

# The African Campaign

*Designer  
Signature  
Edition*



## RULES OF PLAY

1.0 INTRODUCTION .....	2	8.0 MOVEMENT.....	6	15.0 AIR UNITS .....	10
2.0 GAME EQUIPMENT .....	2	9.0 COMBAT .....	7	16.0 MINEFIELDS .....	10
3.0 HOW TO WIN THE GAME .....	4	10.0 REPLACEMENTS .....	8	17.0 HOW TO SET UP THE GAME .....	10
4.0 ZONES OF CONTROL .....	4	11.0 DIVISION BREAKDOWN AND BUILDUP .....	9	18.0 OPTIONAL RULES.....	11
5.0 STACKING.....	4	12.0 PORTS.....	9	19.0 HISTORICAL NOTES.....	13
6.0 SEQUENCE OF PLAY .....	5	13.0 SUPPLY .....	10		
7.0 REINFORCEMENTS AND WITHDRAWALS.....	5	14.0 AXIS FUEL.....	10		

## [1.0] INTRODUCTION

In late 1940, Britain stood alone against the Axis powers of Germany and Italy. With France fallen, the land battle shifted to North Africa. The Italians, always keen to expand their Empire, crossed the border into western Egypt, occupied Sidi Barrani, and dug in.

*The African Campaign* is an operational-level two-player game (although it can be played solitaire) beginning in December 1940 and ending in December 1942, with the British Eighth Army facing down the Italian 10th Army and soon to follow, the German Afrika Korps. As the Axis, your goal is to take Alexandria and the Suez Canal, driving the Allies from North Africa. As the Allies, your goal is to hold off the Axis. Historically, the Allies were able to barely hold on and eventually drive the Axis back.

This is the *Designer's Signature Edition* of John Edwards' *The African Campaign, 2<sup>nd</sup> Edition*, published by Jedko Games in 1973. This edition features upgraded components and updated rules in support of the original design. Bonus material is also provided in the form of optional rules and additional markers (18.0) for players who wish to consider adding more historical flavor and variability to the game without impacting playability.

The rules are numbered and presented in sets of major sections, each section divided into numerous major and secondary cases. The rules cross-reference other rules using (parentheses), so, for example you will see, "The phasing player first declares all attacks he wishes to make, noting which units are attacking and which air units (Close Support, 15.1).", meaning Case 15.1 is related to this rule. The rules of this game have been arranged both for ease of comprehension on first reading and for quick reference later.

IF YOU ARE NEW TO HISTORICAL GAMES, DON'T PANIC! First look at the playing pieces, then give the rules a quick read through. Please don't try to memorize them. Follow the set-up instructions for play and then read Section 6.0 that describes the general course of play. As questions arise simply refer back to the rules. After a few minutes of play, you will find yourself becoming familiar with the game mechanics.

Online support is available for this game.

Visit us on the Web:

<http://www.compassgames.com>

(Tip: navigate to the *Rules and Downloads* section of the game page)

By email:

[sales@compassgames.com](mailto:sales@compassgames.com)

We also recommend you visit the official game discussion topic on ConsimWorld to share your play experience with others. You will find *The African Campaign* game topic by visiting <http://talk.consimworld.com> and navigating

to the *North Africa/Med Front* individual game discussion area. You can also find us on BoardGameGeek and the Compass Games' YouTube channel with several tutorial videos in support of this game.

## [2.0] GAME EQUIPMENT

### [2.1] GAME INVENTORY

Your copy of *The African Campaign* includes:

- One and one-half full-color Maps, 17" x 50.75" total
- One Countersheet of 176 5/8" die-cut counters
- Two Player Aid Cards 8.5" x 11" (two-sided)
- Two Order of Battle Displays 8.5" x 14"
- This Rulebook
- One six-sided die

If any of these parts are missing or damaged, please contact Compass Games by e-mail at [sales@compassgames.com](mailto:sales@compassgames.com).

### [2.2] THE GAME MAP

The map portrays the area of North Africa in which the decisive operations of the German Afrika Korps and the Allied Eighth Army took place. A hexagonal grid is superimposed on the map and is used to determine movement. Terrain features include Clear, Roads, Ridges, Plateaus, Forts, Cities, Passes, and Ports. See the Terrain Effects Chart on the map or Player Aid Card for more details on their effects on play. The map also contains various tables and tracks needed for play, such as the Combat Results Table, the Turn Record Track, the Axis Infantry Replacement and Fuel Table, and the Axis Fuel Track. There are milestones along the roads that show the number of hexes from Tripoli to Alexandria; they do not affect play other than to help track road movement.

### [2.3] CHARTS AND TABLES

Visual aids are provided in the game to facilitate and display many of the game functions. These visual aids are on the Player Aid Cards, the Order of Battle Displays, and on the map. Some charts and tables are included on both the map and Player Aid Cards as a convenience to players. The use of these charts and displays are explained in the appropriate rules section.

### [2.4] THE PLAYING PIECES

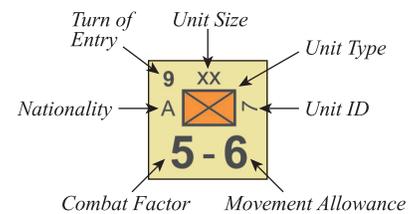
There are 176 playing pieces in one die-cut sheet included with *The African Campaign*. These playing pieces are referred to as counters. Some represent the actual military units that participated in the battle while others are simply markers used to facilitate certain game mechanics.

### [2.4.1] HOW TO READ THE COUNTERS

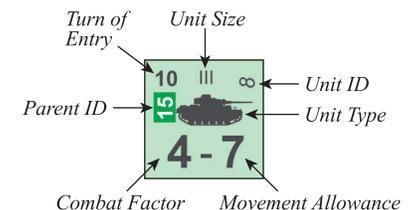
*The African Campaign* counter mix includes forces from the two opposing nationalities and armies. Each nationality and army is indicated by a color unique to that force. Allied forces are light brown, and Axis forces are light blue for the Germans and light green for the Italians. Players will note that units are not uniform in size. Units range in size from division down to battalion (Army HQ also included), and the size of a unit is important for some aspects of the game.

### [2.4.2] UNIT EXAMPLE

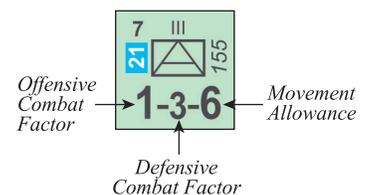
Each counter has a military symbol indicating its nature and function, historical identification, and several numerical factors indicating combat value and movement factor. The counter example below indicates the layout of the factors on the counters.



The unit illustrated above is the Australian (nationality) 7th (unit ID) Infantry (unit type) Division (unit size) that arrives as a reinforcement on Turn 9 (turn of entry). The unit possesses a combat value of 5 and a movement allowance of 6. The orange background color on the unit type box and the "A" to the left of the unit type box indicate that the unit is Australian.



The unit illustrated above the German 8th (unit ID) Panzer (unit type) Regiment (unit size) of the 15th Panzer Division (parent ID) that arrives as a reinforcement on Turn 10 (turn of entry). The unit has a combat value of 4 and a movement allowance of 7. The green background color on the parent ID box indicates the unit is subordinate to the 15th Panzer Division and other subordinate units share the same color.



Rather than a singular combat value for both attack and defense, Flak units possess an Offensive and Defensive Combat Factor as illustrated above. This Flak unit attacks with a strength of 1 and defends with a strength of 3.

**Starting Location.** Units which start play on map have a hex number (Axis) or location code (Allies) per the Order of Battle (OOB) Displays instead of a Turn of Entry in their upper left-hand corner. *Note that some Allied units may start or enter the game at reduced strength, per the OOB Display.*

### [2.4.3] UNIT SIZE SYMBOLS

Symbol	Definition
II	Battalion
III	Regiment
X	Brigade
XX	Division
XXXX	Army HQ

### [2.4.4] UNIT DESIGNATION

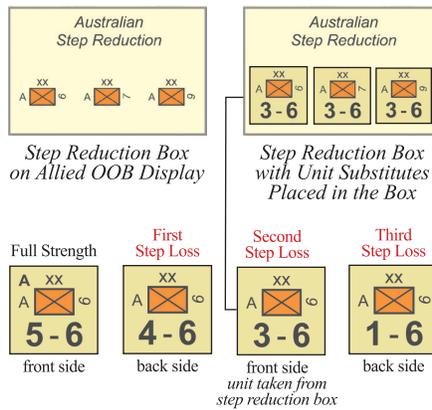
Unit designations appear as follows.

- Unit ID appears to the right of the Unit Type box (for armored units, this ID is shifted above their unit type icon).
- Parent ID (if any) appears to the left of the Unit Type Box
- Unit and Parent IDs may be contained in a color box for purposes of Division Breakdown (11.0)
- For non-British Allied units, nationality is displayed to the left of the Unit Type (note this letter code is not rotated like parent and unit IDs). Units of the same nationality also share the same colored Unit Type box, as illustrated below.

*Allied Nationality Abbreviation Code*

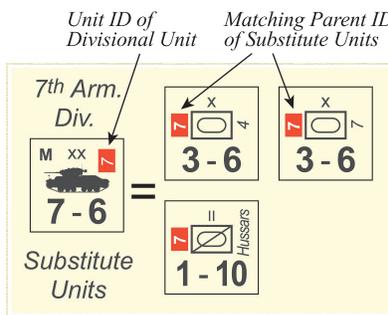
A		Australia
		Britain
F		France
G		Greece
I		India
N		New Zealand
P		Poland
S		South Africa

**UNIT STEPS.** Some units are comprised of multiple steps. When a unit suffers combat losses (9.10), it is either flipped to its back (reduced) side, or, if already reduced, replaced with another counter of a lower value. The OOB Display includes Step Reduction boxes for those units that can be replaced with another unit of a lower value. Armor type units at full strength are depicted with an armor icon.



Illustrated above is an example of unit breakdown by steps and how these lower strength units are placed on the OOB Display at game start. In this example, the Australian 6th Infantry Division is comprised of 4 steps, and its lower strength unit begins on the OOB Display Step Reduction chart. When the full strength unit absorbs its second step loss, it is replaced with its corresponding unit from the Step Reduction Box as shown.

**DIVISION BREAKDOWN.** Units with a Parent ID colored box represent units subordinate to their division and can be brought into play using division breakdown (11.0). Note the same color is used for the Unit ID for the division that can be broken down as illustrated below for the British 7th Armored Division.



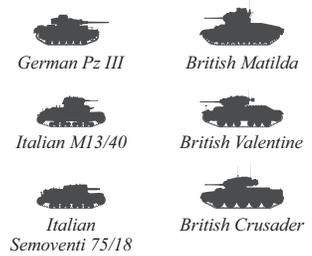
### [2.4.5] UNIT TYPES

Symbol	Definition
	Infantry
	Parachute
	Motorized
	Reconnaissance
	Flak
	HQ
	Armor (Panzer)

*Note:* the Army HQ type symbol includes the army designation inside the unit type box (i.e., “8” for “8th Army” for the Allies, “DAK” for “Deutsche Afrika Korps” for the Axis).

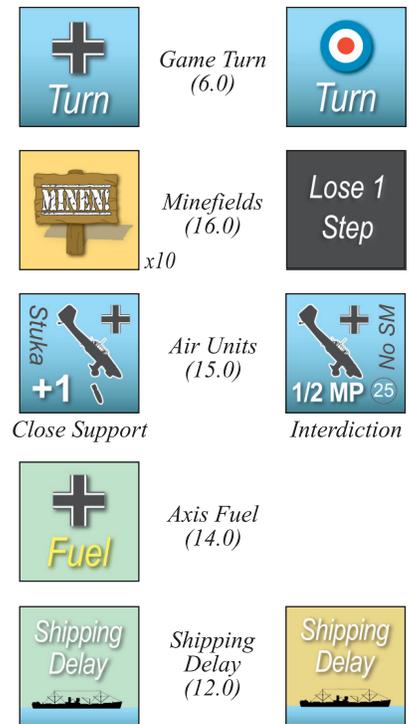
Armored Fighting Vehicle (AFV) icons are provided for each nationality as illustrated below which were predominantly used during

the campaign. The icons are for cosmetic purposes and have no impact on play, other than indicating they represent armored type units.



### [2.5] GAME MARKERS

The game contains various markers to facilitate play. These markers are not units and do not affect stacking in any way, and their use will be detailed in the appropriate sections of the rules. Note: some markers are optional for play (18.0), and may be color-coded by nationality for use by each side.



All game markers illustrated above are used during play. Markers that are optional for game play are covered in the Optional Rules (18.0). Please note that only 10 Minefield markers are used for the standard game. An additional 6 Minefield markers are provided when playing with the Bonus Minefield Markers (18.6) or Event Chits (18.7) optional rules.

### [2.6] ORDER OF BATTLE DISPLAYS

The Order of Battle (OOB) Displays show the troop positions at the start of *Operation Compass*. Units not listed as “At Start” enter the game on the turns shown on the OOB Display. The spaces at the bottom of the OOB Display can be used to help sort out units not in play initially and substitute units. Note that some units in the game display the set-up hex location

or turn of arrival in the upper left-hand corner to help facilitate set-up and play.

## [2.7] GLOSSARY OF GAME TERMS

**Combat Factor** is the relative fighting capacity of a unit attacking or defending against enemy units, expressed in terms of a Combat Factor. Note that Flak units (9.1) have an offensive (large number, to the left) and defensive (smaller number, center) combat factor.

**Movement Allowance** represents the ability of a unit to move, expressed in terms of Movement Points.

**Unit Steps** represents the durability of units to withstand losses and remain a cohesive force. Units with a second step to absorb a step loss have a reverse side printed on their counter. Units with 3 or more unit steps can be replaced with their corresponding unit of lesser value.

## [2.8] GAME SCALE

The unit counters represent battalions, regiments, brigades, divisions, and Army HQs. Each hex represents 12 miles (19 km). Each turn represents two weeks.

## [3.0] HOW TO WIN THE GAME

The Axis player wins if he moves at least 12 combat factors off the eastern edge of the board before December 1942 and keeps them in supply for 1 month (2 Turns) after the turn they leave the board. These units can re-enter the game through Alexandria or the nearest east edge hex to Alexandria that is not in an Allied zone of control if necessary. While these units are off the board, no Allied replacements or reinforcements may appear at Alexandria. If all exited units do re-enter the game, the Allied units held up off the board appear next turn at Alexandria if it is Allied-controlled.

The Allied player wins by avoiding Axis victory conditions and by holding Tobruk on Turn 50, or by eliminating all Axis units. Axis units that voluntarily exit off the eastern edge are not considered destroyed; they must also be destroyed to fulfill this condition.

If neither player fulfills their victory conditions, the game is a draw.

## [4.0] ZONES OF CONTROL

### GENERAL RULE

The six hexes that surround a unit (or stack) constitute the Zone of Control (ZOC) for that unit or stack. Zones of Control affect movement and retreat. Hexes in the ZOC are called controlled hexes, and they inhibit the movement of enemy units.

### CASES

#### [4.1] WHICH UNITS EXERT A ZONE OF CONTROL

All combat units (non-Markers) with a Combat Strength greater than zero have a ZOC. Units do not exert a ZOC into or out of a Fort hex (i.e., Tobruk or Benghazi).

#### [4.2] EXTENT OF ZONES OF CONTROL

Zones of Control extend into all six hexes adjacent to the controlling unit's hex, regardless of terrain type (**exception:** Fort hexes). Prohibited hexsides (8.2.7) block ZOCs.



*Example:* per the black arrows, the Italian Trento Motorized Division (hex 0803) has its zone of control extending into all six adjacent hexes. However, the British 22nd Guards Motorized Brigade (hex 1043) has its zone of control extending into 3 adjacent hexes only. The prohibited hexside between 1043 and 1044 blocks the zone of control.

#### [4.3] EFFECTS OF ZONES OF CONTROL

[4.3.1] Units never pay any additional movement cost to enter or exit an enemy-controlled hex.

[4.3.2] Whenever a unit enters an enemy ZOC it must stop and may not move further that movement phase. Units may leave an enemy ZOC freely only if they begin the turn in a ZOC, and must stop as soon as they enter another enemy ZOC from either the same or a different unit.

[4.3.3] A unit that begins movement in an enemy ZOC may not move directly to another ZOC.

[4.3.4] There is no additional effect of having more than one unit exerting its ZOC onto a given hex.

[4.3.5] Enemy and friendly units both exert Zones of Control into the same hex. Such Zones

of Control are said to mutually exist in the hex and do not cancel each other out.

[4.3.6] Friendly Zones of Control never affect friendly units, only enemy units.

#### [4.4] REMAINING IN A ZONE OF CONTROL

[4.4.1] Units which find themselves adjacent to enemy units at the start of the turn may stand and fight, receive reinforcements and fight, withdraw, or withdraw and attack from another hex. Units cannot move directly from one enemy Zone of Control to another; they must withdraw from a zone into an uncontrolled hex and then re-enter.

#### [4.5] EFFECTS OF ZONE OF CONTROL ON RETREATS

[4.5.1] If a unit is forced to retreat into or through an enemy ZOC hex, the unit is eliminated.

[4.5.2] Friendly units do **not** negate enemy Zones of Control in the hexes they occupy for purposes of retreat; the retreating unit(s) are still eliminated (**exception:** Optional Case 18.1.1).

## [5.0] STACKING

### GENERAL RULE

Players may place more than one unit in a single hex within certain limits. This is referred to as "stacking." Game markers never count towards the stacking limit. Players may freely inspect the stacks of the opposing side at any time.

### CASES

#### [5.1] STACKING RESTRICTIONS

[5.1.1] Both players may stack two divisions on one hex. For stacking purposes, brigades, regiments, and battalions are considered 1/2 of a division. Friendly units stacked or otherwise may move through each other without penalty. Headquarters do not have any stacking value and can be freely added to any other stack. Replacements have a stacking value of 1/2 of a division. New arrivals may enter the game in excess of stacking at start of a turn, but stacking must be corrected by the end of the Movement Phase.

[5.1.2] If units remained overstacked at the end of the Movement Phase, the owning player must eliminate units until stacking limits are met.

5 XXXX DAK 3 - 10	XX Repl 9 - 8	6 III T04 2 - 7	7 III T55 1-3-6	Repl 0 - 7
0	1	1/2	1/2	1/2

*Example:* The Axis player can not stack all of the units above in one hex without violating stacking restrictions. The divisional stacking value for each unit is listed, but exceeds the 2 division limit permitted.

## [6.0] SEQUENCE OF PLAY

### GENERAL RULE

*The African Campaign* is a two-player game. The Allied player moves all, some, or none of his units as desired, and then conduct any combats his movement has caused. The Axis player does the same with his units. These two actions together make a complete game turn. The Turn Marker is then moved forward on the Turn Record Track, and the next turn begins. This continues until one side, or the other achieves their victory conditions (3.0) or until Turn 50.

### CASES

#### [6.1] GAME TURN OUTLINE

##### A) INITIATIVE DETERMINATION PHASE (Optional, 18.2)

Starting on Turn 2, one player rolls the die to determine player order for the turn. 1-4: Allied, 5-6: Axis, 7: Axis choice. +1 DRM if Rommel is in play. Place the Initiative marker on the Turn Record Track as a reminder. *Note:* Ignore this phase if not using optional rule for Initiative (18.2).

##### B) ALLIED PLAYER TURN

###### 1) Allied Reinforcement/Withdrawal Phase

The Allied player consults the OOB Display and Turn Record Track for any reinforcements or withdrawals. Allied replacements are also checked during odd-numbered turns only (first turn of each month, starting Turn 3).

###### 2) Allied Minefield Placement Phase

Starting on Turn 5, the Allied player may call for a Minefield (16.0) up to three times per game.

###### 3) Allied Movement Phase

The Allied player moves all, some, or none of his units up to their full movement allowance. Units may move in any direction or combination of directions. Movement allowances cannot be transferred from unit to unit or accumulated from turn to turn. Air units may be assigned to Interdiction missions (15.2). Also in this phase, replacements may be used to build units up or rebuild eliminated units (11.0).

###### 4) Allied Combat Phase

All combats are now resolved by the Allied player in any order he wishes (9.0).

###### 5) Allied Supply Check Phase

Any Allied units that cannot trace a supply line (13.0) suffer a step loss.

##### C) AXIS PLAYER TURN

###### 1) Axis Reinforcement/Fuel Phase

The Axis player consults the OOB Display and Turn Record Track for any reinforcements. Also, during odd-numbered turns only (first turn of each month, starting Turn 3), roll on the Axis Infantry Replacement and Fuel Table for Italian and German Replacements, and for Fuel received.

###### 2) Axis Minefield Placement Phase

Starting on Turn 5, the Axis player may call for a Minefield (16.0) up to three times per game.

###### 3) Axis Movement Phase

The Axis player moves all, some, or none of his units up to their full movement allowance. Units may move in any direction or combination of directions. Movement allowances cannot be transferred from unit to unit or accumulated from turn to turn. Air units may be assigned to Interdiction missions (15.2). Also in this phase, replacements may be used to build units up or rebuild eliminated units (11.0).

###### 4) Axis Combat Phase

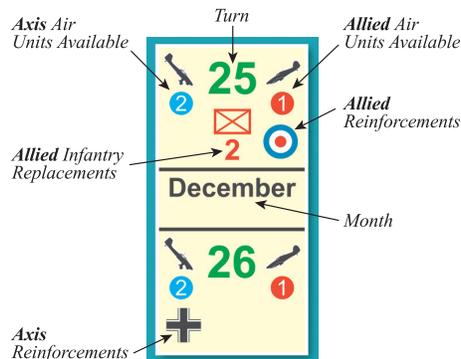
All combats are now resolved by the Axis player in any order he wishes (9.0).

###### 5) Axis Supply Check Phase

Any Axis units that cannot trace a supply line (13.0) suffer a step loss.

##### D) GAME TURN END PHASE

The Turn Marker is advanced one space and the next turn begins.



The Turn Record Track provides key information for each turn, showing number of Air units available to both sides (15.0), Reinforcement arrival indicator per OOB Display (7.0), and any Allied Infantry Replacements that become available (10.0).

## [7.0] REINFORCEMENTS AND WITHDRAWALS

### GENERAL RULE

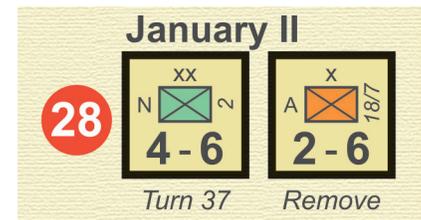
As the first step of each player turn, the players may receive reinforcements and replacements

(10.0). Also, the Allied player may be required to withdraw units to other theatres. Reinforcements arrive at Ports (12.0), as do replacements. Withdrawals do not have to be on ports to be withdrawn.

### CASES

[7.1] Any reinforcements or replacements on the OOB Display for this turn are landed at Ports (12.0). These units may move the turn they land. Allied Replacements are fixed and listed on the Allied OOB Display (for Armor replacements) and on the Turn Record Track for Infantry Replacements.

[7.2] The Allies have units that must be withdrawn. These units have a thick black outline on the OOB Display. Under the withdrawal will be either "Turn" and a number or "Remove." Units listed as "Remove" are removed from the game permanently. To withdraw a unit, simply remove it from the map and place it on the OOB Display, either on the white box of the turn of re-entry or the black box of the turn of withdrawal if the unit is not returning.



*Example:* Beginning on Turn 28, the 2nd New Zealand Infantry Division is removed from play, but returns on Turn 37 (as a stronger 5-6 unit, as seen on the OOB Display). The 18/7 Australian Infantry Brigade is removed permanently from play.

[7.3] Units designated with "Turn" and a number will return on the turn noted. Units withdrawn will return at the same strength as they were withdrawn unless replacements are used to build them up while withdrawn. In addition, they must be withdrawn at least at the strength shown on the OOB Display. If the unit is below the indicated strength, also withdraw enough replacements to build the unit back up to the required strength. If sufficient replacements are not available, then step losses must be taken from another friendly division.

[7.4] If a unit to be withdrawn has been destroyed, or is surrounded, then another friendly unit of equal or greater combat value must be withdrawn. If the original unit is designated to return, then the substitute unit will return in its place, at the same strength as when it was withdrawn.

[7.5] No Allied replacements or reinforcements may arrive at Alexandria while any Axis units have voluntarily exited the eastern edge and remain off the map.

[7.6] Some Allied units may start or enter play at reduced strength as shown on the OoB Display.

## [8.0] MOVEMENT

### GENERAL RULE

During the Movement Phase of his player turn, each player may move as many or as few of his units as he wishes. As long as a unit does not spend more movement points than its movement allowance, it may be moved as many or as few hexes as desired. Unused Movement Points may not be accumulated or transferred between units.

### PROCEDURE

Movement is regulated by the printed hexagons on the map. Movement is expressed in terms of movement points, which are expended in varying amounts as a unit moves from hex to hex depending on terrain. Units are moved individually, or as a stack, in any order the phasing player desires, tracing a path of contiguous hexes through the hex grid. Once a player begins moving a particular unit or stack, he must complete its movement before any other unit or stack is moved.

### CASES

#### [8.1] HOW TO MOVE UNITS

[8.1.1] Movement points expended for terrain are summarized on the Terrain Effects Chart.

[8.1.2] Regardless of terrain cost, a unit that does not begin its movement phase in an enemy Zone of Control can always move one hex, so long as the unit does not cross a prohibited hexside.

#### [8.2] MOVEMENT RESTRICTIONS

[8.2.1] A friendly unit may never enter a hex containing an enemy unit. However, units may conduct Overruns (8.4).

[8.2.2] Units may enter an enemy Zone of Control but must then cease movement (Zones of Control, 4.3.2).

[8.2.3] When moving units as a stack, the units need not begin their Movement Phase stacked together; units may be picked up as the stack moves. Any units that are dropped off as the stack moves may not move any further.

[8.2.4] Stacking limits must be observed at the end of the Movement Phase. Units may move through friendly units in violation of stacking so long as the stacking restrictions are met at the end of the Phase.

[8.2.5] Units entering a Ridge hex may continue moving along the ridge, but may not leave the ridge until the next turn. They can move through passes (e.g., near Sollum) without delay at a cost of 2 Movement Points (since the Passes are two hexes in length). Ridges may be crossed along roads without delay and Ridge hexes may be exited via Road hexsides without delay.



*Permissible ridge movement (did not enter and leave ridge during same movement)*

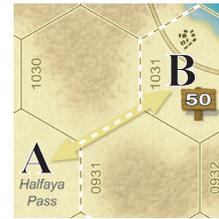


*Not allowed to enter and leave ridge in one movement phase. Exception: see Pass and Road movement below.*

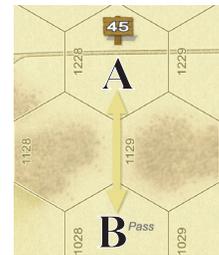


*Unit beginning in hex 1028 can take Pass in either hex 1128 or 1129 to enter hex 1228.*

*Unit entering hex 1128 can only exit Ridge in hex 1128 or 1129 through a Road hexside as shown. The two moves not allowed are due to no road hexside being available to exit the Ridge hex.*



*Pass Movement is allowed between A and B and the Ridge formations by moving through hex 1030 or 0931 in either direction*



*Pass Movement is allowed between A and B and the Ridge formations by moving through hex 1128 or 1129 in either direction*

[8.2.6] **Axis Fuel Restriction:** The Axis was always short of fuel in this theatre. Every time an Axis unit moves more than 2 Movement Points (or 4 Movement Points via Strategic Movement, 8.5) the Fuel marker is moved to reduce the amount available by 1. If there is no Fuel available, **no** Axis unit may move more than 2 Movement Points (or 4 Movement Points using Strategic Movement). Fuel is not required for replacement units or the Rommel HQ unit. The Axis cannot accumulate any more than 10 factors of Fuel; any excess over 10 is lost.

[8.2.7] **Prohibited Hexsides:** Hexsides with white dots are prohibited for all purposes (movement and combat). These represent map anomalies caused by the hex grid, and prevent movement and combat between hexes where none could have actually occurred.

#### [8.3] ROAD MOVEMENT

[8.3.1] Road hexes cost 1/5 of a Movement Point when moving from road hex to road hex along the road hexsides.

[8.3.2] Units that leave the Road lose any fractions of a Movement Point remaining as soon as they leave the road, even if they re-enter Road later during the same Movement Phase.

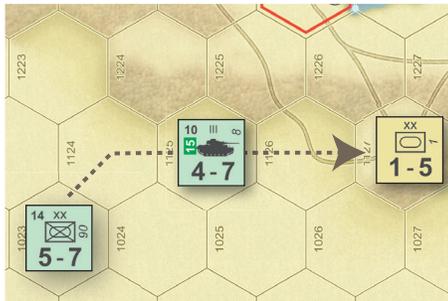
#### [8.4] OVERRUN

[8.4.1] If a unit or stack of units move next to an enemy unit or stack of units, and the moving units in the Combat Phase would have a 9:1 or greater attack against those units, then the enemy units are removed during the Movement Phase; this is known as Overrun Movement. If the moving units still have movement points remaining, they may continue moving and may engage in further Overruns. Replacement units alone in a hex can be automatically Overrun by combat units.

[8.4.2] Overrun Movement is considered movement, not combat; units conducting Overruns are still required attack in the Combat Phase if adjacent to enemy units at the end of the Movement Phase.

**[8.4.3]** Units conducting Overruns may not do so while in the Zone of Control of other enemy units (units that are not part of the Overrun), and must be stacked on one hex only at the time of the Overrun. They cannot be assisted in the Overrun by airpower. No Overruns are permitted during the Combat Phase (i.e., during advances or retreats).

**[8.4.4]** All the units conducting the Overrun need not start the Movement Phase in the same hex but may be picked up and move together until the Overrun is complete. Units may be dropped off (leave the stack) after the Overrun is complete, but any units dropped off may move no farther in that Movement Phase (Overruns are not an exception to 8.2.3).



*Example:* The 90th Motorized Division (5-7) starting in hex 1023 moves and picks up the 8th Panzer Regiment in hex 1125 in order to conduct a successful Overrun at 9-1 odds against the weakened 1-5 British 1st Armoured Division unit in hex 1127. The British unit is eliminated.

**[8.4.5]** Units may not overstack to perform an Overrun, even though stacking is not assessed until the end of the Movement Phase.

## [8.5] STRATEGIC MOVEMENT

**[8.5.1]** Any unit that begins and ends its turn out of enemy Zones of Control, and does not enter an enemy ZOC while moving, may use Strategic Movement. Replacements cannot use Strategic Movement. Units taking replacements cannot use Strategic Movement on the turn they take replacements. When a unit uses Strategic Movement its movement factor is doubled (e.g., a 3-4 is a 3-8).

**[8.5.2]** Strategic Movement may be combined with Road Movement.

**[8.5.3]** No Overruns or Combat may be done by units using Strategic Movement (**exception:** Replacements, 10.2).

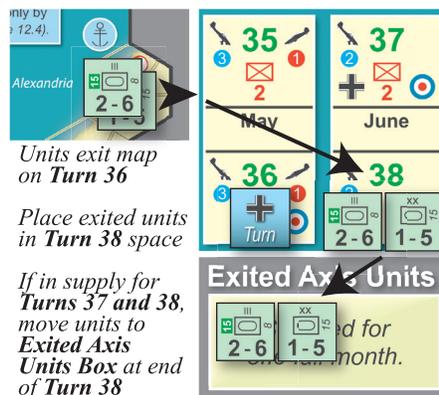
**[8.5.4]** Axis units can strategic move 4 Movement Point (or 20 Movement Points by road) without using Fuel. Neither side may use Strategic Movement on the first turn of the game. New arrivals may *not* use Strategic Movement on the turn they enter the game.

## [8.6] EXITING THE MAP

**[8.6.1]** Only Axis units may voluntarily exit the map, and only by moving off the eastern edge. Place these units on the Turn Record Track as explained below. Units pay standard movement cost to exit the map as if there was an additional hex off-map they are entering (i.e. 1 MP or 1/5 of a Movement Point when exiting along a road).

### PROCEDURE

Axis units that voluntarily exit the eastern edge are placed on the Turn Record Track in the space that is 2 Turns after the current turn in which they have exited. This helps remind the Axis player that these units must remain in supply for 2 Turns after exiting. If the exited units are out of supply for any game turn after they have exited, these units lose 1 step and must move to the next Turn space on the Turn Record Track (these units will require more time before they can satisfy the victory conditions). Once a turn ends where the Axis units are located on the Turn Record Track, and they are in supply, they are placed in the Exited Axis Units box to indicate they meet the victory conditions.



*Units exit map on Turn 36*

*Place exited units in Turn 38 space*

*If in supply for Turns 37 and 38, move units to Exited Axis Units Box at end of Turn 38*

*Example:* Two Axis units conduct road movement to exit the eastern edge on Turn 36. Place these units in the Turn 38 space on the Turn Record Track as illustrated above. At the end of Turn 37, the exited Axis units can trace a line of supply, so they remain in the Turn 38 space. At the end of Turn 38, the exited Axis units are still able to trace a line of supply, so both units are now placed in the Exited Axis Units box as they have satisfied victory conditions.

*Note:* If end of Turn 38 these units were out of supply, each unit must absorb 1 step loss and if not eliminated, move to the Turn 39 space. At the end of Turn 39, if the exited units are back in supply, they are placed in the Exited Axis Units box.

**[8.6.2]** Any Axis exited unit can return to play during the Axis Player turn. If these exited units were in supplied for one month, they still count towards satisfying the victory conditions (please note the returning unit IDs as they are not counted “twice” for victory conditions should they exit the eastern edge again).

**[8.6.3]** Any unit forced to exit the map for any reason is eliminated.

## [9.0] COMBAT

### GENERAL RULE

During the Combat Phase, combat must occur between opposing forces that are in each other’s Zones of Control. Combat across a Prohibited hexside is not allowed (8.2.7). It *may* occur between units inside and outside of Forts at the phasing player’s discretion since Zones of Control are negated by the Fort hex.

The phasing player is the attacker, and the non-phasing player is the defender, regardless of the overall situation. The attacker resolves battles in any order he wishes after he has finished moving. He must fight every enemy unit he is adjacent to (**exception:** Forts and Prohibited hexsides), even if this means attacking multiple defending hexes as a combined force. No enemy unit may be attacked more than once, and no attacking units may participate in more than one attack. Every unit adjacent to a defender must attack.

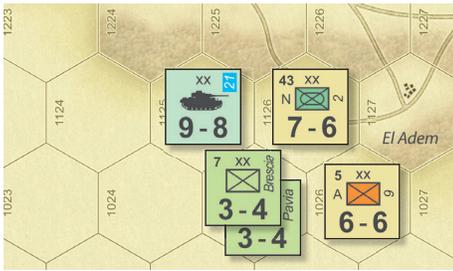
Attacking units in the same hex may fight two different battles against defenders in two different hexes. Attacking units in more than one hex may combine to attack defenders in one hex. Defenders stacked in one hex must be fought as one group, in one battle, with their combat factors added together. Combat factors of the same unit may never be split into more than one battle.

### PROCEDURE

The phasing player first declares all attacks he wishes to make, noting which units are attacking and which air units (Close Support, 15.1), if any, are supporting each attack. The phasing player is **required** to attack **all** enemy units to which he is adjacent (**exception:** Forts, 9.5). In addition, all of the attacker’s units that are adjacent to defending units **must** participate in an attack (**exception:** Forts, 9.5).

Each attack is then resolved separately in any order the phasing player desires. The order chosen can be important, as the results of one attack may influence others.

The attacker resolves attacks by totaling the number of combat factors attacking a hex or hexes, including air units, and compares this to the total combat factor of all enemy units in the defending hex(es). Individual enemy units in a hex may not be attacked separately; all are attacked as a combined force. The total of attacking factors versus the total of defending factors is expressed as a simple odds ratio, rounding in favor of the defender (i.e., 26 to 9 is reduced to 2 to 1). The attacker consults the Combat Results Table, locates the column corresponding to the odds ratio, then rolls a die and notes the result. The result may affect either or both the attacker or the defender and may consist of a retreat, a stalemate, or elimination (or some combination of the three).



*Example:* This battle can be fought in two ways. The Axis are attacking. They can use both 3-4 units against the 6-6 or one 3-4 can attack the 6-6, and the other 3-4 can combine with the 9-8 against the 7-6.

## CASES

**[9.1]** When determining the total combat value, remember that Flak units use the lower, left-most number when attacking and the higher, middle number when defending. All other units use the left-most number for both attack and defense.

**[9.2]** Air units have an *offensive* (only) Combat Factor of 1. A player may use as many air units as he has available in a single combat.

**[9.3]** Attacks at less than 1-6 result in an automatic AE (Attacker Eliminated). Attacks at 9-1 or greater result in an automatic DE (Defender Eliminated).

**[9.4]** Units on Ridge hexes have their Combat Factors doubled for defense, unless at least one of the attackers is on a Plateau hex, in which case the defender is not doubled.

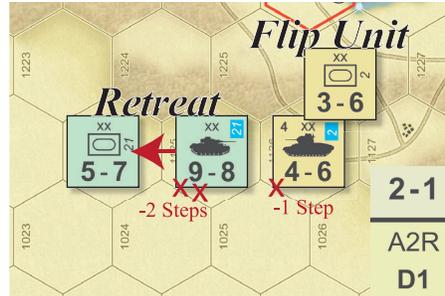
**[9.5] Forts:** Tobruk and Benghazi are Forts. Units in these hexes have no Zones of Control and are doubled on defense. Enemy units may move next to Forts without attacking or having to be attacked, although either side has the option of attacking in its turn. Only step losses affect units in Forts; they can never be forced to retreat.

## [9.6] HOW TO USE THE COMBAT RESULTS TABLE

Add up the combat factors of the attacking units, including any air units, and compare this total with the defender's combat factors as a ratio of attacker to defender. Reduce the ratio to one of the simplified odds found on the Combat Results Table (CRT). Odds are always rounded down in the defender's favor (i.e., 26 to 9 is reduced to 2 to 1). The attacker then rolls one die and cross-references the result with the odds column. Note that the top result pertains to the attacker and the bottom result pertains to the defender.

## [9.7] EXPLANATION OF COMBAT RESULTS

<b>AR</b> – Attacker retreats all attacking units back 1 or 2 hexes, as per Retreats (9.8).
<b>AE</b> – Attacker Eliminated. All attacking units are eliminated and removed from the map.
<b>A#</b> – Attacker must lose a number of steps equal to # (Combat Losses, 9.10).
<b>A#R</b> – Attacker must lose a number of steps equal to # (Combat Losses, 9.10) and retreat all surviving units 1 or 2 hexes, as per Retreats (9.8).
<b>C</b> – Contact. The units remain in Contact; no losses are suffered on either side. In the next player turn, the defender must decide to remain and attack, becoming the attacker (more units can join this attack) or move out of the Zone of Control.
<b>DR</b> – Defender retreats all defending units 1 or 2 hexes, as per Retreats (9.8). Attacking units may advance (9.9).
<b>DE</b> – Defender Eliminated. All defending units are eliminated and removed from the map. Attacking units may advance (9.9).
<b>D#</b> – Defender must lose a number of steps equal to # (Combat Losses, 9.10).
<b>D#R</b> – Defender must lose a number of steps equal to # (Combat Losses, 9.10), and retreat all surviving units 1 or 2 hexes, as per Retreats (9.8). Attacking units may advance (9.9).



*Example:* If the 21st Panzer Division (9-8) is the attacker the 2nd Armored Division (4-6) the defender, the odds would be 9-4 which reduce to 2-1. The Axis player rolls the die and gets a "1." The CRT result is "A2R" for the attacker, and "D1" for the defender. The 21st Panzer takes 2 step losses, becomes a 5-7, and retreats 1 or 2 hexes. The 2nd Armored takes 1 step loss, becoming a 3-6, and holds its position.

## [9.8] RETREATS

**[9.8.1]** Units retreat 1 or 2 hexes, at the owning player's discretion (**exception:** a DR result requires the defender to retreat 2 hexes unless the attacker also receives a retreat result). Units must retreat in the direction of their supply lines if possible. All units need not retreat the same number of hexes if there is a choice.

**[9.8.2]** Units retreat individually. Units cannot be retreated in excess of stacking limitations, into enemy Zones of Control, or off the map.

These units are destroyed instead. Friendly units do **not** negate enemy ZOCs for retreat purposes (**exception:** Optional Case 18.1.1).

**[9.8.3]** The owning player chooses the path of retreat if more than one path is available.

**[9.8.4]** If both sides in a battle receive retreat results, the defender must retreat first.

## [9.9] ADVANCE AFTER COMBAT

**[9.9.1]** If the defender's hex is vacated due to combat, either as a result of retreat or elimination, the attacking unit(s) may immediately advance into the vacated hex, unless also called to retreat. Units advancing may not violate stacking limits.

**[9.9.2]** Defending units may never advance as a result of combat.

## [9.10] COMBAT LOSSES

Most units have multiple versions, or "steps," of different values. When a loss occurs, the next smallest step is placed in the game. That is, a unit could take 2 losses on the Combat Results Table and depending on its steps, lose 3 or 4 combat factors.

**[9.10.1]** Losses refer to steps and not necessarily combat factors. When a unit takes a loss, it is either flipped to its back (reduced) side, or, if already reduced, replaced with another counter of a lower value. For example, if the 6th Australian Division took a loss, the 5-6 counter would be flipped to its reduced side with a 4-6.

**[9.10.2]** If a unit takes a loss and it has no more substitutes left, it is eliminated.

**[9.10.3]** Step losses must be apportioned evenly (for each player) during an individual battle. One unit could not take 3 steps and another only 1 step, for example (unless the 1-step unit was on its last step).

**[9.10.4]** Case 9.10.3 does not invalidate the need for all losses called for on the CRT to be taken, if possible, even if this means eliminating all units, or reducing one unit more steps than another.

## [10.0] REPLACEMENTS

### GENERAL RULE

Replacements are available at the beginning of each month (odd-numbered turns) starting with Turn 3. Armor replacements are received automatically by both sides as per the OOB Displays. Infantry replacements are received by the Allies as shown on the Turn Record Track. Axis infantry replacements are rolled for on the Axis Infantry Replacement and Fuel Table. Replacements are used to add steps to units that have lost them or to rebuild units that have been eliminated.

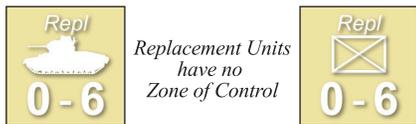
## PROCEDURE

To take a replacement, a unit must be out of enemy Zones of Control and may not attack that turn. A replacement unit must stack with the unit, and the unit is replaced by its next higher step level. A unit may not continue moving once it takes a replacement. Only one replacement per unit per turn is allowed.

## CASES

**[10.1]** Replacements are available at the start of each month (each odd-numbered turn) and must be placed on the board (at a port or at sea if unable to land) during one of the two monthly turns. If there are not enough replacement counters available to do this by the Reinforcement Phase of the player's second turn of the month, then they are lost.

**[10.2]** Replacement units have no combat value or Zones of Control. They are immediately destroyed when caught alone in enemy Zones of Control. Combat Units using normal or Strategic Movement may destroy them (i.e., they are automatically overrun).



**[10.3]** The number of German and Italian infantry replacements is rolled for on the Axis Infantry Replacement and Fuel Table (on the map) at the start of each month beginning with January 1941 (Turn 3). Each month on the Turn Record Track is part of a Segment; these Segments correspond with the Segments on the Axis Infantry Replacement and Fuel Table. Roll twice, once for the Italians and once for the Germans. A result of "1" grants one replacement point of that nationality; a "-" means "no replacement."

**[10.4]** German replacements cannot rebuild Italian units and vice-versa. Allied replacements can be used by any nationality.



**[10.5]** Armored units can only regain their top strength with an armored replacement. *Example:* the 21st Panzer Division can be rebuilt up to a 7-7 with normal replacements, but must have an armored replacement to become a 9-8.

**[10.6]** Except for raising armored units to full strength, both types of replacements are identical and can rebuild any units of the correct nationality.

**[10.7]** Eliminated Axis units can be rebuilt at El Agheila, Allied units at Alexandria. To rebuild, remove three replacements of the correct nationality at these cities and replace them with

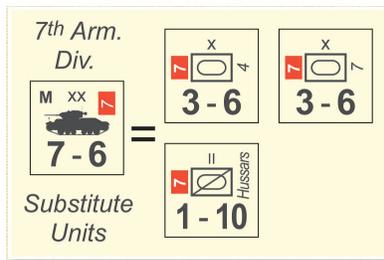
the eliminated unit at its lowest step level. If an HQ is eliminated, roll the dice once each turn and replace it at that side's Home Base if a "6" is rolled.

**[10.8]** Axis units that have voluntarily exited the eastern edge and remain off-map are not eligible to receive replacements.

## [11.0] DIVISION BREAK-DOWN AND BUILDUP

### CASES

**[11.1] Division Breakdown:** When at full strength, several armored divisions can be broken down into their major components. See the OOB Display for the breakdowns. Simply remove the division and replace it with its components during the Movement Phase.



*Example:* The British 7th Armoured Division can be broken down and replaced with its three units during the Allied Movement Phase as illustrated above.

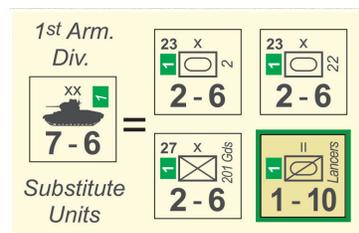
**[11.2] Division Buildup:** If broken down, a division can be built back up if all the minor components stack together.

**[11.2.1]** If one of the minor components is eliminated or reduced in strength, the division is reformed at a strength no greater than the total of its components.

**[11.3]** Once a division is built to its former full strength by use of an armored replacement, it could once again be broken into its minor components, and any eliminated components then reappear.

## [11.4] BRITISH 1ST ARMoured DIVISION

The first time the 1st Armoured Division's three brigade units stack together, the Lancers are added to the stack, and the divisional 7-6 counter may be substituted for the stack if required. The earliest this may occur is Turn 27 once the 201 Guards Infantry Brigade enters play.



## [11.5] THE NEW ZEALAND DIVISION

During or after the September 1942 turn (Turn 43), the 2nd New Zealand Infantry Division, if at full strength, may stack with any full-strength armored brigade and become a 7-6. Remove the 5-6 and the brigade and replace with the 7-6.



The 7-6 does not need an armored replacement to be built up to full strength as it is not an armored division. This process is not reversible and is an exception to 11.2.

## [12.0] PORTS

### GENERAL RULE

Tobruk, Benghazi, Tripoli, and Alexandria are Ports. Replacements and reinforcements may land at these ports. The last player to occupy a port hex may use the port (other than opposing Home Bases). New arrivals may move the same turn they land at ports. Some ports require die rolls for successful entry or exit; these are noted below and on the map.

### CASES

**[12.1]** Tobruk may be used by whichever side controls it. Roll the die for each unit attempting to enter or leave. A "4" or "5" means the unit is delayed and can't move, but may try again next turn. A "6" means the unit was sunk. Replacements are eliminated, combat units may enter or leave but lose one step. Combat units can move to Tobruk, roll the die, and if not delayed, sail by sea to their friendly Home Base in one turn.

**[12.2]** Benghazi may be used by whichever side controls it. Only replacements can use the port. Roll a die for each replacement attempting to enter or leave. A die roll of "5" means the replacement is delayed; a roll of "6" means the replacement is sunk (eliminated).



Place marker to denote arrival is delayed and must re-roll next turn

**[12.3]** Tripoli is the Axis Home Base and may only be used by the Axis. No die rolls are required to enter or leave. Units start on any western board hex at a Movement Point cost of 2. Units may still move up to the unit's full movement allowance, but Fuel (14.0) is then used by combat units that move (as they have already expended 2 MP to enter the map). Strategic Movement is not allowed (8.5.4).

[12.4] Alexandria is the Allied Home Base and may only be used by the Allies. No die rolls are required to enter or leave. **Exception:** No Allied replacements or reinforcements may arrive at Alexandria if any Axis units have exited and remain off-map (Cases 7.5, 8.6.1).

## [13.0] SUPPLY

### GENERAL RULE

All units must be able to trace supply to a friendly supply source by the end of their friendly Combat Phase or lose 1 step. This line can be no longer than 15 hexes, must not pass through enemy units or their Zones of Control, and end at a friendly supply source or a road hex that leads to a supply source. The portion of the supply line on the road can be any length, so long as it does not pass through enemy units or their Zones of Control and follows along road hexes and road hexsides.

### CASES

[13.1] Axis supply sources are any western board hex, or Benghazi or Tobruk if friendly.

[13.2] Allied supply sources are any eastern board hex, or Benghazi or Tobruk if friendly.

[13.3] Units of both sides that are within 1 hex of a friendly-controlled city are considered supplied. A player controls a city if he occupies it or if it is out of enemy Zones of Control and he was the last to occupy it or have it in his Zone of Control.

[13.4] Axis units which have exited the map must trace supply originating from any eastern map edge hex until they have been in supply for 1 month (2 Turns) to satisfy victory conditions. If deemed to be out of supply, they lose 1 step which reduces their combat value for victory purposes (3.0). When supplied for 1 month, they no longer need to trace supply while remaining off the map. Once returned to the map, they trace supply as any other Axis unit.

## [14.0] AXIS FUEL

At the start of the game the Fuel marker is placed at 2 on the Axis Fuel Track as illustrated below.

Axis Fuel Track					
0	1		3	4	5
	6	7	8	9	10

During the Axis Reinforcement/Fuel Phase at the start of every month (odd-numbered turns) beginning January 1941 (Turn 3), roll the die once, and refer to the Axis Replacement and Fuel Chart. Match the Segment of the turn to the Segment on the Axis Replacement and Fuel Chart. The numbers on this chart represent the amount of Fuel the Axis get that month.

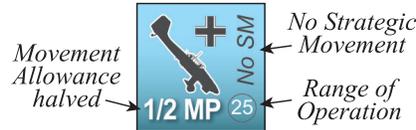
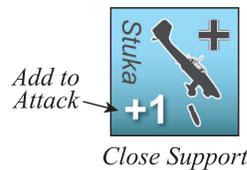
The Axis player moves the Fuel marker to indicate the number of Fuel units he receives. The Allied player never rolls for or expends Fuel. Case 8.2.6 details the Axis Fuel usage restrictions.

*Example:* In March 1941, a roll of “4” gives three Fuel units for that month.

## [15.0] AIR UNITS

### GENERAL RULE

Each turn (not just at the start of a month) the Turn Record Track shows how many air units are available (if any) to each player that turn. Unused air units are not accumulated. Air units can be used as Close Support to affect combat (attack purposes only) or to Interdict enemy movement. The range of air units is 25 hexes from a controlled/friendly city, or the west edge of board for the Axis and the east edge for the Allies. Any city used as a base must have been friendly/controlled at the start of the player-turn to qualify (cities captured during the Movement Phase may not be used that same turn as an air base).



### CASES

[15.1] **Close Support:** Each air unit has a combat value of 1 and may be added to any attack to increase the odds. If a player has two or three air units available they all may be added to the same attack. Air units are for attack purposes only; they can not be used for defense by the non-Phasing player. Air units can only support a combat (9.0); they may not attack alone.

[15.2] **Interdiction:** During the friendly Movement Phase, a player may assign any air units not being used for Close Support to Interdict enemy units. The air unit is placed on top of the enemy unit(s) to be Interdicted. The movement of all units in the hex is halved for their next Movement Phase, and no unit in the stack may use Strategic Movement that Phase.

## [16.0] MINEFIELDS

### GENERAL RULE

Both sides made extensive use of minefields in this theatre to help make up for the lack of troops. Minefields may have no effect, delay a unit, or cause step losses.

### PROCEDURE

Place the 10 Minefield counters with white lettering and no asterisk in a cup (the 6 with yellow lettering and a leading asterisk on their rear side are optional (18.6). Beginning with Turn 5 (February 1941), each player may, once a month, call for a Minefield at the start of his turn. Each player may only make this call three times per game. When a Minefield is called for, *both* players randomly draw a Minefield counter without showing their opponent what its value is, calling player drawing first. The counters can be placed on the map during that turn or saved for later. Any combat unit that begins its turn out of enemy Zones of Control may place a Minefield on the map. The Minefield is placed on the hex with the unit, skull side up, before the unit moves that turn; the unit must move away. Once placed, *neither* player may look at the Minefield’s reverse side. Minefields may not be voluntarily removed.

### CASES

[16.1] Any unit that enters a Minefield hex stops and moves no further that turn. The Minefield counter is flipped over, with any step losses or delays put into effect.

[16.2] Once revealed, the Minefield is immediately removed and placed back in the cup.

[16.3] No other units may enter the Minefield hex that Movement Phase, even if there was no effect.

[16.4] Minefields have no Zone of Control.

[16.5] Units that entered a Minefield and find themselves adjacent to enemy units in the Combat Phase are still required to attack if they are in an enemy Zone of Control.

[16.6] Units in a Minefield retain their Zones of Control.

## [17.0] HOW TO SET UP THE GAME

### CASES

[17.1] Each player should choose a side, either Axis or Allied. Then the players take their units and place them on their Order of Battle Display. Place the “At Start” units on the map in their indicated hexes. Other units will be placed per the OOB Reinforcement schedule or in the Unit Step Reduction or Substitute Units boxes. Place the Axis Fuel Marker on 2 on the Axis Fuel Track. Place the Turn Marker on Turn 1 of the Turn Record Track.

[17.2] The Allied player is the first player every turn.

[17.3] Do not roll for Axis Replacements or Fuel on Turn 1.

[17.4] During December 1940 (Turns 1 and 2), the Allies add 2 to their die roll for all combats.

## [18.0] OPTIONAL RULES

### COMMENTARY

The standard rules honor the original game design of John Edwards, with a focus on providing needed clarifications and minor rule changes where appropriate to enhance the original design. The following bonus material and optional rules are provided for players who wish to consider adding more historical flavor and variability to the game without impacting playability. All rules below are optional, and most can be used independently of each other. However, please note that the Maximum Effort (18.4) and Determined Defense (18.5) must be used together. Also, if using Event Chits (18.7), then the Bonus Minefield Markers (18.6) must also be used.

### CASES

#### [18.1] FRIENDLY UNITS AND RETREATS

[18.1.1] Friendly units (but not their ZOCs) partially negate enemy ZOCs for purposes of retreat (only). Units which retreat through enemy ZOCs that have friendly units in them suffer an additional step loss instead of being automatically destroyed.

#### [18.2] INITIATIVE

##### COMMENTARY

Instead of the player turns fixed as the Allied first and the Axis second every turn, the player turn order is now randomized. Note the phases within each player turn remain the same.



[18.2.1] At the start of each turn (**exception** 18.2.2), determine which player turn is first. Either player rolls 1 die: 1-4: Allied; 5-6: Axis; 7: Axis choice. +1 DRM if Rommel is in play. Place the Initiative marker on the Turn Record Track as a reminder.

[18.2.2] On Turn 1, the Allied player turn is first. On February I, 1941 (Turn 5), or February II (Turn 6), when Rommel arrives, the Axis player turn is first (note: this only applies the first time Rommel appears in the game).

#### [18.3] TACTICAL ADVANTAGE

##### COMMENTARY

To provide more variability and tension to game play, each player will have the option to exercise “Tactical Advantage” to try and change an adverse die roll result.



[18.3.1] The “Tactical Advantage” marker is held by the Allied Player at the start of the game.

[18.3.2] The Player who holds the Tactical Advantage marker may force a re-roll for either player that they find unfavorable to try and change the outcome, at any point during play. By playing this marker, an immediate re-roll of the die must occur, and the result becomes final (even if the new die roll result is less favorable than the original roll for the player who holds the Tactical Advantage).

[18.3.3] Immediately upon declaring Tactical Advantage, the marker is placed onto the Turn Record Track for the following turn. The Tactical Advantage automatically transfers to the opposing side at the start of the turn.

*Example:* The Allied player declares Tactical Advantage after an adverse die result is rolled during the Combat Phase of Turn 3. As a result, the marker is immediately placed in the “4” space on the Turn Record Track, Axis side up to indicate that the Tactical Advantage transfers to the Axis player at the beginning of the turn (before the Initiative Determination Phase, if using Optional Case 18.2).

[18.3.4] Tactical Advantage can be declared to force a die re-roll for any event during play (reinforcement/replacements, Event Chits, combat resolution, etc.).

[18.3.5] The player holding the Tactical Advantage marker is not forced to play it on a given turn. It can remain unused and with the player for a subsequent turn. The marker only transfers to the opposing player once used.

#### [18.4] MAXIMUM EFFORT

##### COMMENTARY

Maximum Effort represents an attacking force taking a greater tactical risk to tip the scales towards victory. This rule must be combined with Determined Defense (18.5), as a player is limited to only one Maximum Effort Attack or one Determined Defense per game turn, but never both.



[18.4.1] Each player has one Maximum Effort marker that can be used once per game turn unless the player has used his Determined Defense marker during the same turn.

[18.4.2] Prior to combat resolution, the Attacker can declare a Maximum Effort if there are no Italian units involved in the attack (**exception:** Rommel is on or adjacent to any attacking Italian units).

[18.4.3] Once a Maximum Effort Attack is declared, the marker is removed from play and placed on the Turn Record Track for the next turn, when it becomes available again for use.

### PROCEDURE

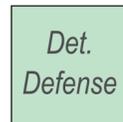
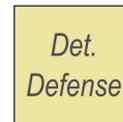
The attacking player rolls a single die:

- On a die result of 1-2, the Maximum Effort succeeds. Shift the combat odds 2 columns to the right.
- On a die result of 3-6, the Maximum Effort fails. Shift the combat odds 1 column to the left, and the attacker must absorb 1 additional step loss (attacker’s choice), even for a favorable combat result in which attacking units may advance after combat.

#### [18.5] DETERMINED DEFENSE

##### COMMENTARY

Determined Defense represents a “hold at all costs” commitment to not give ground to the enemy. This rule must be combined with Maximum Effort (18.4), as a player is limited to only one Maximum Effort Attack or one Determined Defense per game turn, but never both.



[18.5.1] Each player has one Determined Defense marker that can be used once per game turn unless the player has used his Maximum Effort marker during the same turn.

[18.5.2] When a defending stack of units is called to retreat as a result of combat, the defending player may declare a Determined Defense to try and cancel out the retreat result so long as they have an available Determined Defense marker to expend.

[18.5.3] Any defending stack can declare a Determined Defense if the stack contains no Italian units (**exception:** Rommel is on or adjacent to the defending Italian units).

[18.5.4] Once a Determined Defense is declared, the marker is removed from play and placed on the Turn Record Track for the next game turn, when it becomes available again for use.

### PROCEDURE

The defending player rolls a single die:

- On a die result of 1-2, the Determined Defense succeeds. The defender retreat result is canceled. Any step losses still apply.
- On a die result of 3-6, the Determined Defense fails. All defending units must retreat, and the defender must absorb 1 additional step loss (defender’s choice).

## [18.6] BONUS MINEFIELD MARKERS

### COMMENTARY

Additional Minefield markers are provided that can be deployed during play. These markers are pulled at random when called upon (use of an opaque cup is recommended).



[18.6.1] The 6 bonus Minefield markers are designated with an asterisk(\*) on their rear side along with yellow typeface. Simply add these markers to the other Minefield markers to provide a greater variety and distribution of results.

[18.6.2] Bonus Minefield markers are required when using the Event Chits optional rule (18.7), as the Bonus Minefield event may trigger placement of additional Minefields.

## [18.7] EVENT CHITS

### COMMENTARY

Fourteen Event Chits are provided as bonus material for the game to capture some of the common historical facets of the campaign. These events add a degree of chaos and uncertainty to the game. The impact of each Event has been kept to a minimum as to not overly impact play balance. Each Event Chit has an Axis and Allied side, which is the Event that may occur based on which player owns the marker. These events are also summarized on the Player Aid Cards.

[18.7.1] At game start, the Allied player begins by drawing 3 Event Chits randomly from a cup. The Axis player follows by drawing 2 Events Chits. Hold these markers out of sight of the opposing player; they may not be inspected unless called for by an Event.

[18.7.2] At the start of Turns 3, 9, 15, 19, 25, 33, and 41, each player may draw 1 Event Chit.

[18.7.3] When Rommel arrives on February 1, 1941 (Turn 5), the German player automatically draws 1 additional Event Chit. Note: if an Allied Event delays Rommel's arrival, this may occur on Turn 6 instead.

[18.7.4] At the start of December 1941 (Turn 25), all Events Chits removed from play are returned to the random draw cup to replenish the Chits available for play.

[18.7.5] Each player may hold a maximum of 4 Event Chits. Event Chits may not be voluntarily returned for random drawing. They must either be played or remain unused during play.

[18.7.6] Events are not automatic. When playing an Event Chit, the owning player must first declare the Event and roll a die. On a roll of 1-4, the Event roll is successful, and the event occurs. On a roll of 5-6, the Event is canceled

(no effect). In either case, the Chit should be set aside until Turn 25, when it will be placed back in the cup (18.7.4).

[18.7.7] **Event Chits and Combat Resolution.** The attacking player must first declare if playing any Event Chits (but not the Events), followed by the defending player. Once this is done, both sides reveal all Event Chits they plan to play as part of the combat resolution before rolling for Event success

## ALLIED EVENTS

*Bad Weather*

**Bad Weather** – play at the beginning of Axis player turn and place Chit on the map. Terrain costs for all terrain located within 3 hexes of Chit are increased by 1 (except for roads). No air units can be placed in the affected area. Do not count the hex occupied by the Chit to determine inclement Weather range. Chit is removed at the end of Axis Player turn.

*Counter-Intel.*

**Counter-Intelligence** – play any time to immediately cancel any Event Chit declared by the opposing player. This Event must be played before the Event Chit success die roll takes place by the opposing side.

*Extra Mines*

**Extra Mines** – play at the beginning of Allied player turn to place one free Minefield marker. Does not count towards 3 Minefield marker limit.

*Italian Disorg.*

**Italian Disorganization** – play after attacking Axis units have been declared in a combat. All attacking Italian infantry units halve their combat strength (drop any fractions).

*Malta Convoy*

**Malta Convoy** – Allied airpower disrupts Axis convoys passing by Malta. Apply +1 (unfavorable) modifier to all 3 Axis die rolls on the Axis Infantry Replacement and Fuel Table.

*Naval Support*

**Naval Support** – one favorable combat shift for Allied player when attacking or defending any Port hex.

*LRDG*

**Long Range Desert Group** – play at the beginning of Axis Movement Phase to prohibit any 1 Axis unit's movement that is located closer to hex 0701 than it is to any Allied unit.

*RN "Force K"*

**Royal Navy "Force K"** – play during German Reinforcement Phase. One Axis unit of Allied player's choosing scheduled to arrive in the current German player turn is delayed by one turn.

*Rommel on Leave*

**Rommel on Leave** – play at the beginning of Player Turn (or the Initiative Determination Phase if using Optional Case 18.2) to remove the Rommel HQ from the map. Place on Turn Record Track to arrive two turns later on Axis player turn.

*Tank Recovery*

**Tank Recovery** – play during Allied Reinforcement/Withdrawal Phase to receive one additional Allied tank replacement.

*Ultra Intel.*

**Ultra Intelligence** – play at the beginning of player turn to draw and remove one Event Chit held by Axis player. Once drawn, the Event Chit can be shown and returned to the Event Pool.

## AXIS EVENTS

*Bad Weather*

**Bad Weather** – play at the beginning of Allied player turn and place Chit on game map. Terrain costs for all terrain located within 3 hexes of Chit are increased by one (except for roads). No air units can be placed in affected area. Do not count the hex occupied by the Chit to determine inclement Weather range. Chit is removed at end of Allied player turn.

*Captured Supplies*

**Captured Supplies** – Play after capturing any Allied-controlled city to immediately receive one additional Fuel point.

*Counter-Intel.*

**Counter-Intelligence** – play any time to immediately cancel any Event Chit declared by the opposing player. This Event must be played before the Event Chit success die roll takes place by the opposing side.

*Early Convoy Arrival*

**Early Convoy Arrival** – play at the beginning of Axis Reinforcement Phase. One Axis reinforcement unit due to arrive the following turn may arrive early and be placed on the map, at Axis player's choosing.

*Extra Mines*

**Extra Mines** – play at the beginning of German player turn to place one free Minefield marker. Does not count towards the 3 Minefield marker limit.

*Flak 88*

**Flak 88** – play during any Allied attack which includes Allied armor. If attacker step loss result is called for, first step loss must be taken from an Allied armored unit of the Axis player's choosing.

Fuel/  
Ammo  
Reserves

**Fuel/Ammo Reserves** – Play during Axis Reinforcement/Fuel Phase to immediately receive one additional Fuel point.

Late  
Allied  
Reinf.

**Late Allied Reinforcements** – play during Allied Reinforcement/Withdrawal phase. One Allied unit of Axis player's choosing scheduled to arrive in the current Allied player turn is delayed by one turn.

Luftlotte  
2

**Luftlotte 2** – play during Allied Reinforcement/Withdrawal phase. Reduce Allied player's infantry replacements scheduled for the current turn by 2. Do not remove any Allied replacements

from the map, even if less than 2 replacements were scheduled to be received for the current Allied player turn.

Panzer  
Recovery

**Panzer Recovery** – Play during Axis Reinforcement/Fuel Phase to immediately receive one additional German armor replacement.

Pioneers

**Pioneers** – play before Axis player enters Minefield hex to immediately treat it as having no effect.

Poor  
Attack  
Coord.

**Poor Attack Coordination** – play before resolving any Allied attack. Axis player chooses one Allied unit whose attack strength is automatically reduced by half (drop any fractions).

## [19.0] HISTORICAL NOTES

In September 1940, after one year of war, Adolf Hitler was in complete control of the continent of Europe. The Germans had conquered Poland, Norway, Denmark, Belgium, The Netherlands, and France. The British Army had lost most of its equipment and was lucky to escape at Dunkirk; and now London itself was being bombed daily by the Luftwaffe.

Hitler's ally Mussolini, the dictator of Italy, was also at war with Britain. On September 13th, Marshal Graziani and an army of almost 250,000 Italians under his control crossed the Egyptian border and occupied Salum. The British commander, General Wavell, withdrew to Matruh, and the Italian 4th Blackshirt Division occupied Sidi Barrani on September 18th. Graziani now had the chance to move on towards the Suez Canal, whose importance to British shipping in the Mediterranean was obvious. Instead, he ordered his men to dig in.

Our game begins at this point. On December 9th, 1940, General Wavell launched *Operation Compass*, and Graziani's army was cut off at Sidi

Barrani. In two months, the British force of 31,000 men, led by General O'Connor, advanced 500 miles, past Agedabia, destroyed an Italian army of ten divisions, took some 130,000 prisoners, and captured 400 tanks. The cost to the Allies was a little over 500 men killed. It was truly one of the greatest victories in military history.

On February 12th, with only one Italian regiment left holding the front, a German Henkel 111 bomber landed at Tripoli, and out stepped a German general, short in stature but quick and dynamic in speech and manner. Erwin Rommel had arrived in Africa.

Rommel's name has perhaps become more famous than any of the chief actors in the Second World War, and through his fame, the German Afrika Korps that he led was to become almost as widely celebrated. The men of the Afrika Korps were well trained, disciplined soldiers, but unused to the hot desert conditions that suited the Australians, New Zealanders, and South Africans better. It was Rommel, this inspiring leader, who raised his men to great heights and created the legend of the Afrika Korps,

With a still incomplete 5th Light Division (later renamed the 21st Panzer Division), Rommel took El Agheila on March 24th. Disregarding Hitler's orders to wait for the 15th Panzer Division, Rommel pushed on and, bypassing Tobruk, drove the Allies back to Matruh by April 25th. The legend of the Afrika Korps was born.

In May and again in June the Allies launched fresh offensives, but Rommel checked them and still managed to keep pressure on Tobruk. Then in November, with General Auchinleck as their new Commander, the Allies launched *Operation Crusader*. The Eighth Army outnumbered the Axis 9 to 4 in tanks, and the Germans who were the backbone of the Axis forces by more than 4 to 1. After a touch-and-go battle, the superior numbers won out, Tobruk was relieved, and Rommel withdrew to El Agheila.

A month later, after catching the Allies by surprise, the "Desert Fox" was back at Gazala. Both sides built up their forces, the Axis under great difficulty as many supply ships were being sunk, and because Hitler regarded Africa as a side show and had little material to spare from Russia.

In May 1942, the Afrika Korps had 280 German panzers and was supported by 230 obsolescent Italian tanks. The Allies were about to attack with over 1000 tanks, but Rommel struck first, and after a fortnight's battle, the Afrika Korps took Tobruk by storm. The Eighth Army retreated to the El Alamein line, the last defensive area before Alexandria, the Nile Delta, and the Suez Canal. Rommel's initial attacks at El Alamein were repulsed, and a stalemate developed. During this time, the Allies built up a 6-1 superiority in tanks and aircraft, and General Montgomery arrived.

The Afrika Korps was weakened after repeatedly attacking the Alam Haifa Ridge, while the Allies were the strongest they had ever been. Rommel asked Hitler for permission to withdraw, but it

was refused. Then on November 4th, the 1st and 10th Armored Divisions broke through the Axis defenses, and the Afrika Korps was forced to withdraw. With no flank protection, little fuel, and no strength to set up any defensive positions, Rommel managed to withdraw in an orderly fashion.

On November the 8th, the Allies invaded the whole North African shore between Casablanca and Algiers to Rommel's rear. This spelled the end of Axis hopes in Africa, as within weeks this force would be in Tunisia, perhaps even Tripoli, and there would be no escape. Rommel fell back further to meet this force and defend Tunisia. On January 19th, 1943, the Allies captured Misurata.

It is at this point our game ends, as without total victory by November or December 1942, the Axis forces would not have been able to cope with the Allies then landing in their rear. The African campaign continued until the remnants of the proud Afrika Korps were surrounded, with their backs to an Allied controlled sea, and finally capitulated in May 1943. But the battle of El Alamein, with the battle of Stalingrad, spelled the end of Hitler's dreams of world domination and marked the turning point in the Second World War.

## GAME CREDITS

**Game Design**  
John Edwards

**Artwork**  
Todd Davis

**Box Design**  
Knut Grunitz and Brien Miller

**Project Director**  
John Kranz

**Contributors**  
Kim Meints, Gareth Scott

**Produced by**  
Ken Dingley and Bill Thomas  
for Compass Games, LLC.



### Post-Production Notes

**Correction to OOB Substitute Unit Display**  
2nd Brigade of the British 1st Armoured Division (2-6) appears on Turn 25 as listed in the Reinforcement Schedule and on the unit itself.

**Correction to Allied Counters (Turn of Entry)**  
3rd Indian Mechanized Brigade (2-6) enters on Turn 8 and 1st Greek Infantry Brigade (1-6) enters on Turn 37, as properly listed on the OoB Display. The counters have an incorrect Turn of Entry listing.

**Small Typo on German Event Chit Markers**  
"Counter-Inel" marker should read, "Counter-Intel"  
"Luftlotte" marker should read, "Luftflotte"

**Air Interdiction Marker clarification**  
"1/2 MP" should read "1/2 MA" since its the unit's Movement Allowance that is halved.



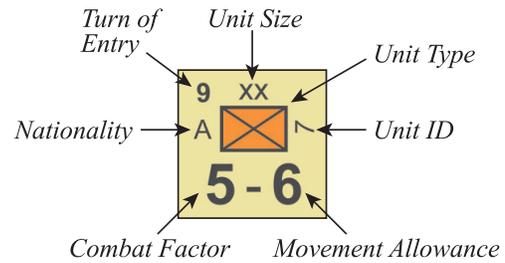


# SEQUENCE OF PLAY

## GAME TURN OUTLINE

### A) INITIATIVE DETERMINATION PHASE (Optional, 18.2)

Starting on Turn 2, one player rolls the die to determine player order for the turn. 1-4: Allied, 5-6: Axis, 7: Axis choice. +1 DRM if Rommel is in play. Place the Initiative marker on the Turn Record Track as a reminder. *Note:* Ignore this phase if not using optional rule for Initiative (18.2).



### B) ALLIED PLAYER TURN

#### 1) Allied Reinforcement/Withdrawal Phase

The Allied player consults the OOB Display and Turn Record Track for any reinforcements or withdrawals. Allied replacements are also checked during odd-numbered turns only (first turn of each month, starting Turn 3).

#### 2) Allied Minefield Placement Phase

Starting on Turn 5, the Allied player may call for a Minefield (16.0) up to three times per game.

#### 3) Allied Movement Phase

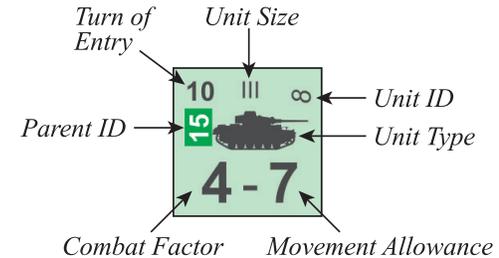
The Allied player moves all, some, or none of his units up to their full movement allowance. Units may move in any direction or combination of directions. Movement allowances cannot be transferred from unit to unit or accumulated from turn to turn. Air units may be assigned to Interdiction missions (15.2). Also in this phase, replacements may be used to build units up or rebuild eliminated units (11.0).

#### 4) Allied Combat Phase

All combats are now resolved by the Allied player in any order he wishes (9.0).

#### 5) Allied Supply Check Phase

Any Allied units that cannot trace a supply line (13.0) suffer a step loss.



### C) AXIS PLAYER TURN

#### 1) Axis Reinforcement/Fuel Phase

The Axis player consults the OOB Display and Turn Record Track for any reinforcements. Also, during odd-numbered turns only (first turn of each month, starting Turn 3), roll on the Axis Infantry Replacement and Fuel Table for Italian and German Replacements, and for Fuel received.

#### 2) Axis Minefield Placement Phase

Starting on Turn 5, the Axis player may call for a Minefield (16.0) up to three times per game.

#### 3) Axis Movement Phase

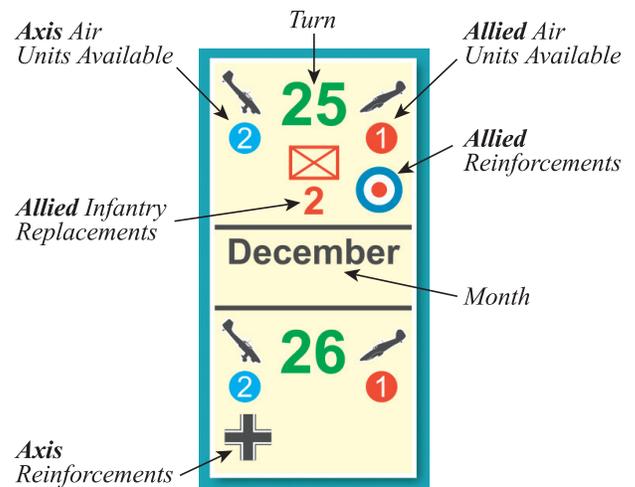
The Axis player moves all, some, or none of his units up to their full movement allowance. Units may move in any direction or combination of directions. Movement allowances cannot be transferred from unit to unit or accumulated from turn to turn. Air units may be assigned to Interdiction missions (15.2). Also in this phase, replacements may be used to build units up or rebuild eliminated units (11.0).

#### 4) Axis Combat Phase

All combats are now resolved by the Axis player in any order he wishes (9.0).

#### 5) Axis Supply Check Phase

Any Axis units that cannot trace a supply line (13.0) suffer a step loss.



### D) GAME TURN END PHASE

The Turn Marker is advanced one space and the next turn begins.

## RULES NOTES

- ZOC do not extend into or out of Fort hexes [4.1]
- Up to 2 Division unit equivalents can stack in a hex. HQ unit does not count towards stacking limitations. [5.1.1]
- Some Allied units may start or enter play at reduced strength [7.6]
- Units entering ridge may not exit ridge until the next turn unless leaving the Ridge hex through a Road hexside. Units already on a ridge may exit the same turn. [8.2.5]
- Every time an Axis unit moves more than 2 Movement Points (or 4 Movement Points via Strategic Movement, 8.5) the Fuel marker is moved to reduce the amount available by 1. [8.2.6]
- Attack is mandatory when defending unit(s) are located in friendly ZOC (*exception:* Forts and Prohibited hexsides) [9.0]
- Units on a ridge have their Combat Factors doubled for defense, unless at least one of the attackers is on a Plateau hex [9.4]
- Units in Fort hexes can ignore retreat result [9.5]
- Units retreat 1 or 2 hexes (*exception:* a DR result requires the defender to retreat 2 hexes unless the attacker also receives a retreat result) [9.8.1]
- Step losses must be apportioned evenly [9.10.3]
- Armored units can only regain their *top* strength with an armored replacement [10.5]
- Close Support is for attack purposes only [15.1]

