

### Victory Conditions

Both sides earn Victory Points (VP). VP are awarded for the following:

- 5 VP per hit on each damaged or crippled ship.
- VP equal to the point value for ships that are sunk.
- X VP for occupying enemy's entry rows. See page 3.

The side with the most VP at the end of the game is the winner. See page 3 for game turn information.

**November 27, 1940**

Following the raid on Taranto, the *Regia Marina* (the Italian Navy) was under extreme pressure to avenge the loss of three battleships and regain the initiative from the British. The need to securely escort Axis convoys between North Africa and Italy, while intercepting Allied convoys to Malta, provided plenty of opportunities to shift the balance of power. One such opportunity presented itself off Cape Teulada, when on November 27th both sides attempted to prevent the other from performing their convoy escort missions.

### Map Configuration

- Use the all-sea maps.
- The area with the alpha-navigation points is South.

### Fleet Construction



#### Admiral Campioni's Task Force



Vittorio Veneto BB



USS Tennessee BB  
(represents the *Guilio Cesare*)



Luca Tarigo DD  
(represents *Granatiere, Fucilieri, Bersagliere, Freccia, Saetta, Alpino, and Dardo*)

#### Admiral Iachino's Task Force



Bolzano CA  
(represents *Bolzano, Fiume, Gorizia, Pola, Trieste, Tenta, and Dardo*)



Luca Tarigo DD  
(represents *Ascari, Carabinieri, Lanciere, Gioberti, Alfieri, Carducci, and Oriani*)



#### Admiral Sommerville's Task Force



HMS Hood BC  
(represents *HMS Ramillies and Renown*)



HMS Javelin DD  
(represents *HMS Encounter and Faulknor, Firedrake, Forester, Gallant, Greyhound, Griffin, and Hereward*)

#### Admiral Holland's Task Force



HMS Exeter CA  
(represents *HMS Berwick*)



HMS Ajax CL  
(represents *HMS Manchester, Newcastle, Sheffield, and Southampton*)

#### British Carrier Support Group



Swordfish Mk. II

### Special Rules



**Axis**

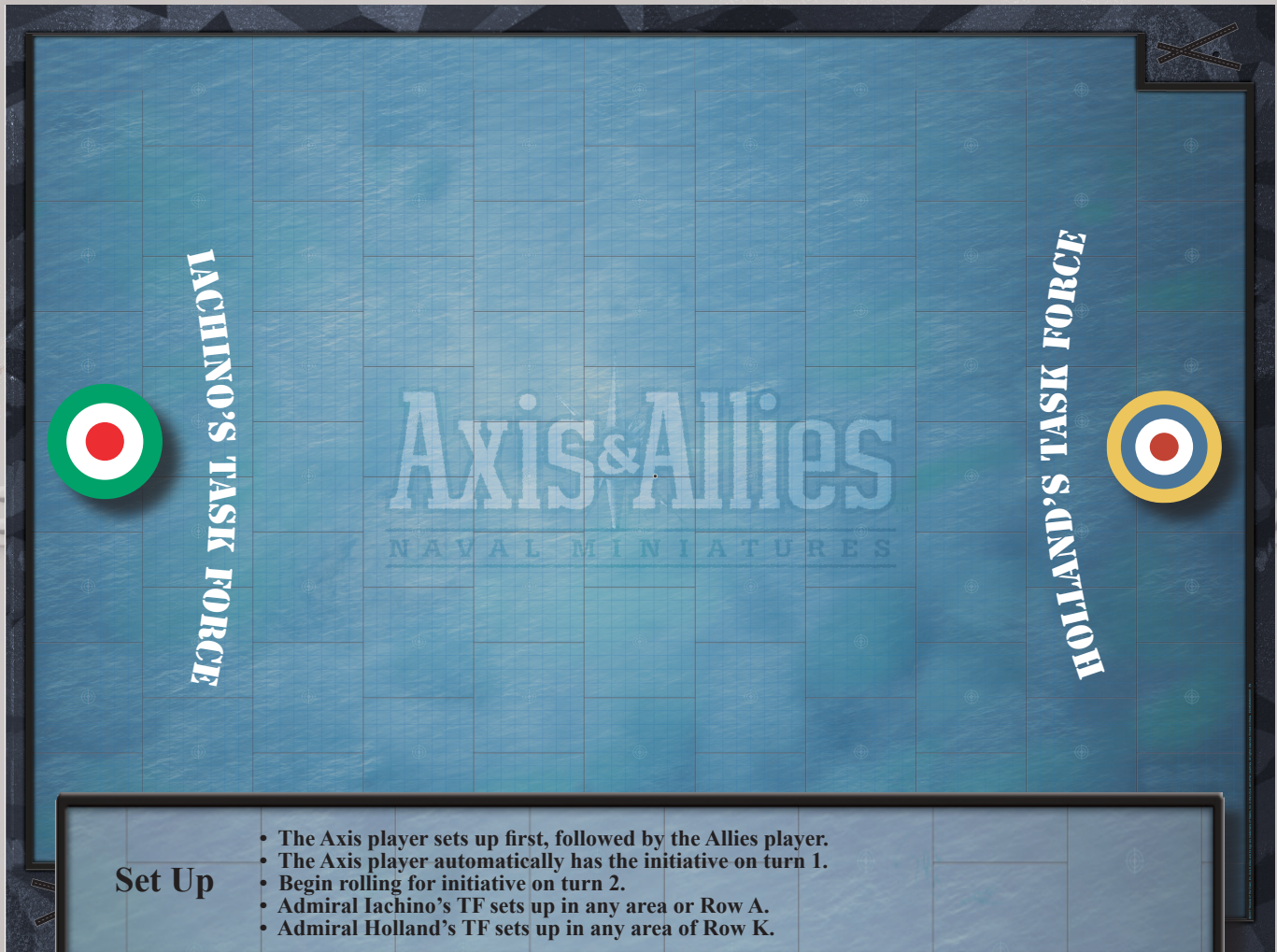
Before setting up, role one die for each Task Force (TF) and deduct that number of Luca Tarigo DD units from each Task Force. These are vessels that suffered mechanical problems (not uncommon with these lightly constructed vessels), off hunting submarines, or diverted to provide anti-aircraft protection for transport vessels (off map).



**Allies**

Before setting up, role one die and half the result (drop the fraction for an odd number). This is the number of Javelin DD unit(s) that will not enter play. They are diverted to hunt Italian submarines and provide close escort/AA protection for Allied transports off-map.





## Set Up

- The Axis player sets up first, followed by the Allies player.
- The Axis player automatically has the initiative on turn 1.
- Begin rolling for initiative on turn 2.
- Admiral Iachino's TF sets up in any area or Row A.
- Admiral Holland's TF sets up in any area of Row K.

## Reinforcements

Both sides receive reinforcement units.



**Admiral Campioni's TF** will enter play by the roll of two dice made by the Italian player each turn, after the initiative is determined. Add 1 to the DR for each Italian ship crippled or sunk. The first time a modified DR of 7 or more is made, the DDs of Campioni's TF will enter play at any areas of Row A.

The second time a DR of 7 or more is made, the BBs *Vittorio Veneto* and *Giulio Cesare* enter play. All ships of Campioni's TF must enter at the same time, at any areas of Row A.



**Admiral Sommerville's TF** will enter a number of turns equal to a die roll +1 made before the start of play (i.e., a DR of 4 will result in Admiral Sommerville's TF entering on turn 5). The result of the DR is NOT disclosed to the Italian player at this time. The British player should write the DR result down to show the Italian player when the ships of this TF enter play. All of Admiral Sommerville's ships enter play at any area of Row K.

**The Swordfish air unit** is available any turn the British player rolls a modified DR of 7 or greater after the initiative is determined for the turn. Discontinue making this DR check if the Swordfish unit is eliminated or a DR of 12 (box cars), **regardless of modifiers**, is made (their aircraft carriers, *Illustrious* and *Argus*, are called/forced away by land-based air attack).





### Special Rules & Options

The following rules are in play during the course of this scenario:

#### Occupying Enemy Entry Rows

Both sides were escorting convoys -- the British to Malta and the Italians to North Africa. The protection of these convoys was of vital importance.

Each turn a British ship occupies Row A (Italian entry row) the British player earns 10 VP (20 VP if a BC).

Each turn an Italian ship occupies Row K (British entry row) the Italian player earns 10 VP (20 if a BB). These represent the diversion or delay of the opponent's convoy to avoid the enemy warships.

#### Limited Opportunity

Due to the importance of escorting convoys, the growing threat of air attack, and the shared surprise of encountering major enemy fleet elements, neither the British or Italian commanders felt confident engaging in serious battle.

For that reason, at the end of each turn the Initiative player rolls two dice:

- **Add 1** to the DR for each friendly ship sunk or crippled.
- **Subtract 1** from the DR for each enemy ship sunk or crippled (add or subtract 2 for a BB/BC).

If the modified DR is 9 or more, only one more turn will be played (one side has broken off and neither will pursue due to the growing presence of enemy aircraft).

**Note:** It is possible one or both players will NOT receive their reinforcements due to this rule. This is war. Deal with it!

#### House Rules

These optional rules are suggested to balance play between opponents of differing skill level as well as introducing an added degree of realism to play:

- **Ships firing upon those of a larger class** have a -1 DR modifier and a 6 does NOT count as a double success (only a single). BB/BC are the largest class, CA/CL are next down and DD are the smallest.
- **Secondary batteries** of any ship have a -1 DR modifier, and a 6 does NOT count as a double success (only a single).
- **All DD units have the "Chasing Salvos" capability** when fired upon by a BB/BC and the main battery of a CA/CL. Whenever a gunnery attack against the DD roll a die. A DR of 5 or more results in no damage from the attack.

### Winning the Game

Both sides earn Victory Points (VP). VP are awarded for the following:

- 5 VP per hit on each damaged or crippled ship.
- VP equal to the point value for ships that are sunk.
- X VP for occupying enemy's entry row.

The side with the most VP at the end of the game is the winner.

### Aftermath

Cruisers from both fleets were the first to encounter each other. The Italians fell back, hoping to draw their British opponents within range of their Battleships' guns. The *Ramillies* and *Renown*, however, were not long in arriving to the battle and shortly had the *Bolzano* in range. Just when things looked bleakest for the Italians, the *Vittorio Veneto* emerged from a smoke screen laid by Italian destroyers. The British, realizing they were out-gunned, broke from the action. Admiral Campioni, utterly frustrated by the lack of promised air support, and fearing the entire British Mediterranean Fleet was just over the horizon, decided not to pursue.

Neither fleet suffered significant damage, but the British were forced to recall their supply ships destined for Malta. What could have been the first major fleet action of the war instead turned out to be a rather desultory exchange. The lengthy siege of Malta, however, was just beginning and its surrounding waters would become known as "bomb alley" where many vessels would be destroyed before war's end.

### Designer's Notes

Action Deferred was designed to put players on the edge of their seats. Due to the unknown arrival time of reinforcements, and the problematic and perhaps sudden end to the match, players will have serious and perhaps stressful decisions to make. Do you make sail for your opponent's "home row" as swiftly as possible, winning VP before the end of the game? Or, do you play cat-and-mouse until the big battlewagons show up to clear the way? How well can you bluff if your opponent's big guns show up before yours, and do you have enough VP to sweat it out until the game ends?

To all who play Action Deferred, enjoy!

