

A. FAQ

2.1 THE PLAYING PIECES

- “Infantry type units” are; Infantry, Motorized Infantry, Machine Gun, Engineer and Armored Infantry.
---Anti Tank, 88mm, Recon and HQ are not “Infantry type units”.

5.0 STACKING

- Is stacking limit applied even during the initial phase?
---NO, only after movement, an advance after combat and during a mobile assault.
- What happens if withdrawal of a headquarter causes overstacking?
---Treat it as a temporary overstacking caused by a retreat (5.5)
- In which situation can retreating units finish their retreat overstacked?
 - (1). Any time.
 - (2). To avoid retreating into (any) enemy ZOC.
 - (3). When the retreat into other hexes will cause any additional step losses because of interlocking active ZOC.
 - (4). When that is the only hex to be retreated and otherwise that retreating stack is totally eliminated.---Case 3.

- Do all three Italian Gruppo Maletti units count for divisional stacking of 3?
----Yes, the same as the Trento Division.

6.0 ORGANIZATION CARD

- A non-motorized unit can enter a motorized formation display only when it is combat motorized. Is this correct?
----Yes

7.0 ZONE OF CONTROL

- Do ZOCs exist in desert hexes? ----Yes
- Can a unit retreat into/through desert hexes? ----Yes
- A stack retreating through an overlapping active enemy ZOC in a desert hex has to lose extra steps. Is this correct? ----Yes
- Can a unit move from enemy ZOC to enemy ZOC during reaction movement?
--Yes, but it would need three MP's to do this.

7.3 Active ZOC

- Do ALL combat units in an enemy Active ZOC have to attack? Or, as far as the unit which is exerting Active ZOC is attacked, can some phasing units be left aside without participating in any attack?
----Yes, some may not participate.

10.0 Combat Modifiers

- Can Armor superiority be used in an attack against Jebel / Sebakha hexes. ----Yes
- Non-tank units in improved positions have their Armor Effect Rating increased by one (see 18.2). Is this benefit also true for units which have *no* armor effect rating at all (e.g. most of the infantry divisions/brigades) or must an unit have a minimum rating of one?
---Units with 0 AT rating in an improved position have their AT rating increased to 1.

11.0 RETREATS

- Retreat priority; Is a hex in an enemy ZOC but also occupied by a friendly force treated still as an enemy ZOC (but which does not cause any extra damages to the retreating force) in judging retreat priority or it is not regarded as a ZOC for this purpose?
----It is not counted as a ZOC
- When there are two “possible” paths for the retreating stack, one is completely free of eZOC and the other is adjacent to an enemy stack but contains friendly units, then does the retreating force have to chose the former ‘free’ hex or can retreat into either hexes?
----It could retreat either way.

14.0 MOBILE ASSAULTS

- Can an attacker succeeded in a Mobile Assault enter the hex occupied by the defender even when it is an “Active ZOC to Active ZOC movement” of other enemy units? ----YES
- If it is possible, can that unit continue its movement or conduct another MA? ----YES
- Can a Mobile assault be conducted against units in Jebel / Sebakha hexes?
----Yes. But, Motorized units, which conducted Mobile Assault against units in Jebel or Sebakha, have to finish their movement at the end of that MA.
- Can a Mobile Assault be conducted across Escarpment hexsides via road?
----NO. Mobile Assaults are not allowed across Escarpments even through a road hexside (because in eZOC to eZOC condition, the presence of the road is ignored).

16.0 SPECIAL UNIT TYPES

- **Reconnaissance Units:** Recon units do not have any AT capacity (they are rebuilt by tank replacement); Is this correct?
---Yes, they represent specialized vehicles, which are represented by the tank replacement point.

16.2 Artillery Units

- When attacked in a Fortified hex, the defensive factor of an artillery unit in that hex is modified (x2 or x3). But when supporting adjacent fortified hexes, artillery units can add only their printed strength. Is this correct?
----Artillery should never be doubled or tripled in a fortification or improved position. This is an error in the original rules.

- Can artillery units defending alone defend with their printed strength? ---Yes
- May a defender use artillery or air units in a Mobile Assault? ----Air NO, Artillery: YES
- When motorized units stacked with non-motorized ones are acting independently, and a selective attack is conducted against those motorized units, can artillery units deployed to non-mobile side in that hex support them? ----YES
- Can an artillery / HQ unit advance after combat along with other units? ----Yes
- Can even a deployed artillery with zero-MP advance, flipped to its movement side? ----No, it cannot advance.

16.3 Army HQ

- Can even a zero-attack factor Army HQ advance, tagging along with other combat units? ----Yes
- And nothing was written about Supply Points stacked with the attacking units. Can they advance after combat with truck points accompanying other advancing units? ----Yes

18.0 FIELD WORKS

- When units in a hex with a fortification are forced to retreat (attacker with repulse or defender with advance/overrun result), is that fort destroyed;
 - (1) immediately,
 - (2) when the opposite side advanced after combat into that hex or
 - (3) left behind.
 ----(2) When the opposite side advanced into the hex.

19.0 GENERAL SUPPLY

- 19.6 Attrition: When rolling for the attrition of a stack, should I roll for the replacement units in that hex, too? ----Yes

20.0 SUPPLY UNITS

- **20.3 Attack Supply:** Supply Points are not consumed if the total of combat loss actually taken/absorbed by the both players is one or zero. The results on the CRT must be more than A1, D1 or A0/D0.

29.0 RECOVERED STEPS

- Can we have more than 9+2/3 (Axis) or 9+3/4 (Allies) Damaged Tanks or Wounded Personnel, which can be recorded on the track? ----Yes, there is no limit.

31.0 TURN RECORD TRACK

- **31.7 Unit Conversion:** When “converting” two or more units to two (or more) other units, can I place converted units in any hex where the original ones existed? ----Yes

ADVANCED RULES

40.0 THE AIR GAMES

The sequence of Air Game Sub phase (Suppl.)

The Air Game Sub phase is conducted in the following sequence;

1. The attacker declares “all” ground combats (just indicating target hexes is enough?) at the beginning of the combat phase.
2. Both players place air units according to 40.4 and resolve all Air to Air combat in the order of attacker’s choice before resolving any ground combat.
3. After the completion of all Air to Air combats, start resolving the ground combat in the order of attacker’s choice.

SPECIAL RULES

- 43.0 Littorio Div. When enemy units move within six hexes of Littorio Div, they can stay in that hex. But when they move, they have to move into more distant hexes from the enemy units (they can not move into hexes in the SAME distance). Is this correct?

----The Axis player must attempt to move the Littorio Division to a hex more than 6 hexes away from all enemy units. If the only way to do that is to move temporary closer to an enemy unit, that is OK.

44.0 The Italian 5th Army

- When the Allied player doesn’t take Bardia or Tobruk, Italian 5th Army is not released even until the end of the campaign game. Is this correct?

---Correct. Perhaps not reality based, but if the Allies haven’t taken Bardia and Tobruk, they don’t need to face the 5th Army.

48.0 VICISSITUDES OF WAR

- **48.1 The fall of Tobruk:** This is applicable after the August I 1941. Does this mean that this is applied from the August II 1941 turn? ----YES
- German 200th and 361st regiments are not converted to motorized version when the Axis takes Tobruk before the August II 1941 turn. Is this correct? ----CORRECT
- Are they converted even before the entry of 90th Division Headquarter? ----YES
- What happens if the Axis takes Tobruk but loses it before the entry of these units?

----THE CONVERSION STILL TAKES PLACE
- What happens if the Axis does not lose Tobruk from the beginning of the campaign game?

---Then the Axis doesn’t need any help.
- 48.2: The same question as in 48.1, is this rule applied from the July II 1941 turn? ----YES

REINFORCEMENTS

- NZs from Crete: Can wounded NZ steps that enter Jun I be used from that turn or from the next Jun II turn?

----Jun I

OTHERS

- Babini HQ: Babini HQ is not used in any scenario after “Enter Rommel”. When is it disbanded?

---You can use it any time you want, even in 1941 and ‘42 scenarios. I think it was historically disbanded in late 1940.

B. Rule Changes

The following rule changes were designed by Ken Mitsube and myself. The new LOC rule (8.3), the extra German tank replacement (see charts and Tables at the bottom) and the new Attack Supply rule (20.3) greatly improve the game.

8.3 LINE OF COMMUNICATION

- The length of a LOC was found to be too generous (especially for rule 19.4). Add the following restriction to a LOC: A LOC can be no more than 9 MP's to a road or track and thence along the road or track an unlimited distance to a Friendly Map Edge. Alternatively, the LOC can also be traced (9 MP's + unlimited road/track) to another friendly supply point if that supply point can trace a LOC to a Friendly Map Edge or to a supply point which can trace a LOC to a Friendly Map Edge. A LOC can be extended by supply points an unlimited number of times as long as the last supply point in the chain can trace a LOC to a Friendly Map Edge.

14. MOBILE ASSAULTS

- Mobile Assaults do consume attack supply if the total number of step losses (attacker + defender) is 2 or more. See 20.3 below.

16.0 SPECIAL UNIT TYPES

- Recon units out of supply lose their ability to avoid combat.

16.2 Artillery Units and 40.6 Ground Support

- Artillery Factors and/or Ground Support Factors as a whole may not exceed the printed ground strength
---excess AF and/or GSF are ignored.

16.3 Army HQ disband

- Each player may disband his Army HQ voluntarily in any friendly segment at the beginning of Movement Phase. Disbanded HQs are immediately replaced in any friendly Off Map Box, but can not be moved in that segment.

18.0 FIELD WORKS

18.3 Fortifications

- REMOVAL: In addition, any vacant fortification more than 4 hexes from a friendly unit (in any supply status) is automatically removed during the replacement/reinforcement segment. This is not applied to permanent fortifications.
- Each player may not have more than SIX fortifications placed on the map at the same time. Permanent fortifications are not counted for this limitation (but fortifications built within the Tobruk perimeter are counted, though). There is no restriction in the total number of fortifications that may be built during the whole course of the game. This rule is not applied to improved positions.
- Artillery should never be doubled or tripled in a fortification or improved position.

19.0 GENERAL SUPPLY

- 19.4 Note that the new LOC rule (8.3 above) makes it easier for supply units to become isolated and hence consumed when supplying isolated units.

20.0 SUPPLY POINTS

- **20.3 Attack Supply:** One Supply Point may no longer provide Attack Supply for an unlimited number of attacks. If an attack results in two or more step losses (count attacker and defender losses), then the supply unit is removed before it can provide attack supply to any other attacks. This applies to Mobile Assaults also.

23.0 SEA MOVEMENT

- **23.3 Shipping Limits:** The Axis Player may move eight (8) Shipping Points out of Italy Box to any friendly African port. This is in addition to the two (2) Coastal Shipping capacity between African ports.

28.0 CADRES & REPLACEMENTS

28.7 SPECIAL CASES:

HEADQUARTERS: Divisional HQs require the expenditure of one infantry-type Replacement unit plus one Resource Point.

29.0 RECOVERED STEPS

- **29.5 Tank Repair:** Axis player may repair 2 tank units per turn regardless of nationality (either 2 German, 2 Italian or one of each).

41.0 REACTION

Delete this section.

REINFORCEMENT SCHEDULE

- The first Minor Allies replacement unit starts the game in the Allies replacement pool.
- The second Minor Allies replacement unit enters: FEB I, 1942 TURN.
- The 28th Maori Battalion starts on board at Alexandria.
- The 6th/Australian Division HQ enter the game in the Dec II 1940 turn (with the last brigade).
- The Australian 24/9 Brigade enters on Feb II 1941, not Mar II 1941.

CHARTS AND TABLES

- **AXIS Replacement Table:** Axis Player can get Tank Replacement Units as follows.
1941: 9 through 11; one Tank Repl / 12; two Tank Repl
1942: 8 through 11; one Tank Repl / 12; two Tank Repl