

LEVANT 1941



INTRODUCTION

Levant 1941 retraces all the campaigns of the Second World War in the Middle East. The forces of the British Empire and its allies must successively crush the coup in Iraq fomented by the 3rd Reich, then seize Vichy France-held Syria and Lebanon, before finally entering Iran to set up a supply route to the Soviet Union.

- **The Alliés** (British Empire and Free France) must first overthrow the new power in Iraq who could send oil supply to the Reich, then conquer Syria before it becomes a base for Luftwaffe operations, and then finally seize control of Iran in order to setup a logistical link to the Soviet Union.
- **The Axis** must prevent that all three zones fall into their enemy's hands.

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

GAME DURATION

Average duration: 8h00

Favored side: Axis

Most difficult side to play: Axis

The game lasts 45 turns (between April 18th and August 30th, 1941), each turn being equivalent to three days.

The **Axis player** always plays first, followed by the **Allies player**.



FORCES

The **Axis player** controls the **iraqi (olive green)**, Vichy French (egg white), Iranian (water blue), German (grey), **Italian (dark green)** and **Luftwaffe (blue grey)** units.

The **Allies player** controls the **British (sand)**, **British Indian Army (tan)**, **RAF (blue)**, **Royal Navy (grey blue)**, **Australian (sand)**, and **Free French (king blue)** units.

MAPBOARD

The map represents the Middle-East, from the Egypt-Palestine border to Iran, including also Syria, Lebanon and the whole of Iraq and Kuwait.

Offmap boxes represent Egypt, Crete (Greece) and Cyprus, British India and Tehran (Iran).

Egypt and British India are forbidden to the **Axis player**.
Tehran cannot be entered by the **Allies player**.

Arabia and Turkey are neutral and can't be entered by any side.

Lebanon-Syria and Iran, while neutral, cannot be accessed by the **Allies**.



VICTORY

IMMEDIATE VICTORY

- One of the players reaches or exceeds 30 VP at the end of a turn.
- The **Allies player** wins if he controls all cities on the map (except in Crete and Tehran) at the end of a turn.

END-GAME VICTORY

The **Axis player** wins the game if he still controls one state among Iraq, Vichy Syria-Lebanon or Iran.

VP BONUS

- The **Allies player** earns 2 VP for each of the following cities he controls: Damascus, Alep, Baghdad.
- The **Allies player** earns 1 VP for each of the following cities he controls: Palmyre, Beirut, Mossul, Kirkuk, Basra, Ahvaz, Bandar Shapur, Hamadan, Masjed Soleiman (Oil site in Iran).
- The **Axis player** earns 2 VP for each of the following cities he controls: Limassol (Cyprus), Haifa, Habanya.
- The **Axis player** earns 1 VP for each of the following cities he controls: Jaffa, Amman, Jerusalem, Gaza, Kuwait-City, Shaybah Airfield.

VP LOSS

- The **Axis player** loses 5 VP if Rashid Ali is eliminated (which also brings 2 VP to his opponent).

SPECIAL RULES

ECONOMIC PHASE

There is no economic phase in this scenario.
Reinforcements and replacements are provided by cards.

SUPPLY SOURCES

- **Axis** : Bhagdad / Mossul / Kirkuk / Basra / Damas / Beirut / Tripoli
Alep / Tehran / Bagd Elmalek.
- **Allies** : Suez / India / Kuweït City / Amman / Haïfa / Greece / Cyprus.



Units can last without supply up to 5 turns.

British units in Iraq at start, in Habbaniya, are cut from supply. It is however possible to air lift some supply stores from the base next to Basra, which will help them survive a few more turns.

CARDS IN HANDS FROM START AND CARDS MAXIMUM

The **Axis player** starts with the following 2:

- State of Syria and State of Iran, both of which must be played (to ensure initial neutrality).

The **Allies player** has in hands the following mandatory-play card:

- Operation Sabine, allowing automatic capture of Basra and troops landing in southern Iraq.

Each player can keep up to 6 cards maximum in his hand in this scenario.

MODIFIED RULES

Cavalry units (image showing horse mounted troops) have no cavalry bonus (which is reserved to armored units).

Naval battles last 2 rounds.

Battles bring no VP gain or loss (except for capture of city or elimination of leaders).

RASHID ALI

Keeping this leader in Iraq prevents the **Allies player** to play his 'Iraq Armistice' card.

However, if the **Axis player** plays his 'Rashid Ali Flight' card, this moves the leader to Tehran and avoid its destruction, so the corresponding loss of VP.



ARMISTICES

The **Allies player** may play the various respective 'Armistices' cards on the different territories for which they occupy all the cities (respectively Iraq, Lebanon-Syria, and Iran, excluding Tehran). When they are played, all the armed forces of the relevant territories are removed from the board and the **Allies player** receives control of all the territory in the said state.