

# Bomb Alley

## The WW2 Mediterranean Sea Campaign

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## 1. Gameplay

Gameplay is divided into monthly operational phases, which last a maximum of 120 turns each, but not specified by exact date. There's a period of lull between those phases, giving both sides time to recover and prepare the next operations.

Before the start of each operational phase, both players roll for initiative ([see 6. Initiative](#)) and then plan their missions and pay the activation costs ([see 7. Activation Points](#)) for all units they wish to become operational during the current operational phase. At the end of each operational phase, repairs may be made for all ships inactive during the whole phase ([see 18. Repairs](#)).

For several reasons gameplay starts at the beginning of July 1940, when France already has surrendered. Gameplay ends at the end of November, 1942, when US forces - not covered by Bomb Alley - enter this theatre of war. Players may of course agree to continue (especially when US plane types required for gameplay – P-40F, P-38G, B-25, B-26B, etc. – are available from other games of this series, e.g. Midway or SOPAC).

Gameplay will not include any operations in the Black Sea.

## 2. Sequence of Play

The general sequence of play follows the SWWaS standard rules. However, there are some modifications regarding initiative, missions to be accomplished and repairs, all of which will be broadly detailed in this set of rules.

Generally, all Special Rules of *Bomb Alley's* Scenario Book are to be used, especially rules 21 – 24 as well as the Air Tables (p.50-52)!

## 3. Weather

Players may roll 1d6 at the beginning of each scenario: on a roll of 1-3 the operational phase starts with clear weather, on a roll of 4-5 with cloudy weather and on a roll of 6 with rain.

## 4. Ports

As the land warfare in Southern Europe and in North Africa is not subject of this campaign, the availability of some ports is simply tied to the historical availability of these ports. In case players attempt to combine this campaign game with any game reflecting the North African land campaign, usage of ports may of course change.

Port	Allies	Axis
Tobruk:	Jan. 1941 – June 1942, Nov. 1942 onwards	1940; July 1942 – Oct. 1942
Benghazi:	Dec. 1941 – Jan. 1942, Dec. 1942 onwards	1940 – Nov. 1941; Feb. – Nov. 1942
Greek Ports:	July 1940 – May 1941	June 1941 – end of gameplay
Crete:	Allied, if not taken by Axis <a href="#">Operation Mercury</a>	
Syrian Ports*:	<i>not used in gameplay*</i>	<i>not used in gameplay*</i>
Turkish Ports:	<i>not used in gameplay</i>	<i>not used in gameplay</i>
Black Sea:	<i>not used in gameplay</i>	<i>not used in gameplay</i>

(\* Exception: These ports may be used when the French Navy joins the Axis (see [French becoming Axis](#)) or if optional Operations [Iraq](#) and [Exporter](#) are played.

## 5. Naval Commands

All naval units are considered to be roughly grouped under several naval commands. This makes gameplay suited for more than two players, too. If played as a multi-player game, it is recommended that at least one Allied player controls the British Western Mediterranean Fleet, at least one Allied player controls the British Eastern Mediterranean Fleet and one or more Axis player control(s) the Royal Italian Navy and German Kriegsmarine (together with the French Vichy forces).

### Axis

The Axis Naval Commands are: *Western Fleet* (all western ports of Italy including Sardinia and Palermo), *Eastern Fleet* (all eastern Italy ports incl. Augusta and Messina) and *North African Fleet* (incl. Pantelleria and Rhodes). Any number of ships may be assigned to either Western or Eastern Fleet, but the North African Fleet is restricted to a mere 15 APs ([see 7. Activation Points](#)) due to supply and maintenance restrictions.

After Greece is occupied by Axis forces, an *Aegean Fleet* may be built (then including Rhodes). Ships joining the *Aegean Fleet* or sent back to Italy must conduct a mission and APs must be paid for them. Italian vessels

must not be repaired in Greek ports, but must be sent back to Italy instead, while German vessels may be repaired in Greek ports. The *Aegean Fleet* is restricted to a maximum of 30 APs.

In the time between any operational phases ([see 1. Gameplay](#)) all Axis ships may move freely between any Italian ports (only!). This is no tracked movement and is considered to happen safely between the operational phases.

*Example:* an Axis warship ending its movement in one phase in Tarent may start the next phase in La Spezia. This way fleet compositions may be changed at will.

To prevent the Axis player to choose ports only after any Allied movement becomes known, he must record the location of all his naval units before the next operational phase! Use Axis Holding Boxes for Italian Ports for this purpose, otherwise a scratch paper will serve as well.

### Allies

The Allied Naval Commands are: *Western Mediterranean Fleet* (Gibraltar), *Eastern Mediterranean Fleet* (Egypt) and *Malta*. While any number of ships may be assigned to both, Western and Eastern Mediterranean Fleet, no more than 25 APs may be assigned to Malta (supply and maintenance restrictions).

*Note:* "assigned" means „start an operational phase in any port of this command“, so of course any number of Allied ships may stay in La Valetta port in order to refuel or resupply, but must leave port again before the operational phase ends.

Allied ships assigned to either Western or Eastern Mediterranean Fleet need one full operational phase (*i.e. one month*) to steam safely around Africa to join the other naval command or to move to British ports, unless these ships are sent right through the Mediterranean Sea by operational movement. Ships sent to or from Malta must move by operational movement as well.

Thus the Allied player needs to record his fleet compositions, too. Use Allied Theatre of War Holding Boxes for this purpose. Otherwise, different counter trays for the different naval commands or a scratch paper will work fine, too!

## 6. Initiative

This Bomb Alley campaign relies on an initiative system. Both players roll a *1D6* and modify the result with certain DRM. The player with the higher result is called the initiative player for the subsequent operational phase. He is now permitted to launch any kind of operation permitted by the SWWaS rules, given that he still has sufficient Activation Points (AP, [see 7. Activation Points](#)) to "pay" for his forces.

The other, non-active player may respond to this only in limited ways ([see 11. Reactions](#)), given that he also has sufficient APs to "pay" for his forces.

In case of a draw, both sides are considered to be initiative. Then both sides may launch any kind of operation. In this case, no side is restricted to any reactions, but of course each side must have sufficient APs to "pay" for their respective forces.

Any player may choose not to make any use of his initiative. This player will still have to perform any Special Mission rolled for ([see 8. Special Missions](#)) and may still perform reactions ([see 11. Reactions](#)).

The first time a player becomes the initiative player, the *Initiative Marker* is moved to #1 space of his opponent on the *Initiative Modifier Track* (see below).

### Initiative Modifier Track

Allies							Axis					
Allied automatic initiative	5	4	3	2	1	0	1	2	3	4	5	Axis automatic initiative

When rolling for the next initiative, the previously non-initiative player may now add this value to his die roll result. If the initiative player still remains initiative, the *Initiative Marker* is moved to #2 space in favor of his opponent (and so on for each won initiative die roll). Should the non-initiative player now become the initiative player, the *Initiative Marker* is subsequently moved onto #1 space of his opponent, and the whole procedure begins again. In case the marker exceeds the #5 space on either end, the opponent automatically becomes initiative and the initiative marker is moved to #1 space of his opponent.

Several events ([see 10. Special Events](#)) may affect the *Initiative Modifier Track*.

## 7. Activation Points

Both players need to spend Activation Points (AP) to activate any ships. These activation costs include fuel consumption, regular repairs, training and other factors which may limit the operational use of naval vessels.

Both players will need to secretly roll a number of dice per month (see *Activation Points Table* below). The result is always multiplied by 10 and is tracked on the respective *Activation Points Tracks*. Both players will track their points secretly, which demands a honest gameplay of both sides, of course!

All points may be cumulated and spent at will, i.e. players may decide when to spend how many APs. It is legal to save APs for usage in later operational phases, but of course it is not allowed to spend more APs than available.

*Activation Points Table*

	1940		1941				1942				1943		
	III	IV	I	II	III	IV	I	II	III	IV	I	II	III
<b>Allies</b>	4d6	4d6	4d6	4d6	3d6	3d6	2d6	3d6	4d6	4d6	4d6	5d6	6d6
<b>Axis</b>	4d6	4d6	3d6	3d6	3d6	3d6	2d6	2d6	2d6	2d6	1d6	1d6	1d6

The players may spend any number of APs to "build" their task forces. APs may/must also be spent when the operational phases already started.

*Note: Any ships which are activated again during an operational phase after entering ports in order to replenish (e.g. ammunition/torpedos) or refuel must be payed for again! Exception: Any ships involved in a convoy operation (including escorting warships) do not have to pay for the return leg of their journey (for example any convoy ships sailing from Italy to North Africa and back to Italy do not have to pay any APs in North African ports in order to be able to sail back to Italy). However, any ships which refuel or rearm (torpedoes) must pay APs again!*

In the [Activation Costs Table](#) below the costs for each ship class are given:

*Activation Costs Table*

Type	CV	CVL	CVE	CVS	BB/BC	CD	CA/AC	CL	DD	DE/MS/GB	ML	SS
<b>APs</b>	10	9	8	7	10	6	5	4	2	1	3	1

All APs spent must be subtracted from the player's current AP level. For this purpose please use the respective *Activation Points Tracks* or note the AP level on a scratch paper.

## 8. Special Missions

Generally, in any operational phase the initiative player(s) may choose any mission type given by the SWWaS rulebook. Additionally, both players must secretly roll 2D6 for any special missions to be conducted during this operational phase. Both players must perform the mission rolled for, regardless if they are initiative or non-initiative! See [Special Missions Table](#) below for all possible special missions:

*Special Missions Table*

Allied Player	DR	Axis Player
Special Mission outside the Mediterranean Sea	<b>2</b>	Supplies to North Africa, <u>German Extra Fuel</u>
None, <u>Ultra</u>	<b>3</b>	Supplies to North Africa
Western Malta Convoy (supplies), <u>Ultra</u>	<b>4</b>	Supplies to North Africa, <u>Big Convoy</u>
Western Malta Reinforcements (aircraft)	<b>5</b>	Supplies to North Africa, <u>B-Dienst</u>
Western Malta Convoy (supplies)	<b>6</b>	Supplies to North Africa
None, <u>Ultra</u>	<b>7</b>	Supplies to North Africa
Eastern Malta Convoy (supplies)	<b>8</b>	Supplies to North Africa
Western Malta Reinforcements (aircraft)	<b>9</b>	Supplies to North Africa, <u>B-Dienst</u>
Eastern Malta Convoy (supplies), <u>Ultra</u>	<b>10</b>	Supplies to North Africa, <u>Big Convoy</u>
Direct Western Convoy to Egypt, <u>Ultra</u>	<b>11</b>	Supplies to North Africa
Special Mission outside the Mediterranean Sea	<b>12</b>	Supplies to North Africa, <u>German Extra Fuel</u> , <u>B-Dienst</u>

### Axis Special Missions

#### *Supplies to North Africa*

The Axis player must send convoys with supplies from Italy to North Africa, at least one per operational phase. Secretly roll *1D6* per convoy for the number of transports involved, except if Special Mission #10 (*Big Convoy*, see [Special Missions Table](#) above) is rolled for. In this case, roll *2D6*. For any roll of a "6", add one oiler to the convoy.

The Axis player may send additional convoys (even if he is the non-initiative player), rolling *1D6* per convoy (no more than one *Big Convoy* per month is permitted). Please also refer to [17. Axis Supply Tonnage](#) for monthly supply tonnage restrictions!

The Axis player may additionally send certain warship types (CA, CL, DD or submarine) on a transport mission in order to fill up North African supply dumps. These warships must be assigned a transport mission and have all their combat factors halved until they have finished unloading.

**Important:** For all hits received, the Axis player rolls *1d6*: on a result of 6, the ship explodes (fuel explosion)!

All North Africa convoys must be pre-formed before the operational phase starts!

The Axis player rolls *1d6* for each convoy (even the first convoy sent during an operational phase). The result multiplied by six is the number of turns the Axis player play must wait before the next convoy is allowed to leave port (because of dock capacity restrictions or any other delays of Italian war economy).

Convoys may be voluntary held back for any number of turns, but this will postpone follow-up convoys as well.

Finally the Axis player must roll *1D6* per convoy to determine its target port:

#### *Axis Target Port Table*

DR	Port
1	Tripoli
2	Tripoli
3	Tripoli
4	Tripoli
5	Benghazi
6	Tobruk

*Modifier:* Add "1" to the die roll if Crete is Axis!

If Tobruk and/or Benghazi are not available, the Axis player must send the convoy to Tripoli instead. Tobruk isn't available between January 1941 and May 1942 and from November 1942 onwards. Benghazi isn't available between December 1940 and February 1941, between December 1941 and January 1942 and from December 1942 onwards ([see 4. Ports](#)).

Axis supply convoys may only start from Italian mainland (not Sicily or Messina) or, if Axis occupied, from Athens and Saloniki.

Any warships attached to a supply convoy may either be assigned an escort or a transport mission.

The Axis player receives the following VPs for any ships successfully unloading in North Africa: 5 VP (2 VP if one hull box is damaged) for a small transport, 10 VP (6 VP if one hull box is damaged, 3 VP if two hull boxes are damaged) for a large transport and 15 VP (10 VP if one hull box is damaged, 5 VP if two hull boxes are damaged) for an oiler. Any warship used on a transport mission is worth 5 VP (CL, CA) or 2 VP (DD) or 1 VP (submarine) when successfully (i.e. undamaged!) completing its mission.

#### *B-Dienst:*

The Allied player must tell the Axis player the result of his Special Mission DR. No further information needs to be given.

*[Note: The Axis had several sources of intelligence spread over the Mediterranean, mostly agents in Egypt or Gibraltar. Therefore, a good number of Allied naval operations was known in advance to the Axis. Additionally, the German "B-Dienst (Beobachtungs-Dienst = observation service = German naval intelligence) managed to decrypt a good number of British codes much like the British did with Ultra.]*

#### *German Extra Fuel:*

Germany provides some extra fuel to boost Italian morale. Roll 1d6, multiply the result by 10 and add this to available Axis Activation Points.

*[Note: From time to time Germany provided some extra fuel to force Supermarina to conduct some missions. Mostly, however, the Germans believed that the Italians were holding back large fuel stocks.]*

#### Allied Special Missions

##### *Ultra:*

The Allied player may react as if being initiative, i.e. no reaction restrictions! The Axis player must tell the Allied player the result of his Special Mission DR and reveal any Special Event Modifier used! Additionally the Axis player must announce to the Allied player the start date (not the actual turn on this day!) and start port of any Axis convoys bound for North Africa.

Note: The Allied player may announce the use of Ultra after all missions are planned !

While Ultra enables the Allied player to react as being initiative, neither other Special Missions nor any offensive attacks (e.g. carrier air strikes, minelaying or bombardments) are permitted. Any Allied fleets sent out may only be given intercept missions.

##### *Western Malta Reinforcements (aircraft):*

The Allied player must use at least 1 CV/CVL/CVE to ship/fly in fighter planes to Malta. Each CV/CVL/CVE may carry up to 1/2 of its own aircraft complement as reinforcement aircrafts for Malta. Accomplishing mission results in 4 VP per plane step that successfully reaches Malta.

For such a mission, additional naval forces plus 1 CV/CVL/CVE may be added randomly ([see 12. Ships Available](#) - [Western Mediterranean Fleet](#) / [Additional Forces](#)). During April/May 1942 players may agree to either use USS Wasp in the historical manner or to mix her into the pool of available carriers ([see 12. Ships Available](#) - [US Navy](#)).

##### *Western Malta Convoy (supplies):*

The Allied player sends a convoy from Gibraltar to Malta. Secretly roll 1d6 for the number of transports in 1940 and 1941, 2d6 in 1942. For any die showing a result of "6", add one oiler to the convoy (i.e. a die roll of "11" (5 + 6) would add one oiler). Roll 1d6 (result multiplied by six) to determine start turn for convoy.

For each safely guarded merchant ship the Allied player receives 5 VP (2 VP if one hull box is damaged) for each small transport, 10 VP (6 VP if one hull box is damaged, 3 VP if two hull boxes are damaged) for each large transport and 15 VP (10 VP if one hull box is damaged, 5 VP if two hull boxes are damaged) for each oiler, which successfully unloads in the port of Valetta. Any warship (CL, ML) used on a transport mission is worth 5 VP when successfully (i.e. undamaged!) completing its mission.

For such a mission, additional naval forces may be added randomly ([see 12. Ships Available](#) - [Western Mediterranean Fleet](#)).

##### *Eastern Malta Convoy (supplies):*

The Allied player sends a convoy from Alexandria to Malta. Secretly roll 1d6 for the number of transports and add one to the result. For any die showing a result of "6", add one oiler to the convoy. Roll 1d6 (result multiplied by six) to determine start turn for convoy.

For each safely guarded merchant ship the Allied player receives 5 VP (2 VP if one hull box is damaged) for each small transport, 10 VP (6 VP if one hull box is damaged, 3 VP if two hull boxes are damaged) for each large transport and 15 VP (10 VP if one hull box is damaged, 5 VP if two hull boxes are damaged) for each oiler, which successfully unloads in the port of Valetta. Any warship (CL, ML) used on a transport mission is worth 5 VP when successfully (i.e. undamaged!) completing its mission.

##### *Direct Western Convoy to Egypt:*

A special convoy must be sent from Gibraltar to Egypt (emergency reinforcements for 8<sup>th</sup> Army). Secretly roll 1d6 for the number of transports. For each safely guarded merchant ship the Allied player receives 5 VP (2 VP if one hull box is damaged), for each small transport and 10 VP (6 VP if one hull box is damaged, 3 VP if two hull boxes are damaged) for each large transport which successfully unloads in the port of Valetta.

Roll 1d6 (result multiplied by six) to determine start turn for convoy.

Any Allied Western Mediterranean Fleet warships may escort the convoy no farther than Malta. Here the Eastern Mediterranean Fleet must take over in order to further protect the convoy.

#### *Additional Convoys:*

If being initiative, the Allied player may decide to send an additional convoy. He can only send "the other convoy" in this case, i.e. if a *Western Malta Convoy* is called for, he may additionally send an *Eastern Malta Convoy* and vice versa. This second convoy is also subject to any ruling die rolls (See *Western* and *Eastern Malta Convoys* above for details).

#### *Special Mission outside the Mediterranean:*

The Allied player may only spend a limited number of APs during this operational phase (due to special circumstances, e.g. hunt for the Bismarck etc...). Secretly roll *2d6* and multiply the result by 10. The result is the maximum number of APs the Allied player may spend in this phase, regardless whether the Allied player is the initiative or non-initiative player.

## **9. Other Missions**

#### *Minelaying:*

Accomplishing mission is worth 10 VP per successfully layed minefield. As an optional rule, laying a minefield will take only one operational turn.

#### *Bombardment:*

Accomplishing mission is worth the following VPs per ship type per bombarded coastal zone:  
5 VP per BB, 3 VP per CA, 1 VP per CL. Add 2 VP for any airfield bombarded. Each ship may only bombard one coastal zone per mission.

#### *Raiding (optional, Allied only):*

Once Greece and the Aegean Sea has become Axis, Allied naval forces may attempt to raid Axis coastal shipping. To raid any Aegean Sea zone, an Allied fleet must stay one full turn in any sea zone north of column 24 and between rows AV and BB. This mission may be combined with a bombardment mission.

Roll 1d6: 1/3 of the result (round fractions down) is the number of coastal transports (one hull box, worth 3 VP) found and sunk. Add "1" to the die roll if the Allied fleet contains 3-4 ships, add "2" if it contains 5 or more ships.

#### *Resistance (optional, Allied only):*

To support the growing resistance in Greece and Yugoslavia, the Allied player may send ships to land agents and bring supplies. Usually only a single ship is required (DE or larger), but it may be escorted.

This mission must be preplotted. The landing zone must be any coastal zone within the Aegean Sea (between rows AV and BB, north of column 24).

To land its cargo, a ship must stay one full turn in this coastal zone without moving, i.e. the ship is considered dead in the water if surprised. Any escorting ships must also stay in the same sea zone, but are considered moving. Successful accomplishment of this mission is worth 10 VP.

## **10. Special Events**

Additionally, as mentioned above, certain special events are possible (see below). These special events may supersede some special missions.

#### *Allied Special Events*

##### *Operation Catapult:*

Historically Winston Churchill ordered the French Fleet at Oran to be attacked to prevent that those French ships would be handed over to Germany.

This operation may be executed by the Allied player during any phase as long as the French Navy has not become Axis yet! The Allied player receives a +2 drm for any attempt to become the initiative player in order to execute *Operation Catapult*. In case of a draw, both sides are regarded being initiative, but no Axis naval units



may be moved west of Sardinia as long as there's no successful detection of any Allied naval units in the Western Mediterranean Sea by Axis forces.

[*Note: This rule is meant to prevent that a clever Axis player already sends strong forces to finish off any damaged British ships. Remember that Operation Catapult came surprising for both, the French and the Axis!*]

No French naval units may leave port until any British forces open fire (*French surprise*).

If launched, the Allied player additionally may perform any other missions during this phase (within AP limits, of course) and both sides carry out all special missions rolled for. The [Initiative Marker](#) is moved one extra space in favour of the Axis player.

The Allied player may randomly choose 2 BBs/BCs and roll 1d6 for a number of DDs (choose randomly) to be added to Force H (see [Activation of Force H](#) below) for this operation.

*Note: Ships are chosen from the of-board counter-mix, not from forces present on the map.*

[*Correction: historically, HMS Ark Royal carried no Fulmar fighters during this operation. Thus 4 steps of Skuas are recommended aboard HMS Ark Royal before October 1940.*]

Any French warship damaged in Oran during this operation must stay in Oran or return to Oran, if it lost more than half of its hull boxes or more than half of its main armament (PRI on BB/BC, SEC on CA/CD/CL, TER on DD/DE/GB/ML).

The historical French starting forces are: BB01 Dunkerque, BB02 Strassburg, BB03 Bretagne, BB04 Provence, DD03 Lynx, DD04 Tigre, DD22 Kersaint, DD27 Le Terrible, DD31 Mogador, DD32 Volta and CVS01 Commandant Teste.

The French player may use all available French airplanes to attack Gibraltar or any British ships in return of any British aggression. Any bomb hits on Gibraltar are worth 3 VP each for the Axis player (French and Axis morale boost).

The Axis player does not need to pay APs for any French warships moving out of Oran/Mers el Kebir when defending against Allied attacks.

If Operation Catapult is not executed in July 1940, there's a French DR checking whether the French Navy becomes Axis (see [French becoming Axis](#)) and any French warships in Egypt are moved to Syria (Tripoli or Beirut) at the end of July 1940 (with no AP costs to both sides). In this case, the Allied player may attempt to attack those ships, too, when executing *Operation Catapult* after July 1940. The Axis player does not need to pay APs for any French warships moving out of Beirut or Tripoli when defending against Allied attacks.

#### *Activation of Force H:*

In any phase during 1940 - 1941, in which the Allied player is the initiative player and activates the British Force H in Gibraltar, the [Initiative Marker](#) is moved one additional space in favour of the Axis player (to reflect the lack of presence of this force against any possible German raiders in the Atlantic).

Force H: 1 CV (Ark Royal until damaged/sunk, then any other), at least 1 BB/BC and 1 CA/CL, at least 4 DDs.

#### *Operation Judgement – Air Attack on the Italian Battlefleet:*

Once during the game the Allied player might attempt to surprise the Italian Navy in port. For this purpose it is assumed that ULTRA delivered precise information about where the Italian Navy is based in this phase. The Axis player must inform the Allied player in which Italian port the Italian battleships (all available units!) are currently based (historically Tarent). Both players follow the special rules given for Operational Scenario 11 in the Bomb Alley Scenario Book.

The Allied player receives a +2 drm for any attempt to become the initiative player in order to execute *Operation Judgement*. If successful, the Initiative Marker is moved either 1 space (at least 1 Italian BB damaged) or 2 spaces (at least 1 Italian BB sunk) in favour of the Allied player to reflect the Italian shock and loss of morale. Otherwise the initiative marker is moved one space in favour of the Axis, as usual.

#### *Convoys to Greece:*

Between I/1941 and II/1941, any Allied Special Mission calling for Convoys from Alexandria to Malta is changed into convoys to be sent to Greece instead. All those convoys must start in Egypt. Once the Axis Special Event [Operation Mercury – The Invasion of Crete](#) is played, this Allied Special Event is canceled.



#### *Operation Exporter (optional):*

Following Axis [Operation Irak](#), the Allies may conduct Operation Exporter, the invasion of Syria. Roll *1d6* at the last turn of each day and add all die rolls. Once the result reaches "30", Beirut has been taken by British forces. Once the result reaches "50", Tripoli also has been taken and the campaign ends with a British victory.

French bombardments of Haifa will reduce the above result by the following: "-1" for each CA/CL and "-3" for each BB bombarding. Bombardments may be conducted only once per mission and ship. French ships must rearm one full day (six turns) before they may conduct a new bombardment attempt.

Any French air and naval forces in Syria may fight against the Allies and are considered Axis for this purpose. Additionally, French naval forces from France or French North Africa may be sent to Syria to support French forces there. To determine the start date of such a relieve operation, the French/Axis player rolls *2d6* at the end of each day. The result must be less than the number of days Operation Exporter is already in effect.

However, no French forces must operate together with any Axis forces any vice versa. Once the fighting in Syria has finished, all surviving French forces must immediately return to French ports (France or French North Africa).

Any VPs scored by French units count pro-Axis.

#### *Axis Special Events*

##### *Operation Mercury – The Invasion of Crete:*

From May 1941 onwards the Axis player may attempt to conquer Crete. Failing to conduct Operation Mercury in May 1941 enables the British player to fully use Crete's ports and air bases.

To be able to launch *Operation Mercury*, the Axis player receives a +2 drm for any initiative die rolls. If successful, the [Initiative Marker](#) is moved one additional space in favour of the Allied player.

Both players follow the special rules of Operational Scenario 21 – *Fall Merkur* – in the Bomb Alley Scenario Book.

##### *German U-Boats to the Mediterranean:*

Starting in III/1941 and lasting until II/1942, at the end of each month the Axis player may roll *1d6*. The result is the number of German U-boats that may attempt breakthrough into the Mediterranean Sea.

For each single U-boat attempting breakthrough, the Allied player rolls *1d6*. On a result of "6", the submarine is sunk and the Allied player receives 8 VP (reflecting the loss of the submarine plus the loss of the submarine for the *Battle of the Atlantic*). On a result of "5", the U-boat is detected and forced to break off, thus remaining in the Atlantic. This result is rewarded with 3 VP for the Allied player per forced back U-boat. On any other result, the U-boat manages to enter the Mediterranean Sea.

The Axis player receives no VPs for any successful breakthroughs.

German U-boats arriving in the Mediterranean Sea may be used in the subsequent month (up to the limit of 1/3 of all available boats, [see 13 Submarines - German](#)).

##### *Italian Special Forces:*

At the beginning of the campaign game, the Axis player secretly rolls *2d6*. The result is the number of Special Forces teams the Italian Navy has available throughout the whole campaign game.

Starting in I/1941 the Axis player each month may roll *2d6*. On a result of "2" or "12", the Axis player may declare a *Special Operation* during any operational phase. He may then recall one submarine from patrol duty or assign GB01 Diana, choose any Allied port and assign up to three teams to a mission. Only when any team(s) manage(s) to enter the port successfully, the Allied player needs to report which ships are at anchor in this port (of course the Axis player may attempt to reconnoitre the port in advance, e.g. with recon planes).

Each Special Forces team has one mine factor (i.e. use the Mine Damage Table of Bomb Alley to resolve any damage results). Roll *1d6* for each team assigned to this mission. On a result of "5" or "6", this team manages to enter the port and to successfully place a mine under a target vessel (Axis player's choice if he managed to reconnoitre the port successfully before the special operation, otherwise the target is chosen randomly, with capital ships preferred!).

The Axis player rolls *1d6* for each assigned team, regardless whether it was successful or not. On a result of "6" the team manages to return to base and may be used again.

### *Operation Hercules - The Invasion of Malta:*

During the campaign game, the Axis player may launch one attempt to invade Malta ([see also 15 Malta](#)). To do so, he must announce this attempt before the initiative DR is made at the start of this month. No DRM is provided. If successful, the Allied player is considered initiative, too, during this operation (*assisted by ULTRA, as the British would have been forewarned in advance*).

The Axis player may roll for [German Extra Fuel](#). The Allied player receives double VPs for any Axis transports sunk during this operation.

### *Operation Irak (optional):*

During May or June 1941, the Axis player may call out Operation Irak (trying to support a pro-Axis rebellion in the Irak). Roll 1d6: the result is the number of air steps the Axis player must immediately send off map via Rhodes and Beirut, thus involving Vichy. Valid plane types are Bf 110d and He 111.

Following this off map support, the British player may conduct [Operation Exporter](#), the invasion of Syria, in the subsequent month. If [Operation Exporter](#) is conducted, add or subtract "1" to the subsequent "[French becoming Axis](#)" die roll, whatever suits the Axis case more. If [Operation Catapult](#) has already been conducted by the British, then roll 2d6 at the end of this month: on a result of "2", "3", "11" or "12" Vichy becomes axis (see [French becoming Axis](#) below).

### French Special Events

#### *French becoming Axis:*

The Axis player may roll 2d6 at the end of every month starting in July 1940 until the Allies launch [Operation Catapult](#). If the result is "2" or "12" (see [Operation Irak](#) for special modifier), the French Navy joins the Axis and all French forces in the game become available to the Axis side. Otherwise the French forces stay neutral.

[*Note: Although this is an ahistorical option, it nonetheless poses a serious threat on the Allied player, which will force him most likely to launch [Operation Catapult](#), the sooner the better.*]

If French naval units join the Axis side, they may be used in any kind of operation against the Allies, although some restrictions may prevent a successful cooperation:

- Activation costs for French "Axis" naval units are 150% of normal activation costs (round down fractions; e.g. 15 AP for a BB, 7 AP for a CA or 3 AP for a DD).
- French naval forces may not operate together with other Axis naval units within the same fleet (French pride).
- French naval forces based in France or North Africa may only operate in the Western Mediterranean Sea.
- French naval units may only use French ports!
- To use French submarines, the Axis player rolls 1d6 at the beginning of each month. The result equals the number of French subs operational this month.
- French air units may not be called to assist Axis naval forces. Neither may Axis air units called for to assist French naval forces.
- All French air units provided by Bomb Alley may be used. Losses are replaced at the end of each month.

[*Note: The rationale behind these rules is on one hand to prevent the Axis player to use French units in order to preserve Italian units, and on the other hand to show the difficulties which most likely would have occurred attempting a successful cooperation between Vichy and Italy/Germany.*]

Historically, some French ships operated from Alexandria when France surrendered. These ships were interned in Alexandria almost during [Operation Catapult](#). Bomb Alley supplies three FR CAs, one CL (CL01 D. Trouin) and three DDs (DD49 Le Fortune, DD53 Forbin, DD56 Basque), while BB Lorraine was forgotten.

Optionally, both sides may agree to provide random setup for those ships. In this case the Allied player must roll 1d6: On a result of "1-2" the French ships are placed in Marseille or Toulon. On a result of "3-4", the French ships are placed in any Syrian port and may operate from there (or may attempt to reach France or French North Africa). Repairs are only possible in French ports.

On a result of "5-6" the ships are set up in Alexandria. In this case, the Allied player may roll 1d6 if he executes [Operation Catapult](#): On a result of "1-4" these ships are (historically) interned by the British (leaving the game immediately). On a result of "5-6" they manage to slip out of port and must attempt to reach any French base. In this case those ships are played by the Axis player, but may not cooperate with Italian units.

### *French Retaliation:*

Following [Operation Catapult](#), no more Axis attempts may be made to draw the French Navy on their side, but the Axis player may roll 1d6 and multiply the result by "10". The result is the number of APs the Axis player may spend to form French task forces for retaliation operations during the operational phase immediately following [Operation Catapult](#). Only French naval and air units may be used. The Italian Navy must remain non-initiative during this phase.

To become the initiative player during the operational phase immediately following the Allied [Operation Catapult](#), the Axis player receives a +1 drm if he attempts to activate the French forces. Only one such attempt may be made.

Apart from any VPs scored by accomplishing mission targets (bombardment, minelaying, raids), the Axis player receives a number of VP if he manages to send French naval units outside the Mediterranean Sea to Casablanca or simply off map (10 VP for any BB/BC, 5 VP for any CA/CL and 2 VP for any DD).

At the end of this phase, the remaining French fleet will be stationed in Toulon and will be out of play for the remainder of the game.

## **11. Reactions** (non-initiative player only)

Apart from any Special Missions the non-initiative player may have to accomplish, he must remain inactive until he may be allowed to release some forces. Only submarines, air units and naval patrol forces may be used operationally until any naval units are additionally released.

Naval patrol forces are restricted to 15 APs per naval command and may not contain any CV/CVL/CVE/CVS, CA/CD, or BB/BC. Naval patrol forces may only operate within 2 sea zones of any friendly territory.

Any forces the non-initiative player sends to support any Special Mission may only have either a transport or an escort mission! No offensive missions are allowed.

Released non-initiative player's forces may only perform intercept missions!

To release any forces, the campaign game gives three alert levels:

### *Alert Condition Green – No Reaction*

No enemy forces have been detected. Thus, no forces may be released apart from naval patrol forces (see above), search aircraft and any forces necessary to accomplish any special missions.

### *Alert Condition Yellow – Limited Reaction*

Enemy light forces (no BB/BC or CV/CVL/CVE/CVS) have been detected. No friendly CV/CVL/CVE/CVS or BB/BC may be released. No more than 1/3 of the available APs may be used for activation of friendly forces.

[Note: historically both sides were reluctant to send any forces without detailed information about enemy operations.]

### *Alert Condition Red – Full Reaction*

Any enemy BB/BC and/or CV/CVL/CVE/CVS have been detected! Immediate release of all available forces is granted (within the AP limits, of course!).

## **12. Ships Available**

### *Italian Navy*

With some exceptions the whole Italian Navy is available from the beginning. Originally, BB05 Littorio and BB06 Vittorio Veneto were considered operational in August 1940, still undergoing training when Italy entered the war, much as BB04 Caio Duilio. BB03 Andrea Doria was fully operational at the end of October 1940.

Players may now either play according to the historical figures, or use the following simple system:

Starting in July 1940, the Axis player rolls 1d6 at the beginning of each month for each of these 4 ships. If the DR is equal or less the number of months Italy is already at war (Italy entered the war on June 10<sup>th</sup>, 1940, thus July counts as one month already), this ship has become operational and may be used without restriction.

A number of further vessels became operational only after the war broke out. Of these, the following ships may either never be brought into gameplay (as they never entered service) or may be optionally treated like this:

The Italian player rolls 2d6 at the end of each month for each of the following ships: BB08 Impero, CV01 Aquila, CVE01 Sparviero, CL25 Etna, CL26 Vesuvio, DD43 Squadrista, all (6) DEs of the Ariete class. If the result is "2" or "12", the ship rolled for may be declared operational.

[Note: For any multi-ship couters, roll 1d6 per counter, not per ship!]

Finally the following vessels became operational during the war:

*BB07 Roma* (Nov 1942), *CL13 Attilio Regolo* (May 1942), *CL22 Scipione Africano* (April 1943), *DD46 Bombardiere* (July 1942), *DD45 Corsaro* (May 1942), *DD41 Legionario* (March 1942), *DD44 Mitragliere* (February 1942), *DD42 Velite* (August 1942), *GB01 Diana* (November 1940).

The Axis player may either use them from their historical entry of war onwards, or he may use the same system as above (*starting in July 1940 until these ships become available historically*).

Additionally, the captured ex Yugoslavian DD *Premuda* became operational in January 1942, while the ex Yugoslavian DDs *Sebenico* and *Lubiana* were commissioned in August 1941 and October 1942 respectively (but see [Yugoslav Navy](#) for optional gameplay).

Moreover, all but four *Pegaso* DEs may only be used from June 1942 onwards, one being commissioned per month (roughly historical). The nine DEs of the *Gabbiano* class may be used from October 1942 onwards, one being commissioned per month.

The Italian CD01 *San Giorgio* must start the war in Tobruk (she was converted into a floating AA battery to reinforce the fortress, but still carried all her armament). Should the *San Giorgio* ever leave Tobruk for any reason, the Allied player is rewarded with 10 VP, even if the ship returns (*San Giorgio* should stay in port to boost the defender's morale). If still afloat when Tobruk becomes Allied controlled, *San Giorgio* is considered sunk (she was scuttled when the fortress was taken by the British).

Roll *1d6* per base for the number of MAS boats (MTBs) available, should the usage of those boats be desired. A base can either maintain Italian MAS or German S-boats.

#### *German Navy*

The German DD47 *Hermes* (ZG03) becomes available in June 1942 (but see [Greek Navy](#) for variant gameplay), the German minelayer (400 mines!) and CVH01 *Drache* becomes available in August 1941. The FL282 helicopters historically became available in late 1942, but earlier delivery may be agreed on by both players.

The number of German submarines reaching the Mediterranean is handled by [Axis Special Events](#). The Axis player will be required to note the number of available German U-boats on a scratch paper.

Any German S-boats (or "E-boats") will become available from I/1941 onwards. Roll *1d6* per base for the number of S-boats available, should the usage of those boats be desired. A base can either maintain Italian MAS or German S-boats.

#### *British Navy and Commonwealth Navies*

##### Malta Forces

Malta's Force K may consist of up to 5 CL/CA and 10 DDs (any composition within the limit of 25 APs!). Force K's composition may either be changed by transferring ships from the Eastern Mediterranean Fleet or by any events on the [British Change Of Naval Force Table](#) (see below). Malta starts with no warships available!

##### Eastern Mediterranean Fleet

Generally, it is advised to use the following historical starting forces for the Eastern Mediterranean Fleet: CVL04 *Eagle*, BB02 *Warspite*, BB05 *Malaya*, BB08 *Royal Sovereign*, BB10 *Ramiliés*, CL01a *Caledon* '39, CL02 *Calypso*, CL12 *Capetown*, CL16a *Dehli* '39, CL27 *Neptune*, CL28 *Orion*, CL38 *Gloucester*, CL39 *Liverpool*, CL03 *Sidney* (RAN), 25 DDs (*either draw randomly or refer to the Bomb Alley Scenario Book*) plus DD01 *Stuart* (RAN) plus 5x V/W class DDs (RAN).

##### Western Mediterranean Fleet

On the Western side at Gibraltar and in the Atlantic, composition of forces changed quite often. Thus the Allied player should create a Force H in Gibraltar consisting of CV *Ark Royal* plus 1 BB/BC, 1 CL (draw randomly) and 4 DDs (draw all randomly). Should any Special Mission call for the Western Mediterranean Fleet, the Allied player may temporarily request additional forces for this operational phase from the British Admiralty. The following die rolls are required:

Roll *1d6* for additional BB/BCs and divide the result by three (round normally, i.e. a "4" means 1 BB, a "5" means 2 BBs). Roll *1d6* for CA/CLs and half the result (round normally). Roll *1d6* for DDs and *1d6* for DEs.

Please note that all these reinforcements are drawn randomly, must be paid for ([see 7. Activation Points](#)) and are to be removed again at the end of the turn. Exception: Any of these additional ships may be retained in exchange for any damaged ships of the same class (on a one to one basis).

### Additional Forces

Any change of forces will be ruled by the [British Change Of Naval Force Table](#) (see below). A Exception is when a British CV, attached to either the Western or the Eastern Mediterranean Fleet, is sunk or has been taken out of action by damage. Should this happen, the Allied player may request the attachment of a new fleet carrier to his respective fleet. To do so he must roll *1d6*. The result, divided by two, must be equal or less than the number of operational phases since the carrier was damaged or lost to receive a new fleet carrier, which will be available in the subsequent operational phase.

If any aircraft ferrying mission is called for, the Allied player may draw randomly one CV/CVL additional to the procedure above.

Please note that BC03 Hood may only be used during III/1940, as she later was transferred to the Home Fleet. BB14 Prince of Wales may only be used during III/1941, being transferred to the Far East at the end of October 1941 together with BC02 Repulse.

The British Illustrious Class CVs become available as follows: Illustrious in June 1940, Formidable in Dec 1940, Victorious in May 1941, Indomitable in Oct 1941.

Of the British CLs of the Dido/Bonaventura class six units were completed during 1940: Herminone (Mar), Bonaventure (Mai), Euryalus (June), Naiad (July), Phoebe & Dido (Sep); two further units were completed during 1941: Cleopatra (Nov) and Charybdis (Dec), with three more units in 1942: Sirius (May), Scylla (June) and Argonaut (Aug).

At the end of 1941 all remaining Australian units must be immediately transferred to the Far East.

### *British Change of Naval Force*

To reflect at least some of the regular changes of the composition of British naval forces, the *British Change of Naval Force Table* is used.

Procedure: Roll *2d6* at the end of each month. The resulting event is applied immediately before the new operational phase starts.

*Optional: The British player is allowed to re-roll the dice once. If this option is taken, the second die roll must be taken (no switch back to first die roll is possible)*

### *British Change of Naval Force Table*

DR	Fleet	Event
2	EMF:	Exchange or add [only if none is currently present] BB/BC/CV/CVL, add max. 15 AP (draw rand.)
3	EMF:	Add 1 BB/BC (if current number < 3), add max. 8 AP (draw randomly)
4	EMF:	Remove min. 15 AP (max. 18 AP; damaged ships first), add max. 5 AP (draw randomly)
5	EMF:	Exchange or add [only if current number < 2] 1 BB/BC, exchange max. 6 AP (damaged ships first)
6	EMF:	Add max. 12 AP (no BB/BC or CV/CVL/CVE), remove min. 5 AP (max 8 AP)
7	EMF:	Exchange min. 20 AP (max. 25 AP, same classes, damaged ships first, draw randomly)
8	WMF:	Add max. 8 AP (no BB/BC or CV/CVL/CVE/CSVs, draw randomly)
9*	WMF:	Force H not available current month, add max. 5 AP (draw randomly)
10	WMF:	Exchange min. 20 AP (max. 25 AP; no CV/CVL/CVE, damaged ships first, draw randomly)
11	WMF:	Exchange or add [only if none is currently present] BB/BC, add max. 5 AP (draw randomly)
12	WMF:	Exchange or add [only if none is currently present] BB/BC/CV/CVL, add max. 15 AP (draw rand.)

[**EMF**: Eastern Mediterranean Fleet; **WMF**: Western Mediterranean Fleet]

[\*Note: Ignore this result if *Special Event Operation Catapult* is played!]

### *French Navy*

All French ships are available from the start of the campaign (see [Operation Catapult](#) and [French Special Events](#) for further details).

### *US Navy*

USS Wasp and her escorts (DD407 Sterret, DD399 Lang, DD404 Rhind, DD405 Rowan) become available for any aircraft transport missions to Malta in April/May 1942. USS Wasp and her escorts may be used additionally to any British ships available (see also [Western Malta Reinforcements](#)).



#### *Yugoslavian Navy (optional)*

As an option, players may agree to use any Yugoslavian add-on counters provided by *Distant Oceans* (SWWaS Scenario Book #1). If doing so, it is recommended to use only the historically available ships (CL Dalmacija, DDs Dubrovnik, Beograd, Zagreb and Ljubljana).

According to *Distant Oceans*, DD Ljubljana historically wasn't ready to sail, so the Allied player may roll 1d6: On a result of "1-3", this DD may not sail and is captured by Axis forces (thus becoming available as IT DD Lubiana in October 1942). On a result of "4-6" it is available.

Any damaged Yugoslav ship forced back to a Yugoslav port may be captured by Axis forces. Roll 1d6: On a result of "1-4" the ship is captured, on a result of "5" or "6" the ship is scuttled. In the latter case, the Axis player is not rewarded with any VPs for this ship sunk.

Attempts to raise these ships may be made. Each month the Axis player may roll 2d6: on a result of 2 or 12 the ship is raised. Roll 4d6 to determine the number of months the ship is repaired. Following any repairs it is commissioned under Italian colors.

#### *Greek Navy (optional)*

As an option, players may agree to use the Greek ships provided by Bomb Alley. If doing so, please note that the German DD Hermes will probably not be available for Axis use (see [German Navy](#)).

The Greek Navy becomes available in November 1940, when Italy historically attacked Greece.

For any Greek ships sunk in Greek ports, attempts to raise these ships may be made. Each month the Axis player may roll 2d6: on a result of 2 or 12 the ship is raised. Roll 4d6 to determine the number of months the ship is repaired. Following any repairs it is commissioned under German or Italian colors (Axis player's choice).

### **13. Submarines**

Submarines are deployed at the beginning of each month. Both, Italy and Great Britain, had enough submarines at hand so that there's no need to track their actual number. As for the German U-boats, the Axis player needs to record the number of U-boats entering the Mediterranean Sea. He must subtract all German U-boats sunk from this number.

#### *British*

The Allied player may secretly roll 3d6 at the beginning of each month. The result is the number of submarines he may deploy into submarine flotillas, but this number may not exceed 12. (Example: The Allied player rolls 6 + 5 + 3 = 15. This number is cut down to 12).

As Italy is a nation surrounded by the sea, there is always some coastal traffic during wartimes. Taking advantage of this, the Allied player may optionally (but strongly advised) neglect to form his submarines into submarine flotillas, but may use them single in any coastal sea zone or adjacent to any coastal sea zone (Italian mainland and Sicily only!) against Italian coastal merchant shipping. Each day he may roll 1d6 per submarine which did not attempt any other intercept or attack. On a result of "6", a target is sighted. Now a couple of 1d6 must be rolled: one determines the number of target ships (1-6 = number of coastal transports sent in small coastal convoys) another 1d6 is rolled to check for escorts (1-3 = number of escorts, 4-6 = no escorts).

As the target ships usually were small, each coastal transport (1 hull box) sunk this way is worth only 1 VP, but counts against the [Axis Supply Tonnage](#).

Later in the war, British submarines operating in the Aegean Sea (between rows AV and BB, north of column 24) may be used the same way in any coastal sea zone or adjacent to it.

The Axis player may put all of his currently not used DDs, DEs and GBs into a cup and then draws the required number of escorts (don't pay any APs for them!).

#### *Italian*

Although the Italian Navy had the second largest submarine fleet in the world before WW2, many of the boats were not operational and the general availability of submarines was rather low throughout the war, despite the fact that their crews fought with great bravery! The Italian player may secretly roll 2d6 (1940) or 3d6 (from 1941 onwards) at the beginning of each month. The result is the number of available submarines for this month, which may not exceed 12. (Example: The Italian player rolls 6 + 5 + 3 = 15. This number is cut down to 12)

## *German*

The Axis player may use up to 1/3 of the available German U-boats (round fractions down), as the general level of availability was very high for these vessels (despite a lot of logistical problems, especially spare parts).

## **14. Air Units**

### *Land based aircraft*

For each operational phase roll the given number of dice according to the Air Tables given in the Bomb Alley Scenario Book (p.50 – 52). Air unit allocation strictly follows the rules given by the Bomb Alley Scenario Book (*see 23.0 ff there*).

*Note: From September 1940 onwards the first British Marylands and Italian Ju-87B Stukas became available.*

### *Naval based aircraft*

Although a bit unrealistic, but to ease gameplay, it is considered, that there are always enough spare planes for any carrier based squadrons. Thus any plane losses are replaced at the beginning of the next operational phase after the carrier enters a port.

For carrier air complement, it is advised to follow the suggestions of the Bomb Alley Scenario Book, but players may of course compose their own carrier air complements.

Players may choose to provide more historical aircraft for the Italian aircraft carriers if those ships are used before 1942/43. The Italians planned to utilize CR42 biplanes as fighters (due to lack of other available plane types), and some Fiat G-50 and Re-2000 were converted and tested as well (*the latter being used on some Italian BBs as fighter cover from 1942 onwards, similar to the usage of British Hurricanes on CAM ships*).

Unfortunately, no carrier based attack planes were available before 1942, with the BA-201 not being ready for its maiden flight before July 1941. Thus players may only use Ju-87C's and/or Fi-187 (assuming delivery of German planes).

## *Malta*

At the start of July 1940 the Allied player must assign planes to Malta's air complement. Following this, the Allied player must record on a scratch paper the number of Allied aircraft available on Malta as well as the condition of the Malta airfield at any time.

The Allied player may send any number of planes available to reinforce Malta during any operational phase up to the limit of Malta's airbase. This includes aircrafts sent by ferrying aircraft carriers. However, Malta's air limit of 4 steps during 1940 (*see Bomb Alley rule 23.3*) seems to be too low historically (*for reference see "Malta: The Hurricane Years, 1940 - 1941", Christopher Shores, Brian Cull & Nicola Malizia, Grub Street, London, 1987*).

For players who want to start historically, use the following planes: *1 step Gladiator, 1 Step Hurricane, 2 steps Swordfish*.

## *North Africa (Optional)*

To reflect operational use of their air units over the battlefield, both sides may fly one mission each day "into the desert". Actually, this mission has no specified target (targets are considered to be ground forces of both sides) and is carried out simultaneously by both sides. No side is required to fly such a mission.

Strike strength is restricted to 1/3 (round fractions down) of the available air units in this theatre. Follow the standard rules for air combat. On the Axis side, both Germans and Italians are restricted to 1/3 of their respective air strength. Do not take 1/3 of their combined forces.

Bomb hits are scored on a "6", or on a "5-6" when bomb factors are circled.

At the end of each month, both sides each total all bomb hits scored. The difference is the number of VP for the side scoring more hits. VPs for shot down or destroyed planes count normally.

## *Greece (Optional)*

Starting with November 1940 (actually, the Italian attack startet started on 28 October) Greece will become a battlefield, too. So both sides' air units may be employed there, too.

Follow the same procedure as with North Africa above. Howevern. missions may only be flown during daytime and with weather condition "Clear" or "Cloudy".

This campaign will end at the end of May 1941 (historically).



## 15. Malta

### *Supply Points*

As important this base was for the Allies during WW2, it was unprepared in June 1940. The Allied player secretly rolls *2d6* at the beginning of gameplay. The result is multiplied by 10 and represents the number of Supply Points (SP) the Allies have available on Malta. This number of SPs is either tracked secretly on the Malta Supply Track or is noted on a scratch paper.

Additionally, to avoid the Axis player tracking Malta's supply state, the Allied player may secretly roll *1d6* at the end of each month. The result is the number of SPs "self generated" by Malta (repairs etc.).

Once Malta's supply state drops down to "0" SP, warships may no longer operate from the island until the supply state again raises above zero. Additionally, no offensive air missions (strikes, reconnaissance) may be flown then, but defensive CAP missions are permitted.

[*Note: Otherwise it would be too easy for the Axis player to detect that Malta's supplies are exhausted*]

To supply Malta, the British player must send convoys. Each large transport sent can carry 10 SP (6 with one hull box destroyed, 3 with two hull boxes destroyed), each small transport can carry 5 SP (2 with one hull box destroyed), and each warship sent and remaining undamaged may deliver either 1 SP (submarines, DDs) or 2 SP (CL, CA). Any tanker is worth 15 SP (10 with one hull box destroyed, 5 with two hull boxes destroyed).

If submarines are to be used for such transport missions, subtract this number of subs from the number rolled for at the beginning of the month. These subs may not be used operationally and may not attack any enemy ships. Track the subs' movement from any friendly port to Malta and back. Any Allied submarine sent on a supply mission to Malta must roll 2D6 (any time before entering La Valetta): on a result of "10", the submarine must abandon its mission prior to the target. On a result of "11" or more, it is lost to any cause (mines, ASW, etc...) before it could deliver its cargo.

### *Reduce Malta's Supply Points*

To reduce Malta's Supply Points, the Axis must bomb Malta with air units. The Axis player decides whether to bomb Malta's supply dumps or Malta's airfield or the port of La Valetta! Each bomb hit on the island's supply dumps destroys 1 SP. Only Axis bombers with a cirled land attack factor may bomb Malta's supply dumps and score a bomb hit on a result of "6" only!

Axis air strikes against Malta's supply dumps may only be flown in Clear or Cloudy weather!

### *Allied Naval Base at Malta*

Malta is able to host a number of warships up to a value of 25 AP ([see also 5. Naval Commands, Allies](#)). However, any number of Allied warships may refuel and/or rearm at La Valetta.

### *Axis Invasion of Malta*

To successfully invade Malta ([Operation Hercules, see 10. Special Events](#)), the Axis must unload at least two times more Invasion Points (IP) than Malta has remaining SPs. Each large transport can carry 5 IP (3 IP if one hull box is damaged, 1 IP if two hull boxes are damaged), while each small transport can carry 2 IP (1 IP if one hull box is damaged). Once the Axis player finishes unloading, the Allied player must reveal Malta's then remaining SPs.

The number of transports the Axis player may use is limited by the [Axis Supply Tonnage](#)! To invade Malta, no more than 1/3 of the available Tonnage Points may be used.

## 16. North Africa Supplies

Use the North African Supply Track to track all SPs.

At the beginning of the July 1940 turn, roll *1d6*. The result is multiplied with 10 and reflects the initial supply dumps in North Africa.

The Axis player must supply North Africa in order to provide the Axis fighting forces in North Africa with sufficient supplies. Failing to supply North Africa will result in an Axis defeat ([see 20. Victory Conditions](#)).

Large transports may carry 10 SP (6 with one hull box destroyed, 3 with two hull boxes destroyed), small transports 5 SP (2 with one hull box destroyed) and tankers 15 SP (10 with one hull box destroyed, 5 with two hull boxes destroyed). Any warship transporting supplies and remaining undamaged may deliver either 1 SP (submarines, DDs) or 2 SP (CL, CA).

Any Italian submarine sent on a supply mission must roll 2D6 (any time before reaching North Africa): On a result of "10", the submarine must abandon its mission prior to the target. On a result of "11" or more, it is lost to

any cause (mines, ASW, etc...) before it could deliver its cargo. Add one to the DR if an Allied submarine is patrolling within one sea zone of its target port.

#### *Axis Supply Consumption*

To maintain his forces in North Africa properly, the Axis player must send a fixed minimum of 10 SP per month in 1940, and 20 SP from 1941 onwards as basic supplies.

To reflect the land fighting in North Africa, the Axis player must roll *1d6* at the end of each month. The result multiplied by 10 gives the number of additionally used up supply points during this month.

### **17. Axis Supply Tonnage**

At the start of the campaign game, the Axis player initially rolls *4d6* at the start of the campaign game. The result is multiplied by 10 and equals the number of Tonnage Points (TP) available.

At the end of each month the Axis player secretly rolls *1d6*. The result is multiplied by "5" and added to the available Axis TPs (reflecting new built ships).

This Supply Tonnage simulates a transport pool, out of which any convoys may be formed. It is up to the Axis player to use large or small transports at will. The Axis player may not activate more than 50% of his available Supply Tonnage per turn for any supply missions (due to ships being on overhaul or being attached to other duties).

A large transport is worth 10 TP, a small transport 4 TP and a tanker 15 TP. A coastal transport is worth 1 TP (1 hull box).

To invade Malta ([see Axis Invasion of Malta](#)), no more than 1/3 of the available Tonnage Points may be used.

All Axis transport losses must be subtracted from the Tonnage Points. This also includes any losses due to individual Allied submarine attacks ([see British Submarines](#)).

### **18. Repairs**

Repairs may only be made on ships being inactive during a full month. Per month, up to three boxes on the hit record sheet may be repaired per ship, regardless of the armour type. This does not seem to be much, but generally Italian dockyards worked rather slow for several reasons, and on the Allied side, most vessels had to return to a (mostly overcrowded) major British port for major repairs, as the repair facilities of Allied ports in the Mediterranean Sea were limited.

One destroyed hit box (the least important!) may already be repaired in the month the damage occurred. In this respect, hull boxes are always considered the most important part of a naval vessel.

Players will have to record on a scratch paper any damage/repairs on ships, as well as the port (if present on the game maps), in which those repairs are executed. If Allied repairs are executed off map, simply note this.

The Axis player only has to record the extent of the damage and the date when the ship may return to duty.

The Allied player will be permitted to normally repair a ship in Egypt, if the ship was previously assigned to the Eastern Mediterranean Fleet and if the damage is less than half of each, flight deck, hull or primary boxes.

Otherwise the ship must be sent to England for repairs.

Gibraltar and Malta may not repair more than one hit box per ship and month (always the least important).

Any ships sunk in port may be raised. To raise a ship sunk in port, roll *2d6* at the end of each month. On a result of "2", "3", "11" or "12", the ship is raised. Now all hit boxes of this ship must be repaired (according to the procedure above) to bring it back into operational service.

### **19. Victory Points**

#### *Initiative modifying Victory Points*

Both players may earn Victory Points (VP) for several reasons. These VPs may generate a positive or negative morale modifier for the initiative determination ([see 6. Initiative](#)) and are used to determine overall victory of the campaign game.

Generally, positive VPs are generated by either sinking or damaging enemy ships, by destroying enemy airplanes or by successfully accomplishing mission targets. On the other hand, negative VPs are generated by friendly ships getting damaged or sunk or by friendly airplanes destroyed.

VPs for damaged or sunk ships as well as destroyed airplanes are distributed according to *Bomb Alley's* Special Rules (see *Bomb Alley* Special Rulebook for further details). VPs generated by accomplishing mission targets are detailed in sections [8. Special Missions](#) and [9. Other Missions](#).

Both sides calculate their number of VPs LOST (by sunk and/or damaged friendly ships) and must publish this score to their opponent at the end of each month (although there is no need to give any details about how these points were accumulated, i.e. no details about sunk or damaged ships need to be given away).

All Axis loss points are Allied positive VPs and vice versa. For every full 100 VPs difference scored, the Initiative Marker is moved one space on the Initiative Modifier Track in favour of the better scoring player.

*Example:* The Allied player publishes -120 VP, the Axis player publishes -40 VP. The net difference is 80 VP in favour of the Axis player, thus no initiative shift. But the Axis player additionally scored 25 VP accomplishing special mission, while the Allied player scored no such points. Thus the total net difference is 105 VP in favour of the Axis player. Therefore the Initiative Marker moves one space right in favour of the Axis player.

### Overall Victory Points

Additionally, all VPs scored are cumulated during the whole campaign game. At the end of the campaign game, all cumulated VPs of both sides are compared to determine overall victory of the campaign game. See 20. Victory Conditions for more details.

## 20. Victory Conditions

It is generally hard to give overall victory conditions for such a campaign game. While the Italian Navy can lose the war in one afternoon, it cannot simply win it by being successful. The British (theoretically) could send any number of ships (available) into the Mediterranean Sea, and were more able to replace any losses. Malta played a crucial role, but even the possession of Malta could not guarantee an Axis overall victory in the Mediterranean Sea.

On the other hand, the Royan Navy could very well win the Mediterranean campaign by simply destroying the Italian Navy. No Italian Navy, no supplies to North Africa!

To take this into account:

- The Axis side will immediately lose this campaign game (Allied major victory) if the North African supply dumps are exhausted (drop to "0" SP) for more than one turn (sudden death).
- The Axis side will lose the naval war in the Mediterranean Sea (Allied minor victory) if their number of VPs scored during the whole campaign is equal or less than the number of VPs scored by the Allies. This takes into account the historical course of the war (with the Axis not being able to eliminate the Allied naval presence in the Mediterranean Sea). Any Axis possession of Malta has no influence on this victory condition!
- On the other side, there is no Axis "sudden death" possible. The Axis side will win a major victory, if Malta is successfully invaded AND if the number of VPs scored during the whole campaign game is at least double the number of VPs scored by the Allies.
- The Axis side wins a minor victory if **either** Malta is successfully invaded AND if the number of VPs scored is more than the number of VPs scored by the Allies,  
**or** if the Axis side scores more than double the number of VPs scored by the Allies without having successfully invaded Malta.
- The game ends as a draw if the Axis side manages to score more VPs than the Allied side (but less than double the number of Allied VPs) without having taken Malta.

## 21. Design Notes

Bomb Alley is the one Avalanche Press naval wargame I always longed for since I first layed my hands on a copy of *Great War at Sea, Vol. 2* (my first Avalanche Press game!). Always dreaming to create a campaign, in which the scenarios are no longer simply played in sequence, I decided to do this work once I opened the box of *Bomb Alley*.

My goal was to provide a system that is based on historical data and does not change the original set of rules (well, a bit), but is playable as a campaign. Only the way players will resolve their operational planning should be affected. Additionally, some uncertainty should be included into gameplay. In this respect, secret die rolls are always problematic, but it depends on the players whether they really want to use them (strongly recommended!).

Of course many of the additional rules are based on my personal understanding of history, so players may not agree. They should understand that all rules here are suggestive, i.e. players may change them according to their own ideas. But be careful with the play balance!

An important part of this campaign game is the initiative system. No player will be sure about whether he can conduct his planned operations, as he cannot be sure to become the initiative player in the next phase. Added to

this, both sides will be restricted by special missions, which must be performed, and some special events which can be played. All in all, no phase will be the same.

The core of each operational phase is the activation system, which is based on activation costs, expressed in Activation Points (AP). These APs reflect the amount of fuel and ammunition, but also any other kind of resources needed to use these ships operationally. Even strategic restrictions (like the start of the Pacific War or the Hunt for the Bismarck) are (abstractly) taken into consideration. Thus players cannot simply send all available ships, as it is common in many naval wargame scenarios. They will have to carefully judge what type of ships they will need and how to balance their forces according to their mission(s) or plan(s). This way logistics are included into the campaign without the need for major book keeping (only some tracks are needed).

Both, Malta and North Africa, will play a key role in this campaign. The Allied player will be very busy to supply Malta properly with SPs and fighter planes (both will prove vital for the island to survive). As it was historically, the island's supply situation will be very difficult for most of the time.

On the other the Axis player has no easy play either. Although apparently the more advantageous side, the Italian Navy was never prepared for naval invasions. Given the restrictions that a) the Axis side may only start one single attempt to invade Malta (lack of proper trained and suited troops for more attempts), that b) the Axis player will not know about the real (initial) strength of Malta's defences (number of SPs still available) and that c) the Allies will be able to get knowledge of Axis plans due to ULTRA, there will be a great uncertainty on the Axis side about when to best launch this invasion.

Additionally, the Axis player will be very busy himself sending supplies to North Africa. And the restriction that the Axis player may not use more than 50% of his "currently" available Transport Points (TPs) for transport missions reflects a certain lack of merchant tonnage.

As the Axis supply route is long and dangerous, the Axis player has to decide whether to protect his convoys or to hunt any Allied forces. The deteriorating Axis Activation Points supply (covering especially fuel) definitely will not help to make decisions easier. Especially Allied radar aided naval task forces based on Malta may prove lethal for North African supply convoys. Thus the Axis player must plan his airstrikes against Malta carefully, as he may either attack Malta's defences (SPs) or other targets like ships, ports and airfields.

First I toyed with a fixed number of supply points used up by Axis forces in North Africa every month, but this proved to be highly unsatisfactory and finally led to a basic supply need (rising over the years, as forces in North Africa grew) plus a random number rolled for every month, reflecting the fighting and dull periods in a nice manner. The Axis player may well be able to build up some supply store, but may also need to use them up again faster than expected.

The rule that the Axis forces survive one month with all supply dumps empty may raise some eyebrows, but takes into consideration that all frontline forces usually maintain their own (limited) supply stocks, which enable them to stand some short time being out of supply. Especially the Axis forces in North Africa were used to "lack-of-supply" periods.

The optional idea to reflect the air war over Greece and North African to some extent came during playtesting. Most of both sides' air units in North Africa and Greece were idle all the time. So the VPs scored with bomb hits somewhat reflect ongoing combat over those battlefields and will force both players to commit air units there in order to prevent the enemy to score VPs unmolested.

I decided to add some ahistorical ideas, too, such as the option of the French Navy becoming Axis. Although the chance for this to happen in the game is very small, it poses a serious threat on the British/Allied player, as he cannot simply ignore this possibility (which is based on actual fears of Winston Churchill, finally leading to [Operation Catapult](#)). Adding French firepower (even only the ships provided by *Bomb Alley*) to the Axis side will strengthen the Axis forces a lot, so execution of [Operation Catapult](#) becomes a standard option for the Allied player. On the other hand, the Axis will not be able to fully use this increase in strength due to several (historically explainable) limitations posed on the French Navy in Axis hands.

I was asked to provide a detailed list of all Allied warships available but I decided against it for several reasons. One reason was, that most Allied ships are interchangeable (e.g. many vessels have the same characteristics and data). Moreover, as this campaign of course is hypothetical, it does not really matter to provide purely historical data. On the other hand, providing the opportunity for the Axis player to use ahistorical ships means that also the Allied player must have the chance to "change" history. And last but not least, players will still be able to use their own historical OOBs at will.

Enjoy!

## 22. Necessary Die Rolls

*Once at the start of the game (Rule)*

Allies	Axis
<a href="#">Malta Supply Points</a> (15.)	<a href="#">Italian Special Forces</a> (10.)
	<a href="#">Axis Supply Tonnage</a> (17.)
	<a href="#">North African Supplies</a> (16.)

*At the start of each month (correct sequence is important) (Rule)*

Allies	Axis
Air Units (according Bomb Alley Air Tables)	Air Units (according Bomb Alley Air Tables)
<a href="#">British submarines available</a> (13.)	<a href="#">German</a> (10.) and <a href="#">Italian submarines available</a> (13.)
<a href="#">Activation Points</a> (7.)	<a href="#">Activation Points</a> (7.)
<a href="#">Special Missions</a> (8.)	<a href="#">Special Missions</a> (8.), ( <a href="#">Axis Target Port Table</a> )
<a href="#">Western Med Force additions</a> (12.)	<a href="#">Italian</a> and <a href="#">German</a> MTBs (12.); <a href="#">Italian Special Forces</a> (10.)
<a href="#">Initiative</a> (6.)	<a href="#">Initiative</a> (6.)
	1940 only: IT BBs ( <a href="#">Ships Available</a> ; <a href="#">Italian Navy</a> ) (11.)

*At the end of each month (Rule)*

Allies	Axis
Monthly <a href="#">Malta Supply Points</a> (15.)	Monthly <a href="#">Axis Supply Tonnage</a> (17.)
<a href="#">British Change of Naval Forces</a> (12.)	<a href="#">French Special Events</a> (10.)
	<a href="#">Axis Supply Consumption</a> (16.)
	<a href="#">German U-boats entering the Med</a> (10.)
	<a href="#">Italian never built ships</a> (12.)

*Note: Print this page for both sides !*