

Harpoon-Vigorous

Background. By 1942, the pattern of the struggle in the Mediterranean Sea had been set. On the Allied side, operations revolved around the island of Malta. Malta was a hand on the throat of the Axis supply routes to North Africa – if it could be supplied. With supplies in hand, Malta could serve as an airfield, submarine base and port for surface forces to interdict Axis supplies to Tripolitania and Libya. Without supplies, Malta would wither in the vine in the shadow of powerful Axis bases. The Allied challenge was to draw enough resources from their worldwide commitments to keep Malta going, and then a bit more to keep it going as an as an offensive base. By the summer of 1942, these resources were exceedingly hard to find.

The Axis appreciated Malta's potential full well. But they had resource issues of their own. The Regia Marina was a potentially powerful force, but it was a wasting asset with little chance of making up any significant losses. Even more significantly, it was hobbled by fuel shortages. The Italians had no oil of their own, and the Germans had too little for all of their needs. The result was a limited oil supply for Italy's ships. The Axis knew that air power was an acceptable substitute for sea power, but there they had problems as well. The Regia Aeronautica had not proved itself particularly adept at ship attack missions, and lacked the power to knock out Malta's facilities on its own. The Luftwaffe – and particularly its specialist ship attack units – proved to be efficient ship killers, but its resources were stretched between the Mediterranean and Russia. And even in the Mediterranean it was faced with the dual missions of fighting a naval war while providing direct support to the Axis forces in North Africa. As a result, the Luftwaffe would occasionally appear in great force – as for the invasion of Greece and the assault on Crete – but not linger long enough to have a decisive effect.

The net effect of all this was a precarious balance of power in the Mediterranean. Relatively secure bases at Gibraltar and Alexandria gave the Royal Navy the means to dominate both ends of the sea, but strong Axis bases on Sicily and, eventually, Crete served to counterweight those advantages. The balance resulted in a seesaw battle in the sea's central basin. The Luftwaffe and the Regia Aeronautica would pound Malta from the air, and the British would reinforce it with aircraft flown in from carriers or from Africa and with aviation gas sent in on submarines. The Regia Marina would mine the entrances to Malta's harbor, and Royal Navy would clear the mines. The Royal Navy would try to push supply convoys though to Malta, and the Germans and Italians would respond with air and submarine attacks and sorties by surface

forces. The Germans and Italians would turn their attentions to supplying their forces in Africa, and the British would use Malta as a base for air, surface and submarine attacks on those convoys. The Regia Marina would mount raids on the British bases, and the British would strike at Axis naval and air power with carrier raids and landing parties. The balance swung back and forth, but without decisive advantage to either side.

In some ways, June of 1942 found Axis fortunes in the Mediterranean at their peak. Axis forces in Africa were about to take the British fortress at Tobruk and were threatening Egypt. Disasters in the Pacific and Asia had stretched British resources very thinly, while the United States was just beginning to make its military presence felt. Compounding the British over-stretch, an Italian raid on Alexandria in December 1941 had sunk battleships Queen Elizabeth and Valiant at their moorings. And the U-boat war raged in the Atlantic, further drawing away Allied strength.

But the Axis too had their problems. Even at this stage of the war, oil use had to be carefully rationed. This meant that the Regia Marina particularly had to curtail its possible operations to match its oil allotment. While the Luftwaffe continued to exert a powerful influence over the Mediterranean, it had to support active summer land campaigns in Russia as well as North Africa.

The last major convoy to Malta had gone through in September of 1941, and by June of 1942 another was urgently needed. The British took heart from the fact that they had passed three major convoys to Malta in 1941, losing only one of the 39 merchant ships being sent through. But balanced against this was a March attempt to send in four merchantmen from Alexandria that saw a strong intervention from both the Regia Marina and the Luftwaffe and only one-fifth of the cargos safely delivered.

The June attempt was designed as a dual convoy operation, with ships closing on Malta from both Gibraltar in the west and Alexandria in the east. Naval reinforcements were found for both convoys, but they remained relatively weak in terms of protecting air cover. The Gibraltar convoy ("Harpoon") would be accompanied by two old carriers with weak air groups. The Alexandria convoy ("Vigorous") lacked even this level of protection. It would have to rely on land-based fighters flying at the limits of their endurance and on the expedient of raiding parties attacking Axis airfields.

Not only was air defense of the convoys weak, but the convoy escort forces were potentially overmatched by the Regia Marina. The Italians could steam a powerful force of cruisers and destroyers, possibly backed by as many as five battleships. The Harpoon convoy at least had an battleship and two carriers in company, but the Vigorous convoy would have to rely on land-based air to help keep the Italian fleet at bay.

Playing Area. See the attached map, on a 35 hex by 15 hex playing area. Not all of the hexes on the map are in play for this scenario. Ship units may move through any sea or coastal hex in play on the map excepted as limited by scenario special rule. Hexes with dashed lines are treated as coastal hexes, with the dashed line treated as if it were a coast. Hex 0912 is a shallows, and cannot be entered by ship units.

Notes. The special rules for this scenario require three card decks in addition to the four normally required. Because of the large number of merchant ships in this scenario, use the 2 through 9 of clubs and hearts to represent British merchant ships, the 10 through king of hearts to represent aircraft carriers and the 10 through king of clubs to represent battleships when making up the card hands for TF searches. Follow these steps in setting up the scenario:

1. The Axis player places air units on the map, under the counters for their bases.
2. The Allied player sees the result of step one, and then places his or her air units.
3. The Axis player places ship units in TFs and places those TFs at ports.
4. The Allied player sees the Axis TFs on the map, and then places his or her ship units in TFs and places those TFs on the map.
5. The Axis player places submarine blocks on the map.
6. The Allied player places submarine units on the map.

Combined Harpoon-Vigorous Scenario

Initiative. Neither side receives an initiative modifier.

Scenario Length. Beginning on a day turn, June 12, 1942, with a minimum length of 14 turns, and extending until the last Regia Marina ship that left port returns to port.

Weather. Roll D6 for weather at the beginning of the scenario, after units have been placed. There are two weather zones: hexrow xx01 through hexrow xx 17, and hexrow xx18 through hexrow xx35. On a 1 through 3, the weather in the zone is cloudy. On a 4 through 6, it is clear. Roll for each zone.

Victory Conditions. Standard victory conditions apply, with the following exceptions. The British player receives no victory points for German air units eliminated through British scenario rule 10.

Axis Order of Battle.

At Taranto:

Battleships: Littorio, Vittorio Veneto, Cavour, Doria, Duilio

At Taranto or Cagliari:

Heavy Cruisers: Trento, Gorizia, Bolzano

At Taranto, Cagliari, Palermo or Messina:

Light Cruisers: Montecuccoli, Attendolo, D'Aosta, De Savoia, Abruzzi, Garibaldi

Destroyers: 6 x Soldati, 4 x Navigatori, 2 x Dardo, 1 x Oriani, 1 x Maestrale

At Heraklion, Trapani or Comiso:

Air Units: 9 Ju 88-4, 3 Bf 109F-4, 1 Ju88C-4, 1 Ju88C-6

At Trapani or Comiso:

Air Units: 3 M.C.202, 2 Re.2001, 2 SM.79 sil, 1 Ju 87B-2, 1 Ju 87R-2, 1 SM.79, 1 SM.84

At Cagliari:

Air Units: 3 C.R.42, 2 M.C.200, 3 SM.79 sil, 3 SM.84 sil, 2 Z.1005bis

At Derna: 3 TB Flotte

Air Units: 5 Ju 87D-1, 6 Bf 109F-4, 1 Bf 109F/B, 1 SM.79 sil

At Pantelleria: 2 MAS

Submarines: 3 RM submarine blocks and 1 U-boat block, in any coastal or sea hex in play at least 6 hexes east of Gibraltar and placed after the search described in Axis Scenario Rule 3 below.

Axis Scenario Rules.

1. Fuel Limits. The Axis player is limited in the number of ship units that he or she can activate for combat, based on the fuel used by those units. The Axis player must decide which units are to be activated at the beginning of the scenario. The Axis player may use the sheet included with this scenario to make and record these determinations. The Axis player places all ship units at bases and organizes them into task groups, regardless of whether they are activated. All Regia Marina ship units (not just destroyers) have their endurance noted on their counters. They may not refuel, but they do not begin to use fuel until they leave their ports.
2. Machinery Problems. The battleships Cavour, Doria, Duilio and the Navigatori class destroyers have unreliable engines. To simulate the effect of this, the Axis player shuffles a standard deck of 52 playing cards and draws one card from it at the start of each turn. If a red ace is drawn, one of the battleships has an engine problem. If a black ace is drawn, one of the Navigatori units has an engine problem. The Axis player must select the unit with the engine problem from any units of that type that have been activated. If the selected unit is in port, it must remain there for the remainder of the scenario. If the unit with the engine problem is at sea, its speed is reduced to 2 and it must make for Taranto (if it is a battleship) or the nearest port (if a Navigatori unit) by the most direct route possible. Drawn cards are not placed back into the deck and are not seen by the British player until the end of the scenario.
3. Night Searches. A base with search values separated by an "N*" keeps all British TFs within its search arc from becoming unspotted in night turns, as long as the TF remains in the search arc of an N* search. This represents the German practice of flare-dropping aircraft shadowing through the night TFs that had been spotted during the previous day. This effect is automatic. The base cannot conduct searches at night. The British player may move ship units between TFs spotted under this rule, and may create new TFs from such ship units. The new TFs would also be spotted as long as they remain within the search arc of the N* base. The TFs become unspotted at the start of the next day turn.

4. FDOs and CAP. Three Axis ship units (designated by the Axis player at the start of the scenario) have a fighter direction officer on board. Axis CAP over a TF operates at $\frac{1}{4}$ F value unless a ship unit with an FDO is present in the TF. The effects of the FDO are lost if the FDO's ship is damaged. Axis bases with radar can declare CAP against British searches.
5. Minefields. Hexes 0915 and 1015 (the Sicilian Narrows) and hex 0718 (Malta) contain Axis-laid minefields. When a British TF enters a minefield hex, the British player must draw cards from a regular 52 card deck equal to the number of ship units in the TF. The British player sets out all ship unit counters for the TF out face down in a row and then draws a card for each unit. If the card corresponding to the unit is a red ace, the ship unit has been sunk. If the card is a red 2 or 3, the unit has been damaged. The cards drawn are revealed to the Axis player as they are drawn, but the ship units affected are not revealed until the end of the scenario. The cards dealt are not replaced in the deck after each TF is checked for possible losses. If no cards are left in the deck, no further minefield attacks take place.
6. MBTs. The 2 MAS and 3 TB Flotte units are equipped with motor torpedo boats, which operate with some of the characteristics of aircraft and submarines. They have a range like aircraft and attack in air strike phases. They are shot at by AA just like aircraft. They may only attack at night. When they attack, they attack as if they were submarines, drawing 2 cards for the TF they are attacking, except that they may attack a destroyer unit if a card for such a unit is drawn during an attack. They may not transfer to a new base.
7. AA at Night. Axis AA values are quartered at night.
8. AA versus German Air Units. German (but not Italian) aircraft are shot down by AA at a role less than or equal to half the odds of the attack. An amended Effects of Combat Die Rolls table is attached showing this. Italian Ju87s are counted as Italian aircraft for this rule.
9. Italian Torpedoes. Due to torpedo shortages, no S.79 sil or S.84 sil unit may attack more than once during the scenario.
10. Stukas versus Bases. Double the "P" values of Ju 87s when they are attacking bases.
11. Air Strike Limits. The Axis player may not have more than 6 air units in an air strike, including escorts. A base may launch more than one air strike in a strike phase, as long as the per-strike limit is not exceeded.

12. Air Attacks on Merchantmen. If the Axis player wished to attack M defense ships in a TF, those ships are selected randomly from all of the M and B defense ships in the TF. The Axis player must allocate air units to their attacks before their targets are determined. *Suggestion: one way to do this is to stack all M and B ships in a stack, then roll D6 or D12 (depending on the size of the stack) to determine which ship, in order from the top of the stack, is being attacked.*
13. Base Usage. Italian air units may not use Heraklion air base. German air units may not use Cagliari or Pantelleria air bases. German air units beginning at Heraklion may also use the Derna, Trapani and Cosimo bases as if they were home bases for those aircraft. Italian air units have a white center band with a black border. German air units have grey or yellow center bands.
14. Radar. All Axis air bases except Cagliari and Derna have radar.
15. Movement Limitations. No Regia Marina ship unit may move within 6 hexes of Gibraltar or Alexandria.
16. TFs. The Axis player may have up to 10 TF blocks in play, any number of which may be dummies. The Axis player receives no dummy ships.
17. Base Boxes. British and Axis air bases can become quite congested during the game. Players may use the boxes at the end of these rules to hold TFs and air units at some of the more congested bases. Just cut out the boxes and keep them close to the map.
18. Ports. Of the Axis bases on the map, only Cagliari, Messina, Palermo, Pantelleria and Taranto are ports. B defense ship units may enter no port other than Taranto.

British Order of Battle.

At Alexandria:

Light Cruisers: Cleopatra, Dido, Eurylaus, Hermione, Newcastle, Birmingham, Arethusa, Coventry

Destroyers: 3 x Hunt II, 4 x JKN Class, 1 x Tribal, 2 x GHI Class, 1 x Hunt III, 1 x P Class

At Gibraltar:

Carriers: Eagle, Argus

Battleship: Malaya

Light Cruisers: Kenya, Liverpool, Charybdis, Cairo

Destroyers: 2 x Hunt II, 1 x Turk I Class, 1 x M Class, 1 x OP Class, 1 x Tribal, 1 x A-E Class, 2 x VW Class

Other: Welshman

Air groups:

Eagle: 2 Sea Hurri IC, 1 Fulmar

Argus: 1 Swordfish I

At Gibraltar or Alexandria:

Other: Chant, Oribi, Troilus, Tanimbar, Burdwan, Kentucky, Ajax, Bhutan, Bulkoil, City of Calcutta, City of Edinburgh, City of Lincoln, City of Pretoria, Potaro, Rembrandt, Aagtekerk, Elisabeth Bakke, Centurion

At Malta:

Air Group: 6 Spitfire VC, 3 Spitfire VC LR, 2 Beaufighter IC, 2 Beaufort I, 1 Albacore, 1 Wellington XII

At Gambut:

Air Group: 4 Beaufighter IC, 2 Kittihawk I, 2 Tomahawk IIB, 1 Hurricane IIA, 1 Hurricane IIB, 2 Beaufort I, 2 Blenheim IV

At Fayid:

Air Group: 1 B-24D

Submarines: 2 blocks, placed anywhere in any coastal or sea hex in play on the map and placed after the search described in British Scenario Rule 1 below.

British Scenario Rules.

1. Centurion and Anson. Centurion was an old battleship altered to look like the modern battleship Anson. The British player may opt to take the real Anson instead of or in addition to the Centurion. If the British player takes the Anson, he or she incurs a victory point penalty of 30 victory points. The Anson may start at either Gibraltar or Alexandria. Treat Centurion as a light cruiser for victory points. She may enter Malta.
2. Illustrious. A number of the ships supporting the Vigorous operation came from the British Eastern Fleet. While the Eastern Fleet contained three modern fleet carriers, the

British ultimately decided not to commit any of them to the Vigorous convoy. As matters turned out, June of 1942 saw the Imperial Japanese Navy fully occupied in fighting and losing the Battle of Midway. Assume that the carrier *Illustrious* and her air group (2 *Swordfish* I with night attack capability, 1 *Martlet* I, and 1 *Martlet* IV) were made available for the Vigorous operation. If the British player elects to take the *Illustrious*, he or she incurs a penalty of 35 victory points. The *Illustrious* starts at Alexandria.

3. Welshman. *Welshman* is carrying 3 points of cargo that can be unloaded at Malta. She unloads as an APD unit would.
4. Machinery Problems. The machinery of some of the merchant ships in convoy were not up to the challenge of prolonged high-speed steaming. To simulate the effect of this, the British player shuffles a standard deck of 52 playing cards and draws one card from it at the start of each turn. If an ace is drawn, one of the merchantmen has an engine problem. The ship with the engine problem is selected by the British player from all merchantmen then in play. The merchantman's speed is reduced to 2 for the remainder of the scenario. Drawn cards are not placed back into the deck and are not seen by the Axis player until after the scenario.
5. Night Searches and Strikes. Bases with search values separated by an "N" can search at night as well as during day turns, and air units marked with an "n" can attack at night and can search at night if the "n" is between search values. Searching units with "n" values cannot search in any day turn immediately following a night turn in which they searched. Air units striking sea targets at night fail to contact their intended target on a D6 roll of 5 or 6 in clear or cloudy weather and 2 through 6 in stormy weather. Air units striking land targets at night have their attack values halved.
6. FDOs. Two British ship units (secretly designated by the British player at the start of the scenario) have a fighter direction officers on board. Only TFs containing an FDO's ship (or a British carrier) can confer the -2 modifier applicable to searches of TFs or bases with declared CAP. The British player must allocate CAP to the FDO's TF in a search phase to receive this modifier. The effects of the FDO are lost if the FDO's ship is damaged.
7. Refueling at Sea. British D defense ship units may refuel at a refueling rendezvous set by the British player at least 4 hexes away from any Axis base.
8. Movement Restrictions. British carriers and battleships may not enter hexes 0915 or 1015 (the Sicilian Narrows) or hex 0718 (Malta). See the Axis scenario rule on minefields in these hexes.

9. Unloading at Malta. Malta can unload 40 VP per turn. Unloading is complete (and victory points are recorded) at the end of each turn's movement phase, for ships beginning the turn at Malta.
10. AA at Night. British AA values are halved at night.
11. Strike Limits. The British player may not have more than 6 air units in an air strike, including escorts. A base may launch more than one air strike in a strike phase, as long as the per-strike limit is not exceeded.
12. AA versus British Aircraft. British aircraft are shot down by AA at a role less than or equal to half the odds of the attack. An amended Effects of Combat Die Rolls table is attached showing this. The B-24D unit counts as a British air unit for this rule.
13. B-24s. The B-24D unit may not use the strike transfer rule.
14. Radar. All British bases air have radar.
15. TFs. The British player may have up to 15 TF blocks in play, any number of which may be dummies.
16. Dummies. The British player may have 1 dummy TF composed entirely of dummy ships. The British player receives as dummy ships 3 ♠, 1 ♥, 6 low ♣, and 3 ♦.
17. Base Boxes. British and Axis air bases can become quite congested during the game. Players may use the boxes at the end of these rules to hold TFs and air units at some of the more congested bases. Just cut out the boxes and keep them close to the map.
18. Gambut. Gambut is not a port.

Harpoon Scenario

Initiative. Neither side receives an initiative modifier.

Scenario Length. Beginning on a day turn, June 12, 1942, with a minimum length of 14 turns, and extending until the last Regia Marina ship that left port returns to port.

Weather. Roll D6 for weather at the beginning of the scenario, after units have been placed. There are two weather zones: hexrow xx01 through hexrow xx 17, and hexrow xx18 through hexrow xx35. On a 1 through 3, the weather in the zone is cloudy. On a 4 through 6, it is clear. Roll for each zone.

Victory Conditions. Standard victory conditions apply, with the following exceptions. The British player receives no victory points for German air units eliminated through British scenario rule 10.

Axis Order of Battle.

At Cagliari, Palermo or Messina:

Light Cruisers: Montecuccoli, Attendolo, D'Aosta, De Savoia, Abruzzi, Garibaldi

Destroyers: 4 x Navigatori, 1 x Oriani, 1 x Maestrale

At Trapani or Comiso:

Air Units: 4 Ju 88-4, 3 Bf 109F-4, 3 M.C.202, 2 SM79 sil, 2 Re.2001, 1 Ju 87B-2,

1 Ju 87R-2, 1 SM.79, 1 SM.84, 1 Ju88C-4

At Cagliari:

Air Units: 3 C.R.42, 2 M.C.200, 3 SM.79 sil, 3 SM.84 sil, 2 Z.1005bis

At Pantelleria: 2 MAS

Submarines: 2 RM submarine blocks, in any coastal or sea hex in play at least 6 hexes east of Gibraltar and placed after the search described in Axis Scenario Rule 3 below.

Axis Scenario Rules. As per the combined Harpoon-Vigorous scenario.

British Order of Battle.

At Gibraltar:

Carriers: Eagle, Argus

Battleship: Malaya

Light Cruisers: Kenya, Liverpool, Charybdis, Cairo

Destroyers: 2 x Hunt II, 1 x Turk I Class, 1 x M Class, 1 x OP Class, 1 x Tribal, 1 x A-E Class, 2 x VW Class

Other: Welshman, Chant, Oribo, Troilus, Tanimbar, Burdwan, Kentucky

Air groups:

Eagle: 2 Sea Hurricane IC, 1 Fulmar

Argus: 1 Swordfish I

At Malta:

Air Group: 6 Spitfire VC, 3 Spitfire VC LR, 2 Beaufighter IC, 2 Beaufort I, 1

Albacore, 1 Wellington XII

Submarines: 1 block,, speed 3, placed anywhere in any coastal or sea hex in play on the map and placed after the search described in British Scenario Rule 1 below.

British Scenario Rules. As per the combined Harpoon-Vigorous scenario.

Vigorous Scenario.

Initiative. Neither side receives an initiative modifier.

Scenario Length. Beginning on a day turn, June 12, 1942, with a minimum length of 14 turns, and extending until the last Regia Marina ship that left port returns to port.

Weather. Roll D6 for weather at the beginning of the scenario, after units have been placed. There are two weather zones: hexrow xx01 through hexrow xx 17, and hexrow xx18 through hexrow xx35. On a 1 through 3, the weather in the zone is cloudy. On a 4 through 6, it is clear. Roll for each zone.

Victory Conditions. Standard victory conditions apply.

Axis Order of Battle.

At Taranto:

Battleships: Littorio, Vittorio Veneto, Cavour, Doria, Duilio

Heavy Cruisers: Trento, Gorizia, Bolzano

Light Cruisers: Attendolo, D'Aosta, Abruzzi, Garibaldi

Destroyers: 6 x Soldati, 2 x Dardo

At Heraklion:

Air Units: 5 Ju 88A-4, 1 Ju88C-6

At Comiso:

Air Units: 1 M.C.202, 1 Ju 87B-2, 1 Ju 87R-2

At Derna: 3 TB Flotte

Air Units: 5 Ju 87D-1, 6 Bf 109F-4, 1 Bf 109 F-4/B, 1 SM.79 sil

Submarines: 1 RM submarine block and 1 U-boat block, in any coastal or sea hex in play at least 6 hexes east of Gibraltar and placed after the search described in Axis Scenario Rule 3 below.

Axis Scenario Rules. As per the combined Harpoon-Vigorous scenario.

British Order of Battle.

At Alexandria:

Light Cruisers: Cleopatra, Dido, Eurylaus, Hermione, Newcastle, Birmingham, Arethusa, Coventry

Destroyers: 3 x Hunt II, 4 x JKN Class, 1 x Tribal, 2 x GHI Class, 1 x Hunt III, 1 x P Class

Other: Ajax, Bhutan, Bulkoil, City of Calcutta, City of Edinburgh, City of Lincoln, City of Pretoria, Potaro, Rembrandt, Aagtekerk, Elisabeth Bakke, Centurion

At Malta:

Air Group: 6 Spitfire VC, 3 Spitfire VC LR, 2 Beaufighter IC, 2 Beaufort I, 1 Albacore, 1 Wellington XII

At Gambut:

Air Group: 4 Beaufighter IC, 2 Kittihawk I, 2 Tomahawk IIB, 1 Hurricane IIA, 1 Hurricane IIB, 2 Beaufort I, 2 Blenheim IV

At Fayid:

Air Group: 1 B-24D

Submarines: 2 blocks, placed anywhere in any coastal or sea hex in play on the map and placed after the search described in British Scenario Rule 1 below.

British Scenario Rules. As per the combined Harpoon-Vigorous scenario.

Outcome. The Harpoon convoy was pushed through, but only with heavy losses from air, surface and submarine attacks and minefields. Of the six merchant ships in convoy, only two got to Malta. The escort was also hard hit, losing two destroyers sunk and Liverpool and a destroyer damaged. The Vigorous convoy suffered from a crisis of command. Fearing that the convoy would meet with a Regia Marina surface force too powerful to be turned back by British air strikes, Admiral Harwood in Alexandria countermarched the convoy back and forth within range of Axis air strikes before ultimately recalling it. Caught in a blizzard of Axis air, S-boat and U-boat attacks, the Vigorous forces lost cruiser Hermione, two merchantmen, and three destroyers sunk and Newcastle, Birmingham and two merchantmen damaged. In return, British air and sub forces sank Trento and managed to put a torpedo into Littorio. But this was not enough to compensate for the failure to reprovision Malta. Malta would need more supplies, and soon.

Effects of Combat Die Rolls (D12)

Target	Attacker	Roll twice odds or less	Roll odds or less	Roll half odds or less
Strike units	CAP	Strike unit aborts	Strike unit shot down	Strike unit shot down
CAP	Strike Units	No further attacks by CAP that turn	CAP unit shot down	CAP unit shot down
German and British air units	AA (doubled against strafers)	No effect	No effect	Strike unit shot down
Italian air units	AA (doubled against strafers)	Strike unit aborts	Strike unit shot down	Strike unit shot down
MAS and TB units	AA	No effect	No effect	Unit sunk
C, D, and M defense ships; A defense ships with defense < 3	Any weapon except T or A	Ship damaged	Ship sunk	Ship sunk
B defense ships, A defense ships with defense > 2	C, B, M, or H weapon	Ship damaged	Ship sunk	Ship sunk
B defense ships, A defense ships with defense > 2	D, P, or L weapon	Ship damaged	Ship damaged	Ship damaged
All ships	T and A weapons	One hit	Two hits	Two hits
A defense ships special rule#	Any weapon	Ship sunk	Ship sunk	Ship sunk

#P, H, M, and L weapon factors doubled.

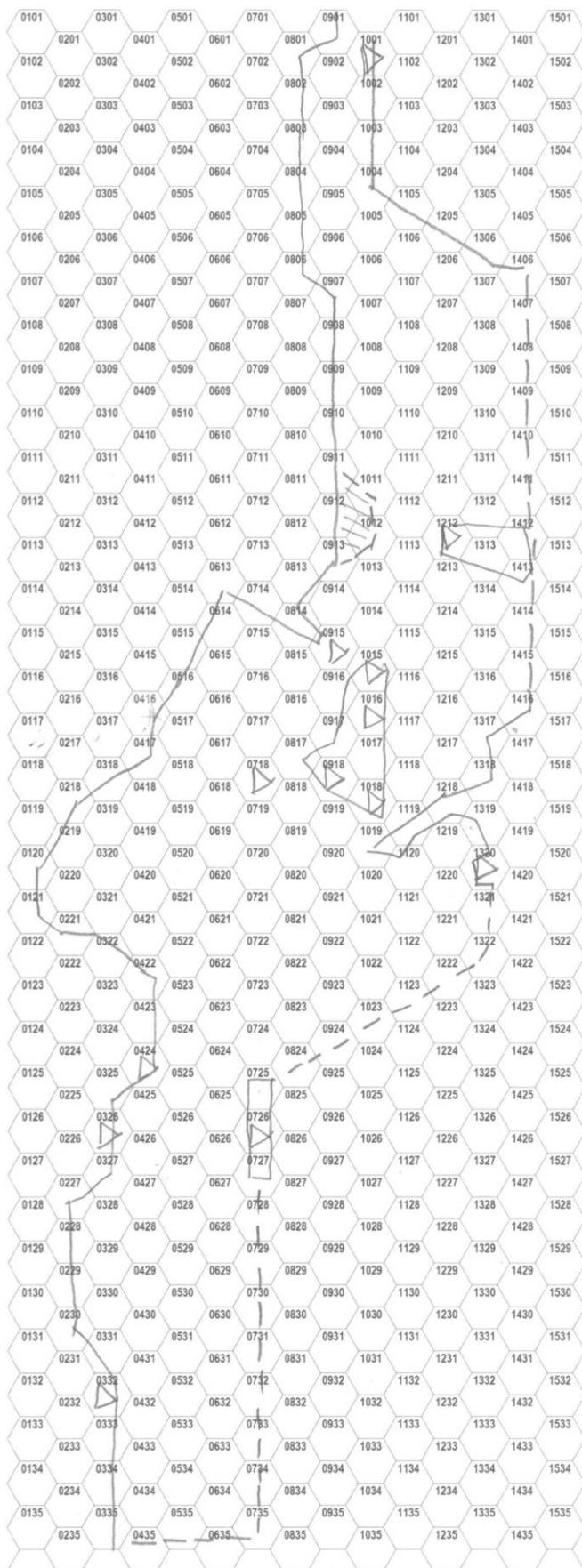
Air-to-air combat: F units can attack less than all striking units to achieve 1:1 or 1:2 odds, but must attack all opposing F units. CAP not defending its own TF or base may be at ½ or ¼ F strength.

Regia Marina Ship Units Activated

The Axis Player may activate up to 60 points of ship units for the Harpoon-Vigorous scenario or 48 points for the Vigorous scenario, using this sheet to record the ships being activated. Note: 28 points must remain inactivated for the 60 point limit to be met.

Ship Unit	Cost to Activate	Cost Incurred
Littorio	8	
Vittorio Veneto	8	
Cavour	5	
Duilio	5	
Doria	5	
Gorizia	5	
Bolzano	4	
Trento	4	
Abruzzi	3	
Garibaldi	3	
D'Aosta	3	
Di Savoia	3	
Montecuccoli	2	
Attendolo	2	
Soldati 1	2	
Soldati 2	2	
Soldati 3	2	
Soldati 4	2	
Soldati 5	2	
Soldati 6	2	
Navigatori 1	2	
Navigatori 2	2	
Navigatori 3	2	
Navigatori 4	2	
Dardo 1	2	
Dardo 2	2	
Maestrale 1	2	
Oriani 1	2	
	Total:	

MALTA	GAMBUT
HERAKLION	CAGLIARI
TRAPANI	COMISO



1001 - GIBRALTAR
 1212 - CAGLIARI
 0915 - PANTUFERIA
 1015 - TRAPANI
 1016 - PALERMO

0718 - MATA
 0910 - COMISO
 1018 - MESSINA
 1320 - TARANTO
 0424 - DERNA

0326 - GAMBUT
 0726 - HERAKLION
 0332 - ALEXANDRIA