

Operazione C3 is a simulation game that aims to reconstruct the planned, but never realized, invasion of the island of Malta by the Axis forces in the summer of 1942.

The game is played in turns, each representing one day of real time. The map scale is 1.5 km per hex, and the units represent the battalions and companies that would have taken part in the campaign.

1. GAME COMPONENTS




1.1. Game Contents

- This Rules Booklet
- An A2 Map
- 140 Pieces
- A Tables Chart











1.2. Units

The tokens represent the military units that would have historically participated in the campaign, henceforth called “units”.

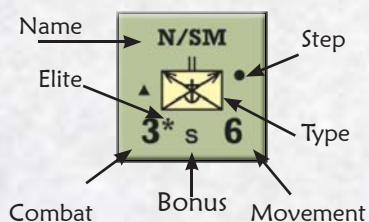
The units have the following colors to identify their nationality:

-  : Italians
-  : German Luftwaffe
-  : Commonwealth

The symbols on the units identify their type:

-  Infantry
-  Special Forces
-  Paratroopers
-  Engineers - Pioneers
-  Anti-tank artillery
-  Armour (Tanks and Self-propelled)
-  Marine Infantry
-  Coastal Batteries
-  Light Anti-aircraft
-  Heavy Anti-aircraft

Example of a combat unit:



- **Combat Value:** Indicates the unit's ability to face combat.

➤ **Movement Value:** Indicates the unit's ability to move on the terrain.

➤ **Elite Indicator:** Indicates specially trained units that can use the 'elite' bonus in combat.

➤ **Bonus Indicator:** Indicates particular skills, see 7.1.

1.3. Game Concepts

Understanding these concepts will help players in learning the game system:

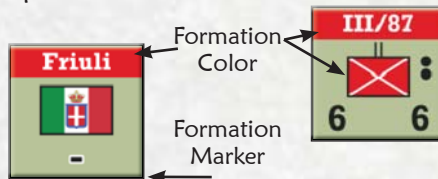
1.3.1. Playable Hexes

For graphical reasons, some coastal hexes contain both sea and coast. Follow the following rules:

- If half or more of the hex is land, the hex is land
- If there is a road that crosses it, it is a land hex
- Otherwise it is a sea hex for all intents and purposes

1.3.2. Formation

Formations are the heart of the game. Units can only act when their Formation is activated. Only one Formation at a time can be activated to carry out an Operation during the game turn. A Formation marker is used to indicate the Formation you are trying to activate' it is placed in the “Activated” box at the end of its Operation.



1.3.3. Independent Units



These are all units that do not belong to a specific Formation. They are automatically activated with the Formation to which the unit closest to them belongs. In a case of equidistance the player can choose the Formation.

1.3.4. Operation

During an Operation, the activated Formation carries out its actions in the order of the game sequence. Throughout the rules, the term “Activation” refers to the Activation to carry out an Operation.

1.3.5. Terrain Effects Table (TEC)

Shows the effects that the terrain in a hex and/or on a hexside has on the movement of units, and on combat.

Terrain comes in three types: base, overlapping (Yellow ) , and hexside (Blue ). Overlapping terrain effects always add, while hexside terrain effects add for combat and replace for movement.

Example: A Hill hex with a Town adds the two effects.

1.3.6. Stacking

When multiple units are in the same hex, they are referred to as a “stack.” Each unit has a number of steps or levels. There is a limit to the number of steps that may be present in, and may attack from, each hex (see TEC). The following units stack freely in a hex and participate in the defense of the hex regardless of the stacking limit:

- Coastal Battery
- Anti-Aircraft Unit
- Armored/Anti-Tank Unit

There may only be one of each of these units in each hex.



1.3.7. Steps

Each unit has one or two steps, which may be eliminated by Combat or by Bombing.

Units with one step are eliminated with their first casualty. Units with a full strength of two steps are flipped onto their weaker side when they suffer their first casualty and eliminated when they suffer their second casualty. An enemy stack may always be examined.

1.3.8. Zones of Control (ZOCs)

Unlike many other wargames, there are no zones of control in Operation C3.

1.3.9. Rounding

In case of halving, rounding is always upwards, and for each unit (not stack).

1.3.10. Column Shifts

On tables where column shifts are expected, consider the original ratio as the starting ratio of the shift, not that of the outermost column.

Example: 10:1 minus two columns becomes 8:1, which will then refer to the maximum column (5-1+).

The maximum number of column shifts on the tables is 3, there is no limit to column shifts outside the table.

Example: 8:1 with 4 column shifts to the left becomes 4:1; 6:1 becomes 3:1.

2. SEQUENCE OF PLAY

Each Game Turn is divided into Phases (Ex. A), and the Phases into Segments (Ex. A-3):

A. OPERATIONS PHASE

A-1. DEFINITION OF THE

ACTIVE FORMATION

A-2. MOVEMENT AND

DECLARATION OF ATTACKS

A-3. REMOVAL OF DISORGANIZATION

A-4. OFFENSIVE BOMBARDMENT

A-5. DEFENSIVE BOMBARDMENT

A-6. COMBAT

Return to A.1

B. END OF TURN PHASE

2.1. Landing Turn

The first turn of the game (called the S turn) has special rules and uses the following unique sequence of play.

SA. AIR PHASE (S TURN ONLY)

SA-1. AIR BOMBARDMENT MISSIONS

SA-2. AIRDROP OPERATIONS

SB. NAVAL PHASE (S TURN ONLY)

SB-1. NAVAL BOMBARDMENT MISSIONS

SB-2. AMPHIBIOUS LANDINGS

Only Axis Formations are activated in the S turn.

3. AIR PHASE

Only the Axis player carries out air operations.

During the Air Phase, the Axis player carries out activities involving air forces in the first turn of the game.

3.1. Air Bombardment Missions

In Turn S the Axis player can carry out 6 air bombing missions during this segment.

From Turn 1 to Turn 4 the Air Forces are considered autonomous Formations subject to activation. In these

turns the Axis player rolls a die as soon as the activation has taken place and the result, modified by the modifier indicated on the Game Turn, is the number of bombing missions that can be carried out.

The result, regardless of the modifier, can never be less than one or more than six.

Air Bombing missions can be carried out anywhere on the map.

3.2. Air Drop Operations

In this segment of the first game turn (turn S) the Axis paratroopers are dropped.

Before carrying out any drops the Axis player defines the target hexes, with a maximum of three companies per hex.

For each hex roll a die, modified by the proximity of anti-aircraft units, and determine the result on the Air Drop Table.

The possible results are:

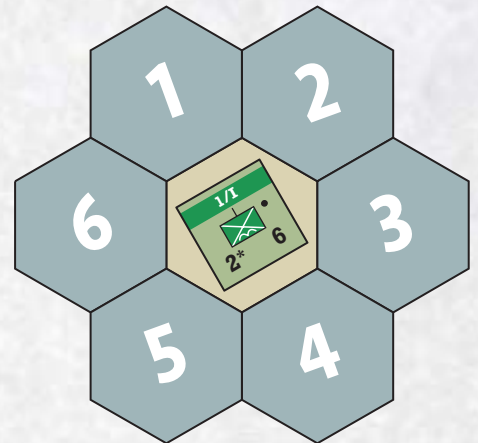
#E = number of Eliminated

Companies. In the case of different units, they are chosen randomly.

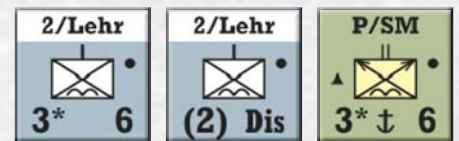
#D = number of Dispersed

Companies. At the opposing player's choice. Roll a die for each Dispersed company to determine the hex in which it lands compared to the expected one and place it on its "Dis" side. If it lands in the sea, it is eliminated (except for Swimmer Paratroopers)

- =The units land in the expected launch hex.



Anti-tank companies automatically land in their designated hex and are Dispersed.



Paratroopers Dispersed Swimmers
Company Paratroopers

If an expected drop hex is occupied, at the end of all the Formation's drops, the units that have dropped into the hex must attack the occupants at a halved Combat Value. All the non-Dispersed units in the hex participate in the combat. If the paratroopers do not free the hex at the end of the combat, the non-Dispersed units are eliminated. Dispersed units are considered as if they were not present on the map;





The result, regardless of the modifier, can never be less than one or more than six.

Naval Bombing missions can only be carried out against coastal hexes. Coastal hexes are land hexes adjacent to sea hexes, even if mined.

4.2. Amphibious Landing Operations

In this segment of Game Turn 5, amphibious landings take place.

Landing Units are placed in the sea hex they are landing from with an attack declaration marker pointing towards the coastal hex they intend to land on. Sea hexes with minefields may not be chosen. Up to 7 contiguous sea hexes may be chosen and each hex may contain up to 4 stacking points. Excess Formation units will land as reinforcements in subsequent turns.

Formations land one at a time. Each Formation lands in two waves, with a maximum of two stacking points per hex per wave (i.e. two for the first and two for the second). The Formation completes all of its landings before the next Formation can do the same.

Units from the first wave land first, rolling a die on the Amphibious Landing Table for each unit, applying the modifications shown and determining the result.

If the landing hex is enemy occupied, after the landing die roll, units from the first wave must attack from the sea hex from which they land. Combat takes place normally with the attacker's combat factor halved (see TEC). If the attacker is Disrupted it will be further halved.

Units from the first wave that are not Disrupted and have not attacked may move one hex after landing and attack at the end of the landing of both waves.

At the end of the first wave, the units of the second wave disembark. If the landing hex is still occupied by the enemy, repeat the disembarkation procedure as for the first wave.

Units of the second wave and Disrupted units do not move or attack beyond the hex in which they disembark.

If the landing hex is not flat terrain, the first wave must consist of only

they do not attack and enemy units can pass through or stop in the hex where they are located at no additional cost. Dispersed units can be attacked normally, but only by enemy units in the same hex that have spent double the cost of the hex's terrain as if there were no roads, and that respect the hex's combat stacking limit. Only one round takes place (possibly also with tanks) and "CI" results are ignored.

At the end of the drops in turn 5, Airborne Formations are considered to have finished their activation.

From turn 1, Dispersed units may regroup before moving if they are not overlapping enemy units. On a roll of 1 or 2 they are turned to their normal side, otherwise they remain Dispersed and may move one (1) hex without considering the terrain. For each subsequent turn there is a -1 modification to the die roll to regroup (-1 on turn 2, -2 on turn 3, etc.).

3.2.1. Landing of Airborne Reinforcements

From turn 1 onwards the Axis player may bring the La Spezia Airborne Division into play. The drop hex must not be adjacent to anti-aircraft units and must either contain an airfield occupied by the "Loreto" paratrooper unit that is neither Dispersed nor Disorganized, or an airfield that has been occupied for two consecutive turns.



Paratroopers Loreto



Division La Spezia

When its Formation is activated, during the Movement Segment, units of the La Spezia division may land at an airfield (subject to normal stacking limits for that hex) and then move one hex. Such units are automatically Disrupted but may attack.

4. NAVAL PHASE

Only the Axis player conducts naval operations.

During the Naval Phase, the Axis player conducts activities involving naval and amphibious forces in the first game turn (5 turn).

4.1. Naval Bombing Missions

In this segment of Game Turn 5, the Axis player can carry out 6 naval bombing missions.

From Game Turn 1 to Game Turn 1, the Naval Forces are considered an autonomous Formation and subject to activation. In these turns, the Axis player rolls a die as soon as the activation has occurred and the result, modified by the modifier indicated on the Game Turn, is the number of bombing missions that can be carried out.

one Marine Infantry unit. The second wave does not have these limitations and disembarks even if the first is eliminated.

An “Ar” result for an attacking stack that disembarks is equivalent to its elimination.

4.2.1. Landing Reinforcements

From Turn 1 onwards the Axis player may land the remaining units as reinforcements, with the exception of the La Spezia Division (see 3.2.1).

Tank and artillery units of any type may only land in a port that has been controlled since the end of the previous turn and does not have any coastal batteries within 4 hexes.

Other units may land in a port as above, or in any hex where landings were successful (i.e. the attackers were not eliminated) in Turn 5.

Reinforcements land when their Formation is activated. During the Movement Segment the Formation units that land:

- in the port, up to the maximum stacking limit of the hex, may move one hex. They may attack during the next Combat Segment.
- in a landing hex, up to 4 stacking points, roll a die for each unit on the Amphibious Landing Table as per units in the first wave that landed in turn 5.

5. OPERATIONS PHASE

The Operations Phase is the heart of the game turn. During this phase players try to activate their Formations to have them carry out their Operations. The Phase is recursive, and at the end of an Operation the player chooses another Formation to carry out its Operation and so on, until all the desired Formations have carried out their Operation, or both players pass. At that point the Reorganization Phase begins.

5.1. Definition of the Active Formation

Each player chooses and activates a Formation from among those available that have not yet been by taking its activation marker, or the player may choose to pass.

A player may not pass twice in a row.

The Axis player can choose the Air Operation chit if they want to use the activation attempt for air bombing missions, or the Naval Operation chit for Naval bombing missions.



Air Operation



Naval Operation

The players show the chit of their chosen Formation, the player who last activated a Formation first. Both players then roll a die, apply the necessary modifications, and the player with the highest result activates their chosen Formation.

In case of a tie, the dice are rolled again.

The modifications to the dice roll for the Activation are on the activation token of each Formation.

If a player during the turn activates two Formations in a row, the opponent has the right to activate a friendly Formation without having to roll the dice.

5.1.1. Independent Units

Independent Units not “Activated” are activated together with the closest active Formation of their side. Mark them with the “Activated” marker at the end of the Operation of the Formation with which they are activated, to ensure they are not activated again in the Turn.

Independent Units already Activated cannot participate in a Second Activation.



Independent Unit



Activation

5.2. Movement and Declaration of Attacks

The player who won the activation can move all the units of the Active Formation. Units can move, individually or in stacks, from hex to adjacent hex by spending the Movement Point cost of the terrain in the hex and any hexside crossed (see

TEC), up to the maximum of their Movement Value.

The cost of terrain in hexes adjacent to enemy units is doubled.

Movement Points cannot be stacked from one Operation to another.

A unit, subject to the rule below, can always move at least one hex.

The cost of terrain in a hex can never be more than doubled.

No unit can enter a hex containing enemy units (except if the enemy units are Dispersed units).

5.2.1. Stacking and Movement

The terrain in the hex also affects the hex stacking limit (see TEC). The stacking limit can be exceeded during movement, but at the end of each Movement Segment or Declaration of Combat it cannot be exceeded. Should a hex be overstacked at the end of a unit’s movement, all units in the hex are Disrupted.

5.2.2. Road Movement

A stack can travel along a road to move from one hex to another. In this case the movement cost is that of the road.

A maximum of 2 stack points, plus one armored unit, can use a road adjacent to the enemy in the same Movement Segment, always doubling the movement cost of the road.

5.2.3. Strategic Movement

Units that move exclusively on roads, and never adjacent to the enemy, can double their Movement Allowance.

5.2.4. Overrun

During its movement, a stack can attempt to “overrun” an enemy stack in an adjacent hex, according to the following procedure:

- 1) The stack pays double the movement cost of the hex of the overrun. The road can be used subject to the limits of 5.2.2.
- 2) The first round of combat takes place as normal (both Close and Tank/Anti-Tank). In the case of CI (see 5.5.1.1), any decision by both players not to proceed with a second round results in an additional result of Ar.
- 3) In the event of the retreat or elimination of the defender, the

attacking stack automatically advances into the hex, and resumes its movement.

- 4) If the defender does not retreat, the attacking stack ends its movement, and can still attack during the next Combat Segment.

5.2.5. Declaration of Attacks

At the end of the Movement Segment, all attacks with the active units are declared. Indicate them with an Attack token.



5.3. Offensive Bombing

Offensive bombing attacks can be carried out by:

- Artillery Units
- Air Missions
- Naval Missions

5.3.1. Bombardment Resolution

A maximum of three Bombardments can be performed per hex for each Operation. Indicate the targets and the number of bombings before resolving them.

For each bombing, determine the column corresponding to the sum of the target terrain value (see TEC), roll

two dice, apply any changes indicated under the table, and implement the results:

* = In the case of a City or Town, it becomes "Rubble". See TEC for effects. This result also destroys any Road in the hex and any port there is no longer operational.



D = Disorganization.

The target units suffer a Disorganization, mark them with the Disorganization marker.

1 = A unit of your player's choice loses one step.

5.3.2. Artillery Bombardment

In the Offensive Bombardment Segment the active Formation can bombard enemy units adjacent to its units using artillery units that are within 4 hexes of the target hex and that have not already been activated. Mark artillery used in this way as "Activated".

5.3.3. Air Bombardment

When the Axis player activates an Air Operation, the total number of bombardments allowable is equal to

the modified roll of a die. A maximum of three bombardments can be conducted against a single hex.

Each Bombardment is resolved as in 5.3.1.

The dice roll can be modified by the possible presence of Anti-Aircraft.

5.3.4. Naval Bombardment

When the Axis player activates a Naval Operation, the total number of bombardments allowable against a coastal hex is equal to the modified roll of a die. A maximum of three bombardments can be conducted against a single hex.

Each Bombardment is resolved as in 5.3.1.

The dice roll may be modified by the presence of Coastal Batteries.

5.4. Defensive Bombardment

In the Defensive Bombardment Segment, the defender may use artillery units (that have not already been activated in the Turn) to bombard enemy units within 4 hexes that have declared attacks. Mark units used in this way as "Activated".

NOTE: Each Artillery unit may only make one bombardment per Game



Turn, offensive or defensive, not both.

5.5. Combat

Combat is optional and occurs against adjacent enemy units through passable terrain, units can only attack hexes where they can move. Units are indivisible, and can only attack one hex at a time.

Units with a Combat Value in parentheses cannot attack, only defend.

For each combat, units in the active Formation in a hex can attack a limited number of stacking points (half the stack limit of the defender's hex, except in plains). Units can defend with a number of stacking points equal to half the stacking limit for each hexside attacked. See the last column of the TEC for the stacking limit that can attack or defend through each hexside of the defender.

The defender can decide to withhold any unit from the combat, as long as at least one unit participates. All units, however, will suffer the results of the combat.

Units in excess in attack do not participate in the combat, and will not suffer the consequences.

Units can attack in terrain forbidden to them if they do so along a road. In this case the limit of stacking points that can attack is 2, plus one armored unit. Attacks are declared at the end of the movement (before artillery bombardments), and must be concluded regardless of the results of the preceding bombardments.

Each combat is made up of two parts, one of Close Combat and one of Tank/Anti-Tank Combat.

Close Combat always occurs, while Tank/Anti-Tank Combat only occurs if the attacker has armored units.

5.5.1. Close Combat

When performing a Close Combat, the Combat values of all attacking units are added together with the combat values of all defending units. Each Disrupted Unit has its value halved (rounded upwards). A ratio is determined between the total attack value and the total defense value and,



rounding down, the corresponding ratio is found on the Combat Results Table (CRT). To determine the final column, any column shifts due to:

- Defender's Terrain: See TEC
- Concentric Attack => 1 R/H column. This is an attack carried out from opposite hexes or from three non-contiguous hexes.
- Elite Unit => 1 R/L column. An Elite unit present has the option of adding a shift column in its favor, but is not obliged to.

Roll two dice, and cross the result with the ratio column to determine the result.

The result on the left is for the Attacker, the one on the right is for the Defender.

5.5.1.1. Close Combat Results

Ar = Attacker retreats one hex.

Attacking units are Disrupted. If the defender is in a City or a hex with Rubble it becomes "1" for the attacker without retreating.

Dr = Defender retreats two hexes.

Defending units are Disrupted. If the defender is in a City or a hex

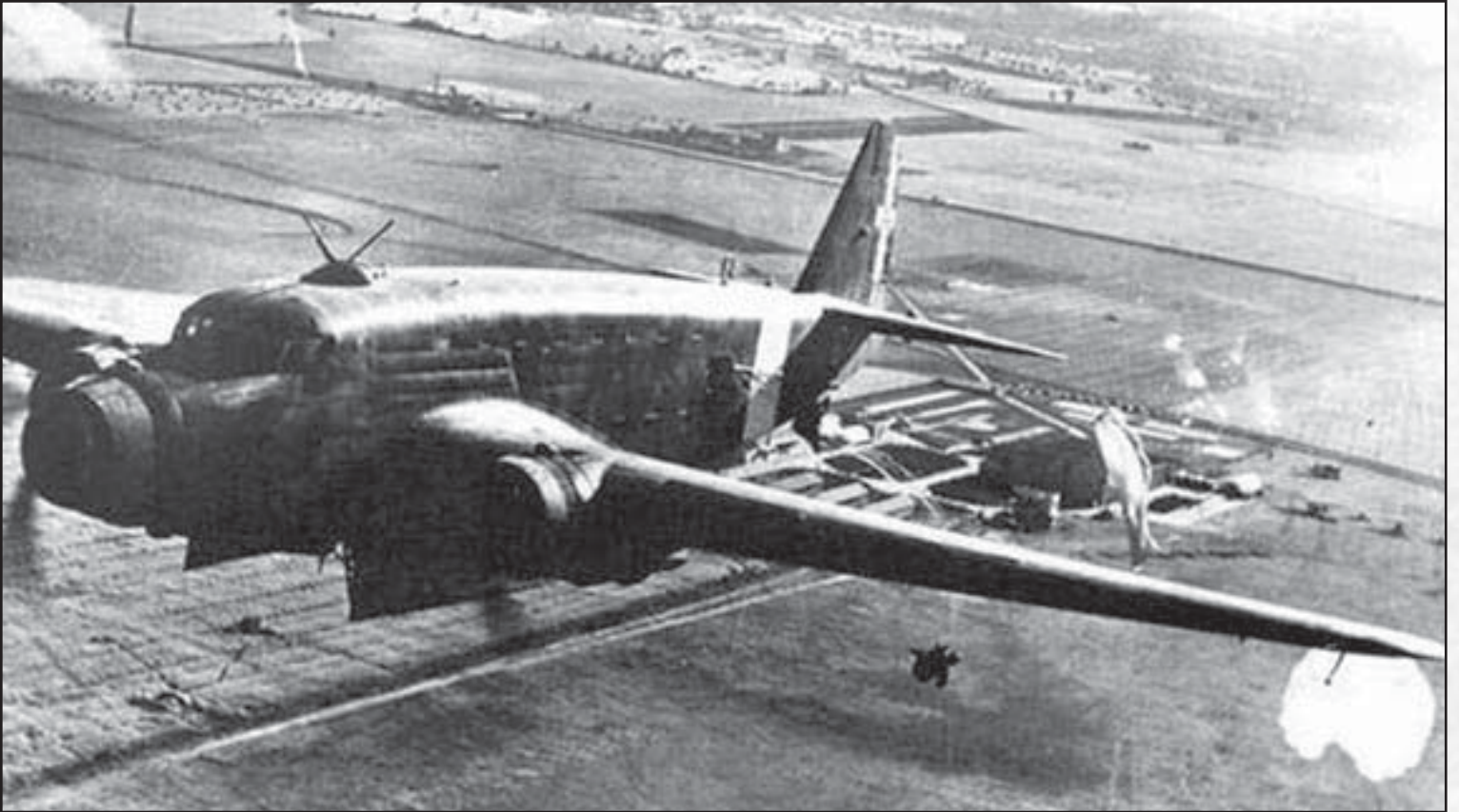
with Rubble it becomes "1" for the defender without retreating.

= Number of steps lost.

CI = (Intense Combat) Players can decide to refuse Intense Combat (the attacker decides first), or play a second round.

- 5) The Attacker refuses, the combat ends.
- 6) The Defender refuses. The defender must retreat one hex, but without being Disrupted. The combat ends.
- 7) Both accept Intense Combat.

Both sides take one casualty level (total). Then a second round of combat is resolved using the same combat ratio column as the first. If the second round also results in CI, and both players decide to accept Intense Combat again, the casualties are taken again, but there are no further rounds (both remain where they are). If either player refuses the Intense Combat of the second round, the consequences of refusing apply (as above).



5.5.1.2. Casualties in Combat

Casualties are assigned at the end of combat, are cumulative between rounds, and are at the discretion of the player, distributed as evenly as possible:

- 1) Elite units (if they used their bonus) are affected first, then other units.
- 2) Other units

5.5.1.3. Retreat and Advance

Retreat is controlled by your player in hexes of passable terrain that are not occupied by enemy units. Each retreat hex must be chosen according to the following priorities:

- 1) Hex that leads away from the enemy
- 2) Hex not adjacent to the enemy
- 3) Hex with the lowest movement cost
- 4) Hex that does not exceed the stacking limit

If no other routes are available, retreat over friendly units is allowed within the stacking limits. If the limit is exceeded, units may retreat one additional hex, indefinitely until the limit is respected. If after the retreat they are still in overstack, because they are unable to retreat further, all units in the stack are Disrupted.

If the hex into which the defending units retreat is subsequently subjected to an attack in the same combat phase, the retreating units do not participate

in the combat but do suffer any combat results.

If the retreat is not possible because it is blocked by enemy units or impassable terrain, the units involved surrender.

If the defender's hex remains free, attacking units that are allowed to enter the defender's hex can always advance into the hex within its stacking limits.

5.5.2. Tank Combat

If the attacker has armored units, a Tank Combat occurs before the Close Combat.

Regardless of the number of rounds, the attacker rolls a die for each armored unit that attacks, modifies the result if the conditions exist (see modifiers at the bottom of the table) and compares it with the armored attack table. Possible outcomes are:

A1 = Attacker loses one step

D1 = Defender loses one step

Each step loss is assigned by your player with the following priority: Armored or anti-tank units are affected first, followed by other units.

5.6. Disorganization

Disorganization results are on the Close Combat Table, or Bombardments. Disorganization is indicated with the appropriate "DG" marker.



Disorganization halves the affected units' Combat, Tank/Anti-Tank, and Movement Factors.

Disorganization is removed at the end of the Movement Phase of a Formation from units that do not attack.

Disorganization has no further effect on units that are already Disorganized.

5.7. End of Operation

At the end of the Combat Segment, the token of the activated Formation is placed among the Activated Formations and cannot be chosen again until the next turn. The player then proceeds to Activate their next Formation for Operation as in 5.1.

6. END OF TURN PHASE

During the End of Turn Phase, remove all the "Activated" markers.

Determine the control of Airports and Ports that become accessible for the next game turn.

If it is the last game turn, calculate the victory points, otherwise proceed with the next game turn.

7. SPECIAL RULES

7.1. Special Skills

Units with the following symbols have some bonuses:

S: +1 to the die roll for landing (San Marco Battalion).

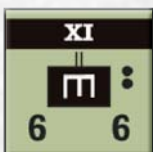
L: +1 to the die roll of the stack for parachute drops.

‡ : If it falls into the sea the unit is not eliminated, but placed Missing in one of the closest mainland hexes, chosen by its player (they are Paratrooper Swimmers).

A: Allows the arrival of the La Spezia Division on an airport hex (Paratrooper Riattatori Battalion “Loreto”).

7.2. Engineer Units

Engineer units that attack or defend in cities, towns or across the Victory Line can, at the player’s choice, be considered elite for all purposes (bonuses and losses).



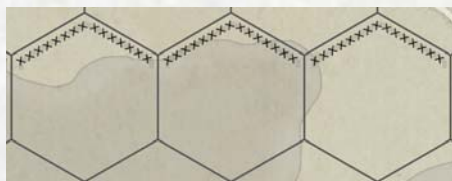
7.3. Coastal and Anti-Aircraft Units

Coastal and anti-aircraft units do not count towards the hex stacking limit, not even for the purposes of combat limits. Only one coastal unit and one anti-aircraft unit may be present in each hex.

These units cannot attack and are eliminated if forced to retreat.

7.4. Victory Line

The Victory Line was a defensive line facing the North of the island of Malta. It is located along the hexsides shown on the map and is only effective for attacks that occur exclusively through it, in the direction it faces..



7.5. Resupply

Axis invasion forces were expected to have three days’ supplies with them, after which they would have to have occupied an airfield (for paratroopers) or a port (for landing forces).

Starting on turn 3, at the time of a combat:

- ➔ Airborne forces that cannot trace an unlimited path of hexes free of enemy units to a controlled airfield are halved.
- ➔ Landed forces that cannot trace an unlimited path of hexes free of enemy units to a controlled port are halved.

8. INITIAL PLACEMENT AND VICTORY CONDITIONS

A game lasts five game turns. The Axis invasion plan was hat on the fifth day the Assietta and Napoli divisions would land, ending any possibility of further resistance. By that day, with the least possible losses, the beachheads had to be consolidated and the infrastructure occupied to allow the landing.

8.1. Initial Placement

The British player places the coastal batteries in the hex indicated by the letter on the back of the counter, then places all other units freely on the map, respecting the stacking limits.



Coastal Battery



Letter on the back

All Axis units enter the game via airdrops or landings.

8.2. Victory Conditions

At the end of the last Game Turn, Victory Points are awarded.

Only the Axis gains or loses VP:

- ➔ -1VP: Every three stacking points (or fraction) of Italians eliminated. Excluding Elite units.
- ➔ -1VP: Every step of Elite, armored, or artillery units of the Axis eliminated.
- ➔ +1VP: Every hex of City, Town, Port, Airport controlled by the Axis.

All hexes are considered controlled by the player whose units entered the hex

last. At the start of the game, all hexes are controlled by the British.

The Axis automatically win a Crushing Victory if Valletta is captured before the end of the game.

The British automatically win a Crushing Victory if at the end of the last turn the Axis do not have an operational port and airport.

Victory Levels:

- ➔ ≤ -7 VP: British Crushing Victory
- ➔ -6 – 0 VP: British Minor Victory
- ➔ 1 – 5 VP: Draw
- ➔ 6 – 10 VP: Axis Minor Victory
- ➔ ≥11 VP: Axis Crushing Victory

CREDITS

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