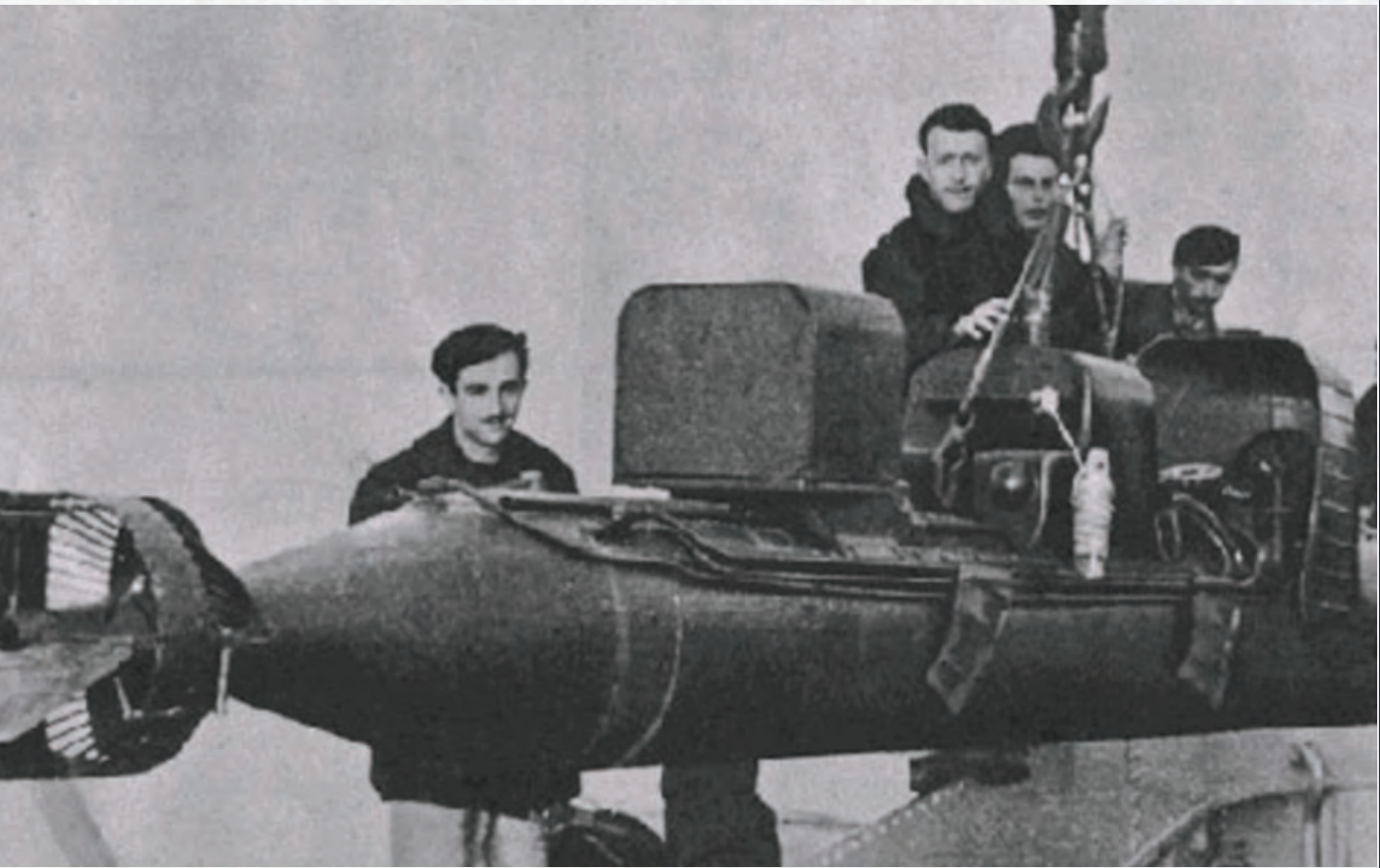


X MAS

Uomini gamma contro Gibilterra



1. COMPONENTS

2. MAP

3. MISSIONS

3.1. GG1

- 3.1.1. Target ships
- 3.1.2. Counters
- 3.1.3. Sea conditions
- 3.1.4. Alternative placement

3.2. GG2

- 3.2.1. Target ships
- 3.2.2. Counters
- 3.2.3. Sea conditions
- 3.2.4. Alternative placement

4. OBJECTIVE

5. GAME SEQUENCE

5.1. Counters

- 5.1.1. I swim
- 5.1.2. Strong Currents
- 5.1.3. Spotlights
- 5.1.4. Surveillance Boat
- 5.1.5. UWWP [Underwater Weapons Party]
- 5.1.6. Diving

5.2. Attack on ships at anchor

- 5.2.1. Attack resolution
- 5.2.2. Mission Abort

6. BIBLIOGRAPHY

7. CREDITS



Uomini Gamma contro Gibilterra is a solitaire game loosely based on “278 Squadriglia – I soliti quattro gatti” by Marco Campari and simulates the two attacks on ships at anchor in the Gibraltar harbour carried out by the assault divers of the Decima Flottiglia MAS (the “uomini Gamma”) on the nights of 13/14 July (GG.1) and 14/15 September (GG.2) 1942. In the first attack the steamships Meta, Shuma, Empire Snipe and Baron Douglas were sunk or seriously damaged for a total of 9546 tl and in the second the Ravens Point of 1787 tl. The game covers both missions with the results of the first influencing the placement of the second.

1. COMPONENTS

- A map,
- 31 counters distributed as follows:
 - 5 “Swimming” counters
 - 5 “Surveillance Boat” counters
 - 3 “Projector” counters
 - 2 “Dive” counters
 - 2 “Strong Currents” counters
 - 1 “UWWP” [Underwater Weapons Party] marker
 - 1 “Gamma Available” counter
 - 1 “Gamma Lost” counter
 - 11 markers for GG1 ships (targets)
 - 8 markers for GG2 ships (targets)

The player will also need to find at least one six-sided die (1d6) to resolve some of the game’s uncertainties and prepare an opaque container (cup

or small bowl) in which to place the counters to be drawn during the mission.

2. MAP

The map represents the stretch of beach between La Linea/Punta Mayorga and the mouth of the Arroyo de los Gallegos and the part of the roadstead facing this stretch of coast.

The map contains 8 squares representing the path the gamma men will have to take to reach the targets and the squares for the targets themselves.

For the first mission (GG.1), only the first 7 boxes are used, with the targets linked to box 7 and box 6. For the second mission (GG.2), box 8 is also used.



3. MISSIONS

The player determines the number of gamma men available for the two missions and places the “Gamma Available” marker in the corresponding box on the track on the map:

Dice roll result	Gamma Available
1-4	10
5	9
6	8

3.1. GG1

The player decides how many gamma men he wants to use (minimum eight) and places the “Gamma on mission” marker in the corresponding space on the track on the map.



The “Gamma Lost” marker is placed on the same track on the zero space, ready to be used during the mission.



3.1.1. Target ships

The player determines which ships will be attacked. The number of ships is equal to the number of Gamma men on the mission divided by two (rounded up).

First the player determines the three ships connected to space 7 (the heaviest ones and moored far from the shore).

Dice	Ship	GRT
1	Baron Forbes	3061
2	Baron Douglas	3899
3	Egyptian	2868
4	Empire Kestrel	2674
5	Empire Tern	2479
6	Empire Snipe	2479

Then move on to the ships connected to space 6 (lighter and moored closer to the shore) until you reach the total number of targets determined previously.

Dice	Ship	GRT
1	Coxworld	1124
2	Imber	1899
3	Merkland	1363
4	Meta	1575
5	Shuna	1575
6	Roll the die again	



Historical note: Most of the ships belonged to convoy OG.86 which sailed the morning after the attack.



3.1.2. Counters

The player places the following counters in the container:

- 2 “Spotlights” counters
- 2 “Surveillance Boat” counters
- 4 “Swimming” counters
- 1 “Strong Currents” counter
- 1 “UWWP” counter

Also place a “Dive” marker in the appropriate box on the map.



Dive box



Box Calm Sea

3.1.3. Sea conditions

Finally, the sea conditions are determined:

➤ From 1 to 4: Calm sea

- Add 1 “Spotlights” counter in the container
- Place another “Dive” marker in the “Calm Sea” space on the map

➤ 5 or 6: Rough seas

- Add 1 “Strong Currents” counter in the container

At this point the player is ready to start the first mission.

3.1.4. Alternative placement

To increase uncertainty, you can draw three ships at random (without seeing them) from the heavy ships connected to space 7 (placing them face down) and the remaining three from the light ships to be placed, also face down, in the spaces connected to space 6. The

counters will be revealed once you decide to attack them.

3.2. GG2

The number of gamma men available for GG2 is given by the survivors of the previous mission, plus those available, but not employed in the first mission, minus 1d6 halved upwards, i.e. roll a six-sided die and read the result as follows:

- 1-2: -1
- 3-4: -2
- 5-6: -3

The player then places the “Gamma on mission” counter on the track on the map in the box corresponding to the value determined above.

The mission can be carried out if you have at least 3 gammas on the mission. The “Gamma Lost” marker is placed on the same track on the zero space, ready to be used during the mission.

3.2.1. Target ships

The player determines which ships will be attacked. The number of ships is equal to the number of available Gamma men divided by two (rounded down), but with a minimum of four ships.

First the player determines the three ships connected to space 7 (the lightest ones).

Dice	Ship	GRT
1	Alpera	1777
2-3	Como	1295
4	Esneh	1931
5-6	Ravens Point	1787

Then those connected to box 8 (the heaviest ones) until reaching the number of targets determined previously.

Dice	Ship	GRT
1-2	Algerian	2315
3	Guido	3921
4-5	Grodno	2458
6	North Devon	3658



Historical note: Most of the ships belonged to convoys HG.89 and OG.89. Following the first attack, the

British moved further out to sea and spread the steamers further apart, which is why this shift occurred with respect to the boxes in GG.1.

3.2.2. Counters

The player places the following counters in the container:

- ➔ 2 “Spotlights” counters
- ➔ 2 “Surveillance Boat” counters
- ➔ 5 “Swimming” counters
- ➔ 1 “Strong Currents” counter
- ➔ 1 “UWWP” counter

Also place a “dive” marker in the appropriate box on the map.

3.2.3. Sea conditions

The sea conditions are determined:

➔ From 1 to 4: Calm sea

- Add 1 “Spotlights” counter in the container
- Place another “Dive” marker in the “Calm Sea” space on the map

➔ 5 or 6: Rough seas

- Add 1 “Strong Currents” counter in the container

At this point the player is ready to begin the second mission.

3.2.4. Alternative placement

To increase uncertainty, you can draw three ships at random (without seeing them) from the ships connected to space 7 (placing them face down) and then the remaining ones, also face down, from those to be placed in the spaces connected to space 8. The

counters will be revealed once you decide to attack them.

4. OBJECTIVE

The goal of the game is to sink the greatest number of ships at anchor during the two missions.

This is achieved by reaching the target



squares with an adequate number of Gamma men and assigning divers to the targets for attack. If there are no more Gamma men available to reach the target squares, the specific mission ends in failure. It is also possible to abort the mission if it is deemed impossible (survival is still an important objective).

The victory level depends on the total tonnage sunk:

- ➔ 0-2000 DEFEAT!
- ➔ 2001-7000 Bronze Medal for Military Valor – Partial Victory
- ➔ 7001-12000 Silver Medal of Military Valor – Tactical Victory [HISTORICAL RESULT]
- ➔ 12001-15000 Gold Medal for Military Valor – Strategic Victory
- ➔ >15000 Gold Medal for Military Valor and Promotion – Great Strategic Victory

The total tonnage sunk is obtained by adding the tonnage of all the ships sunk (see 3.1.1 and 3.2.1).

5. GAME SEQUENCE

For each square traveled while approaching the targets, the player draws a counter at random from the container and determines its effects.

Once a space is occupied by a counter (or its effect), the player repeats the drawing for the next space.

Once a space connected to the targets has been reached and the effect of the marker for that space has been resolved, the player decides whether and how many gamma men to assign to each target and whether to then continue to the next space (connected to the higher tonnage targets).

Once the available ranges have been assigned to the chosen targets, resolve the attacks and determine the tonnage sunk in the mission.

5.1. Counters

5.1.1. I swim



The men swim undisturbed towards the goal.

The player places the marker in the space and moves to the next one without any particular effects.

5.1.2. Strong Currents



There is a strong current that tends to drag the gamma men away from their objectives.

Place the marker in the space where the team is located and proceed to the next space. Each Strong Current marker present on the map when the attack is resolved subtracts 1 from the die roll.

5.1.3. Spotlights



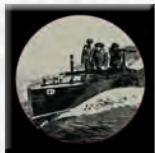
Bright lights are shining on the water where the men are swimming, maybe they’ve been spotted!

Add a “Surveillance Boat” counter to the container and draw again. A new “Spotlights” counter may be drawn, resulting in the addition of another “Surveillance Boat” token, and so on.



You can spend a “Dive” counter to avoid adding a “Surveillance Boat” counter; in this case, place the spent “Dive” counter in the space you are currently on and advance to the next one. This is possible even after resolving the first counter (for example, to avoid adding another “Surveillance Boat” to the mix after the first!).

5.1.4. Surveillance Boat



A surveillance boat passes too close to some of the swimmers. Its small depth charges could stun, disorient, or injure some divers. Place the counter in the space, roll a die and determine if the attack is successful:

Box	(1d6)
1	N/A
2	N/A
3	1-2
4	1-2
5	1-3
6	1-4
7-8	1-5

Each damage received eliminates one of the Gamma men: reduce the number of Gamma men on the mission by one by moving the corresponding marker and increase the number of Gamma men lost by one. Once the attack is resolved, proceed to the next space.

5.1.5. UWWP [Underwater Weapons Party]



One of the gammas gets engaged in an underwater battle with one of the UWWP members!

Place the marker in the space and automatically eliminate a gamma from those on a mission (and increase the number of gammas lost), you can then advance to the next space.

5.1.6. Diving



Gammas dive underwater to escape enemy pursuit.

These counters are not among those drawn,

but are placed in the appropriate space on the map at the start of the mission (one always, the other possibly as a

consequence of the sea state). Each of them can be spent to cancel the effect of a “Spotlight” counter (see above).

5.2. Attack on ships at anchor

Once you have reached one of the boxes linked to the targets (6 and/or 7 for GG.1; 7 and/or 8 for GG.2) and resolved the corresponding marker, you can assign some of the available gammas to the various targets.

For each target ship you wish to attack, rotate the corresponding marker so that it shows its assigned gamma number facing up (minimum 1, maximum 3) and decrease the gammas in the mission by the same number. Once you have assigned gammas to the target(s) connected to the space you are in, you can advance to the next space, resolve the corresponding marker, and then proceed in a similar manner to attack the targets connected to that space.

You cannot attack targets connected to a square you have moved from (i.e., returned to).

It is not mandatory to assign at least one Gamma to each target.

It is not necessary to assign all the gammas to the targets.

5.2.1. Attack resolution

Once gammas have been assigned to all targets in all spaces, the attack’s effect on each ship can be determined. For each gamma assigned, the player rolls 1d6 and inflicts damage to the ship on a result of 4, 5, or 6. Subtract 1 from the die result for each “Strong Currents” counter present on the map when the attack is resolved.

It takes 1 damage to sink a light ship (up to 2000 GRT), 2 damage to sink a heavy ship (more than 2000 GRT).



5.2.2. Mission Abort

The player can decide at any time to abort the mission and return to base with all the Gammas still on the mission at that time. If you decide to send some of the Gammas back, reduce the number of Gammas on the mission accordingly, but do NOT increase the number of lost Gammas.

Note: Typically this is done during GG.1 to allow to play GG.2.

6. BIBLIOGRAPHY

- AAVV I mezzi d’assalto nella seconda guerra mondiale – Historical Office of the Navy
- Unknown Author – La notte di Alessandria – Unpublished. Received as a “gift” from members of the Armed Forces
- Bevan, J. – Operation Tadpole, The Royal Navy’s Underwater Diving Operations. Gibraltar 1940-1945 – John Bevan.

7. CREDITS

- Author and Development:** Nicola Saggini based on an idea by Marco Campari
- Graphics:** Nicola Saggini and Giulia Tinti.
- Playtest:** Piernennaro Federico, Marco Rossi, Alessandro Villa.