Qali airfield, Malta, 1943.

A Fleet Air Arm pilot running to his Hawker Hurricane which stands ready on an airfield in Malta.

Resting in blast-wall protected Dispersal Point 125 at Luqa airfield, a Bristol Beaufort Mark II of No 39 Squadron, Royal Air Force is attended to by ground crew in June 1943.

Combat Results Table [13.11]

die roll	1-3	1-2	3-4	1-1	3-2	2-1	5-2	3-1	4-1	5-1	die roll
						Combat Odds					
0	A2Rd	A2Rd	A2Rd	A2R	A1R	A1Rd	A1R	ARd	AR	AR	0
1	A2Rd	A2Rd	A2Rd	A1Rd	A1Rd	ARd	ARd	AR	A1/DR	A1/D1	1
2	A2Rd	A2Rd	A1R	A1R	ARd	AR	AR	A1d/DR	A1/D1	A1/DRd	2
3	A2Rd	A1R	A1R	ARd	AR	AR	A1d/DR	A1/D1	A1/DRd	DR	3
4	A1R	A1R	ARd	AR	AR	A1d/DR	A1/D1	A1/DRd	DR	DR	4
5	A1R	ARd	AR	AR	A1d/DR	A1/D1	A1/DRd	DR	DR	DRd	5
6	ARd	AR	AR	A1d/DR	A1/D1	A1/DRd	DR	DR	DRd	DRd	6
7	AR	AR	A1d/DR	A1/D1	A1/DRd	DR	DRd	DRd	DRd	D1R	7
8	AR	AR	A1/D1	DR	DR	DRd	D1R	D1R	D1R	D2R	8
9	AR	A1d/D1	DR	DRd	DRd	D1R	D1R	D1R	D2R	D2R	9
10	AR	DR	DRd	DRd	D1R	D1R	D1R	D2R	D2R	D3Rd	10
11	DR	DRd	DRd	D1R	D1R	D2R	D2R	D2R	D3Rd	D3Rd	11

DR   Defending units retreat two hexes

AR   Attacking units retreat one **or** two hexes

A1,A2   Attacker eliminates one (or two) steps from his attacking units

D1,D2,D3   Defender eliminates one (or two or three) step(s) from his defending units

d   All involved (attacking or defending, depending on which gets the result) units are Disrupted [3.82] (**Exception:** non-adjacent artillery [10.2] and air units are not Disrupted).

Notes

o   The Lead attack and Lead defense units respectively always lose the first step of combat loss.

o   Initial Odds cannot be less than 1-3. If final odds are less than 1-3, the attacking units lose two steps, become Disrupted, and any remaining units retreat 1 or 2 hexes.

o   Odds greater than 5-1 are resolved on the 5-1 column.

Combat Coordination Table [12.4]

Conduct Combat Coordination when **any** of the following apply [12.42]:	**Combat Coordination ER Check**
• Units of more than one Formation attack together [9.13 and 12.15] • Attacking force includes Disrupted units **and** non-Disrupted units • Units attacking during a Night turn [see also 12.43] • Units attacking from both a land hex **and** an invasion hex [16.33e] • Attacking force contains both British **and** Italian units (Scenario 4 only)	**Pass** No adjustment to the combat die roll. **Fail** (-2) DRM to the combat die roll.

Modify die roll for:	DRM to Apply (cumulative)
HQ Command Points (HQ and Lead unit are from the same formation) [17.24]	-1 or -2
During Night Turns (Axis only), unless all units are attacking from a single hex.	+ 2
Any attacking unit is Disrupted [12.42]	+ 1
Attacking units are from more than one Formation [12.15]	+ 1
Attacking from both land and an invasion hex [16.33e]	0
Attacking force contains both British and Italian units (Scenario 4 only)	0
12.44 During Storm Weather. Combat Coordination automatically fails unless all the units are attacking from a single hex.	