

DRIVE ON SUEZ

Rommel Drives Deep, 1942

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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Download the optional rules and any e-rules updates to this game at www.worldatwarmagazine.com/waw/e-rules

1.0 INTRODUCTION

Drive on Suez is a solitaire game in which the player takes command of the German-Italian *Panzer Armee Afrika* (PAA) during the 1942 campaign in Egypt as Rommel drives on the Suez Canal. The game begins immediately following the PAA capture of Tobruk in June 1942 and continues through to the time of the August battle of Alam el Halfa where Rommel was finally stopped. Your goal is to seize strategic objectives such as major cities in the Nile Delta and the Suez Canal.

In the game, you control the PAA. The game system plays the Allied Middle East Command (MEC). You will have to deal with a wide variety of situations, from battling against fierce counterattacks to figuring out ways to extend your lines of supply. Your objective: Suez!

The game has two levels: The Standard Rules, which gives the player a quick wargame, and the Optional Rules (online), which give more realism at the expense of more complexity.

While **Drive on Suez** is a solitaire game, multiple players can play as the PAA team, making decisions by consensus, or each managing operations along one of the Routes of Advance. However, one player should always be the PAA Commander, and this player's decisions are final!

The game system is based on that of **Patton's Third Army**, but there are significant changes for the campaign in the Western Desert.

1.1 Game Scale

The time span of Turns 1 to 7 is from the last week of June 1942 to the first week of September; Turns 8 to 10 cover the rest of September to mid-October. Each turn can represent any amount of time from two days of intense combat to two weeks of refitting and reorganizing. The map scale is (approximately) 45 km to the inch. Ground combat units represent everything from battalions to divisions. Air units represent two to six groups.



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DRIVE ON SUEZ



2.0 COMPONENTS

A complete game of **Drive on Suez** includes a 22×34-inch map, rules booklet, and one sheet of 176 5/8-inch counters. Players must provide one six-sided die to resolve combat and other probabilistic events during play.

2.1 Game Map

The game map shows the Western Desert during the 1942 campaign.

Spaces: Locations where you place units. Types of spaces are described on the Terrain Effects Chart (TEC). Certain spaces have reaction numbers, which may generate Allied deployment (TEC: Allied Reaction Rating column).

Routes of Advance: These are the lines connecting spaces. There are three types: Road, Track, and Desert.

Escarpments and Rivers: These are geographical barriers.

Air Superiority Track: Used to show the relative balance of airpower between both sides.

Desert Fox Index: Shows the relative balance of morale between both sides.

PAA Combat Units Reinforcements Display: Combat units available as reinforcements are placed here.

PAA Support Units Reinforcement Display: Support units available as reinforcements are placed here.

PAA Units Eliminated Display: Units that have been destroyed by combat or other game actions are placed here.

PAA Air Unit Refit Display: PAA air units that have been damaged and can be returned to play via expenditure of supply units are placed here.

PAA Available Air & Support Display: Air and support units that have been recruited and can be deployed for missions on the map are placed here.

PAA Multi-Step Counters Display: Multiple step divisional counters not in play are placed here.

Commando Supremo Bulletins in Effect Display: Bulletin markers that have been picked and remain in effect for the duration are placed here.

Commando Supremo Bulletins Discarded Display: Bulletin markers that have been picked and discarded are placed here.

MEC Regroup Display: Allied units that are elsewhere in the Middle East are placed here.

MEC Reinforcements Display: Allied units that are not yet in play are placed here.

MEC Units Temporarily Eliminated Display: Allied units that have been destroyed by combat or other game actions and that can reenter play are placed here.

MEC Units Permanently Eliminated Display: Allied units that have been destroyed by combat or other game actions and that cannot reenter play are placed here.

MEC Bulletins in Effect Display: Bulletin markers that have been picked and remain in effect for the duration are placed here.

MEC Bulletins Discarded Display: Bulletin markers that have been picked and discarded are placed here.

Turn Record Track: Used to track the current game turn.

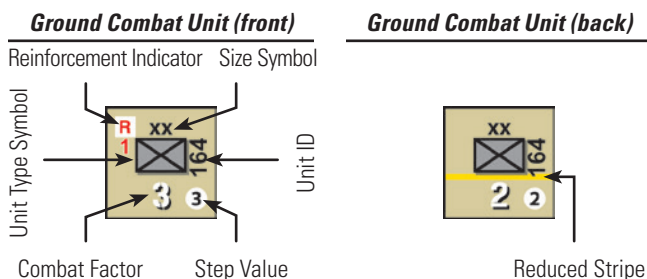
Rommel Track: Displays the current location of Rommel.

2.2 Counters

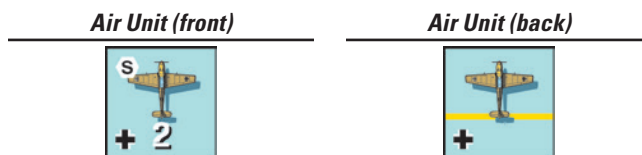
There are several types of counters in the game. These include:

Units: There are three general types of units:

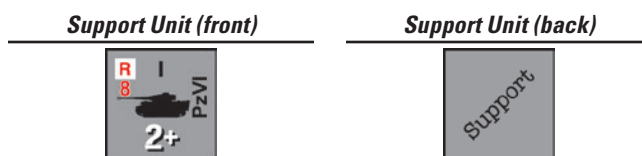
- **Ground Combat Units:** Ground combat forces (such as armored divisions).



- **Air Units:** These include tactical air (TAC) and long-range bombers (LRB).



- **Support Units:** These represent various corps and army level artillery, engineers, commandos, etc., that may temporarily be in play. These have a gray background. Commando support units are used during the G-2 Phase. Support units with a "+" gain a +1 DRM for Tactical Edge.



Unit Identification: The historical name or number of the unit.

Unit Type Symbol: The general type of formation represented by the counter.

Combat Factor: A quantification of combat power.

Movement: Units do not have a printed movement allowance. Movement is a function of various logistical and pursuit rules.

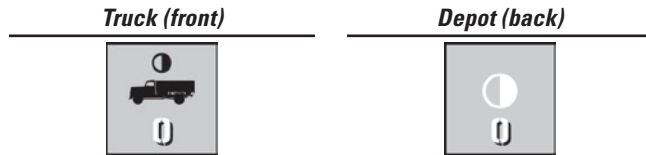
Step Value: For PAA ground units, this indicates the strength in terms of manpower and weaponry.

Reinforcement Indicator: Each combat unit has an **R** (with a number below it) indicating the unit is a reinforcement and the game turn of arrival, or has an **S**, indicating the unit starts the game on the map.

Start or Reinforcement Support Units: Each support unit with an **"S"** starts in the Available Display. Each support unit with an **"R8"** becomes available on Turn 8. Each with an **"R1"** starts in the Support Units Reinforcement Display on the map.

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Trucks and Depots: Axis truck units are a type of mobile combat unit. They are printed as mobile trucks on the front and back printed with static depots.



2.2.1 Counter Nationality & Background Colors

A unit's nationality, and therefore the side to which it belongs during play, is shown by its background color.

PAA

German Combat Units: Khaki	Support Units: Gray
Italian Combat Units: Dark Khaki	Axis Control Markers: Light Gray
Air Units: Light Blue	Axis Bulletins: Light Gray

Allied

Commonwealth Combat Units: Red	US Combat Units: Olive Green
	Allied Bulletins: Light Red

2.2.2 Combat Unit Types

Motorized

- Armor/Panzer**
- Armored Recon**
- Armored Infantry/Panzer Grenadier**

- Motorized Infantry**
- Truck**
- Deception**

Non-Motorized

- Infantry**
- Airborne**

- Air Landing**
- Marine/Amphibious**

Static

- Garrison**

- Depot**

2.2.3 Unit sizes

The organizational size of each ground unit is indicated by the symbol atop the unit type symbol.

- XX:** Division
- X:** Brigade or Group
- III:** Regiment
- II:** Battalion
- I:** Company

2.2.4 Unit Abbreviations

German

- BB:** Brandenburgers
- DAK:** Deutsches Afrikakorps
- KGH:** Kampfgruppe Hecker
- Kodat:** Kommando Deutsch-Arabischer Truppen (German-Arab Troop Command)
- L:** Lehr
- NW:** Nebelwerfer
- PzVI:** Tiger tank
- R:** Ramcke Airborne Brigade
- Rec:** Recon group
- Sturm:** Assault engineers

Italian

- Ar:** Ariete
- B:** Bersaglieri
- Bo:** Bologna
- Br:** Brescia
- CCNN:** Camicie Nere (Blackshirt, Fascist militia amphibious trained)
- F:** Folgore
- GGFF:** Young Fascists
- Guas:** Guastatori (assault engineers)
- Li:** Littorio
- LS:** La Spezia
- Pa:** Pavia
- Pi:** Pistoia
- Sah:** Saharien
- SIM:** Military Intelligence Service
- Tr:** Trieste
- To:** Trento

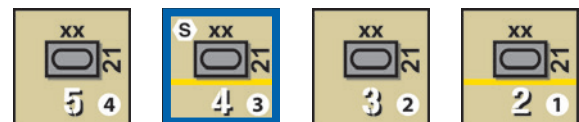
Allied

- 8AR:** Eighth Army Reserve
- A:** Australian
- AL:** Arab Legion
- CDO:** Commando
- DesCol:** Desert Column
- EDF:** Egyptian Defense force
- FF:** Free French
- Gd:** Guards Brigade
- Gk:** Greek
- Ind:** Indian
- L:** Lancers
- LRDG:** Long Range Desert Group
- M:** Motorized
- MEC:** Middle East Command
- NZ:** New Zealand
- Pol C:** Polish Carpathian
- SA:** South African
- SDF:** Sudan Defense Force

2.2.5 Multi-Step PAA Units

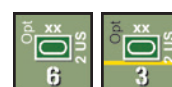
Most PAA units have multiple steps, indicated by a circled number on the lower right of the counter. As units take losses or are refitted, the unit is reduced or increased in step strength.

- Units may be represented by more than one counter; use only the current strength.
- Units placed during setup are placed at the step strength with the "S" indicated on the counter.
- Units deployed as reinforcements are placed on their highest strength step.
- If a unit is represented by more than one counter, only one such counter can be on the map at any time.



Example: 21st Panzer Division is deployed initially at its 3-step level (combat value of 4).

All Commonwealth units are one step units. Allied combat units have their combat strength printed on their front side only. The back of an Allied combat unit is its fog of war side and is printed with an "S" to denote a starting unit or an "R" to denote a reinforcement unit.



Exception: The US 2nd Armored Division has two steps.

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2.2.6 Support Units



All support units are denoted with the word “**Support**” on the back of the counter. These are held off-map and only deployed temporarily for combat.



Artillery/Corps Support



Assault Engineers



Special Forces



Heavy Armor



Nebelwerfer



Anti-aircraft (Flak)

2.2.7 Axis Air Units



Tactical Air



Long Range Bomber Air



Air Supply



The reverse of air units shows them in refit.

2.2.8 Bulletin Markers



Bulletins represent directives from the higher command and random events. There are two sets of bulletins: Axis and Allied. The Allied “Option” Bulletin is for future variants.



Axis



Allied

2.2.9 Administrative Markers

These record various game functions.



Axis Control:

Indicates a space that the Axis has captured.



Battle: Indicates the space where a battle is taking place.



Beachhead (BH): See Optional Amphibious Operations rule (38.0).



Desert Fox Points: Indicates the current Axis morale level.



Landing Zone (LZ): See Optional Airborne Operations (38.0).



Out of Supply (OOS): Indicates units which have outrun their supply lines.



Turn Record: Records the current turn.

Note: Player may make additional Axis Control or OOS markers as needed.

2.3 Terminology

Allied: Term for all Commonwealth and US units.

Bin: A term used to describe a wide-mouth container, such as a coffee mug, that will be used to randomize each side's bulletin markers and Allied reinforcements.

Control of Spaces: See (7.0).

DFF: Desert Fox Points (4.0).

DR: Die Roll.

DRM: Die Roll Modifier.

Force: One or more units in the same space conducting an action together.

Example: Three PAA ground units and one TAC air unit attacking together constitute a force.

Friendly/Enemy: Friendly units are those on the same side. All PAA units are friendly to all other PAA units, and all Allied units are friendly to all other Allied units. Enemy units are those on opposing sides.

In Supply: A PAA ground unit that is supplied per the game rules. A unit that is not in supply is out of supply. See the G-4 rules for details (20.0).

May: You can choose to take this action or not.

MEC: Middle East Command, a general term for all Allied units (Commonwealth and US).

Must: You are required take this action.

Occupy: Have a unit physically in a space.

PAA: Panzerarmee Afrika, a general term for all German and Italian units (i.e., the Axis).

Pick (or Pick at Random): Randomly choose from the available counters.

Reveal: Flip a face down unit face up.

Select: Deliberately choose the unit.

You: The player (used when you take a certain action).

3.0 HOW TO WIN

3.1 Sudden Death PAA Victory

If during any Victory Check Sub-Phase (6.0) PAA combat units control all objective hexes and can trace a series of PAA controlled hexes from each objective hex back to Tobruk, the game ends in a PAA victory. Other PAA unit types do not count.

3.2 Sudden Death Defeat

If at any time, the Desert Fox Index goes to less than 1, the game instantly ends in a PAA defeat.

3.3 End of Game Victory

Total the victory points (VP) at the end of the final game turn. VP are the total of:

Control of Objectives (16 VP possible):

Sollum: 1	Alexandria: 3
Mersah Matruh: 1	Cairo: 3
Halfaya: 1	Port Said: 2
Sidi Barrani: 1	Ismailia: 1
Siwa Oasis: 1	Suez City: 1
El Alamein: 1	

Desert Fox Index Level:

High (21–30): +10 VP	Low (1–10): 0
Medium (11–20): + 5 VP	

Allied Occupied Spaces:

Deduct 1 VP for each space west of El Alamein-Alam el Halfa (exclusive) that contains one or more Allied units.

Victory Levels

21 or higher: PAA Decisive Victory	6 to 10: Allied Marginal Victory
16 to 20: PAA Marginal Victory	5 or lower: Allied Decisive Victory
11 to 15: Stalemate (historical result)	

4.0 DESERT FOX POINTS

Desert Fox Points (DFP) represent the relative psychological balance between the PAA and Allies. The DFP Index records the current level of DFP. Use the DFP marker to record the current position.

Gaining DFP: The DFP Table lists events that will increase DFP. Move the DFP marker up. If the DFP goes higher than 30, it remains there (this does not cause an automatic victory).

Losing DFP: The DFP Table lists events that will decrease DFP. Move the DFP marker down. If it goes lower than 1, the game immediately ends in a PAA Sudden Death Defeat (3.2).

4.1 Gaining Control of Spaces

DFP are gained each time PAA forces gain control of an objective space. If the PAA later loses control (which may occur owing to Allied counterattacks), deduct the DFP listed on the table. DFP for control of a space may be gained and lost any number of times in a game. See (7.0) for definition of Space Control.

4.2 Winning & Losing Battles

See (16.0) for definition and requirements for winning or losing battles.

4.3 Expending DFP

DFP are expended for various game actions. The DFP Index marker is lowered when DFP are expended. The DFP Index marker cannot be voluntarily moved to zero or lower.

Designer's Note: You expend DFP to buy certain units representing the diversion of Axis forces from other campaigns; since this undermines your status as the Desert Fox, you lose points. On to Suez!

5.0 SET UP

Administration

Turn Marker: Turn 1

DFP Marker: 24 space

Air Super(iority) Marker: 9 space

- Place all PAA Bulletins except **Rommel Drives Deep** in a bin. This is the PAA Bulletin Bin.
- Place all Allied Bulletins except **Counteroffensive C** and **Option** in a bin. This is the Allied Bulletin Bin.
- Place PAA **Rommel Drives Deep** and Allied **Counteroffensive C** in the Reinforcement Display; add them to their respective bins on Turn 8.
- Place the Allied **Option** Bulletin aside unless playing a variant calling for it.

Axis controlled spaces: All spaces in Libya.

Important: On Turn 1, skip the Axis Bulletin Phase.

5.1 Allied Set Up

- Place the Commonwealth **Middle East commando amphibious** and US **2nd Armored** in the Special Reinforcements Display.
- Place Allied reinforcement units "R" in the Reinforcements Display. On Turn 8 place them in the Regroup Display.

- Pick the four Allied Garrison units and place face down. For each Allied fortress and city space, randomly pick one of these units and place them in that space.
- If playing with Optional Oasis Warfare rule (40.0), pick the four Allied Recon units and place face down. Randomly pick one of these units and place it in Siwa Oasis.
- Place the start "S" units face down (including the Recon units). Randomly pick and deploy unit(s) in the following spaces:

Sollum: 2	Halfaya: 1
Sidi Barrani: 1	Mersa Matruh: 4
Charing Cross: 4	El Alamein: 3
Ruweisat: 2	Alam el Halfa: 1
Alexandria: 1	Amariya: 1
Cairo: 1	Nile Delta: 1
Wadi Natrun: 1	Damietta: 1
Tel el Kebir: 1	Ismailia: 1
- Place all remaining units in the Regroup Display face down.

5.2 PAA Deployment

Deploy units at their start strength step. Deploy all units as follows:

Rommel: Player's choice.

Support units: Place "R8" support units in the Reinforcement Display. Place all other support units in a separate Support Bin. Pick six support units from it and place them in the Available Display.

Ground Combat Units:

Tobruk: Tobruk garrison, 3 × supply (either side of counter). If playing Optional Rule (38.0), add KGH (1).

Bardia: Bardia garrison.

Libya, any Fortress and/or Open Spaces: All start units are placed with the step indicator (#) showing:

German: 15 Pz ③, 21 Pz ③, 90 Mech ③, 288 Mot ②, DAK Recon ②, Lehr Airborne ①.

Italian: 132 Ar ②, 133 LI ②, 101 Tr ②, 7B Mot ②, 9B Mot ②, GGFF Recon ②, 17 Pa ②, 25 Bo ②, 27 Br ②, 102 To ②.

Place multi-step counters not deployed above in the PAA Multi-Step Counters Display. Place supply units not deployed to upper left of map.

Air Available Display:

German: 3 × TAC, 2 × LRB, 1 × Air Supply.

Italian: 2 × TAC, 1 × LRB.

Reinforcement Display:

Air: German 1 × TAC, 2 × LRB; Italian 1 × air supply.

Combat units: All units marked "R1"; add all "R8" units to the Reinforcement Display on Turn 8.

Support units: All units marked "R8"; add to the support bin on Turn 8.

5.3 Begin the Campaign

Start on Turn 1 (use the standard sequence of play). Continue playing until either:

- A sudden death victory or defeat; **or**,
- The end of Turn 7 check; **or**,
- The end of Turn 10.

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6.0 SEQUENCE OF PLAY

Drive on Suez is played in game turns. The first and last turns of the game are given by scenario instructions. Each turn goes through the following phases. You must execute them in this order.

Commando Supremo Phase (8.0): You must pick one Axis Bulletin marker from the bin, and then play it.

G-1 PAA Reinforcement Phase (9.0):

- 1) Roll on the Axis Supply Reinforcement Table to determine the number of supply units you will receive.
- 2) You may expend DFP to purchase PAA reinforcements.

G-2 Intelligence Phase (10.0): Conduct any actions described under the G-2 PAA Intelligence rule.

G-3 Operations Phase:

Long Range Bomber (LRB) Attack Sub-Phase (25.0): You may conduct LRB attacks.

Ground Movement Sub-Phase (11.0): You may move any or all PAA combat units.

Allied Reaction Sub-Phase (13.0): You must make a reaction check for each space which contains a PAA ground unit and potentially deploy Allied units in those spaces.

Combat Sub-Phase (14.0, 15.0, 23.0, 24.0): You must engage in combat in all spaces in which there are both PAA and Allied combat units. See the Combat Routine for details.

G-4 Logistics Phase (19.0–21.0 & 27.0):

- 1) You may flip any or all truck units to depot status, or vice versa, or any combination.
- 2) You may spend supply to refit any reduced PAA units (including air units) to a higher strength.

Allied MEC Phase.

Allied Bulletin Sub-Phase (28.0): You must pick one Allied Bulletin marker from the bin, reveal it, and follow its instructions.

Allied Air Sub-Phase (31.0): Resolve Allied air operations.

Allied Counterattack Sub-Phase (32.0): If there are currently any Allied units in the same spaces as PAA units, you must initiate an Allied Counterattack procedure.

Allied Replacement Sub-Phase (33.0): Check for all Allied combat units in the Temporarily Eliminated Display for possible replacement.

End of Turn Phase

Administrative Sub-Phase: Return used air units to the Available Display.

Victory Check Sub-Phase (3.0): Check for conditions which will end the game.

Important: At the end of Turn 7, follow the procedures in (6.1). If this is the end of Turn 10, the game comes to an end. Otherwise, advance the turn marker one space.

6.1 Turn 7 El Alamein Control Phase

At the end of Turn 7 you must make the following check:

- 1) If the Axis does not control the three Allied entrenchment spaces (El Alamein, Ruweisat, Alam el Halfa per 7.0), the game comes to an end. Evaluate victory (3.0).

2) If the Axis does control the three entrenchment spaces:

- The game goes to the end of Turn 10.
- Place all "R8" Bulletin markers in the Bulletin Bins.
- Place all "R8" reinforcement units in their displays.
- Deploy Allied reinforcements per (30.0).

Important: The check is made only on the Turn 7 End of Turn Phase. If the PAA loses control of any of those spaces on a later turn, there is no additional effect.

7.0 SPACE CONTROL



Spaces are in one of three states: PAA controlled, Allied controlled, contested control. Control status can change per below.

PAA controls a space if:

- 1) A PAA combat unit occupies that space and there are no Allied units currently in it; **or**,
- 2) A PAA combat unit has occupied a space, moved out, and no Allied unit has been placed in it thereafter.

Example: A PAA unit enters Mersa Matruh, which is occupied by an Allied unit. The PAA unit ceases movement. Combat ensues, and the Allied units are cleared from the space. The space is now PAA controlled.

Important: You do not need to maintain occupation to maintain control.

PAA Control Effects: Movement into or through a space that is PAA controlled ignores STOP terrain. Allied Reaction (13.0) does not occur in PAA controlled spaces.

Contested Control: A space is contested when there are both PAA and Allied units in the same space.

Allied Control: A space is Allied controlled if it is not otherwise PAA controlled or contested.

Note: Control markers should be used as a mnemonic.

8.0 AXIS BULLETINS



Axis Bulletins represent orders from the Axis high command as well as operations elsewhere in the Mediterranean.

8.1 Procedure

During the Commando Supremo Phase, you must pick one (and only one!) Axis Bulletin marker from the Axis Bulletin Bin. You then implement its instructions. The instructions are found at the end of the rules. Axis Bulletin explanations may supersede other game rules.

8.2 Disposition

If a marker explanation reads:

Discard: Remove the marker from the game.

Return: Return to the bin after play.

Remains in Effect: Place in the display; its effects are in force for the rest of the game.

9.0 G-1 PAA REINFORCEMENT

During the G-1 PAA Reinforcement Phase:

- 1) Check to see the number of supply units you receive.
- 2) Expend DFP to purchase PAA combat, air, and support units and bring them into play as reinforcements. The DFP cost for each type of combat unit is listed on the G-1 Unit Cost Chart (on the map). Placing reinforcements on the map is called deployment.

Important: PAA Bulletins may provide additional reinforcements at no cost in DFP.

9.1 Supply Unit Reinforcement

These are received at no DFP cost. Roll once on the Supply Reinforcement Table and apply any DRM (per the table). Deploy that number of supply units on any PAA controlled port space.

9.2 Combat Unit Reinforcements

Expend the DFP, take them from the Reinforcement Display and deploy them on any PAA controlled port space. Placing a reinforcement on the map does not count as movement (it occurs during the G-1 Phase). Units can deploy over-stacked (12.0 and TEC) but must be resolved by the end of the ensuing G-3 Movement Sub-Phase (11.0). The maximum number of units (combat and supply) that can be deployed each PAA Reinforcement Phase:

Anchor Major Port: Three ground combat and/or supply units (any combination).

Anchor Minor Port: One supply unit.

If reinforcements cannot be deployed because of the above limits, then they are kept off map until the Reinforcement Phase of the next turn.

9.3 Special Deployment

The following are in addition to the above:

Airborne and Air Landing Units: Airborne and air landing units can be deployed on PAA controlled airfields. You can deploy a maximum of one such unit per airfield per turn.

Marine Units: Marine units can be deployed on PAA controlled minor ports. You can deploy a maximum of one Marine unit per port per turn.

Important: These deployments do not require Landing Zone or Beachhead markers (38.0).

9.4 Replacements

The number of combat and support units in the counter manifest is a limit. You cannot purchase more than those available.

Combat Units: Units that have been eliminated (reduced to less than one step and removed from the map due to combat) are returned to the Reinforcement Pool. You can buy them back by using the reinforcement procedure (expending DFP). They come back at their lowest step value.

Air Units: Are placed in the Air Available Display.

Support Units: Pay one DFP and pick one support unit at random from the bin. You may do this for any number of support units (until you run out of DFP). Place them in the Support Available Display.

Important: Support units are returned to the Support Available Display after use, they are not eliminated.

10.0 G-2 PAA INTELLIGENCE



During the G-2 Intelligence Phase, you may use G-2 operations to conduct various intelligence actions.

Important: Intelligence support units include special forces (Brandenburgers, Signal, and SIM companies).

10.1 Intelligence Procedure

You may place G-2 support units on the map during the G-2 phase. You may place a maximum of one G-2 support unit in a space.

10.2 G-2 Unit Effects

After placing all G-2 units:

1) Roll one die for each unit:

1–3: No Effect.

4–6: Operation Succeeds.

2) If a G-2 operation succeeds:

a) Reveal all Allied units in the space; and,

b) If any battle takes place in that space during a Combat Sub-Phase for that turn, the PAA gains a +1 Tactical Edge DRM.

10.3 Disposition

After a “No Effect” die roll or at the end of the G-3 Combat Sub-Phase, return the G-2 support unit to the Reinforcement Pool. G-2 support units in the Available Display remain there.

11.0 G-3 PAA GROUND MOVEMENT

During the G-3 Movement Sub-Phase, you may move some, none, or all mobile PAA combat units a number of spaces up to their movement factor (MF). The PAA Movement Value Chart summarizes movement factors.

- A motorized unit that is in supply has an MF of 4.
- A non-motorized unit that is In Supply has an MF of 2.

These movement rates can be enhanced via Supported (11.5) and Admin (11.6) moves.

Example: A PAA combat unit with a movement of two can move two, one or no spaces in a turn.

Important: Static units cannot move.

11.1 Operations

Units are moved one at a time, and you must complete the movement of one unit before proceeding to the next. A unit is moved from space to contiguous space via routes. This may be in any direction or combination of directions. A unit must always end its movement in a space.

11.2 Terrain

The Terrain Effects Chart (TEC) describes the effects of terrain on movement. If a terrain type says STOP, then a unit must cease movement when it enters that space. It may continue moving on any subsequent turn.

Example: Entering an Allied fortress forces a unit to stop (regardless of remaining movement).



11.3 Rivers/Escarpments

PAA combat units may cross rivers/escarpments where both sides are PAA controlled at no penalty. PAA combat units may cross rivers/escarpments where one or both sides are not PAA controlled, but the unit must stop in the first space after crossing. Place an Assault Crossing marker on those units (this will affect combat).

Exception: See the Engineers support unit rule (22.7).

11.4 Stopping

A unit must stop when it enters the following spaces:

- a) Enemy occupied spaces.
- b) Allied fortress and entrenchment spaces.

A stopped unit can move no further that phase. In a subsequent phase, it can move out of the space. A unit can move directly from one enemy occupied space to another, stopping again.

11.5 Supported Moves

PAA units making supported moves have their MF doubled. See (19.0) for supply unit expenditure. They are still affected by stop restrictions.

11.6 Admin Movement

PAA units making Admin moves have their MF tripled. Such movement is done only via PAA controlled road spaces. Units using Admin movement:

- a) Cannot enter spaces containing Allied units.
- b) Do not stop for PAA-controlled Allied fortresses or entrenchments, or for either rivers or escarpments.
- c) Cannot conduct other forms of movement.
- d) Do not require supply expenditure and cannot be further enhanced by expending supply.
- e) Do not combine Admin movement with other types of movement.

11.7 Disengagement

A PAA unit that begins its movement in an enemy-occupied space can move a maximum of one space regardless of type of movement. They can move directly from a contested space to another contested or Allied-controlled space.

12.0 STACKING

Stacking is having more than one unit in a single space. Stacking limits are determined by terrain type and side (TEC).

12.1 PAA Combat Unit Limits

The PAA stacking limit is three brigades, regiments, or divisions plus any number of battalions and static units in all spaces except Desert and Oasis spaces, where the limit is two.

Example: The PAA has one panzer division, one infantry regiment, the Ramcke brigade, one battalion, and the Bardia garrison in the Bardia space.

12.2 Air & Support Markers

The number of air and support units you may utilize in a space is explained under those rules (and are in addition to combat unit stacking).

12.3 Administrative Markers

Control markers, etc., have no effect on stacking.

12.4 Traffic Jams

You may not end a Movement, Combat or Allied Counterattack Phase with more PAA combat units in a space than allowed for by stacking. If PAA units are over-stacked, then at the end of the phase you must select and move excess units one space into a PAA controlled space (any direction). If no such space is available, then you eliminate any excess units. Within that restriction, you may move units through over-stacked spaces if the situation is restored at the end of a phase.

12.5 Enemy Contact

You may move PAA units into spaces containing Allied units (which stops that movement and triggers Allied Reaction and combat). PAA and Allied units in the same space do not count against each other's stacking limits.

12.6 Static Units

These do not count for stacking (both sides). These have parenthesized combat factors (**Example:** garrisons).

12.7 Allied Stacking

Starting on Turn 1, up to four Allied combat units may be in a space (two in Desert or Oasis). Static units do not count for stacking.

Montgomery: When the **Montgomery** Bulletin goes into effect, there can be up to six Allied units in a space. This remains in effect for the rest of the game.

Desert: The Commonwealth can have a maximum of two units in Desert and Oasis spaces. Montgomery does not enhance this.

12.8 Excess Allied Units

If reinforcements or reaction would cause excess Allied units to be placed in a space, do not deploy the extras. If there is a choice, pick units at random.

Example: A space has three Allied units. A reaction would cause two more units to be deployed in that space. If Montgomery is in effect, they could be deployed. If not, then deploy one unit and return the other to the Regroup Display.

13.0 ALLIED REACTION

During each Allied Reaction Sub-Phase, for each space containing PAA units, perform the following:

- 1) If the PAA controlled the space at the start of the Movement Sub-Phase of that turn, then nothing further happens.
- 2) If the PAA did not control the space at the start of the Movement Sub-Phase of that turn, then go to the Allied deployment sequence (13.1).

Important: You make reaction checks in any order you want.

13.1 Allied Deployment Sequence

For each reaction space, roll one die and consult the terrain line under the Allied Reaction Rating column on the TEC:

- If the space is east of the entrenchment spaces or is Bahariya Oasis, the Allied Reaction Rating range is increased by +1.
- If the result is within the range of numbers on the corresponding terrain line, pick that number of Allied combat units from the Regroup Display and place them in the reaction space. The space is contested.
- If the result is not within that range, do not place any Allied units. The space is PAA controlled.



Rommel Drives Deep, 1942

- Roll for reaction even if there are already other Allied units in the space.
- Placing PAA support markers on the map (such as G-2) does not trigger Allied Reaction.

Important: Do not make reaction checks for spaces that were PAA controlled at the start of the Movement Sub-Phase.

Example: The reaction rating for a space is 1, 2, 3. A die roll of 2 means deploy two Allied units. A die roll of 4 or higher means deploy no Allied units.

13.2 Allied Deployment

Allied Reaction units cannot stack such that stacking limits would be exceeded.

- Remove excess units in accordance with 12.8.
- In the immediately ensuing G-3 Combat Sub-Phase, you must execute battle between PAA and Allied units in each contested space.

14.0 G-3 PAA COMBAT

All units in a space can attack and defend. This includes mobile and static units. Combat is initiated when PAA units are in the same space as Allied units. Combat can occur:

- 1) In the G-3 Combat Sub-Phase. In this case, PAA is the attacker and the Allies the defender.
- 2) In an Allied Counterattack Sub-Phase. In this case, the Allies are the attacker and the PAA the defender.

14.1 Ground Combat Sequence

Each combat must go through the following stages:

1) Tactical Deployment:

- a) Reveal all Allied units. Then line them up in order of strongest firepower to weakest. If more than one unit has the same firepower, place those in the order you want.
- b) Line up PAA units in any order you want.

2) PAA Airstrike / Support Unit Fires:

- a) Allocate any PAA air and support units to the battle.
- b) Execute all airstrikes. Then return surviving air units to the Air Used Display.
- c) Execute all support unit fire. Then return all support units that fired to the support unit reinforcement pool (G-2 supports remain).
- d) If air/support fires eliminate all Allied units, the battle ends in a PAA victory. Otherwise, proceed to the next step.

3) Tactical Edge Determination:

- a) Roll one die for the PAA. Add 1 to the die roll for each of the following, if applicable:
 - 1) You commit Rommel to a battle.
 - 2) The PAA has any panzer units in the battle.
 - 3) There is a G-2 marker in the same space, or a support marker with a +1.
 - 4) If the Desert Fox Index is "high" (3.3).
- b) Roll one die for the Allies. Add 1 to the die roll for each of the following, if applicable:
 - 1) If the Allies have any armor units in the engaged force.
 - 2) If the battle space has a +1 indicator for the Allies (TEC).
 - 3) If the Desert Fox Index is "low" (3.3).

- c) The side with the higher total gets the tactical edge for the battle.
- d) In the event of ties, the TEC indicates who wins, depending on the type of space.

Important: If the PAA has two armored units, these count as (+1), not (+2). You can commit more than one support unit with a (+1) for their combat value, but only one would count towards tactical edge. Thus, the PAA could have a maximum of (+4) and the Allies (+3).

Example: A PAA force is attacking an Allied force in open terrain. The PAA has both Rommel and a G-2 marker, and the PAA rolls a 3, add 2 to it to become a 5. The Allied have two armored units; they roll a 4 and add 1 to become a 5. In open terrain, the PAA wins ties, so the PAA gets the tactical edge.

4) Ground Combat Fire Round:

- a) The side with tactical edge fires first. The first unit in line fires first and inflicts any losses on the enemy.
- b) The side without tactical edge then fires. The first unit in line fires first and inflicts any losses on the enemy.
- c) Continue alternating fire until both sides have fired all units. If one side has more units than the other, the excess unit(s) fire last.

5) End of Battle:

The battle ends at the conclusion of all units firing. There is only one round of combat.

Important: Air and support units are only involved in their step of combat; they do not fire in the ground combat round.

15.0 FIRING & THE BATTLE RESULTS TABLE (BRT)

During battle, enemy units fire at each other. You fire a unit by rolling the number of dice equal to its combat strength. Cross index each die roll with the outcomes on the Battle Results Table (BRT). Apply battle results immediately as explained below. Firing is sequential and thus one side may take losses and be reduced in strength before firing back. Ground units fire one at a time. Alternate back and forth for each side until all surviving units have fired.

15.1 Battle Results Table (BRT)

The BRT is located on the game map. Results include:

- D1:** Eliminate one enemy step. One-step units are eliminated. Multi-step units are reduced that number of steps. Place eliminated units in the Eliminated Display.
- R1:** Retreat one Axis unit (17.0) or regroup one Allied unit (29.3).
- No Effect:** Nothing happens.

15.2 Targeting

Each unit can fire only at a single enemy unit in a particular round. A unit must target the first enemy unit in line. If the target unit is eliminated/retreated/regrouped, then the next unit in line is targeted. If a targeted unit is eliminated, then excess results are applied against subsequent units in line.

Example: A PAA unit is firing on an Allied unit and inflicts two eliminations. You would eliminate the first and second Allied units in the line. Conversely, an Allied unit inflicts two losses on a four-step PAA unit. The unit is reduced two steps.



15.3 Loss Sequencing

Eliminations/step losses must be applied prior to any retreats/regroups.

15.4 Multi Step Units

Eliminations:

- If a multi-step unit takes an elimination (D1) in combat, reduce it to the next lower step (either flip it over or use the next lowest counter).
- A multi-step unit at its 1 level, or a one-step unit, is eliminated by one hit.
- Combat units which are eliminated are placed in the Eliminated Display.

Retreats/Regroups: One Retreat or Regroup result against a PAA or Allied unit (respectively) is sufficient to retreat or regroup it regardless of step strength (17.0 and 29.3).

15.5 Terrain Effects on Combat

Terrain may provide a DRM for tactical edge and determines which side wins ties for tactical edge (TEC).

Allied Fortresses & Entrenchments: PAA units attacking Allied units defending in Allied fortresses and entrenchments use the designated line on the BRT.

Axis Fortresses: Allied units attacking PAA units defending in Tobruk use the designated line on the BRT.

Important: PAA units defending in Allied fortresses and entrenchments, and Allied units defending in Tobruk, receive no special benefits.

15.6 Post Battle

PAA Units: At the conclusion of a battle:

- Surviving PAA combat units remain on the map. See Retreat (17.0) and Pursuit (18.0).
- PAA support units are returned to the support unit bin. They are never permanently eliminated and can be recruited again.
- Air units can be shot down (A1) battle results; in this case, place them in the Refit Display. Otherwise, they are available for reuse on the next turn.

Allied Units:

- Eliminated Allied garrisons are placed in the Permanently Eliminated Display.
- All other eliminated Allied combat units are placed in the Temporarily Eliminated Display. Allied units in the Temporarily Eliminated Display are checked for replacement (33.0). They can return to the Regroup Display.
- Allied units which receive a regroup (retreat) result are placed in the Regroup Display.

16.0 WINNING A BATTLE

At the end of each combat, check to see who wins.

- The PAA wins if all Allied units in the space have been eliminated or regrouped.
- The Allies win if all PAA units in the space have been eliminated or retreated.
- If both PAA and Allied units survive, the battle is a draw.

Important: Due to the sequence of fire, there will not be any situations in which both sides are wiped out.

16.1 PAA Win

- PAA units remain in the space.
- Qualified PAA units may conduct pursuit.

16.2 Allied Win

Allied units remain in the space.

16.3 Draw

- If this is an Allied fortress or entrenchment, Allied units remain in the space. All PAA units in the battle must retreat (17.0).
- If this is a PAA fortress, PAA units remain in the space. All Allied units in the battle regroup (29.3).
- If this is any other type of space, both sides remain in the contested space. In this case it can lead to combat in an ensuing G-3 or Counterattack Sub-Phase, and further Allied reaction.

16.4 Desert Fox Points (DFP) for Battles

These DFP are received immediately upon determining who won a battle:

- +1 DFP:** If the PAA wins a battle and eliminates or regroups four or more Allied units or steps.
- 1 DFP:** Allies wins a ground battle and eliminates 4 or more PAA steps.
- 0 DFP:** Other outcomes.

Important: Retreats and PAA regroupings do not count. Air and support units do not count.

17.0 RETREAT

Retreat is a ground combat result. Units are required to retreat if a battle ends in a draw in an enemy-defended occupied fortress, entrenchment, or city.

Retreat Due to Combat Results:

PAA Units: Move the unit one space.

Allied Units: Return the unit to the Regroup Display.

Retreat Due to a Draw: See (16.3).

17.1 PAA Retreat Procedure

Move all PAA combat units involved in a battle one space per the following:

- All withdrawing units must move together.
- Units must be moved to an adjacent PAA-controlled space.
- Retreat may not be into a space containing Allied units, or into a space or along a route which the unit could not otherwise enter.
- You may retreat into a space that causes over-stacking but must then retreat the excess until stacking requirements are met (12.0).
- Each unit retreating over a river or escarpment loses one step.
- If a unit has no space into which it can retreat, it is eliminated instead.
- Retreat does not trigger an Allied Reaction.

18.0 PURSUIT

If a PAA force attacks and wins a battle, you may conduct a pursuit. This occurs immediately upon conclusion of the battle and before the next battle is initiated. There is no pursuit if PAA units are defending and win a battle.

18.1 Qualified Units

Only PAA motorized type units may conduct pursuit.

- Pursuing units must have been supported by expenditure of a supply unit at the start of the combat to conduct pursuit.
- They may move to out of supply positions.
- Pursuit may be in any direction.

18.2 Procedure

You may move qualified units the following number of spaces:

Armored Recon: 2

All Other Motorized Units: 1

Example: An attacking PAA force of one armored recon group, one mechanized division, and one infantry division win a battle. You could move the armored recon up to two spaces, the mechanized unit one space, and the infantry none.

18.3 Rommel

If Rommel is supporting a combat, then the pursuit distance is increased by one for all qualified units.

18.4 Restrictions

Pursuing units must cease movement in spaces where they would be otherwise required to stop (objectives, enemy occupied spaces, etc.).

- You may not move pursuing units if doing so creates an over-stacked position.
- Pursuing units may cross rivers and escarpments via the rules for crossing (11.3). They must start adjacent to the crossing point and cease the pursuit on the other side.
- Pursuit does not trigger an Allied Reaction.

18.5 Exploitation Combat

Pursuing forces participate in additional combat under certain conditions.

- If a pursuing force ends in a contested space that has yet to resolve combat, the pursuing unit(s) are added to the other PAA units in their attack (note stacking restrictions may preclude a part or all the pursuing force from entering that space).
- If a pursuing force ends in a space containing Allied units (contested space already resolved or an Allied-controlled and occupied space), then this will cause combat with those units in the ensuing Counterattack Sub-Phase with the Allies as the attacker.

19.0 PAA SUPPLY UNITS



Supply units have two sides. The front is the mobile truck side. The reverse is the static depot side. Supply units are used to provide logistical support. You can flip any or all truck units to depot status, and/or depot units to trucks, during the G-4 Logistics Phase.

19.1 Operations

Supply units:

- Do not count for stacking.
- Count as zero combat factors. They can be taken as a single step loss for combat.
- If eliminated, they are returned to the pool of supply units. They are never permanently eliminated.
- Can be eliminated by Allied air attacks (31.0).

19.2 Utilization

Supply units are used to support movement (11.0), combat (14.0), and refit (21.0). Expend the supply unit and return it to the available pool. The number of supply units in the game is a limit. Supply units have a support range.

- A truck unit provides support to all units in the same space for one phase.
- A depot unit provides support to all units in the same and adjacent spaces for one phase.
- All PAA units can use any Axis supply unit (including air supply).

19.3 Supplied Truck Movement

Trucks move as motorized units. You can expend other supply units to have them make a supported move. They can also make Admin moves per (11.6).

20.0 G-4 PAA LOGISTICS EFFECTS

Units must be in supply to perform certain actions at full effect.

Important: Only PAA units are affected by logistical considerations, Allied units are not.

20.1 Logistical Support

A combat unit is logistically supported if any of the following are in effect:

- The unit is in range of a supply unit (19.2).
- The unit is within air supply range (26.0).

20.2 Expending Supply

A supply or air supply unit is expended upon use.

- Return a truck or depot to the Reinforcement Display (can be recruited again).
- Return air supply to the Support Display (can be reused).

20.3 Out of Supply

Supply is judged at the start of every phase and sub-phase. It remains in effect for that unit for the remainder of that sub-phase. Use the OOS markers to indicate this. If the situation changes in a later phase, adjust the OOS markers accordingly.



20.4 Effects of Logistics

A combat unit that is logistically supported functions normally. A unit which begins a G-phase OOS is affected as follows:

G-3 Movement (11.0):

Motorized Units: The MF of all Out of Supply (OOS) PAA motorized combat units is 2.

Non-Motorized Units: The MF of all OOS PAA non-motorized combat units is 1.

G-3 Combat (14.0) and Allied Counterattack (32.0): A PAA combat unit which begins a G-3 Combat Sub-Phase OOS has its combat strength reduced by one point (but not lower than zero).

G-3 Pursuit: A unit that is OOS may not conduct pursuit. The support status is determined at the start of the Combat Sub-Phase (if you expend the supply unit at the start of the combat, it also applies to the pursuit).

G-4: OOS combat units cannot be refit.

Important: A unit that is both OOS and attacking into an enemy fortress or entrenchment applies the effects of both (reduction of one combat factor and using the designated line on the BRT).

21.0 G-4 PAA REFIT

During the Logistics Phase you can increase the step strength of reduced PAA units.

21.1 Combat Unit Refit Procedure

Expend a supply unit. Up to two PAA combat units within supply range are increased one step (to their maximum step strength). A unit can be refitted only one step per phase. Eliminated combat units cannot be replaced.

21.2 Special Units

- Support units are returned to the Support Bin after combat; they are not reduced or eliminated. They can be returned to play via support unit recruitment.
- Eliminated supply units become available to return to play during the ensuing turn via the supply reinforcement procedure.

Important: Air unit refit is described in (27.0).

22.0 PAA SUPPORT UNITS



PAA support units include corps support, assault engineers, Flak, *Nebelwerfer*, intelligence, and the Tiger tank company.

You do not have to use a support unit in the turn it was purchased. Support units do not count for stacking. They have no effects other than those specifically stated in their rules.

22.1 Utilization

You purchase support units per the G-1 procedure. Place them in the PAA Support Display. They remain there until you use them, at which point follow the instructions below.

22.2 G-2 Intelligence Support



The three commando units are placed during the G-2 Intelligence Phase (10.0).

22.3 Combat Support

All other types of support units are used during combat. Commit them during the TAC/Support step of the battle routine. This can be in a G-3 PAA Combat Sub-Phase or the Allied Counterattack Sub-Phase.

22.4 Procedure

If a support unit has a plus sign, then add one to the Tactical Edge die roll. Only one support unit modifier can be applied, though other support units can apply their combat factors.

- During the PAA Airstrike/Support Unit Fires stage, roll the number of dice equal to the corps support units' combat factor on the Ground Support Line of the BRT and apply the combat result. You can choose the enemy units to be eliminated (they do not have to be the strongest).

22.5 Restrictions

You can use up to one support unit per PAA ground unit in a battle. This is in addition to any G-2 marker.

- A support unit may be placed only in a combat situation in which PAA units are supplied. This can be ground (19.0) or air supply (26.0).
- A support unit can be used only once per turn. Return the unit to the Support bin at the end of the combat.
- Units with an "a" can be used only in the PAA Combat Sub-Phase as part of an attack.
- Units with an "d" can be used only in the Allied Counterattack Phase as part of a defense.

22.6 Combat Results

Support units are not otherwise affected by combat. Support units cannot pursue. They can be affected by Allied airpower (31.0).

22.7 Special Types



Engineers: In addition to the above, you can move across a river or escarpment without having to stop by utilizing one engineer. Place it on the symbol to be crossed and for the remainder of that Movement Sub-Phase, there is no penalty for crossing (11.3). At the end of the Movement Sub-Phase, return the Engineer to the Reinforcement Display. This negates the crossing penalty for combat.



Tiger Tank Company: Tiger tanks can apply their combat factor per above. Additionally, whether attacking or defending, the PAA force also gains a +1 modifier.



G-2 Intelligence: See (10.0). Also, see the Egyptian Uprising Bulletin.

23.0 PAA AIR OPERATIONS

There are three types of air units: tactical air strikes (TAC), long range bombers (LRB), and air supply. To use air units, deploy them on the map when they conduct a mission. Each air unit may be used only once per complete turn. After use, place surviving air units in the Air Used Display.

23.1 Range & Missions



LRB: LRB can be employed anywhere on the game map and against the Air Superiority Index. LRB can also be used for tactical support or attacks against Allied airpower.



TAC: TAC units can be used up to two spaces from an Axis controlled airfield space. TAC can be used for tactical support (only).



Air Supply: See (26.0).

23.2 Basing Capacity

Each Axis controlled airfield can launch the following number of TAC per Combat Sub-Phase:

Tobruk: 4

All Others: 2

Important: Air units are not based on airfield on the map. LRB do not require on-map airfields.

23.3 Stacking

Air units do not count against ground unit stacking, nor do they have any effects on play other than those specifically stated in the rules.

23.4 Anti-aircraft

Allied ground units never fire at PAA air units per se; but see the "A1" result on the BRT.

23.5 Logistics

Use of airpower does not require expenditure of supply.

24.0 TACTICAL AIR SUPPORT

You may commit TAC and LRB units during the airstrike/support step of the Ground Support Sequence (14.1). This can be offensively in a G-3 PAA attack or defensively in an Allied counterattack.

- For each air unit, roll one die for each air combat factor. Then check the BRT and apply any results.
- You do not have to target the strongest Allied units first (unlike in ground combat). You can apply hits against any Allied units.

Example: A 2-strength air unit would make two die rolls. It targets one unit and rolls, then decides to target a different unit for the second die roll.

24.1 Restrictions

You may commit up to one TAC or LRB unit per PAA ground unit involved in the attack.

- TAC must be within range of PAA controlled airfield (23.1).
- TAC and LRB cannot attack enemy ground units by themselves. There must be at least one PAA ground combat unit involved in a battle.

Example: Two PAA divisions are attacking or defending, so you could commit up to two air units.

- If TAC/LRB wipe out all Allied units before the ground combat round, the PAA wins the battle.
- If Allied units are in fortress or entrenchment spaces, then the strength of each TAC unit is reduced to one. If LRB are used, then you need two LRB units to produce one point of combat strength.
- If an "A1" result is rolled, then one firing air unit goes to the Air Unit Refit Display. This is after rolling all dice for it.

25.0 AXIS LONG-RANGE BOMBERS (LRB)

You use LRB units to either:

- a) Function as TAC units (23.1); **or**,
- b) Target the Air Superiority Index.

25.1 Airpower Attacks

This is conducted during the PAA LRB Combat Sub-Phase. Commit any/all LRB to attacking the Air Superiority Index. For each unit, roll on the LRB line of the BRT and apply the results. There is no limit to the number of LRB you can commit to these attacks.

Designer's Note: Attacks on Allied airpower also represent attacks against Allied ports and logistics; hence, the Air Superiority Index will affect various other game functions.

26.0 AIR SUPPLY

You can use air supply markers to support PAA units. You may initiate air supply at the start of any phase. Take the air supply unit from the PAA Available Support Display and place it on any space on the map that:

- a) Contains a PAA controlled airfield; **or**,
 - b) Is adjacent to a PAA-controlled airfield and contains a PAA ground unit (controlled or contested).
- A single air supply unit can provide support to all PAA units in that space for one phase.
 - You can place a maximum of one air supply per airfield. Air supply markers are returned to the Available Display at the end of the phase. Once in play, they can be reused at no extra cost, unless eliminated by Allied airpower (31.0)

Example: The Axis controls Mersa Matruh (an airfield). You can place an air supply marker in the space or any adjacent space if there is a PAA unit in that space.

27.0 G-4 REFIT OF AIR UNITS

Air units that receive a damage (A#) result are placed in the Air Unit Refit Display (flip them to their reverse side). While there, they cannot fly missions nor be affected by Allied air attacks. During the Logistics Phase, you may expend supply units to refit air units. For each supply unit expended, flip two air units to their operational side. The supply units must be located on airfields.

28.0 ALLIED BULLETINS



Allied Bulletin markers represent the Allied Middle East Command. During the Allied Bulletin Sub-Phase, you must pick one Allied Bulletin marker from the bin. Read and implement the instructions as shown on the last page of the rules. Disposition is managed the same as Axis Bulletins (8.0). Allied Bulletin explanations may supersede other game rules.

29.0 ALLIED UNITS

All Allied units are ground combat units. Allied units are set up via the initial deployment procedure either on the map, in the Reinforcement Display, or the Regroup Display. They are controlled by various game rules.

29.1 Allied Movement

Allied units, once on the map, do not move. They may be removed from the map via combat, or if a bulletin calls for it, or via regrouping.



29.2 Special Allied Units



Deception Units: The instant a deception unit is revealed, remove it from the map. It has no effect on combat. Revealed deception units are placed in the Permanently Eliminated Display. They do not count as steps for battle win DFP.

Static Units: These units are eliminated if they receive a regroup result.

29.3 Allied Regrouping

The Regroup Display represents units in the Middle East Command reserve. Allied units will be placed in the Regroup Display via initial deployment (5.0), battle results (15.0), reinforcement (30.0), and replacements (33.0).

29.4 Logistics

Allied units are not affected by logistical considerations.

30.0 ALLIED REINFORCEMENTS

If during the End of Turn Phase of Turn 7 the *PAA* passes the El Alamein check (6.1) (and the game goes to Turn 10), then add all Commonwealth Reinforcement "R" units to the Regroup Display. Then, for each Allied-controlled or contested fortress, city, airfield, and port east of Alma el Halfa (exclusive), pick at random one unit and immediately deploy it in that space (up to stacking limits).

30.1 Allied Special Reinforcements:



CDO/ME Commando enters via an Allied Bulletin.

31.0 ALLIED AIRPOWER



The Allied Air Superiority Index shows the relative strength of Commonwealth Empire and US air forces in the Middle East against the *Luftwaffe* and *Regia Aeronautica*. The index can go no lower than 1 or higher than 10.

- The current Air Superiority Index serves as a DRM to:
 - The Allied Air Attack Table.
 - The Allied Unit Replacement Table.
 - The Axis Supply Reinforcement Table.

Important: Allied airpower does not support ground combat on the map.

31.1 Changes to the Air Superiority Index

The Air Superiority Index can go up or down due to certain events and can go down due to Axis LRB attacks.

31.2 Allied Air Attacks

During the Allied Air Sub-Phase, you must check the Allied Air Attack Table:

- Roll one die for each of the three lines (Axis Air, Supply, Combat and Support units).
- Apply applicable DRMs (listed next to the table).
- Cross-index column determined by the modified DR and apply the results as listed on the table.

31.3 Extraction of Losses

- Eliminate or reduce supply or combat units that are located on the highest numbered space (going from north to south then east to west). In the event of ties, you can select the units to be affected.
- For air and support units, select them from those in the Available or Refit Displays.

Important: If there are not sufficient units to eliminate, there is no further effect.

32.0 ALLIED COUNTERATTACKS & COUNTEROFFENSIVES

During the Allied Counterattack Sub-Phase for all spaces on the map containing both Allied and *PAA* units, you must initiate a counterattack. Counterattacks are resolved per (14.0), but with the Allies as the attacker and the *PAA* as the defender.

32.1 Operations

Terrain: If *PAA* units are defending in Tobruk, they apply defensive modifiers. Otherwise, if the defense is in an Allied fortress or entrenchment, there are no defensive modifiers. The terrain type still affects who wins the tactical edge in the case of ties. Axis units defending in Allied fortresses or entrenchments do not have their combat strength reduced.

Logistics: Axis supply requirements apply for *PAA* units. Allies have no logistics requirements.

Support: The *PAA* can use air and support units.

No Pursuit: If the *PAA* wins the counterattack, there is no pursuit. The Allies never pursue.

32.2 Counteroffensive Bulletins



If an Allied Bulletin calls for a counteroffensive, then you must deploy a counteroffensive force.

Counteroffensive Force: To determine the number of Allied units to be deployed, roll one die, and pick that number of units from the Regroup Display, then deploy them on the space determined below. The space must (in this order):

- Contain *PAA* units.
- Be the one that is furthest east and (then) furthest north. In case of ambiguities, roll a die.

Example: El Alamein would take precedence over Ruweisat.

Stacking: Counteroffensive reinforcements cannot be deployed in excess of stacking limits.

Example: A fortress hex contains two *PAA* and three Allied units. A counterattack calls for two units to be picked; but you pick only one (as stacking equals four per space, pre-Montgomery). All four then launch a counterattack.

Rommel Drives Deep, 1942

33.0 ALLIED REPLACEMENTS

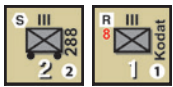
During the Allied Replacement Sub-Phase, you must check each Allied combat unit in the Temporarily Eliminated Display for replacement.

33.1 Procedure

Check the Allied Unit Replacement Table. For each Allied unit in the Temporarily Eliminated Display, roll one die, apply any applicable DRMs, and cross index it to determine a result and apply that result listed on the table.

- If the unit is replaced, place it in the Allied Regroup Pool.
- If permanently eliminated, remove it from the scenario. Otherwise, it remains in the Temporarily Eliminated Display (and you must check for it on each subsequent turn).

34.0 UNIQUE UNITS



SVB 288 & KODAT: See the "Egyptian Uprising" Bulletin.



Recon Units: These can move via desert routes.



Commonwealth Middle East Commando: The MEC unit is initially placed in the Special Reinforcements Display. It is deployed via the Amphibious Landing Bulletin. If eliminated, it is placed in the Permanent Eliminated Display.



US 2nd Armored Division: This is an optional unit. See Optional rules (39.0).

35.0 ROMMEL



In each turn, you can utilize Rommel for one (and only one) of the following functions:

**Berlin
Rome**

Malta (Operation Herkules)
Combat (on map)

G-1 Phase: Place Rommel in the Rome Display. Add 1 to the PAA Supply DR.

G-2 Phase: No effect.

G-3 Phase: Place Rommel on one combat unit. That unit now adds one to its MF (regardless of support status). Add one to any tactical edge DR for its force. Also, if that unit pursues, you may move it one additional space. Rommel remains with that unit until the Administrative Sub-Phase (and thus may be used to provide the die roll modifier if that space is counterattacked by Allied units). Rommel can also be used to support Operation Herkules (41.0).

G-4 Phase: Place Rommel in the Berlin Display. Roll one die, divide by two, and round up any fractions. Then pick that number of support units.

Return: Rommel is returned to the Rommel Display during the Administrative Phase. Otherwise, the Rommel marker has no effect on the game. It is not a unit and may never be eliminated.

36.0 SUPPLY CAPTURE

If a PAA force wins a battle, and an Allied depot was in the defeated force (eliminated or regrouped), then place one PAA supply unit in the space. If there are not enough available supply units, there is no further effect.

Important: Allied depot units have a combat factor and otherwise behave as mobile units.

37.0 FOG OF WAR

Axis Units: You can always examine PAA units.

Allied Units: Allied units which are placed on the map are initially placed face down. You reveal them:

- The instant that a PAA ground unit enters their space.
- Via G-2 actions (10.0).
- At the start of each ground battle.
- As indicated by the rules.

Once an Allied unit is revealed, it remains revealed if it is on the map. When placed in an off-map display, units are placed face-down.

AXIS (COMMANDO SUPREMO) BULLETINS



Bastico: Deploy one supply unit on any space in Libya that contains an Italian unit. **Return.**



Convoy Intercepted:

- 1) Deduct one Desert Fox point.
 - 2) In the ensuing Axis Supply phase, reduce the number of Supply units received from the PAA Supply Table by one.
- Discard.**



Egyptian Uprising: If the German *288* or *Kodak* unit occupies any Commonwealth fortress or city in Egypt, or you remove a PAA G-2 Intelligence Support unit from the game:

- 1) Shift the Airpower index two in favor of the Axis; then;
- 2) Randomly pick three Allied units from the Regroup Display and place them in the Permanently Eliminated Display (if three or less Allied units are in the Regroup Display, then all are eliminated). **Discard.**



Intelligence Breakthrough: Immediately pick one Allied Bulletin from the Bin and examine it. It goes into effect during this turn's Allied MEC Bulletin phase (instead of picking an Allied Bulletin at that time). **Discard.**



Kesselring: Deploy one of the following PAA units (from the Reinforcement display): 1 × Supply, 1 × LRB, 1 × TAC, 1 × Air Supply, or 1 × air landing unit (at no cost). **Return.**



Lure of the Pyramids: Keep and expend to do one of the following:

- 1) Place one PAA unit In Support for one Movement Sub-phase (without expending Supply); **or,**
 - 2) Add an additional plus one to any PAA Tactical Edge die roll.
- Discard.**



Il Duce in Cairo: Keep and play at the start of any Axis Movement Sub-phase in which any Axis ground unit occupies Cairo or Alexandria. Increase the DFP Index by two. **Discard.**



Regia Marina: Deploy 2 × supply units on Axis controlled ports (within capacity). **Discard.**



Rommel Drives Deep: Place this marker in the PAA Bulletins bin on Turn 8. If PAA units currently occupy Alexandria, Cairo, Port Said or Suez City, then:

- 1) Increase the DFP Index by two; then.
- 2) Shift the Airpower Index two in favor of the Axis. **Discard.**



Sandstorm: Select and eliminate one Axis supply unit on the map. **Return.**

ALLIED (MEC) BULLETINS



Alamein Line: Pick one Commonwealth unit from the Regroup display for El Alamein, Ruweisat, and Alam el Halfa and deploy them in those spaces (in that order). The spaces must be Allied controlled or contested (otherwise, do not deploy). **Discard.**



Alexander:

- 1) Pick and deploy one Commonwealth unit from the Regroup Display each in Alexandria and Cairo (in that order). The spaces must be Allied controlled or disputed (otherwise, do not deploy); **and,**
- 2) Shift the Airpower index one in favor of the Allies. **Discard.**



Amphibious Landing: Deploy the Commonwealth Middle East Commando. Roll one die, results:

- 1–3: Tobruk.
- 4–5: Bardia.
- 6: Mersa Matruh.

If the space chosen is Allied controlled, reroll. **Discard.**



Commando Raid: If Axis units do not occupy the Siwa Oasis, then roll one die, results:

- 1–3: Select and eliminate one PAA Supply unit on the map.
- 4: Select and eliminate one available Axis TAC unit.
- 5–6: Gain one DFP (for defeating the raid). **Return.**



Counteroffensive-A:

- 1) Shift the Airpower index one in favor of the Allies; **and,**
- 2) Execute a Counterattack (32.0). **Return.**



Counteroffensive-B: Same as Counteroffensive-A.



Counteroffensive-C:

Place this marker in the Allied Bulletins bin on Turn 8. Same as Counteroffensive-A.



The Flap: If Mersa Matruh or any objective east of it is PAA-controlled:

- 1) Shift Airpower one in favor of the Axis; **and,**
- 2) Pick two Allied units from the Regroup display and place them in the Temporarily Eliminated display. **Discard.**



Hold:

- 1) Shift the Airpower index one in favor of the Allies; **and,**
- 2) Deploy one reinforcement unit each in Port Said and Suez City (in that order). The spaces must be Allied controlled or contested. **Discard.**



Montgomery: For the remainder of the game: Commonwealth units stack six per hex. **Remains in effect.**



US Support:

- 1) Shift the Airpower index two in the Allied favor; **and,**
- 2) Pick two units from the Allied Temporarily Eliminated display and place them in the Regroup display. **Discard.**



Option: Counter for future variants.

You may use Optional rules to increase realism and complexity.



DRIVE ON SUEZ

Rommel Drives Deep, 1942

OPTIONAL RULES

38.0 AIRBORNE & AMPHIBIOUS OPERATIONS

Historical Commentary: *The Axis had airborne units and an amphibious battlegroup in the Mediterranean, but these were employed as infantry. In the game, PAA Airborne units may make Airborne Landings and PAA Amphibious units may make Amphibious Landings.*

38.1 Planning

Airborne and Amphibious landings are planned a turn in advance. Both types of landings operate in the same general way.

38.2 Recruiting

Purchase Landing Zone (LZ) and/or Beachhead (BH) markers (38.5) during a G-1 phase, then:

- Deploy a LZ marker on any space on the map.
- Deploy a BH marker on any port space.
- LZ and BH markers have no effect during the turn of deployment (nor are they affected by enemy forces).

38.3 Procedure

- On the G-3 Movement Sub-Phase of the turn following, pick up any Airborne and/or Amphibious combat units and place them on the LZ or BH (respectively). Roll on the *PAA Airborne & Amphibious Landing Table*. Then remove the LZ or BH marker (permanently).
- You can land any or all airborne or amphibious units on a single LZ or BH marker for one operation (to the stacking limit).

38.4 Bases for Airborne & Amphibious Operations

Airborne units making an airborne move must start in *PAA* controlled airfield space. Amphibious units making an amphibious move must start in *PAA* controlled ports.

Note: *Airborne and Amphibious landings do not require air or naval units—they are conducted by transport not otherwise shown in the game.*

38.5 Cost

DFP Cost: You must expend one DFP each time you place a LZ or BH marker located in an airfield or port (for airborne or amphibious operations respectively).

Supply Cost: You must expend a supply unit for all units conducting an airborne or amphibious operation moving from a single space to the same LZ or BH.

38.6 Allied Reaction

Upon completion of each airborne landing, you must make an Allied reaction check for each space containing any air landed airborne unit (and which was also not *PAA* controlled).

38.7 Assault combat

If there are Allied units in a space being assaulted, then conduct combat per (14.0).

38.8 Canceling

You may cancel an Airborne or Amphibious Landing at any time prior to the G-3 phase of landing. Remove the LZ or BH marker from the map and place them in the Available display. If an airborne or amphibious landing is canceled, you may conduct it on a future turn. Any DFP expended for the LZ or BH are lost.

38.9 Supply

Airborne and Amphibious units are supported (11.5) for any combat resulting from an assault.

38.10 Air Supply

You can use air supply units to provide supply. The Air Supply is placed in the base space.

38.11 Restrictions

- 1) Each LZ and BH marker can support one completed landing per game.
- 2) An airborne or amphibious unit making a landing may not otherwise move during that Movement Sub-Phase. They fight normally.

DRIVE ON SUEZ



39.0 US 2ND ARMORED DIVISION



You can add the US 2nd Armored Division as an optional unit. This unit is placed when the US Support Bulletin is picked instead of two Allied units from the Temporarily Eliminated Display. Place it in the Allied Regroup pool. Deploy in the same manner as Commonwealth reinforcements.

39.1 Deployment

Deploy unit on its full-strength side when picked.

39.2 Step Strength

2nd Armored is a two-step unit. It counts as two units for stacking. Each step lost counts as one unit for DFP when evaluating victory in battle.

39.3 Replacements

If reduced to its one-step, 2nd Armored cannot be rebuilt to its 2nd strength. If eliminated, it cannot be replaced.

40.0 OASIS WARFARE

Place the four Commonwealth armored recon units into a separate Recon pool for Regroup, Temporarily Eliminated, and Permanently Eliminated.

40.1 Initial Setup

During initial deployment, pick and deploy one recon unit in the Siwa Oasis.

40.2 Reinforcements

When called upon to deploy Commonwealth units on an Oasis or Desert space, pick from the Recon pool. No other Commonwealth units can be placed in these spaces.

41.0 OPERATION HERKULES

The Axis can declare Operation *Herkules* to attempt to take the British island fortress of Malta in the Central Mediterranean. This can affect Axis supply reinforcements and the Air Superiority Index. At the start of the game, remove the *Herkules* force units from play (below). They are out of the game unless otherwise stated. The *Herkules* force includes:

- German *Lehr* Airborne Battalion "S", KGH Marines "S", Ramcke Airborne Brigade "R1".
- Italian 185th Airborne Division "R1", 80 *La Spezia* Airlanding Division "R8", CCNN Marines "R8".
- All Axis "R1" air units.

Additional Commitment:

You can choose to remove any combination of the following Axis units to provide a die roll modifier for the operation (per below):

- 1) Up to two Axis TAC (S) and two LRB (S).
- 2) Rommel.

41.1 *Herkules* Resolution Procedure

Herkules takes place after initial setup but before the start of Turn 1.

- 1) Roll one die.
- 2) Add +1 if Rommel is committed.
- 3) Add +1 for every two TAC/LRB (S) units committed (from above).
- 4) Cross-index the modified die roll on the Operation *Herkules* Resolution Table (see below).
- 5) Apply the Outcome.

Notes:

- 1) There can be up to a +3 DRM: one for Rommel and two for air support.
- 2) DFPs have no effect on *Herkules*.

41.2 *Herkules* Effects

The Axis does not roll on the Supply Reinforcement Table on Turn 1 (no supply units are received).

- Resume rolling for Supply Reinforcements on Turn 2 (applying any modifiers for *Herkules* outcomes, below).
- On Turns 1 to 7: The Axis cannot initiate Airborne Landings and Amphibious Landings.
- The game automatically goes through to Turn 10. There is no El Alamein check on Turn 7.

Operation *Herkules* Resolution Table

1: Disaster	4: Bloodbath
2: Disaster	5: Success
3: Bloodbath	6: Overwhelming Success

Outcome Explanations

Overwhelming Success: Immediately shift the Airpower Index four in favor of the Axis.

- 1) All units committed to *Herkules* become available as Reinforcements on Turn 8; no DFP are required to recruit them.
- 2) Starting with Turn 2: increase by two the number of supply units received from the PAA Supply Reinforcement Table.

Success: Immediately shift the Airpower Index two in favor of the Axis.

- 1) All units committed to *Herkules* become available as Replacements on Turn 8; DFP are required to recruit them.
- 2) Starting with Turn 2: increase by two the number of supply units received from the PAA Supply Reinforcement Table.

Bloodbath: The Airpower Index is not shifted.

- 1) All units committed to *Herkules* are removed from play (and cannot be replaced).
- 2) Starting with Turn 2: increase by two the number of supply units received from the PAA Supply Reinforcement Table.

Disaster: Immediately shift the Air Superiority Index one in favor of the Allies.

- 1) All units committed to the invasion are removed from play (and cannot be replaced).
- 2) Starting with Turn 2: use the normal supply reinforcement outcomes.

Rommel: If Rommel has been committed to *Herkules*, then Rommel is returned to play on Turn 8 regardless of outcome.